

EasyMy Learning Pvt. Ltd.

Prompt Book 8: Education, Ed-tech & Online Coaching

Innovative AI prompts for teachers, trainers, and digital learning entrepreneurs
— designed to enhance education and e-learning with creativity and precision.

Empowering Nepalese students and educators through AI-driven education by EasyMy Learning Pvt. Ltd.

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Curriculum & lesson plan creation

1. Prompt 1 — Corporate Soft Skills Training Curriculum

Corporate Soft Skills Training Curriculum Backstory: You run a corporate training firm and a client asks for a 12-week soft skills program for fresh graduates entering their company. These employees lack workplace communication and etiquette, so the curriculum must be engaging and practical. Goal: **Create** a structured, skill-focused program that fits busy corporate schedules. Prompt: "**You are** a Corporate Learning Designer. Develop a 12-week curriculum on soft skills for entry-level employees that: Covers communication, teamwork, time management, and problem-solving. Uses 2-hour weekly sessions (in-person or virtual). Includes role-play activities and real-life case studies. Has weekly reflection assignments to measure growth. Ends with a final presentation project. Inputs: Target industry & employee role Skill priorities Delivery mode (online/offline) Output Format: Curriculum outline (Excel) Detailed session plans (Word/PDF)"



2. Prompt 2 — Online Coding Bootcamp Syllabus

Online Coding Bootcamp Syllabus Backstory: You're launching an 8-week beginner-friendly coding bootcamp for working professionals who can only dedicate evenings. You must design a curriculum that balances theory, hands-on projects, and peer collaboration. Goal: **Prepare** learners to build simple web applications by the end of the program. Prompt: "**You are** a Coding Bootcamp Curriculum Specialist. **Create** an 8-week evening program for absolute beginners that: Introduces HTML, CSS, and JavaScript basics. Incorporates 2 small projects and 1 capstone. Includes optional weekend Q&A sessions. Integrates peer code review for collaboration. Assigns weekly challenges to reinforce learning. Inputs: Learner skill level Project themes Tools to be used Output Format: Week-by-week syllabus (Excel) Project briefs (PDF)"



3. Prompt 3 — High School Science Lesson Plans

High School Science Lesson Plans Backstory: You're a high school science teacher building 10th-grade physics lesson plans aligned with CBSE curriculum. You want to make concepts more engaging with experiments and visual aids. Goal: **Create** interactive, curriculum-compliant lesson plans for the semester. Prompt: "**You are** a Secondary Education Curriculum Designer. Draft 20 detailed lesson plans for 10th-grade physics that: **Align** with CBSE learning objectives. **Include** interactive experiments and models. **Suggest** free online simulations for difficult topics. **Provide** short assessments after each lesson. Allocate time for revision and doubt clearing. Inputs: Official syllabus link School resources available Output Format: Lesson plan template (Word) Resource list (Excel)"



4. Prompt 4 — Yoga Teacher Training Syllabus

Yoga Teacher Training Syllabus Backstory: You're developing a 200-hour yoga teacher training program for aspiring instructors. The curriculum needs to blend asanas, philosophy, anatomy, and teaching methodology. Goal: Certify students to teach yoga professionally in India and abroad. Prompt: "**You are** a Yoga Education Curriculum Expert. **Create** a 200-hour training syllabus that: Balances 50% practical (asanas, pranayama, meditation) and 50% theory. Covers yoga philosophy and history. Includes anatomy and physiology modules. Has supervised teaching practice sessions.

Aligns with Yoga Alliance International standards. Inputs: Training duration (intensive/extended) School location & facilities Output Format: Hourly breakdown (Excel) Module guides (Word)"



5. Prompt 5 — Digital Marketing Crash Course

Digital Marketing Crash Course Backstory: You're an online coach launching a 4-week crash course in digital marketing for small business owners. The learners are time-poor but eager to apply concepts immediately. Goal: Deliver actionable skills with measurable ROI in 30 days. Prompt: "You are a Digital Marketing Course Designer. Develop a 4-week curriculum for beginners that: Covers SEO, social media, email marketing, and paid ads. Uses a real business case study throughout the course. Assigns weekly campaigns for learners to execute. Tracks metrics like leads and conversions. Ends with a marketing plan presentation. Inputs: Target industry Available tools/budget Output Format: Weekly syllabus (Excel) Campaign assignment sheets (PDF)"



6. Prompt 6 — Financial Literacy Program for College Students

Financial Literacy Program for College Students Backstory: You're a non-profit creating a semester-long financial literacy program for Indian college students. Most have little exposure to budgeting, investments, or credit management. Goal: Equip students with practical money skills before they graduate. Prompt: "You are a Financial Literacy Educator. Create a 16-week curriculum that: Covers budgeting, saving, investing, taxes, and credit scores. Uses real-world examples from India. Includes interactive activities like mock investment challenges. Has short, practical assignments. Ends with a personal finance plan project. Inputs: Student age group Level of financial knowledge Output Format: Curriculum outline (Excel) Session activity sheets (PDF)"



7. Prompt 7 — Agricultural Skills Training for Rural Youth

Agricultural Skills Training for Rural Youth Backstory: You're part of an NGO running vocational training in sustainable agriculture for rural youth. The program must be hands-on and region-specific. Goal: Increase employability and productivity in local farming communities. Prompt: "You are an Agriculture Training Designer. Develop a 12-week program that: Covers soil health, crop cycles, organic farming, and irrigation. Incorporates local crop-specific best practices. Uses farm visits and field demonstrations. Includes low-cost technology training. Offers certification at completion. Inputs: Region & main crops Available training equipment Output Format: Weekly training schedule (Excel) Farmer handbook (PDF)"



8. Prompt 8 — Life Skills Curriculum for School Students

Life Skills Curriculum for School Students Backstory: A CBSE-affiliated school wants a year-long life skills program for students aged 13–15. Focus is on emotional intelligence, decision-making, and conflict resolution. Goal: Develop socially aware, confident students. Prompt: "You are a Life Skills Education Expert. Design a 10-month curriculum that: Integrates activities like debates, group projects, and role-play. Uses real-life scenarios for problem-solving. Has monthly peer review sessions. Tracks progress via reflective journals. Aligns with CBSE life skills guidelines. Inputs: School timetable flexibility Number of students per batch Output Format: Monthly activity calendar (Excel) Teacher guidebook (Word)"

9. Prompt 9 — AI & Data Science Syllabus for Beginners

AI & Data Science Syllabus for Beginners Backstory: You're creating an introductory AI course for tech enthusiasts with no coding experience. It needs to be hands-on but beginner-friendly. Goal: Help learners understand AI basics and build small models. Prompt: "**You are** an AI Education Specialist. **Create** a 6-week course that: Explains AI and ML fundamentals in simple language. Covers Python basics for data handling. Guides learners to train simple models. Uses free datasets for practice. Ends with a mini AI project presentation. Inputs: Learner background Preferred AI tools Output Format: Weekly syllabus (Excel) Code snippets (Jupyter Notebook)"

10. Prompt 10 — Music Theory & Practice Curriculum

Music Theory & Practice Curriculum Backstory: You run a music academy and want a one-year program for beginner guitarists that blends theory and practice. Goal: Take students from zero knowledge to performing full songs. Prompt: "**You are** a Music Curriculum Designer. **Create** a 12-month guitar program that: Combines weekly theory lessons and practice sessions. Introduces chords, scales, and rhythm step-by-step. Includes monthly performance recitals. Offers progress tracking sheets. Ends with a final group performance. Inputs: Student age group Preferred music genres Output Format: Monthly lesson breakdown (Excel) Sheet music and chord charts (PDF)"

11. Prompt 11 — Mental Health Awareness Program for Schools

Mental Health Awareness Program for Schools Backstory: You're designing a school-based mental health curriculum for students aged 14–18. It needs to reduce stigma and encourage open conversations. Goal: Improve mental health literacy among teenagers. Prompt: "**You are** a Mental Health Educator. Build a 12-week program that: Teaches stress management and coping skills. Discusses common adolescent mental health challenges. Provides self-care toolkits. Involves parents and teachers. Offers anonymous help channels. Inputs: School resources available Expert speakers if any Output Format: Weekly topic list (Excel) Workshop activity guides (Word)"

12. Prompt 12 — Culinary Skills Training

Culinary Skills Training Backstory: You run a cooking institute and need a 6-month course for aspiring chefs focusing on Indian and continental cuisines. Goal: Train students for both home and commercial kitchens. Prompt: "**You are** a Culinary Program Developer. **Create** a 6-month course that: Balances theory and kitchen practice. Covers hygiene, plating, and menu planning. Includes guest chef masterclasses. Has a weekly dish challenge. Ends with a professional kitchen internship. Inputs: Facility details Cuisine focus Output Format: Weekly recipe schedule (Excel) Practical assessment sheets (PDF)"

