# MAIC Teacher's Manual — Replication Guide

**Quick note:** This guide is a plug-and-play teacher manual to run the MAIC (Modular AI for Connectivistic) learning activities in any class. It is designed to be simple, repeatable, and adaptable — working especially well for text-intensive subjects such as business, humanities, and social sciences, while still being easily applied across a broad range of disciplines, including STEM and creative fields.

## Part 1 — MAIC Modules: Teacher Templates

## 1. Al Inquisition

Purpose: Clarify complex concepts; build targeted questioning skills.

Suggested time: 10–15 minutes

**Learning outcomes:** Students can explain a concept in simple terms and understand it in a wider context.

## Prompt template:

> I'm having trouble understanding [specific concept]. Explain it in simple terms and give an example related to [topic/subject].

## Sample prompt:

> I'm having trouble understanding trade protectionism. Explain it in a simple way and give an example from recent international trade.

#### **Teacher tips:**

- Ask students to paste the Al answer into a shared doc and highlight one useful sentence and one questionable claim.
- Encourage follow-ups: "Why?" and "Give me an example from 2021–2023 in Malaysia."

## 2. Al Cooperation

**Purpose:** Generate and refine ideas using human–Al collaboration.

Suggested time: 10-20 minutes

**Learning outcomes:** Students effectively collaborate with each other with the help of AI to brainstorm ideas.

## Prompt template:

> We are working on [problem/topic]. Suggest solutions or steps we should consider. Help us compare and refine these ideas.

## Sample prompt:

> We are working on improving a product launch strategy for a foreign market. Suggest key factors and possible problems we may face.

#### Teacher tips:

- Ask groups to produce 3 candidate solutions and have AI rank or compare them.
- Teach a simple evaluation checklist: feasibility, cost, time, customer fit.

## 3. AI Exemplification

**Purpose:** Turn ideas into concrete examples, visuals, or analogies.

**Suggested time:** 15–25 minutes

**Learning outcomes:** Students can produce a prototype description or visual, logo idea, or short case example.

## Prompt template:

> Using this [concept], generate an example as a [case/story/analogy/image] that shows [specific outcome].

## Sample prompts:

- Generate case study: Using economies of scale, create a short company case that shows cost decline as output rises.
- Generate visuals: Using the product features list, generate a logo concept and packaging description.

#### Teacher tips:

- Ask students to request alternative styles: "Make it minimalist," "Make it targeted at Gen Z."
- Remind students to check feasibility and avoid copying existing designs.

#### 4. Al Simulation

**Purpose:** Practice scenario-based decision-making and see consequences.

**Suggested time:** 10–20 minutes (Think + optional extension).

Forms: Timeline simulation; Choice-based simulation.

# Template — Timeline:

> Create a simulation of [scenario] if [X event changes]. Show chain of events and results.

## Template — Choice-based:

> Create a decision-making scenario for [situation]. Give [2–3 options]. After I choose, show what happens next and the consequences.

#### Sample prompts:

- Timeline: If a company focused only on battery modules, how would its product and market change over 5 years?
- Choice: Give me three market entry options (export, JV, local partner) for this product; simulate outcomes for each over 5 years.

#### Teacher tips:

- Prefer short, focused scenarios. Ask AI to use simple language and show a timeline with years.
- If AI gives implausible outcomes, ask students to identify questionable steps.

# **Prompt Scaffolding & Prompt Engineering**

- 1. **Model one prompt** live (projector). Show a weak prompt and improved prompt.
- 2. Before/after example:
  - o Weak: "Tell me about marketing."
  - Improved: "For a new packaged drink targeting urban Malaysian students aged 18–25, suggest three low-cost launch tactics and explain expected costs."
- 3. **Teach a short checklist** for prompt quality: Specificity, Context, Output Format, Constraints. (Remember: SCOT)
- 4. **Require students to record:** original prompt, Al output, one student revision, and final Al output.

# Part 2 — The 3Ts Activity

## **Quick Start — Replication in 10 Steps:**

- 1. Read the Preparation Checklist (below).
- 2. Set up AI access and devices.
- 3. Pick a 60–90 minute class slot.
- 4. Form student teams of 3–5. Assign roles (researcher, designer, presenter, recorder).
- 5. Run the **Team** phase (20–30 min): research + AI Inquisition + AI Cooperation.
- 6. Run the **Think** phase I (25–35 min): independent refinement + AI Exemplification + prototype.
- 7. Run the **Think** phase II (Simulation) (10–20 min): timeline or choice-based scenario using AI Simulation.
- 8. Run the **Talk** phase (10–15 min): reflection and debrief.
- 9. Collect and archive outputs (screenshots, short report, log of AI prompts/outputs).
- 10. Use your rubric to grade and collect student feedback.

## **Preparation Checklist**

- Devices: at least one device per group (laptop/tablet)
- Internet access for each device
- Al accounts: free or institutional access to a conversational Al (e.g., CoPilot, ChatGPT, Gemini, etc.)
- Projector for whole-class demos
- Printed or digital student worksheet (see Appendix A)
- Timekeeper and roles assigned

## **Learning Objectives**

By the end of this activity students will be able to:

- Use AI prompts to clarify and apply key subject concepts.
- Collaborate with peers and AI to generate and refine solutions.
- Translate abstract ideas into a visual or textual prototype.
- Simulate decision-making outcomes using AI and reflect on the results.

