Teacher AI Toolkit — Free Sample

A free sample from the Teacher AI Toolkit, coming soon from Notebook Math. This sample has the five ground-rule questions from Part 1, and the full Pack A prompt from Part 2 — the worksheet-to-checker prompt — so you can try it before the Toolkit launches. No form, no email signup.

The five ground-rule questions

These five questions run before anything borderline gets pasted into an AI tool:

1. What student data is involved?
2. Where would it go — chat, file, memory, or a third party?
3. Does the district approve this use?
4. Can I do it with less, or de-identified, data?
5. Get a clear go-ahead after laying that out.

Never paste:

- Student names or nicknames
- Class rosters or seating charts
- Grades, scores, or assessment results
- IEP or 504 plan details
- Attendance or behavior records
- Parent names, emails, or phone numbers
- Photos or videos of students

Safe to paste:

- Your own lessons, worksheets, and slides
- Blank templates
- Curriculum passages
- De-identified examples (for instance, “a student who keeps mixing up signs…”)

Pack A: Turn a worksheet into an answer-key checker app

What it's for: students check their own answers after classwork, with instant feedback and a “show me how” step when they're stuck.

Paste in: the blank worksheet (or its problems, typed out), plus your answer key.

The prompt — copy and paste, filling in the [brackets]:

> *Build a single-page answer-key checker for [grade/subject] students. Include all [number] problems from the worksheet I pasted, grouped by [lesson or section]. For each problem: an answer box, instant right/wrong checking, a short hint when the answer is wrong (point at the likely mistake, don't just say “wrong”), and a “Show me how” button that reveals the worked steps in plain language. Add a [rule reminder banner, e.g., the sign rule] at the top, a progress counter, and a star button so students can save problems to a study sheet they can download. No login, no tracking, no student names. Keep the language simple and the text large enough to read from the back of the room.*

Tips from real use

- Word problems must show the full problem wording, not just the math. Students struggle with the wording more than the computation.

- If a problem has an image (a number line, a table, a diagram), redraw or describe it in the app. Don't drop it.
- For ordering, yes/no, or “which is true” items, use dropdowns or buttons instead of free-text boxes — checking is cleaner.
- For problems with more than one right answer (for example, “name any five integers that average -10”), use an open checker that verifies the rule, not one exact answer.
- Test the download button yourself on the actual link students will open. A button that works in preview can fail inside a shared frame; a real download link rebuilt from the saved problems is the reliable pattern.