13. Prompt 13 — Personal Branding for Professionals

Rewards creativity over perfection. Inputs: Available kits Student count Output Format: Session plan (Excel) Materials checklist (PDF)"



18. Prompt 18 — Content Writing Certification Course

Content Writing Certification Course Backstory: Your ed-tech platform is launching a 3-month content writing certification for beginners aiming for freelance careers. Goal: **Provide** writing fundamentals plus client acquisition skills. Prompt: "**You are** a Content Writing Curriculum Expert. **Create** a 12-week program that: Covers SEO, blog writing, copywriting, and social media posts. Includes weekly assignments with peer feedback. Has a live Q&A with industry writers. Teaches proposal writing for clients. Ends with a personal portfolio project. Inputs: Target audience profile Industry niches Output Format: Weekly lesson outline (Excel) Assignment briefs (Word)"



19. Prompt 19 — Leadership Development Program

Leadership Development Program Backstory: A corporate HR department wants a 6-month leadership track for mid-level managers preparing for senior roles. Goal: Improve decision-making, team management, and strategic thinking. Prompt: "**You are** a Leadership Training Consultant. Build a 6-month program that: Blends workshops, coaching, and on-the-job projects. Covers emotional intelligence, change management, and negotiation. Has monthly 360-degree feedback sessions. Assigns group problem-solving challenges. Tracks progress via leadership competency metrics. Inputs: Industry type Current skill gaps Output Format: Monthly module plan (Excel) Feedback form templates (Word)"



20. Prompt 20 — Environmental Education Curriculum

Environmental Education Curriculum Backstory: You're an NGO creating a school-level environmental studies course with a focus on sustainability. Goal: Build eco-consciousness through activities and community projects. Prompt: "**You are** an Environmental Education Specialist. **Create** a 10-month curriculum that: Covers climate change, waste management, and biodiversity. Uses field trips and eco-audits. Includes a student-led community project. Encourages sustainable lifestyle habits. Has monthly reflection journals. Inputs: Local environmental issues School grade level Output Format: Curriculum roadmap (Excel) Activity guides (Word)"



21. Prompt 21 — Social Media Marketing for Entrepreneurs

Social Media Marketing for Entrepreneurs Backstory: You coach small business owners who want a practical social media marketing program they can apply immediately. Goal: Teach them to build an online presence that drives sales. Prompt: "**You are** a Social Media Marketing Trainer. **Create** a 6-week hands-on course that: Covers Instagram, Facebook, and LinkedIn strategies. Uses live campaign creation during sessions. Tracks results via analytics. Assigns weekly content creation tasks. Ends with a 30-day posting calendar. Inputs: Industry niche Business goals Output Format: Weekly lesson plans (Excel) Content templates (PDF)"



22. Prompt 22 — Digital Art & Design Workshop

Digital Art & **Design** Workshop Backstory: You run an art school and want a digital design workshop for beginners using Canva and Adobe tools. Goal: Help students create portfolio-ready designs. Prompt: "**You are** a Digital **Design** Instructor. **Create** a 4-week workshop that: Teaches basics of Canva, Photoshop, and Illustrator. Focuses on social media creatives. Assigns real-world design briefs. Includes weekly design critiques. Ends with a mini portfolio showcase. Inputs: Tools available Skill level of students Output Format: Lesson outlines (Excel) Resource links (Word)"



23. Prompt 23 — Language Immersion Program

Language Immersion Program Backstory: You're designing a Spanish immersion program for adults in India. Goal: Make learners conversational in 3 months without heavy grammar focus. Prompt: "**You are** a Language Program Developer. **Create** a 12-week plan that: Uses 80% conversational activities, 20% grammar. Includes cultural context like music and food. Has weekly role-play scenarios. Assigns daily 15-min speaking practice. Offers an end-of-course language test. Inputs: Learner age group Class size Output Format: Weekly schedule (Excel) Vocabulary list (PDF)"



24. Prompt 24 — Mindfulness Curriculum for Corporates

Mindfulness Curriculum for Corporates Backstory: A wellness coach is introducing a mindfulness program to reduce workplace stress in IT companies. Goal: Improve focus, reduce burnout, and increase job satisfaction. Prompt: "**You are** a Corporate Mindfulness Trainer. **Create** a 6-week curriculum that: Starts with basic breathing and meditation. Gradually adds mindful work practices. Includes guided audio meditations. Measures stress levels pre and post-program. Suggests ways to sustain the habit. Inputs: Company size Employee work schedules Output Format: Weekly plan (Excel) Meditation script pack (Word)"



25. Prompt 25 — Exam Preparation Masterplan

Exam Preparation Masterplan Backstory: You run an ed-tech platform that helps students prepare for competitive exams like UPSC, CAT, or NEET. Goal: Build a disciplined, results-driven study plan. Prompt: "**You are** an Exam Preparation Coach. **Create** a 6-month masterplan that: Breaks syllabus into weekly targets. Includes revision cycles. Uses mock tests for tracking progress. Provides productivity hacks for long study hours. Suggests stress management techniques. Inputs: Exam name Student's current preparation level Output Format: Study calendar (Excel) Revision checklist (PDF)"



Test/exam preparation materials

26. Prompt 1 — UPSC Prelims Study Material Creation

UPSC Prelims Study Material Creation Backstory: You run an online UPSC coaching platform and want to provide daily topic-wise notes for the Prelims exam. These notes must be concise, fact-checked, and easy to revise. Goal: Deliver bite-sized, high-retention content for aspirants.

NEET Biology Question Bank Backstory: You're building a biology question bank for NEET

12345678910111213141516171819202122232425262728293031323334353637383940414243444546474849505152535455565758596061626364656667686970717273747576777879808182838485868788899091929394959697989910010110210310410510610710810911011111211311411511611711811912012112212312412512612712812913013113213313413513613713813914014114214314414514614714814915015115215315415515615715815916016116216316416516616716816917017117217317417517617717817918018118218318418518618718818919019119219319419519619719819920020120220320420520620720820921021121221321421521621721821922022122222322422522622722822923023123223323423523623723823924024124224324424524624724824925025125225325425525625725825926026126226326426526626726826927027127227327427527627727827928028128228328428528628728828929029129229329429529629729829930030130230330430530630730830931031131231331431531631731831932032132232332432532632732832933033133233333433533633733833934034134234334434534634734834935035135235335435535635735835936036136236336436536636736836937037137237337437537637737837938038138238338438538638738838939039139239339439539639739839940040140240340440540640740840941041141241341441541641741841942042142242342442542642742842943043143243343443543643743843944044144244344444544644744844945045145245345445545645745845946046146246346446546646746846947047147247347447547647747847948048148248348448548648748848949049149249349449549649749849950050150250350450550650750850951051151251351451551651751851952052152

CAT Quantitative Aptitude Mock Test Backstory: Your MBA coaching center wants a full-length

12345678910111213141516171819202122232425262728293031323334353637383940414243444546474849505152535455565758596061626364656667686970717273747576777879808182838485868788899091929394959697989910010110210310410510610710810911011111211311411511611711811912012112212312412512612712812913013113213313413513613713813914014114214314414514614714814915015115215315415515615715815916016116216316416516616716816917017117217317417517617717817918018118218318418518618718818919019119219319419519619719819920020120220320420520620720820921021121221321421521621721821922022122222322422522622722822923023123223323423523623723823924024124224324424524624724824925025125225325425525625725825926026126226326426526626726826927027127227327427527627727827928028128228328428528628728828929029129229329429529629729829930030130230330430530630730830931031131231331431531631731831932032132232332432532632732832933033133233333433533633733833934034134234334434534634734834935035135235335435535635735835936036136236336436536636736836937037137237337437537637737837938038138238338438538638738838939039139239339439539639739839940040140240340440540640740840941041141241341441541641741841942042142242342442542642742842943043143243343443543643743843944044144244344444544644744844945045145245345445545645745845946046146246346446546646746846947047147247347447547647747847948048148248348448548648748848949049149249349449549649749849950050150250350450550650750850951051151251351451551651751851952052152

SSC CGL Reasoning Practice Set Backstory: You run an SSC preparation YouTube channel and

<https://www.pearsoncmg.com/api/v1/print/healthcare/9780134478204>

IELTS Speaking Cue Cards Backstory: You teach IELTS and want to give students daily speaking

