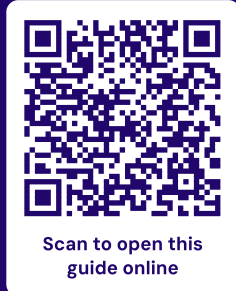


Code Your Own Class Activities

Ask Gemini Canvas to code an interactive game or quiz as one HTML file. Then paste it into the AISA Activity Hub to get a link, a QR code and a Google Classroom button. No coding knowledge needed. The demo is a Grade 10 English game called *Ethos, Pathos or Logos?*



2 tools Gemini Canvas, AISA Activity Hub **~20 min** from idea to link

Output A link and QR code that open on any device

BEFORE YOU START

1. Open Gemini with your AISA account, and open the AISA Activity Hub in a second tab.
2. Pick one skill or concept your students need to practise in the next two weeks. Games that sort, match or quiz work best.
3. Leave student names and personal details out of your prompt. Activities on the Hub can be opened by anyone with the link.

PART 1 · GEMINI CANVAS

Build the activity in Canvas

Canvas is a workspace next to the Gemini chat. Gemini writes the code for you and runs it there, so you can play the activity straight away and ask for changes in plain English.

1 prompt made a 10-question game

About 2 minutes to build

START A · I KNOW WHAT I WANT

Write your own prompt

Use the prompt recipe below in Gemini with Canvas switched on, then follow steps 1 to 5.

START B · NOT SURE WHERE TO START?

Use the AISA EduSim Gem

A Gemini Gem that already holds the prompts for building an HTML activity. You just describe your class and topic.

E

EduSim 5.1

Grade 10 English: ethos, pathos and logos. I'm not sure where to start.

+

🔊

⬆️

START B · AISA EDUSIM GEM

Let the Gem write the prompt for you

1. Open the **EduSim** Gem with your AISA account.
2. Type your grade, subject and topic. It's fine to say you're not sure where to start.
3. Answer its questions until it builds the activity.
4. Play it, then copy the code (Part 2) and paste it into the Hub (Part 3).

"**This Gem is shared. Instructions may change**" is normal. It means the AI & Innovation team can improve the Gem for everyone.

PROMPT RECIPE · CHANGE THE WORDS IN [BRACKETS]

Make a single self-contained HTML file: a [sorting game / quiz / matching game / flashcards] for Grade [X] [subject] called "[title]". [Say what students do, one step at a time.] After each answer, explain in one sentence why. Show a score and a Play again button at the end. Clear, simple English for EAL learners, big buttons that work on a laptop, iPad or phone, no external images or links.

1

Turn on Canvas

In Gemini, click the **+** at the left of the chat box. Click **More tools**, then **Canvas**.

A **Canvas** chip appears in the chat box, so Gemini knows to build something rather than just reply.

Can't see Canvas? Make your browser window wider; the menu hides it in a narrow window. Or end your prompt with *Build it in Canvas*.

Where should we start?

Ask Gemini

Pro

🔊

Upload files

Add from Drive

Notebooks

Guided Learning

Create image

More tools

Create music

Canvas

2

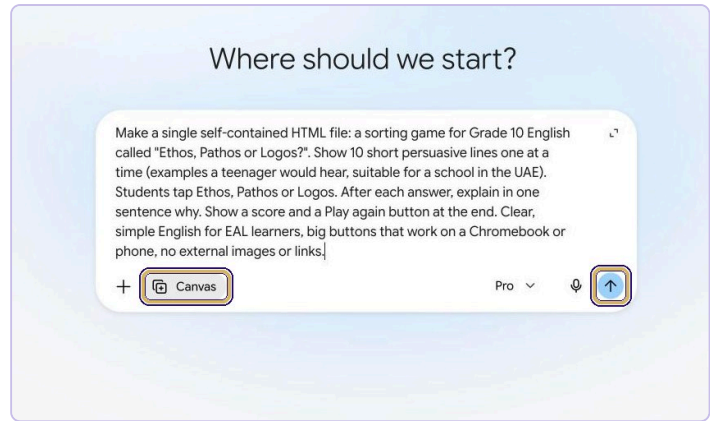
Describe the activity and send

Copy the prompt recipe above, paste it into the chat box and change the words in brackets. Then click the send arrow.

