

SETUP MATERIALS [Builder Center overview](#) · [Educator YouTube walkthrough](#) · partyrock.aws/education

WHAT THIS IS

You are about to run a hands-on AI learning event on **PartyRock**, a platform where educators compose AI-empowered learning experiences for their groups. An event is a private, project-based learning environment you create by selecting challenges from a curated library. Each challenge is a structured, goal-oriented task built around a real customer problem in a specific sector like sustainability, healthcare, entrepreneurship, or writing. Your learners work backwards from the problem to build a functional AI solution in one of three formats: a Flow (an AI generation template), an Analysis (a natural-language report on real data), or an App (a working prototype). While they build, they get direct practice with how AI works, how to direct it, and how to evaluate its outputs. Learners join with your event code and magic link, receive a temporary anonymous account, and land directly in the challenge experience. They build, experiment, and present alongside their group without providing any personal data. Everything shows up on your dashboard in real time. The session shape is: you introduce the challenges, learners build in parallel or in teams, and you close with a showcase where learners present what they built and discuss their approach.

CREATE THE EVENT

1 Verified educator account. Sign up on **partyrock.aws** and get educator status. An educator link (invite, training, partner) grants it instantly. Otherwise apply; review is usually within a few business days.

2 Create the event. Four steps in the event creation flow: Add Event Info, Event Info Preview, Select Challenges, Launch. Pick challenges from the curated library by sector and format.

3 Know your join info. Every event has an **event code** and a **magic link** in the header. Copy both from the dashboard so you have them ready when you start.

4 Devices and browser. Any modern browser (Chrome, Edge, Safari, Firefox) on mobile, tablet, or desktop. No accounts, no installs. Laptops and tablets give learners the most room to build.

THE RUN: EVENT LIFECYCLE

► **Learner** = they work at their device · ♦ **Organizer** = you do it from the dashboard · ♦♦ = both · ▮ = optional tip

NO.	PHASE	WHAT YOU SEE AND DO	TIP
CREATE THE EVENT · PARTYROCK.AWS/EVENTS/CREATE			
1	Add event info ~2 min · ♦ Organizer	Step 1 of 4. Name, description, dates, participant count, audience type. Everything stays editable until you launch.	Save as draft. You can come back to any step later.
2	Preview event info ~1 min · ♦ Organizer	Step 2 of 4. Confirm the event info looks right before moving on to challenge selection.	
3	Select challenges ~3 min · ♦ Organizer	Step 3 of 4. Filter the curated library by challenge type (Flow, Analysis, App) and by sector (Sustainability, Healthcare, Ethics, Entrepreneurship, Business, Wellness, Writing and Communication, Humanities, Technology and Design). Try any challenge yourself before adding it.	Match at least one challenge to your group's discipline. Mix formats so the same problem shape produces different kinds of solutions.
4	Launch 1 click · ♦ Organizer	Step 4 of 4. Launch the event to your dashboard. Your event code and magic link are now available in the header.	
DURING THE EVENT			
5	Start the event 1 click · ♦ Organizer	Hit Start from the dashboard. The status pill flips to Started . Learners can now access the challenges.	The start date alone does not open the event. Nothing goes live until you click Start.
6	Share code and link ~2 min · ♦ Organizer	Copy both the event code and the magic link from the event header. Learners need both to join. Both have a one-click copy button. Share via slide, chat, or email.	

NO.	PHASE	WHAT YOU SEE AND DO	TIP
7	Learners join seconds · ▶ Learner	Learners open the link (or enter the code). They receive an anonymous account automatically, with a pseudonymous display name, and land directly in the event.	
8	Facilitate the intro ~5 min · ♦ Organizer	Introduce the challenge and the customer problem it solves. Set expectations for how the session will run and how learners will present at the end.	Sessions typically follow: facilitator intro, parallel or team build, closing showcase.
9	Learners build bulk of the event · ▶ Learner	Each learner opens a challenge, reads the brief, and hits Start . PartyRock opens the right canvas for the challenge type. Whiskers assists them inside the app. Work saves as they go.	Challenges use prompt steering and antagonistic design to assist learners without solving the problem for them.
10	Track submissions live · ♦ Organizer	Open the Submissions panel. Pick a challenge to see one row per learner with their description, any attached files, and a link to open their solution.	Submissions arrive as learners submit. Refresh to catch late arrivals.
11	Showcase ~10 min · ▶♦ Both	Close the session with a showcase where learners present what they built and discuss their approach. Open standout submissions from the dashboard.	Ask learners how they directed the AI and how they evaluated its outputs.

AFTER THE EVENT

12	End the event 1 click · ♦ Organizer	Hit End . Learners can no longer submit new work. Existing submissions remain visible on your dashboard until the retention window closes.	
13	Download the work ~2 min · ♦ Organizer	For each challenge, use Download all submissions . Submissions are automatically deleted about two days after the event's end date.	Do this the same day you end. Once submissions are cleaned up, they cannot be recovered.

FOUR THINGS TO KNOW

Learners use temporary anonymous accounts. All content is deleted when the account expires, so participant data is never retained.

1

Nothing goes live until you hit Start. The start date does not open the event. You do.

2

Event code and magic link are the join flow. No accounts, no invites, no emails from PartyRock.

3

Submissions arrive live on your dashboard. Open individually or download the whole set for a challenge.

4

Participant data is deleted about two days after end. Download anything you want to keep before then.

Roles: ▶ Learner (at device) ♦ Organizer (dashboard) ▶♦ both. ▢ = optional tip. **Full FAQ and host guidelines:** partyrock.aws, Education page.