31. Prompt 6 — Bank PO Current Affairs Capsule

Bank PO Current Affairs Capsule Backstory: You operate a banking exam coaching app and need a monthly PDF capsule summarizing important current affairs for Bank PO exams. Goal: **Provide** exam-oriented, easy-to-recall updates that students can revise quickly before the exam. Prompt: "**You are** a Banking Exam Content Curator. **Create** a monthly current affairs capsule that: Covers national, international, banking, and sports news. Focuses on facts relevant to Bank PO exams. Uses bullet points and infographics. Highlights dates, figures, and key persons. Ends with 20 practice MCQs. Inputs: Month and year Specific focus areas Output Format: PDF capsule (20–25 pages) MCQ answer key (Excel)"

32. Prompt 7 — JEE Physics Problem Set

JEE Physics Problem Set Backstory: You're creating daily practice problems for JEE aspirants targeting top IITs. The focus is on conceptual clarity and application-based questions. Goal: Strengthen problem-solving speed and accuracy. Prompt: "**You are** a JEE Physics Faculty. **Prepare** a set of 15 problems that: Cover mechanics, electricity, and magnetism. **Include** at least 5 advanced-level questions. **Provide** step-by-step solutions with diagrams. Offer alternative solving methods where possible. Follow JEE Advanced pattern. Inputs: Chapter name Difficulty level Output Format: Problem set (Word/PDF) Solutions (Word)"

33. Prompt 8 — GRE Vocabulary Flashcards

GRE Vocabulary Flashcards Backstory: You run an online GRE prep course and want digital vocabulary flashcards to help students improve verbal scores. Goal: Build vocabulary retention with contextual examples. Prompt: "**You are** a GRE Vocabulary Coach. **Create** 50 flashcards that: **Include** word, pronunciation, part of speech, and definition. **Provide** example sentences. Offer synonyms and antonyms. Group words by theme. Highlight high-frequency GRE words. Inputs: Number of flashcards needed Difficulty level Output Format: Flashcard deck (Excel or CSV) Printable PDF version"

34. Prompt 9 — GATE Mechanical Engineering Mock Test

GATE Mechanical Engineering Mock Test Backstory: Your GATE coaching institute wants a full-length mock paper for Mechanical Engineering to simulate the real exam environment. Goal: Identify student strengths and weaknesses before the actual exam. Prompt: "**You are** a GATE Exam Setter. **Prepare** a 3-hour mock test that: Includes 65 questions with correct GATE pattern weightage. Covers all syllabus topics. Balances numerical and theoretical questions. Provides step-by-step solutions. Suggests time management strategies. Inputs: Syllabus year Difficulty level Output Format: Question paper (PDF) Solution key (PDF)"

35. Prompt 10 — CUET English Language Practice Pack

CUET English Language Practice Pack Backstory: You're making a language practice pack for CUET aspirants focusing on reading comprehension and grammar. Goal: Help students score higher in the English language section. Prompt: "**You are** a CUET English Coach. **Create** a practice pack that: Includes 5 reading comprehension passages. Covers grammar topics like tenses, articles, and prepositions. Adds 20 vocabulary questions. Provides detailed solutions and explanations. Uses CUET-level difficulty. Inputs: Topics to prioritize Word count for passages Output Format: Practice pack (Word/PDF) Answer key (Excel)"



36. Prompt 11 — NDA Math Revision Notes

NDA Math Revision Notes Backstory: **You are** a defense exam mentor preparing last-minute NDA math revision notes for aspirants with only 10 days before the exam. Goal: **Provide** condensed, high-impact content. Prompt: "**You are** a NDA Mathematics Faculty. **Prepare** 10-day revision notes that: Summarize all important formulas and concepts. **Include** 2–3 example problems per topic. Use shortcut tricks where possible. Highlight frequently tested areas. Organize by exam weightage. Inputs: Topics with highest weightage Number of days available Output Format: PDF notes (15–20 pages)"



37. Prompt 12 — CLAT Legal Reasoning Casebook

CLAT Legal Reasoning Casebook Backstory: You manage a CLAT prep site and want to create a case-based reasoning book for the legal reasoning section. Goal: Improve analytical reading and argument-building skills. Prompt: "**You are** a CLAT Legal Reasoning Expert. Compile 30 legal reasoning passages that: Are modeled on recent CLAT papers. **Include** 4–5 questions per passage. **Provide** clear answer explanations. Focus on law principles rather than rote learning. Encourage critical thinking. Inputs: Case law themes Difficulty level Output Format: Casebook (Word/PDF) Answer key (Excel)"



38. Prompt 13 — RRB NTPC General Awareness Capsule

RRB NTPC General Awareness Capsule Backstory: You're creating a weekly current affairs digest for RRB NTPC aspirants focusing on railway-related and general awareness topics. Goal: Make GK preparation easy to follow and retain. Prompt: "**You are** a Railway Exam Content Creator. **Create** a weekly GK capsule that: Covers national and railway-specific updates. Uses infographics for statistics. Includes 15 MCQs at the end. Highlights important railway projects and policies. Keeps content under 10 pages for easy reading. Inputs: Week/month to cover Output Format: PDF capsule MCQ answer sheet"



39. Prompt 14 — Spoken English Test Practice Pack

Spoken English Test Practice Pack Backstory: You run an English training center and want to provide practice tests for spoken English proficiency exams like PTE or OET. Goal: Help learners improve speaking fluency and pronunciation. Prompt: "**You are** a Spoken English Exam Coach. **Prepare** a test pack that: Contains 5 speaking tasks per test. Uses real exam-style prompts. Suggests key phrases and vocabulary. Includes scoring rubrics. Provides self-assessment guidelines. Inputs: Exam type Target band score Output Format: Test scripts (Word) Rubric sheet

(PDF)"

40. Prompt 15 — CA Final Audit Revision Kit

CA Final Audit Revision Kit Backstory: You run a CA coaching institute and need a revision kit for CA Final Audit students, who often struggle with remembering key clauses and case laws. Goal: **Provide** a structured revision aid with practice questions. Prompt: "**You are** a Chartered Accountancy Faculty. **Prepare** a CA Final Audit revision kit that: Summarizes each chapter in 1–2 pages. Lists important clauses and case laws separately. Includes 50 past-year questions with solutions. Provides mind maps for complex topics. Offers a 7-day revision plan. Inputs: ICAI module version Chapters to prioritize Output Format: PDF kit (60–80 pages) Question bank (Excel)"

41. Prompt 16 — State PSC History Notes

State PSC History Notes Backstory: You're producing state-specific history notes for Public Service Commission aspirants. These must match the state syllabus and highlight important local events. Goal: Help candidates with targeted, exam-relevant preparation. Prompt: "**You are** a State PSC History Content Creator. Compile notes that: Cover local and national history relevant to the state. **Include** timelines of key events. Highlight topics frequently asked in past exams. **Provide** 20 MCQs per chapter. Use simple language for easy retention. Inputs: State name Syllabus link Output Format: Notes (Word/PDF) MCQ key (Excel)"

42. Prompt 17 — Law Entrance Logical Reasoning Pack

Law Entrance Logical Reasoning Pack Backstory: You coach CLAT and AILET aspirants, and logical reasoning is their weakest section. You want to create a targeted practice pack to improve accuracy. Goal: Increase scores through repeated, structured practice. Prompt: "**You are** a Law Entrance Reasoning Expert. **Create** a pack that: Contains 200 reasoning questions across all sub-topics. Groups questions by difficulty level. Provides solution strategies for each type. Includes timed practice drills. Highlights common traps and errors. Inputs: Exam type Preferred difficulty Output Format: Practice pack (PDF) Solutions (Word)"

43. Prompt 18 — Olympiad Science Workbook

Olympiad Science Workbook Backstory: You run a school enrichment program for students preparing for Science Olympiads. The workbook must encourage critical thinking and hands-on learning. Goal: Make science fun yet challenging for young learners. Prompt: "**You are** a STEM Olympiad Coach. **Design** a workbook that: Covers Physics, Chemistry, and Biology basics. Includes experiment-based questions. Has 5 practice tests. Uses illustrations to explain concepts. Offers answer keys with explanations. Inputs: Grade level Olympiad name Output Format: Workbook (PDF) Test papers (Word)"

44. Prompt 19 — Judicial Service Exam Bare Act Summaries

Judicial Service Exam Bare Act Summaries Backstory: You train aspirants for judicial exams, where memorizing bare acts is critical. You need condensed, easy-to-recall summaries. Goal: Improve retention of legal provisions. Prompt: "**You are** a Judicial Exam Faculty. **Create** bare act summaries that: Present sections in plain language. Highlight important case laws. Use tables for penalties and time limits. **Include** mnemonics for tricky sections. Fit into a 20-day revision plan. Inputs: Act name Key focus sections Output Format: Summaries (Word/PDF) Mnemonic sheet (Excel)"