## MAIC links to the 3Ts (one-line summary)

- **Team** = Al Inquisition + Al Cooperation
- **Think** = Human reasoning + AI Exemplification + AI Simulation
- Talk = Reflection + evaluation

# The 3Ts Activity

**Total class time:** 90 minutes.

**Group size:** 3–5 students.

Step-by-step lesson plan:

Time allocation	Tasks	Deliverables	
0–5 min	Warm-up & Setup	N/A	
	Explain outcomes and success criteria. Show one demo prompt. Confirm groups and roles.		
5–30 min	TEAM (Research + Inquisition + Cooperation)	1-paragraph narrative +	
	Task (15–20 min): Each group researches a local product, collects 3 facts, and asks Al Inquisition one clarifying question.	screenshot of AI outputs.	
	Task (5–10 min): Use Al Cooperation to generate 3 improvement ideas and pick one to test.		
30–60 min	THINK Phase I (Refine + Exemplify + Prototype)	1 visual description /	
	Task (15–20 min): Teams refine idea independently; teachers circulate to support.	logo concept + 3 bullet features	
	Task (10–15 min): Use AI Exemplification to design a logo/packaging description and a short prototype pitch.		
60–75 min	THINK Phase II - SIMULATION (Choice or Timeline)	Al simulation output screenshot + 1-page summary of choices made	
	Task (10–15 min): Run a short Al Simulation of a product launch or market-entry choice.		
75–90 min	TALK (Reflect & Debrief)		
	Task: Each group does a 2-minute share + 3 reflection questions. Teacher collects artifacts and reminds students to complete the short survey.	Group presentation notes + written answers to 3 reflection questions + completed short survey	

## **Data Collection Templates**

# Sample questions for student survey (post-activity, Likert 1–5):

- 1. I felt more confident applying the topic after this activity.
- 2. I understood the material better because of Al.
- 3. The activity was engaging and useful.
- 4. Access to Al tools was fair and easy.
- 5. I could work well with my team.

## **Logistics & Practical Notes**

- **Group size:** 3–5 recommended.
- Class length: 60–120 minutes works; split across sessions if needed.
- **Tech support:** Confirm Al access before class; have a backup demo if a group loses connection.
- Offline adaptation: If internet is limited, use one shared device per two groups and rotate.

## Safety & Ethics

- **Bias & Hallucination:** Teach students to treat Al outputs as suggestions and always check facts.
- Plagiarism: Require students to rephrase and cite sources; treat verbatim AI text as a draft, not final work.
- Data privacy: Do not upload student personal data into Al prompts. Use fictional company names if needed.
- Accessibility: Provide captions, readable fonts, and alternative text for Al-generated images.

## **Troubleshooting & Common Pitfalls**

**Problem:** Al output is too generic.

Fix: Add constraints: target audience, time period, market.

**Problem:** Al gives false facts.

**Fix:** Ask the AI to provide sources, cross-check with trusted websites, or limit to a specific domain (e.g., "based on public news reports").

**Problem:** Students copy AI text without checking accuracy or relevance.

**Fix:** Require each group to highlight one useful sentence and one questionable claim from the AI output and discuss them.

**Problem:** Some students have weaker digital skills and feel left out.

**Fix:** Pair less experienced students with more tech-savvy peers, and give a short, 2-minute Al demo at the start.

**Problem:** Students over-rely on Al.

**Fix:** Insert "human-only checkpoints" where no AI use is allowed (e.g., refining the product idea before AI Exemplification).

**Problem:** Groups move at different speeds.

**Fix:** Prepare optional extension tasks (e.g., deeper simulation scenario, competitor analysis) for fast groups while slower groups complete core tasks.

**Problem:** Students prompt AI in a vague way.

Fix: Use the SCOT checklist to make prompts clear and targeted:

- 1. S Specificity: State exactly what you want (e.g., "marketing plan for Malaysian teens" instead of "marketing ideas").
- 2. C Context: Give background or constraints (e.g., "new eco-friendly drink" or "low-budget campaign").
- 3. O Output Format: Tell AI how to present the answer (e.g., "as a table with 3 columns").
- 4. T Time/Target: Include timeframe or audience (e.g., "for 2025 launch" or "targeting working adults").

## Adaptations for Other Disciplines (examples)

- Marketing: Use Cooperation to generate segmentation strategies and Exemplification to design ad copy.
- Management: Simulate leadership decisions using choice-based simulation.
- **STEM:** Use Inquisition to clarify technical concepts and Simulation to test parameters in a hypothetical experiment.
- **History:** Use AI Simulation to explore an alternative history (e.g., "What if a key treaty had failed?") and summarize the social impacts.
- **Psychology:** Use AI Cooperation to create a stress-reduction plan for students, then AI Simulation to show potential effects over a month.
- **English Literature:** Use AI Inquisition to simplify complex literary themes, then AI Exemplification to reimagine the scene in a modern setting.
- **Music:** Use AI Inquisition to simplify complex literary themes, then AI Exemplification to reimagine the scene in a modern setting.
- **Astronomy:** Use AI Inquisition to explain orbital mechanics in simple terms, then AI Simulation to explore what would happen if Earth's rotation speed increased or decreased by 10%.

#### **Teacher Tips**

- Run one short demo before letting groups start.
- Use a projector to show AI prompt editing live.
- Start with a simple prompt template and require only one revision in the first session.
- Keep the first implementation short (60 min) and iterate.

# Appendix A — Sample Student Worksheet

Member	Roles	
Product chosen:		
Team phase - Al Inquisition prompt: Al output: (paste) Key takeaway:	_	
Think phase - Revised plan (human): AI Exemplification prompt: AI output: (paste)	- -	
Simulate phase - Al Simulation prompt:	-	
Talk phase reflection (3 bullets):  1 2		

End of guide.