

Challenge AI Outputs: Review + Improve

Session 3 of 3 | Assumptions, accessibility, plain language, and useful revision

Quality comes from review

Do not accept the first good-sounding draft.



Ask AI to surface assumptions, gaps, barriers, and revisions before you build.

PROMPT

Ask AI to name assumptions

PROMPT TO TRY

What assumptions did you make about the learners, prior knowledge, motivation, workplace context, accessibility needs, language needs, and what they need to do? Label each assumption as low-risk, medium-risk, or high-risk.

ACTIVITY

Assumption scan

Review an AI draft. Find three hidden assumptions and rate the risk of each one.

KEY IDEA

Plain language is access

**Make it easier to find,
understand, and use.**

Plain language is not dumbing down. It supports busy, distracted, neurodivergent, multilingual, and assistive-tech users.



PROMPT

Plain language prompt

PROMPT TO TRY

Rewrite this in plain language without losing accuracy. Use shorter sentences, familiar words, active voice, clear headings, and direct instructions. Remove jargon unless the learner truly needs it, and define any required terms.

KEY IDEA

Accessibility from the start

01

Perceive

Text alternatives,
captions, contrast

02

Navigate

Keyboard access, focus
order

03

Understand

Plain language, structure,
chunking

KEY IDEA

Challenge interactions

Avoid relying only on...

Color

Audio

Image

Drag / hover

Timing



Provide...

Text labels + feedback

Captions + transcript

Alt text or text equivalent

Keyboard-friendly alternative

Untimed path or control

ACTIVITY

Barrier hunt

Pick one interaction. What could exclude a learner? What alternative gives the same learning value?

Review checklist

01

Alignment

Objective, content,
practice, assessment

02

Usefulness

Would a busy learner
use it?

03

Access

Can learners perceive,
navigate, understand,
and use it?

Reusable challenge prompt

PROMPT TO TRY

Review this as a principal instructional designer. Do not focus only on whether it sounds polished. Identify what is working, what is generic, what is too content-heavy, what is unclear, what is not connected to learner action or objectives, where practice or feedback is missing, what accessibility barriers may exist, and what should be revised.

KEY IDEA

Learner-facing copy

Sound useful, not generated.



Cut filler. Use direct, respectful language. Write to “you,” the learner, when appropriate.

ACTIVITY

Final review sprint

Use the challenge prompt on a real draft. Mark: keep, revise, remove, validate.

KEY IDEA

The main question

Will this help the learner do something useful?



Keep asking it at every step: prompt, draft, review, revision, build, and QA.

Session 3 wrap

01

Surface assumptions

Rate risk before building.

02

Review for barriers

Plain language and
accessibility upfront.

03

Challenge the draft

Revise for action,
practice, and
usefulness.

Questions + next steps

What questions or use cases should we tackle next?