45. Prompt 20 — SAT Practice Essay Pack

SAT Practice Essay Pack Backstory: You run an SAT coaching program and need essay prompts with model answers for students to practice timed writing. Goal: Improve structure, clarity, and persuasiveness. Prompt: "**You are** an SAT Writing Coach. **Prepare** a pack that: Contains 10 essay prompts with real-world themes. Includes a scoring rubric. Provides model essays for Band 8+ scores. Highlights vocabulary and transitions used. Suggests practice timing strategies. Inputs: Target difficulty Word count range Output Format: Essay prompts (Word) Model answers (PDF)"

46. Prompt 21 — Chartered Financial Analyst (CFA) Ethics Guide

Chartered Financial Analyst (CFA) Ethics Guide Backstory: You mentor CFA aspirants, and ethics is a scoring section if understood well. You want a clear, case-based guide for Level 1. Goal: Make ethics easier to master through application. Prompt: "**You are** a CFA Ethics Trainer. **Prepare** a guide that: Explains each standard with real-world cases. Includes common exam traps. Provides 50 practice questions. Summarizes key takeaways at the end of each chapter. Fits into a 15-day study plan. Inputs: CFA Level Case topics to include Output Format: Ethics guide (PDF) Question set (Excel)"

47. Prompt 22 — UPSC Mains Answer Writing Kit

UPSC Mains Answer Writing Kit Backstory: You manage a UPSC coaching Telegram group and need an answer writing improvement kit for Mains aspirants. Goal: Help students structure answers for high marks. Prompt: "**You are** a UPSC Mains Mentor. **Create** a kit that: Provides model GS answers with introductions, bodies, and conclusions. Includes 30 practice questions. Offers a keyword and phrase bank. Suggests diagram usage. Includes self-evaluation checklists. Inputs: GS Paper number Topic preferences Output Format: Answer guide (PDF) Practice set (Word)"

48. Prompt 23 — NET Exam Research Methodology Notes

NET Exam Research Methodology Notes Backstory: You're a NET-qualified lecturer creating research methodology notes for UGC NET Paper 1 aspirants. Goal: Cover all important concepts in a student-friendly format. Prompt: "**You are** a UGC NET Faculty. Compile notes that: Summarize research methods and designs. **Include** diagram-based explanations. **Provide** 30 MCQs with solutions. Use simple language for non-research backgrounds. Highlight exam-relevant topics. Inputs: Syllabus year Topics to emphasize Output Format: Notes (Word/PDF) MCQ sheet (Excel)"

49. Prompt 24 — Defence Services English Grammar Pack

Defence Services English Grammar Pack Backstory: You train candidates for SSB and NDA, and grammar is a key selection factor. You need an intensive grammar pack. Goal: Sharpen accuracy in sentence formation and usage. Prompt: "**You are** a Defence English Coach. **Prepare** a grammar pack that: Covers all competitive exam grammar rules. Includes 200 practice questions. Has error detection and sentence improvement exercises. Provides quick revision charts. Uses examples from military contexts. Inputs: Exam name Target difficulty Output Format: Grammar pack (PDF) Practice set (Excel)"



50. Prompt 25 — Professional Exam Time Management Plan

Professional Exam Time Management Plan Backstory: Many exam aspirants fail due to poor time allocation, not knowledge. You need a time management strategy tailored to each exam type. Goal: Maximize performance within the exam time limit. Prompt: "**You are** an Exam Strategy Consultant. **Create** a time management plan that: Allocates time per question and section. Suggests skipping and revisiting strategies. Provides mock test simulations. Includes pre-exam day and exam-day checklists. Adapts for CBT (Computer Based Test) and pen-paper formats. Inputs: Exam name Total duration Output Format: Time plan (Excel) Checklist (PDF)"



Student engagement ideas

51. Prompt 1 — Interactive Quiz Challenge

Interactive Quiz Challenge Backstory: You run an online coaching platform for UPSC aspirants. Students often lose focus in long theory sessions. You want to insert fun, competitive quizzes in between lectures to boost participation and retention. Goal: Keep learners alert, engaged, and excited to revise. Prompt: "**You are** a Quiz Game Designer for educational platforms. **Create** a 15-question interactive quiz based on today's lecture content. Ensure: Questions are mixed difficulty. Hints are provided for tough ones. Explanations are given after each question. Leaderboard integration is possible. End with a bonus 'challenge round' for extra points. Inputs: Topic covered today Target difficulty Number of students"



52. Prompt 2 — Peer-to-Peer Teaching Sessions

Peer-to-Peer Teaching Sessions Backstory: You teach coding to beginners online. Some students grasp concepts faster than others. You want a system where quick learners can help peers, boosting confidence for both groups. Goal: Build collaborative learning culture. Prompt: "**You are** an Educational Engagement Strategist. **Create** a peer-to-peer learning plan that: Groups students into pairs or trios. Assigns one student to explain a sub-topic. Provides guiding questions for the 'teacher student'. Includes feedback forms for both roles. Ends with a reflection activity to reinforce learning. Inputs: Topic name Number of students Class duration"



53. Prompt 3 — Gamified Learning Points System

Gamified Learning Points System Backstory: You run an app-based ed-tech startup. Students often leave mid-course because they don't feel rewarded for small achievements. Goal: Introduce a points, badges, and rewards system to keep them motivated. Prompt: "**You are** a Gamification Expert. **Design** a points-based system that: Rewards completion of lessons, quizzes, and assignments. Offers badges for milestones (e.g., 7-day streak). Integrates a leaderboard for friendly competition. Allows redeemable rewards (discounts, certificates). Tracks individual progress visually. Inputs: Course structure Number of modules Reward budget"

54. Prompt 4 — Real-Life Project Assignments

Real-Life Project Assignments Backstory: You teach digital marketing. Students often ask how theory applies in real work. You want to create live projects where they practice in real time. Goal: Boost hands-on skills while keeping engagement high. Prompt: "**You are** a Real-World Learning Designer. **Create** a project assignment that: Uses a real client or case study. Has clear deliverables with deadlines. Encourages teamwork and role division. Requires a final presentation. Offers mentor feedback after submission. Inputs: Industry niche Project duration Team size"

55. Prompt 5 — Storytelling Icebreakers

Storytelling Icebreakers Backstory: You start each class with a quick lecture, but students log in late or are mentally absent. You want an icebreaker that draws them in instantly. Goal: Build connection and readiness before diving into content. Prompt: "**You are** a Classroom Engagement Coach. **Create** a 5-minute storytelling activity that: Relates to today's lesson topic. Encourages student participation. Has a surprise twist or humor element. Ends with a quick learning takeaway. Can be done both online and offline. Inputs: Lesson topic Class size"

56. Prompt 6 — “Ask Me Anything” (AMA) Expert Sessions

“Ask Me Anything” (AMA) Expert Sessions Backstory: You teach finance and notice students hesitate to ask real-world application questions. You want to host monthly AMA sessions with industry experts. Goal: Break the ice between learners and professionals, boost practical knowledge. Prompt: "**You are** an Educational Event Planner. **Create** a structure for a 60-minute AMA that: Invites an industry expert relevant to the current course. Starts with a 10-minute expert intro story. Allocates 40 minutes for live Q&A. Includes pre-collected student questions. Ends with 10 minutes of actionable tips from the expert. Inputs: Expert's profession & bio Student interest areas"

57. Prompt 7 — “Mystery Problem of the Week”

“Mystery Problem of the Week” Backstory: You want to keep students curious throughout the week by releasing a mystery challenge every Monday, with clues revealed daily. Goal: Maintain anticipation, critical thinking, and return visits to your platform. Prompt: "**You are** a Challenge-Based Learning Creator. **Design** a ‘Problem of the Week’ that: Relates directly to the course subject. Is solvable only by applying the week's lessons. Has daily hint releases. Encourages team or forum discussions. Rewards the first correct solution with points or perks. Inputs: Course topic Difficulty level Hint release schedule"



58. Prompt 8 — Role-Play Simulations

Role-Play Simulations Backstory: In your communication skills course, students listen well but hesitate to practice. You want role-play exercises that simulate real situations. Goal: Boost confidence and practical skill application. Prompt: "**You are** a Simulation Designer. **Create** a role-play activity that: Has 3 clearly defined roles. Mimics a real-world scenario from the industry. Includes instructions for each role privately. Runs for 10 minutes + 5-minute debrief. Concludes with peer feedback and trainer tips. Inputs: Topic scenario Number of participants Desired skill outcome"



