

WHOLE-SCHOOL · K-12

The Learning Track

Teach with AI, not from it — keep the thinking.

Six one-hour PL sessions. One real class. Six things you build, own and keep.

Teachers everywhere already use AI — but often as an **answer machine** that quietly does the thinking students were meant to do. The Learning Track flips that: staff learn to use AI the way it earns its place in a classroom — to help students **understand faster, get genuine feedback, sit the right side of NESA's integrity line, and stay developmentally on-target across K-12**.

Every session ends with build time on **one real class you teach**. Six sessions, six things you build, own and keep — a ready-to-run **AI-Ready Unit** by the end. Built on Creative AI Group's Gradual Release and Age & Stage frameworks, and adaptable to your school's own tools and approach.

WHAT STAFF WALK AWAY WITH

- A **ready-to-run AI-Ready Unit** for one real class
- The judgement to place AI where it helps — and keep it out where it doesn't
- Assessment that stays **valid**; integrity that **holds**
- ~6 hours logged toward **maintenance of accreditation**

One class. Six builds. —one artefact per session

SESSION 1

1

RADAR

Know your AI

How AI works and why it's confidently wrong — and the question that runs the whole series: who's doing the thinking?

● ● ● ● ● ● 1 of 6

BUILD: an AI map of your class + a confidently-wrong hook

SESSION 2

2

COACH

Study with AI, not from it

Teach students to learn *with* the machine — guided tutoring that withholds the answer, built on the six moves.

● ● ● ● ● ● 2 of 6

BUILD: a guarded study routine for your class

SESSION 3

3

TWO LANES

Validity, not cheating

Redesign a task so it still measures what it claims — secured vs open lanes, plus the red lines for honest use.

● ● ● ● ● ● 3 of 6

BUILD: a redesigned assessment task + its rules

SESSION 4

4

RELEASE

Where the work lands

Place AI with gradual release — I do, we do, you do — so the cognitive work stays with the student.

● ● ● ● ● ● 4 of 6

BUILD: a scaffolded AI lesson for a key skill

SESSION 5

5

LOOP

Feedback that teaches

Use AI as a feedback *source*, not a grader — faster, formative, and always human-owned.

● ● ● ● ● ● 5 of 6

BUILD: a feedback loop your students actually use

SESSION 6

6

STAGE

The right tool at the right stage

Differentiate K-12 by developmental and NESA stage — EAL/D, extension, Life Skills, and a non-AI route.

● ● ● ● ● ● ✓

BUILD: stage-banded versions for your class

HOW IT WORKS

~1-hour PL sessions

Run standalone or as the set, spaced across a term.

Resources provided

Facilitator deck, prompt cards, and the One-Class workbook.

One class, six builds

Every teacher leaves with a ready-to-run AI-Ready Unit.

WHO IT'S FOR

Whole-school, K-12

Primary and secondary, every faculty — pitched to the stage in the room.

Any starting point

No technical experience assumed; agile, adapted to your school's tools.

Built on your own IP

Gradual Release & Age & Stage — depth few providers can match.

WHY IT STICKS

Embed-practice design

You build for a real class you teach — the mechanism the evidence backs.

Between sessions

Small tasks + bring-back-the-evidence keep it in the classroom.

Honest, not hyped

Calibrated trust, "faster is not better" — credibility, not miracle claims.

THE THROUGH-LINE Work with AI, not from it.

Name the objective, then place the AI.

FIT & ACCREDITATION Mapped to the **Australian Professional Standards for Teachers** and structured around the **Australian Framework for Generative AI in Schools**. Provides ~6 hours teachers can log toward maintenance of accreditation / registration (self-recorded with NESA, VIT, QCT and equivalents).

Book a pilot this term

Run one session with a faculty, measure the difference, then expand.

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