Two phrases do the heavy lifting:

- **"a single self-contained HTML file"** puts everything in one file, which is exactly what the Hub needs.
- **"big buttons that work on a laptop, iPad or phone"** makes it easy to use on student devices.

Be specific about content. Say how many questions, the grade, and where your students live. Our prompt asked for examples a teenager in the UAE would hear.



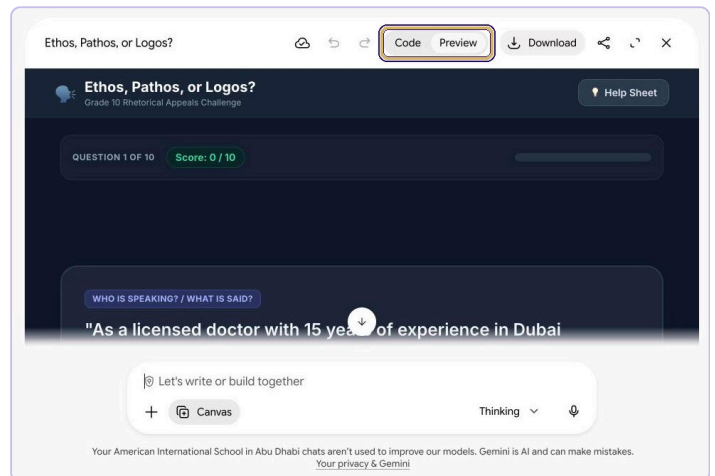
Our real prompt, with Canvas switched on.

3

Meet the Canvas toolbar

After a minute or two the activity opens in Canvas. Across the top:

- **Code / Preview:** switch between the code and the working activity.
- **Download:** saves the HTML file to your computer.
- The **share icon:** the quickest way to copy the code (Part 2).
- The **full screen icon:** hides the chat so you can play it bigger.



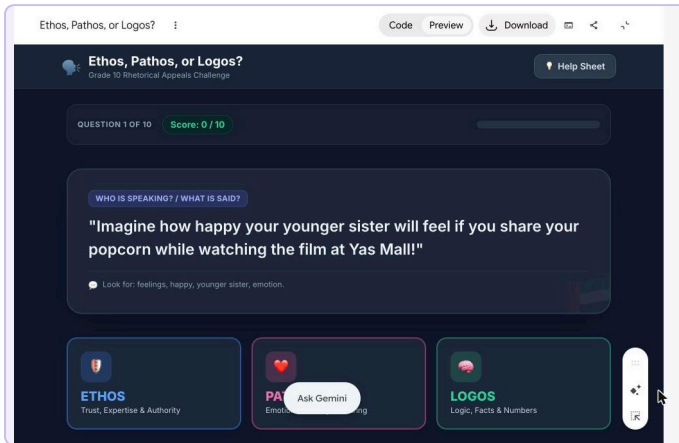
4

Play it like a student

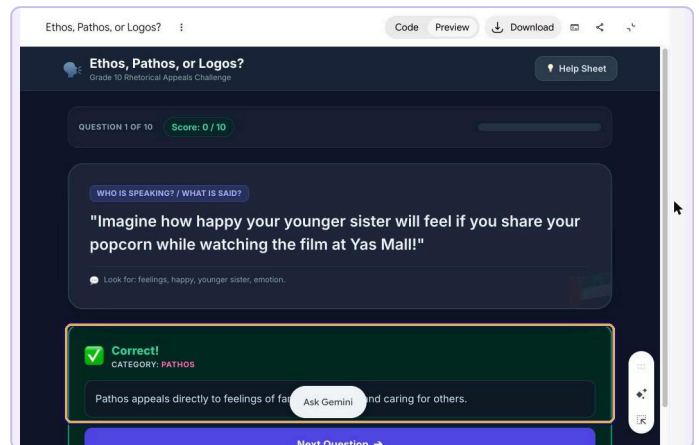
Play every question in **Preview**. Get some wrong on purpose to see the feedback.

Want a change? Just ask in the chat, for example *Make the buttons bigger* or *Replace question 4 with one about school uniform*. Gemini updates the same Canvas.