59. Prompt 9 — Surprise Pop Quizzes

Surprise Pop Quizzes Backstory: Attendance is high but attention drops midway in your online coding classes. You want unannounced pop quizzes to keep focus sharp. Goal: Ensure students actively listen and retain. Prompt: "**You are** an Engagement-Oriented Instructor. **Create** a pop quiz that: Covers only what's been taught in that session. Has 5–7 quick questions. Gives instant automated feedback. Tracks scores for internal motivation. Concludes with a quick correction discussion. Inputs: Lesson notes from today Difficulty range"



60. Prompt 10 — Mini Group Debates

Mini Group Debates Backstory: In your law prep course, students need to improve logical argumentation. You want short, structured debates in small groups. Goal: Sharpen thinking, public speaking, and rebuttal skills. Prompt: "**You are** a Debate Facilitator. **Create** a 20-minute mini debate that: Splits class into 'For' and 'Against'. Gives each side 5 minutes to prepare. Has 3-minute speaking slots. Allows 2 minutes for rebuttals. Ends with audience vote and feedback. Inputs: Debate topic Class size"



61. Prompt 11 — “Student of the Month” Recognition

“Student of the Month” Recognition Backstory: Your ed-tech app wants to celebrate consistent effort, not just top scores. Goal: Encourage participation, regular study, and positive behavior. Prompt: "**You are** a Learning Motivation Designer. **Create** a recognition system that: Tracks attendance, assignments, and peer help. Selects a monthly winner. Shares a short student success story. Rewards with certificate and social media spotlight. Involves peer nominations. Inputs: Tracking metrics Reward format"



62. Prompt 12 — “Teach the Teacher” Day

“Teach the Teacher” Day Backstory: You notice that explaining concepts to others deepens understanding. Goal: Give students the platform to teach a topic back to the instructor. Prompt: "**You are** an Active Learning Coach. Plan a ‘Teach the Teacher’ session that: Assigns each student a mini-topic. Gives 24 hours to prepare. Sets a 5-minute limit per presentation. Allows peers to ask

questions. Concludes with instructor feedback + a fun award. Inputs: Topic list Number of students"



63. Prompt 13 — Weekly Learning Reflection Journals

Weekly Learning Reflection Journals Backstory: Your students attend class but rarely self-reflect on progress. You want a structured reflection template. Goal: Promote self-awareness and metacognitive learning. Prompt: "**You are** a Learning Mindset Coach. **Create** a weekly reflection journal that: Has prompts on what was learned. Includes a section for challenges faced. Encourages setting next week's goals. Has space for instructor comments. Can be filled online or offline. Inputs: Course duration Key focus areas"



64. Prompt 14 — “Hot Seat” Rapid-Fire Rounds

“Hot Seat” Rapid-Fire Rounds Backstory: You coach NEET aspirants and want to make revision sessions thrilling. Goal: Keep adrenaline high while reinforcing knowledge. Prompt: "**You are** a Revision Game Master. **Design** a rapid-fire round where: One student is in the ‘hot seat’. They answer as many questions as possible in 60 seconds. Questions come from the entire syllabus covered so far. Wrong answers pass to the next player. Scores are tallied for a fun leaderboard. Inputs: Subject/topic pool Number of players"



65. Prompt 15 — Virtual Scavenger Hunt

Virtual Scavenger Hunt Backstory: You teach environmental science and want a creative activity to link theory with everyday life. Goal: Get students to observe and collect real-world examples. Prompt: "**You are** an Activity Designer. **Create** a scavenger hunt that: Lists 10–15 items students must find or photograph. Each item must connect to course concepts. Can be completed individually or in teams. Includes time-bound submission. Rewards creativity in entries. Inputs: Topic theme Time limit"



66. Prompt 16 — Live Polls During Class

Live Polls During Class Backstory: You're teaching a marketing class online. Students often go quiet when you ask open-ended questions. You want to use live polls to instantly collect opinions and spark discussion. Goal: Increase participation and make classes interactive in real time. Prompt: "**You are** an Ed-Tech Engagement Specialist. **Design** a 10-minute live poll session that: Includes 3–5 multiple-choice questions linked to the lesson. Shows instant results to the class. Encourages discussion on the most popular answers. Ends with the instructor summarizing the correct concepts. Works on mobile and desktop devices. Inputs: Lesson topic Number of participants"



67. Prompt 17 — Virtual Hackathon/Challenge Day

Virtual Hackathon/Challenge Day Backstory: You run a data science bootcamp. Students understand concepts but need hands-on experience under time pressure. You want a mini

hackathon. Goal: Simulate real-world problem-solving with a competitive edge. Prompt: "**You are** a Challenge Event Organizer. Plan a 1-day hackathon that: Provides a problem statement at the start. Has 3–4 checkpoints for mentor feedback. Allows team submissions in code + presentation format. Uses judges for scoring on creativity, efficiency, and impact. Ends with a prize ceremony. Inputs: Challenge theme Number of teams Time limit"

68. Prompt 18 — Learning Through Memes

Learning Through Memes Backstory: You teach Gen-Z and millennials, who love humor. You want to use memes as a revision tool to make learning more relatable. Goal: Reinforce concepts in a light, memorable way. Prompt: "**You are** a Content Engagement Coach. **Design** a meme-based learning activity that: Provides 3 examples of course-related memes. Challenges students to create their own. Encourages sharing in a group chat/forum. Awards points for creativity + concept accuracy. Ends with a meme showcase slideshow. Inputs: Lesson topic Target humor style"

69. Prompt 19 — Learning via Case Studies

Learning via Case Studies Backstory: Your MBA students learn theory well but struggle to connect it to real companies. You want weekly case study discussions. Goal: Develop analytical and decision-making skills. Prompt: "**You are** a Business Education Designer. **Create** a case study session that: Provides a real or fictional business scenario. Includes data points and problem statements. Assigns groups to propose solutions. Has 10 minutes of open debate. Concludes with an instructor-led solution breakdown. Inputs: Industry Business size"

70. Prompt 20 — Social Impact Mini-Projects

Social Impact Mini-Projects Backstory: You teach environmental science. Students are interested in sustainability but need practical exposure. You want short impact-driven projects. Goal: Make learning actionable and socially relevant. Prompt: "**You are** a Project-Based Learning Designer. Plan a 2-week social impact project that: Focuses on a real-world environmental issue. Involves research, data collection, and presentation. Requires community interaction. Is feasible for students with minimal resources. Ends with a measurable impact metric. Inputs: Project theme Number of students"

71. Prompt 21 — Reverse Engineering Challenge

Reverse Engineering Challenge Backstory: You teach app development. Students often learn by building from scratch, but you want them to also deconstruct existing apps to learn best practices. Goal: Improve analytical thinking and code reading skills. Prompt: "**You are** a Software Skills Trainer. **Create** a reverse engineering task that: Gives students access to a basic app or feature. Asks them to document how it works. Suggests improvements or optimizations. Requires re-building a simplified version. Ends with peer reviews. Inputs: App name Complexity level"

72. Prompt 22 — “Two Truths and a Lie” Revision Game

"Two Truths and a Lie" Revision Game Backstory: Your history class is getting monotonous. You want a fun fact-based game to review previous lessons. Goal: Revise content while keeping energy high. Prompt: "**You are** a Classroom Game Creator. **Design** a 'Two Truths and a Lie' activity where: Each student shares 3 statements about a topic. Two are correct, one is false. Others guess the false one. Scoring is tracked for fun competition. End with instructor clarifying facts. Inputs: Topic/theme Number of players"



73. Prompt 23 — Collaborative Whiteboard Brainstorm

Collaborative Whiteboard Brainstorm Backstory: You teach design thinking and want students to visually brainstorm solutions together in real time. Goal: Foster creativity and collaboration. Prompt: "**You are** a Collaboration Tools Facilitator. Plan a 15-minute whiteboard session that: Uses an online collaborative tool. Provides a central question/problem. Encourages students to add sticky notes and doodles. Groups similar ideas for discussion. Concludes with top 3 actionable ideas. Inputs: Problem statement Number of participants"



74. Prompt 24 — Weekly "What's in the News?" Discussion

Weekly "What's in the News?" Discussion Backstory: Your economics students need to stay updated with current events. You want a weekly news analysis segment. Goal: Connect theory to real-world happenings. Prompt: "**You are** a Current Affairs Learning Facilitator. **Design** a 30-minute news discussion that: Chooses 3–5 recent news articles related to the course. Assigns each to a small group for analysis. Groups present summaries + impacts. Ends with class-wide discussion. Provides a takeaway document for revision. Inputs: Topic focus News source preference"



