

Challenge AI Outputs: Foundations

Session 1 of 3 | Performance, context, and objectives first

Why “challenge” AI outputs?

Polished does not mean useful.



AI can draft quickly. Our job is to shape the draft so it supports real learner action, accessibility, and performance.

KEY IDEA

Start with the learner action

01

Task

What do they need to complete?

02

Decision

What judgment do they need to make?

03

Behavior

What should change on the job?

KEY IDEA

Match the support to the need

When learners need to...

Remember steps while working



Make decisions



Build skill over time



Compare examples



Perform a complex task



Consider...

Job aid

Scenario or branching practice

Learning plan

Short interaction

Practice + feedback

ACTIVITY

Rewrite the request

Take a vague request your team often receives. Rewrite it as:
"After completing this course/session, the learner will be able to..." or "The team needs to be able to..."

KEY IDEA

Give AI the design frame

01

Audience

Role, experience, needs

02

Use case

When, where, and how
they will use it

03

Constraints

Time, tools, policies,
accessibility

Context prompt pattern

PROMPT TO TRY

Act as a principal instructional designer. I am creating [material] for [audience]. The purpose is to help learners [do what]. Learners will use this [when/where/how]. Use plain language. Design with accessibility in mind. Before drafting, identify assumptions.

KEY IDEA

Objectives are a design tool

Objectives help us decide what belongs.



They connect content, practice, feedback, and assessment to learner performance.

KEY IDEA

Better objective levels

Objective level

Foundational

Application

Performance

Learner action

Recognize, identify, recall

Use, choose, complete, apply

Do the task in context



ACTIVITY

Tighten an objective

Use one current objective. Make it observable, measurable, realistic, and tied to learner action.

KEY IDEA

Challenge objectives before building

01

Too vague?
Can we observe the
action?

02

Too broad?
Is it realistic for the time?

03

Unsupported?
Can we practice and
assess it?

One idea per slide

Reduce the load. Increase the signal.



Use contrast, hierarchy, flow, unity, proximity, and whitespace so the main idea is clear at a glance.

ACTIVITY

Reflection: design frame

Pick one AI prompt you use often. Add learner action, context, objective, and accessibility expectations.

Session 1 wrap

01

Start with action

What should the learner do?

02

Frame the prompt

Give AI the context it lacks.

03

Anchor with objectives

Use objectives to make decisions.

Questions + next steps

What questions or use cases should we tackle next?