

Build Your First Gem!!!



Part 1: Introduction, Live Demo, & Deconstruction (20 Minutes)

Hook & Framing (3 Minutes)

- **The Presenter:** Quick intro as Technology Director and AI Task Force co-facilitator.
- **The Pivot:** Frame the shift from "AI as a cheating tool" to "AI as a feedback coach" that elevates critical thinking. Define a **Gem** as a customized, persistent AI companion.

Live Demo: The Inertia Experiment (10 Minutes)

- **The Flash Lab:** Perform the 5-second cup, coin, and notecard flick.
- **The Setup:** Tell the audience: *"Imagine a student writes a lazy lab report on this: 'The coin dropped because of gravity. I flicked the card and it went down.'"*
- **The Interaction:** Paste that exact draft into your live **CER Feedback Coach Gem**.
- **The "Aha!" Moment:** Show the audience how the Gem *refuses* to write it for them. Highlight how it uses growth-mindset language and asks targeted questions to push the student to reference Newton's First Law and specific data points.

Deconstructing the Prompts (7 Minutes)

- **Behind the Curtain:** Project the [actual system instructions](#) for the [CER Gem Activity](#).
 - **The Key Anatomy:** Briefly break down the 4 pillars that make it work: **Persona** (encouraging coach), **Criteria** (what it looks for in CER), **The Iteration Loop** (forcing back-and-forth), and **Strict Guardrails** (never writing the final text).
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Part 2: Hands-On Playground Worktime (35 Minutes)

Step 1: Ideation — The Need (5 Minutes)

- **Brainstorm:** Have leaders identify one problem to solve. Give rapid-fire examples:
 - *Instructional Coach:* A Gem that reviews lesson plans against district rubrics.
 - *Principal:* A role-play partner to practice difficult crucial conversations.
 - *Teacher:* A math word problem coach that guides students step-by-step.
- **Action:** Attendees write down their Gem's target audience and its main goal.

Step 2: Iteration — Building with Gemini (15 Minutes)

- **The "Meta" Prompt Workflow:** Show them how to use Gemini to write the Gem's back-end code. Provide them with this copy-paste template:
- *"I want to create a Gemini Gem that acts as a [Insert Role]. I want it to help users with [Insert Goal]. Help me write a detailed, structured set of system instructions for this Gem. Include a Persona, Step-by-Step Operating Instructions, and strict Guardrails so it doesn't do the work for the user."*

- **Refining:** Attendees copy the generated instructions, tweak them, and paste them into their newly created Gem interface.

3. Step 3: Stress Testing (15 Minutes)

- **Breaking the AI:** Have attendees test their newly created Gem by acting like a lazy student or difficult user.
 - **Example Test:** Type "*Just do it for me*" or "*Give me the answers.*" * **Adjust:** Use the remaining minutes to refine the system instructions based on how the Gem reacted.
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Part 3: Wrap-Up & Next Steps (5 Minutes)

- **Takeaways:** Emphasize that these tools scale equitable, high-quality coaching across an entire department or district.
- **Call to Action:** Share your resources, templates, and the exact system prompt of your CER Gem so they can copy it as a blueprint back at their home districts.



Timekeeper Tips for Ray:

- **Strict Stop on the Demo:** It is easy to get caught up chatting with your CER Gem because it's engaging. Set a hard timer at the 13-minute mark to transition to the "Behind the Curtain" instructions.
- **Work the Room:** During the 35-minute playground block, float through the tables to help leaders who might get stuck trying to copy-paste their instructions into the Gem creator.