75. Prompt 25 — Learning Streak Challenge

Learning Streak Challenge Backstory: Students in your online course often drop out after 2–3 weeks. You want a streak-based reward system to encourage daily log-ins. Goal: Build consistent learning habits. Prompt: "**You are** a Motivation Program Designer. **Create** a streak challenge that: Tracks daily log-ins and lesson completions. Shows progress visually with streak counters. Gives badges for milestones (7, 14, 30 days). Allows small redeemable rewards. Sends encouraging reminders. Inputs: Course duration Reward budget"



Online course structuring

76. Prompt 1 — Course Blueprint Creation

Course Blueprint Creation Backstory: You're launching an online course on digital marketing for beginners. You have scattered ideas but no clear flow, and you want a structured roadmap before recording. Goal: Build a logical, engaging, and progressive course flow. Prompt: "**You are** an Instructional Designer. **Create** a course blueprint that: Has 6–8 modules, each with 3–5 lessons. Starts with foundational theory and moves to practical applications. Includes assessments after every module. Suggests multimedia formats (video, slides, reading material). Ends with a capstone project to consolidate learning. Inputs: Subject/topic Target audience skill level Course duration"



77. Prompt 2 — Module-to-Lesson Mapping

Module-to-Lesson Mapping Backstory: You've decided on the topics for your UI/UX design course but need help breaking them into digestible lessons. Goal: Ensure each lesson is bite-sized yet impactful. Prompt: "**You are** a Lesson Planner. Break my course modules into lessons that: Are 5–15 minutes long each. Have a single clear learning objective. End with a quick recap or takeaway task. Use a mix of teaching formats (lecture, demo, quiz). Can be consumed in sequence without confusion. Inputs: Module titles Student time availability"



78. Prompt 3 — Learning Objective Drafting

Learning Objective Drafting Backstory: You're creating a beginner's course in Python and need strong, measurable learning objectives for every lesson to track outcomes. Goal: Make objectives actionable, measurable, and motivating. Prompt: "**You are** a Learning Outcomes Specialist. Write learning objectives for each lesson that: Begin with action verbs (e.g., "**Design**," "Analyze," "Implement"). Are measurable using quizzes or projects. **Align** with industry-relevant skills. Progress from simple to complex skills. Inspire students by showing real-world use cases. Inputs: Lesson titles Target skill level"



79. Prompt 4 — Choosing the Right Content Format

Choosing the Right Content Format Backstory: You have all the lesson topics for a nutrition and wellness course but aren't sure whether to use videos, PDFs, or interactive exercises for each. Goal: Match lesson type with the best delivery format for maximum retention. Prompt: "**You are** a Content Strategy Consultant. For each lesson, suggest the best format by: Considering the complexity of the topic. Recommending tools/software to create it. Adding interaction points (quizzes, polls, worksheets). Suggesting duration/length for that format. Explaining why it's optimal for this audience. Inputs: Lesson titles Target audience learning style"



80. Prompt 5 — Lesson Time Allocation

Lesson Time Allocation Backstory: You're designing a cybersecurity awareness course for corporate employees. You have a strict 4-hour total course limit. Goal: Distribute time wisely to balance theory, practical demos, and assessment. Prompt: "**You are** a Course Time Management Expert. Allocate lesson durations that: Keep total time within the limit. Dedicate more time to practical application. Allow for 2 short breaks in a 4-hour span. Leave time for Q&A or final discussion. Are realistic based on topic complexity. Inputs: Lesson list with priority level Total allowed time"



81. Prompt 6 — Course Flow Optimization

Course Flow Optimization Backstory: You've noticed students in your graphic design course drop off mid-way through the program. You suspect the order of lessons may be overwhelming. Goal:

Reorder lessons for natural progression and better engagement. Prompt: "**You are** a Learning Flow Architect. Reorder my course lessons to: Build from basic concepts to advanced techniques. **Include** reinforcement points before introducing new concepts. Ensure difficulty increases gradually. Keep motivation high with early small wins. Allow flexibility for self-paced learners. Inputs: Current lesson order Student feedback (if available)"

82. Prompt 7 — Multi-Format Lesson Plan

Multi-Format Lesson Plan Backstory: You're building a stock market investing course for millennials. You want lessons that blend video, worksheets, and live discussions. Goal: Increase engagement by mixing learning mediums. Prompt: "**You are** a Blended Learning Specialist. **Design** a lesson plan that: Starts with a short video explanation. Includes an interactive exercise or worksheet. Offers a group discussion prompt. Ends with a quiz or self-reflection question. Suggests optional resources for deeper learning. Inputs: Lesson topic Available tools/platforms"

83. Prompt 8 — Assessment Integration

Assessment Integration Backstory: Your data analytics course teaches both theory and hands-on skills. You want assessments at the right intervals to check understanding without overwhelming students. Goal: Build a seamless flow between learning and testing. Prompt: "**You are** an Assessment Designer. **Suggest** assessment placements that: Follow the completion of key concepts. **Include** varied formats (MCQs, projects, presentations). Are short enough to not disrupt learning flow. **Provide** immediate feedback. **Align** with real-world skill testing. Inputs: Course module breakdown Assessment time limits"

84. Prompt 9 — Incorporating Practice Breaks

Incorporating Practice Breaks Backstory: In your photography course, students watch long video lessons but rarely practice before the end. You want short breaks for hands-on activities. Goal: Improve knowledge retention through immediate application. Prompt: "**You are** a Skill Retention Coach. **Add** practice breaks to my course that: Come after each major concept. **Include** a quick, doable activity (5–10 minutes). Require minimal additional resources. Encourage students to share results with peers. Keep the main lesson flow intact. Inputs: Lesson list Practice activity type"

85. Prompt 10 — Content Chunking for Microlearning

Content Chunking for Microlearning Backstory: Your audience prefers short, snackable content they can watch on mobile during commutes. Your personal finance course needs restructuring for microlearning. Goal: Break down content into very short, focused segments. Prompt: "**You are** a Microlearning Designer. Break my course into micro-units that: Last under 8 minutes each. Focus on one key takeaway. Have a consistent structure (intro, content, summary). **Include** a mini challenge at the end. Are optimized for mobile viewing. Inputs: Full course script or outline"

86. Prompt 11 — Creating a Signature Teaching Style

Creating a Signature Teaching Style Backstory: You want your fitness training course to stand out. You aim to add a unique, recognizable teaching style throughout the course. Goal: Build a consistent brand voice and delivery style. Prompt: **"You are** a Brand Style Coach for Educators. **Suggest** a teaching style that: Reflects my personality and expertise. Uses consistent visual and verbal elements. Is memorable for students. Balances professionalism with relatability. Can be carried across all course materials. Inputs: Target audience description Teaching personality traits"



87. Prompt 12 — Progressive Difficulty Design

Progressive Difficulty **Design** Backstory: Your language learning course gets complaints that advanced topics arrive too soon. Goal: Restructure lessons to ensure proper scaffolding. Prompt: **"You are** a Learning Progression Expert. Redesign the course so that: Basic grammar is covered before complex sentences. Vocabulary builds gradually. Skills are layered (listening → speaking → writing). Revision occurs before moving ahead. Students see measurable growth by mid-course. Inputs: Current lesson order"



88. Prompt 13 — Engagement Hooks in Lesson Intros

Engagement Hooks in Lesson Intros Backstory: Students drop out early in your public speaking course because the start of lessons feels dry. Goal: Hook attention in the first 30 seconds. Prompt: **"You are** an Attention Architect. Write lesson openings that: Start with a relatable question or story. Present a surprising fact or stat. Preview the benefits of learning this lesson. Maintain a conversational tone. Lead smoothly into the main content. Inputs: Lesson titles Target audience interests"



89. Prompt 14 — Balancing Theory and Practice

Balancing Theory and Practice Backstory: Your entrepreneurship course has too much theory, and students demand more action steps. Goal: Rebalance lesson structure for better application. Prompt: **"You are** a Theory-to-Practice Strategist. Adjust my lessons so that: Theory never exceeds 50% of lesson time. Practice activities directly apply the theory. Case studies are used to bridge concepts. Students produce something tangible each week. There is room for reflection after practice. Inputs: Current lesson outlines"



