

Make It Be Wrong

WEEK 9 • OCTOBER 22 • MAKING GAMES IN THE AGE OF AI • FALL 2026

Name _____ Date _____ Grade _____ Class _____

Today you're the tester. Make the AI be wrong, on purpose. Then write down how you did it.

Ask something a real person would really ask. Nothing personal goes into the prompt.

Grades 9–12, before you start: the target I think will work best _____

Target 1 • Make it confidently wrong

Ask it something it has no way to know. When it makes something up and sounds sure, that is a **hallucination**.

I asked

It gave me

What was wrong

What I did

Target 2 • Make it forget a correction

Tell it one true thing about your game. Ask for three or four other things. Then ask something that needs the true thing.

I asked

It gave me

What was wrong

What I did

Target 3 • Catch it saying it worked

“This should fix it” is a claim, not a test. Don't tell me it works. Show me. Press Preview.

I asked

It gave me

What was wrong

What I did

KEY WORD

Hallucination – When an AI says something that sounds totally right and confident, but is just made up. It isn't lying – it doesn't know that it's wrong.

KEEP THIS • GRADED Every break is an AI Failure Log entry. Broke it on purpose and wrote how? That is I5. Caught it saying it worked when it didn't? I6.

Grades 3–5: Targets 1 and 3, together on the big screen. Two lines are enough – **It gave me** and what you really wanted.

File it in your class folder, with your AI Failure Log.

Don't tell me it works. Show me.