

Group 1 – Communication & Teamwork

Vague Prompt:

“Write a training agenda on teamwork for young people.”

Mediocre AI Output (example):

Training Agenda: Teamwork Workshop

- Introduction (10 min)
- Discussion about teamwork (20 min)
- Group activity (30 min)
- Presentation of results (20 min)
- Reflection and closing (10 min)
- Materials: paper, pens, projector.
- Goal: to teach teamwork to participants.

Issues: Generic, lacks audience focus, no learning outcomes, unclear facilitation style, not adapted for youth work methods.

Task for the Group: “Make It CRISPY!”

Your challenge:

1. Analyze what makes this prompt weak or incomplete.
2. **First round:** Rewrite the prompt using the **CRISPY framework** so that it would guide the AI to produce a relevant, inspiring, and target group-centered session plan.

Test the improved prompt using the **AI tool you are most familiar with** in the area you are creating the prompt (text, visuals, etc.).

3. **Second round:** Use AI itself to help you improve and refine your prompt even further — let the tool assist in designing a better version.

Remember:

- **C – Context:** Who, where, and why?
- **R – Role:** Who should the AI act as?
- **I – Instruction:** What exactly should it do?
- **S – Specificity:** Format, constraints, or duration?
- **P – Persona:** Tone or voice?
- **Y – Yield:** What output form or structure should you get?

Note: Trainer will announce when each round is finished and guide the transition between phases.



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Group 2 – Inclusion & Diversity

Vague Prompt:

“Create a training session on inclusion for youth workers.”

Mediocre AI Output (example):

Session Title: Inclusion in Youth Work

Duration: 1 hour

Agenda:

- Introduction to inclusion (10 min)
- Group discussion (15 min)
- Case study (20 min)
- Summary (15 min)
- Objective: To understand inclusion.

Issues: Overly abstract; no clear method, no emotional engagement, no reflection element, doesn't specify context, role, or participants' profile.

Task for the Group: “Make It CRISPY!”

Your challenge:

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Group 3 – Digital Skills & AI Awareness

Vague Prompt:

“Design a session about AI for young people.”

Mediocre AI Output (example):

Workshop: Understanding AI

- Introduction to Artificial Intelligence (10 min)
- Video about AI (10 min)
- Discussion about technology (20 min)
- Group activity on AI (20 min)
- Summary (10 min)
- Goal: To teach participants about AI.

Issues: Extremely surface-level, no learning outcomes, unclear depth, lacks non-formal methods, assumes trainer-led delivery.

Task for the Group: “Make It CRISPY!”

Your challenge:

1. Analyze what makes this prompt weak or incomplete.
2. **First round:** Rewrite the prompt using the **CRISPY framework** so that it would guide the AI to produce a relevant, inspiring, and target group-centered session plan.

Test the improved prompt using the **AI tool you are most familiar with** in the area you are creating the prompt (text, visuals, etc.).

3. **Second round:** Use AI itself to help you improve and refine your prompt even further — let the tool assist in designing a better version.

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Group 4 – Leadership & Active Citizenship



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Vague Prompt:

“Plan a leadership workshop for young leaders.”

Mediocre AI Output (example):

Leadership Workshop Plan

- Welcome (10 min)
- Presentation on leadership (20 min)
- Role play (30 min)
- Discussion (20 min)
- Conclusion (10 min)
- Objective: To develop leadership skills.

Issues: Formulaic, doesn't define leadership in context, no experiential approach, vague goal, not youth-centered.

Task for the Group: “Make It CRISPY!”

Your challenge:

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Group 5 – Digital Well-Being & Balance



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Vague Prompt:

"Write a training session about digital balance for young people."

Mediocre AI Output (example):

Workshop Title: Digital Balance

Duration: 60 minutes

Agenda:

- Introduction to digital balance (10 min)
- Discussion about using phones (20 min)
- Activity about screen time (20 min)
- Summary (10 min)
- Objective: To help young people use technology in a healthy way.

Issues: The session plan is generic, lacks context and experiential elements, doesn't specify target group or facilitation style, and fails to engage participants through creative or reflective non-formal methods.

Task for the Group: "Make It CRISPY!"

Your challenge:

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Test the improved prompt using the **AI tool you are most familiar with** in the area you are creating the prompt (text, visuals, etc.).

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