90. Prompt 15 — Storytelling Integration

Storytelling Integration Backstory: You teach a business strategy course, but feedback shows students remember the case stories more than plain facts. You want to intentionally weave storytelling into each module. Goal: Improve retention by making concepts emotionally memorable. Prompt: **"You are** a Story-Driven Course Designer. Integrate stories into my lessons by: Opening each module with a real-world success/failure case. Using character-based storytelling to illustrate challenges. Highlighting turning points and decision-making moments. Relating the story's outcome to the lesson objective. Providing students with a short recap story to review later. Inputs: Lesson/module titles Industry or niche focus"



91. Prompt 16 — Incorporating Learner Pathways

Incorporating Learner Pathways Backstory: Your course has beginners, intermediates, and advanced learners all together. One-size-fits-all lessons leave some bored and others lost. Goal: Offer custom learning paths without creating three separate courses. Prompt: "**You are** a Personalized Learning Architect. **Design** learner pathways that: Start with a placement quiz. Assign students to beginner, intermediate, or advanced tracks. Allow students to switch tracks if needed. Share common foundational lessons. **Include** specialized modules per skill level. Inputs: Course topic Number of skill levels"

92. Prompt 17 — Instructor-Led vs. Self-Paced Mix

Instructor-Led vs. Self-Paced Mix Backstory: You're teaching digital art and want some live sessions while keeping most content self-paced. Students need both flexibility and real-time feedback. Goal: **Create** a hybrid structure that keeps everyone engaged. Prompt: "**You are** a Hybrid Course Strategist. Plan a course schedule that: Offers pre-recorded lessons for core content. Has live Q&A or workshops weekly. Includes discussion boards for between-session interaction. Uses live time for problem-solving, not lecture. Has clear deadlines for self-paced modules. Inputs: Total course duration Number of live sessions possible"

93. Prompt 18 — Capstone Project Planning

Capstone Project Planning Backstory: Your web development course should end with a hands-on project showcasing everything students learned. Goal: **Create** a capstone that is realistic, portfolio-worthy, and measurable. Prompt: "**You are** a Capstone Project Designer. Build a project plan that: Incorporates all core skills from the course. Can be completed in 2–3 weeks. Has clear deliverables and submission guidelines. Encourages creativity while meeting set requirements. Is graded on real-world applicability. Inputs: Course topic Student skill level"

94. Prompt 19 — Peer Review System

Peer Review System Backstory: You want your creative writing course students to learn from each other's work. Peer reviews could improve engagement and feedback quality. Goal: Build a fair and structured peer review system. Prompt: "**You are** a Peer Learning Facilitator. **Create** a peer review framework that: Assigns each student 2–3 peers to review. Provides a rubric for consistent grading. Includes a feedback submission deadline. Encourages constructive and specific suggestions. Allows instructor oversight to ensure fairness. Inputs: Assignment type Number of students"

95. Prompt 20 — Weekly Reflection Activities

Weekly Reflection Activities Backstory: In your psychology course, you want students to actively connect lessons to their own experiences. Goal: Build habits of reflection to deepen learning. Prompt: "**You are** a Reflective Learning Coach. **Design** weekly reflection activities that: Take no more than 10 minutes to complete. Encourage personal connections to course content. Can be written, recorded, or drawn. Are private but shareable if the student wishes. Can be revisited at the

course end to track growth. Inputs: Weekly lesson themes"

96. Prompt 21 — Multimedia Balance Audit

Multimedia Balance Audit Backstory: Your online photography course heavily uses videos, but you're unsure if that's the best mix. Goal: Ensure an optimal balance of video, text, visuals, and interactive elements. Prompt: "**You are** a Multimedia Content Auditor. Review my course to: Identify the ratio of different media types. **Suggest** adjustments for varied learning styles. **Recommend** replacing passive content with interactive pieces. Keep file sizes manageable for mobile users. Maintain visual and audio quality standards. Inputs: Course content list with media types"

97. Prompt 22 — Accessibility and Inclusivity Check

Accessibility and Inclusivity Check Backstory: Your health and wellness course should be usable by learners with disabilities or low-bandwidth internet. Goal: Make your course accessible to the widest audience possible. Prompt: "**You are** an Accessibility Compliance Specialist. Audit my course to: Ensure captions/transcripts for all videos. **Provide** alt-text for images. Check for color contrast and readable fonts. Offer downloadable, low-bandwidth alternatives. Comply with WCAG (Web Content Accessibility Guidelines). Inputs: Course content format list"

98. Prompt 23 — Gamification Layer

Gamification Layer Backstory: Students in your sales training course need more motivation to complete modules on time. Goal: **Add** game-like elements for progress and reward. Prompt: "**You are** a Gamification Designer. **Add** gamified elements that: Award points for completing lessons. Give badges for milestones. **Include** a leaderboard for friendly competition. Allow redeemable rewards (certificates, perks). Celebrate streaks with recognition. Inputs: Course length Reward options"

99. Prompt 24 — End-of-Course Certification Design

End-of-Course Certification **Design** Backstory: You want students to proudly share their completion of your data visualization course. Goal: **Create** a professional and meaningful certificate. Prompt: "**You are** a Certification Program Creator. **Design** a certificate that: Lists the student's name and completion date. States the skills mastered. Includes your brand logo and signature. Is shareable on LinkedIn and social media. Has anti-fraud verification features. Inputs: Course name Brand style guidelines"

100. Prompt 25 — Post-Course Engagement Plan

Post-Course Engagement Plan Backstory: After completing your personal branding course, students often lose momentum. You want them to keep learning and applying skills. Goal: Build a post-course engagement strategy. Prompt: "**You are** a Learner Retention Strategist. **Create** a post-course plan that: Sends a monthly tip or challenge. Offers alumni-only webinars. Shares

job/project opportunities. Encourages community discussions. Includes an option for advanced courses. Inputs: Niche/industry Communication channels available"



Feedback & assessment templates

101. Prompt 1 — Formative Assessment Design

Formative Assessment **Design** Backstory: You're teaching a basic financial literacy course for college students. You want to assess learning regularly without making it feel like a high-pressure exam. Goal: **Create** short, ongoing assessments that measure understanding while keeping engagement high. Prompt: "**You are** an Instructional Assessment Specialist. **Design** formative assessments that: Are short (5–10 minutes) and focused on 1–2 key concepts. Can be completed online or in-class. Give instant feedback to students. Allow students to attempt multiple times for mastery. **Include** a variety of formats (MCQs, polls, short-answer). Inputs: Topic or concept list Number of questions per assessment"



102. Prompt 2 — Summative Assessment Blueprint

Summative Assessment Blueprint Backstory: Your advanced coding bootcamp has a final exam, but you want it to truly reflect real-world coding skills rather than just theory. Goal: **Design** a practical, comprehensive end-of-course assessment. Prompt: "**You are** a Technical Assessment Designer. **Create** a summative assessment plan that: Combines coding challenges with short written explanations. Uses real-world project scenarios. Tests both speed and accuracy. Has a clear grading rubric. Allows partial credit for problem-solving approaches. Inputs: Key skills taught Assessment duration limit"



103. Prompt 3 — Peer Review Rubric Creation

Peer Review Rubric Creation Backstory: In your creative writing workshop, you want students to review each other's short stories. You need a clear, fair rubric so feedback is consistent. Goal: Standardize peer feedback for fairness and usefulness. Prompt: "**You are** a Peer Review Framework Designer. **Create** a rubric that: Rates creativity, clarity, structure, and grammar. Uses a simple scale (e.g., 1–5). Encourages constructive suggestions. Has space for specific examples from the work. Is easy for non-experts to apply. Inputs: Type of creative work Number of review categories"



104. Prompt 4 — AI-Assisted Feedback Generation

AI-Assisted Feedback Generation Backstory: You're an online piano teacher with 200 students. Manually writing personalized feedback takes hours every week. Goal: Automate feedback without losing the personal touch. Prompt: "**You are** an AI Feedback Specialist. Generate personalized feedback that: Acknowledges each student's strengths. Points out 1–2 areas for improvement. Suggests a specific action step for next week. Keeps tone supportive and encouraging. Fits within 100–150 words per student. Inputs: Student performance notes or scores Lesson theme"



105. Prompt 5 — Real-Time Quiz Feedback Script

Real-Time Quiz Feedback Script Backstory: You run a virtual trivia night for corporate training. You want the system to respond instantly with encouraging or corrective feedback for each answer. Goal: Script engaging, instant feedback messages. Prompt: "**You are** a Gamified Feedback Copywriter. Write real-time quiz responses that: Confirm correct answers with a fun fact. Correct wrong answers with a helpful hint. Keep energy high throughout the game. Avoid shaming or overly formal tones. Encourage players to try again. Inputs: List of questions with correct answers Theme or tone (e.g., humorous, professional)"



106. Prompt 6 — Self-Assessment Worksheet

Self-Assessment Worksheet Backstory: Your leadership skills program emphasizes self-awareness. You want students to evaluate their own progress before and after the course. Goal: **Create** a reflective self-assessment tool. Prompt: "**You are** a Self-Reflection Tool Designer. **Create** a self-assessment worksheet that: Uses Likert-scale ratings for skill confidence. Asks open-ended questions for reflection. Tracks progress over time. Encourages setting personal growth goals. Fits on a single printable page. Inputs: Skills or competencies to measure Target audience profile"



107. Prompt 7 — Skills Gap Analysis Template

Skills Gap Analysis Template Backstory: You run an Excel for Business course. Before starting, you want to identify each learner's existing skills to personalize the learning path. Goal: **Create** a template that captures current ability vs. required skills. Prompt: "**You are** a Skills Mapping Expert. **Create** a skills gap analysis template that: Lists all required skills in the course. Lets students rate their current proficiency (e.g., Beginner, Intermediate, Expert). Highlights priority learning areas. Suggests resources for weaker areas. Can be easily completed online or offline. Inputs: List of target skills Course duration"



108. Prompt 8 — Continuous Improvement Feedback Form

Continuous Improvement Feedback Form Backstory: You're launching a language learning platform and need ongoing feedback from users to improve lessons. Goal: Build a feedback form that encourages honesty and detail. Prompt: "**You are** a Continuous Feedback Specialist. **Create** a feedback form that: Starts with a warm, appreciative introduction. Uses simple language and short questions. Allows both ratings and open-ended comments. Includes a suggestion box for new features. Takes under 3 minutes to complete. Inputs: Areas of feedback needed (content, usability, engagement) Frequency of feedback requests"



109. Prompt 9 — Competency-Based Assessment Plan

Competency-Based Assessment Plan Backstory: Your healthcare training course must prove that students are competent in specific procedures before certification. Goal: Assess mastery based on

skills, not just knowledge. Prompt: "**You are** a Competency Assessment Designer. **Create** a plan that: Lists each competency to be mastered. Defines clear performance criteria. Requires demonstration of skills in a real or simulated setting. Uses pass/fail grading. Allows re-testing for failed competencies. Inputs: List of competencies Available assessment environment"

110. Prompt 10 — Rubric for Group Projects

Rubric for Group Projects Backstory: In your MBA program, students complete a group business plan as a final project. You need a fair rubric that evaluates both the team and individual contributions. Goal: Avoid group grade disputes by clarifying expectations. Prompt: "**You are a Group Project Evaluation Specialist. Design** a rubric that: Scores project quality, creativity, and feasibility. Includes peer evaluation for team contribution. Balances individual and group performance weights. Uses transparent scoring criteria. Encourages collaboration and accountability. Inputs: Project requirements Team size"

111. Prompt 11 — Audio/Video Feedback Script

Audio/Video Feedback Script Backstory: You run a digital illustration masterclass. Written feedback isn't enough for visual skills—you want to provide recorded audio or screen-share feedback to give students more personalized guidance. Goal: Make feedback more engaging and clear by using spoken explanations and on-screen demonstrations. Prompt: **"You are** a Multimedia Feedback Coach. **Create** a feedback script that: Greet the student by name and references their specific submission. Highlights strengths with examples from their work. Points out 1–2 areas for improvement with clear visual/audio cues. Suggests next steps and resources. Keeps the total video under 5 minutes for easy consumption. Inputs: Student's work or file link Lesson/module context"

112. Prompt 12 — Adaptive Assessment Framework

Adaptive Assessment Framework Backstory: Your math learning app serves students with varying skill levels. Giving the same test to all is inefficient. Goal: Build adaptive assessments that adjust question difficulty based on performance in real-time. Prompt: **"You are** an Adaptive Learning Architect. **Design** an adaptive assessment framework that: Starts with mid-level difficulty questions. Increases difficulty if answers are correct, decreases if wrong. Uses a diverse question bank per topic. Ends with a skill map showing strong and weak areas. Works seamlessly on mobile devices. Inputs: Subject/topic areas Question bank size"

113. Prompt 13 — Scenario-Based Assessment

Scenario-Based Assessment Backstory: You teach cybersecurity awareness and want assessments that mimic real-world decision-making under pressure. Goal: **Create** immersive, scenario-based tests instead of generic MCQs. Prompt: "**You are** a Scenario-Based Learning Designer. **Create** an assessment where: Students face realistic situations (e.g., phishing email detection). They choose actions step-by-step. Each choice impacts the scenario outcome. Feedback explains the consequences of decisions. The final score reflects both accuracy and decision efficiency. Inputs: Scenario type (e.g., security breach, client negotiation) Key decisions to

include"

114. Prompt 14 — Cultural Sensitivity Feedback Form

Cultural Sensitivity Feedback Form Backstory: You run an international cultural exchange program and want feedback that is respectful and mindful of different backgrounds. Goal: Collect improvement suggestions without cultural bias or discomfort. Prompt: "**You are** a Cross-Cultural Communication Specialist. **Create** a feedback form that: Uses neutral, inclusive language. Avoids culture-specific idioms or references. Offers anonymous submission to encourage honesty. Encourages both positive and improvement feedback. Can be easily translated into multiple languages. Inputs: Program type Number of participant countries"

115. Prompt 15 — Real-Time Poll Feedback

Real-Time Poll Feedback Backstory: You host live webinars and want quick audience feedback on understanding without breaking the flow. Goal: Gauge comprehension and adjust teaching in real-time. Prompt: "**You are** a Live Engagement Strategist. **Create** a real-time poll system that: Pops up during key points in the presentation. Asks short comprehension questions. Shows results instantly to the presenter. Suggests on-the-spot adjustments based on answers. Saves data for post-event review. Inputs: Webinar outline Number of polls desired"

116. Prompt 16 — Feedback Tracker Dashboard

Feedback Tracker Dashboard Backstory: You have 500+ active learners and multiple instructors giving feedback. Tracking trends manually is overwhelming. Goal: Build a dashboard to centralize and analyze feedback patterns. Prompt: "**You are** a Learning Analytics Expert. **Design** a dashboard that: Collects all feedback in one place. Categorizes feedback into strengths, weaknesses, and suggestions. Shows trends over time. Filters by instructor, course, or student group. Generates visual reports for management. Inputs: Feedback sources Metrics to track"

117. Prompt 17 — Emotionally Supportive Feedback

Emotionally Supportive Feedback Backstory: In your public speaking course, students often get nervous and take criticism personally. Goal: **Provide** honest but uplifting feedback that builds confidence. Prompt: "**You are** a Motivational Feedback Coach. Write feedback that: Starts with specific praise. Phrases criticism as growth opportunities. Suggests one easy improvement to try immediately. Encourages continued practice. Ends with a motivational statement. Inputs: Student's performance notes Improvement area"

118. Prompt 18 — Performance Badge System

Performance Badge System Backstory: You want to turn feedback into visible recognition in your online coding bootcamp. Goal: Motivate students with badges linked to specific skill achievements. Prompt: "**You are** a Gamification Specialist. **Create** a badge system that: Links each badge to a

Prompt: "**You are** a Reusable Feedback Content Creator. Build a feedback bank that: Categorizes by skill area. Has positive, neutral, and improvement phrases. Allows easy personalization with student names and examples. Keeps tone consistent across instructors. Is searchable and regularly updated. Inputs: Skill categories Common feedback themes"



124. Prompt 24 — End-of-Module Reflection Guide

End-of-Module Reflection Guide Backstory: You want students to self-assess at the end of each module before moving forward. Goal: Promote accountability and deeper understanding. Prompt: **"You are** a Self-Evaluation Guide Designer. **Create** a reflection template that: Asks students to summarize what they learned. Identifies the most challenging concept. Lists practical applications they can try. Rates their confidence level. Suggests one goal for the next module. Inputs: Module topics Target skill level"



125. Prompt 25 — Instructor Feedback Calibration

Instructor Feedback Calibration Backstory: Multiple instructors teach the same course, but their feedback styles and grading vary too much. Goal: Standardize assessment and feedback delivery. Prompt: "**You are** a Teaching Quality Coordinator. Develop a feedback calibration system that: Compares grading patterns among instructors. Runs training on consistent rubric use. Encourages sharing model feedback examples. Monitors changes over time. Improves student perception of fairness. Inputs: Rubric Instructor roster"