Check every answer. Gemini can label a line wrongly or give a weak reason. You are the subject expert.



1. A question appears with Ethos, Pathos and Logos buttons.



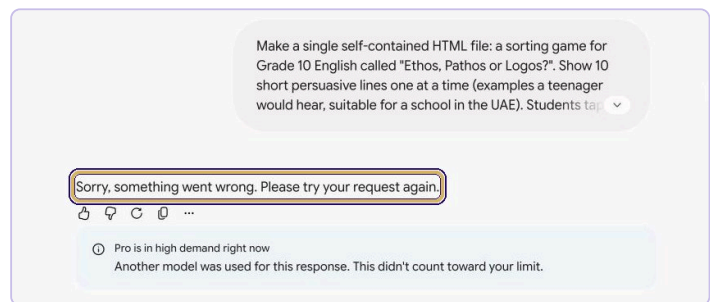
2. Answer it: you get Correct! and a one-sentence reason.

5

Got an error? Ask again

When lots of people use Gemini at once you may see *Sorry, something went wrong* or *Pro is in high demand*. This happened to us during the demo.

Type *Please try again and build it in Canvas*. and send. You don't need to paste your prompt again.



PART 2 · COPY THE CODE

Copy the code: two ways

The Hub needs the code, not a Gemini link. Both ways below copy the whole file. Try Option A first; if nothing pastes in Part 3, use Option B.

OPTION A · QUICKEST

Copy contents

Click the share icon in the Canvas toolbar, then **Copy contents**.

OPTION B · IF A DOESN'T WORK

Select all in the code

Click **Code**, click inside the code, press **⌘A** then **⌘C**.

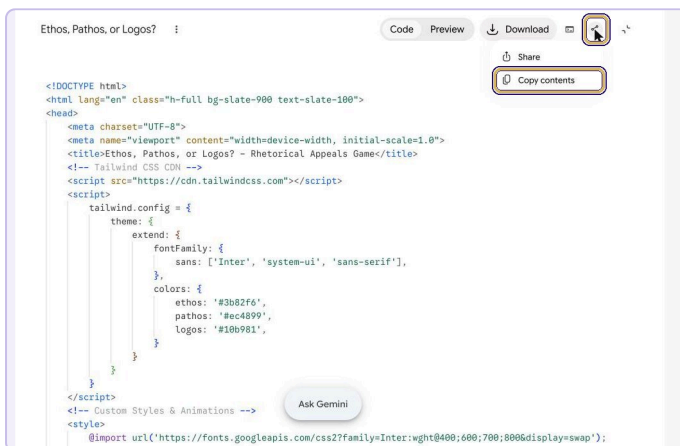
A

Option A: Copy contents

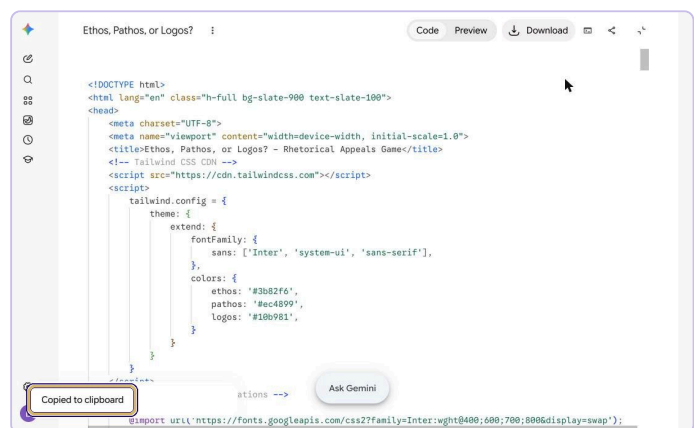
In the Canvas toolbar, click the **share icon** (three connected dots, next to **Download**). Click **Copy contents**.

Look for *Copied to clipboard* at the bottom left. The whole file is now copied, so go to Part 3 and paste it.

Don't click Share. It makes a public Gemini link straight away. The Hub gives you a better link, a QR code and a Classroom button instead.



1. Click the share icon, then Copy contents.



2. "Copied to clipboard" appears at the bottom left.

B

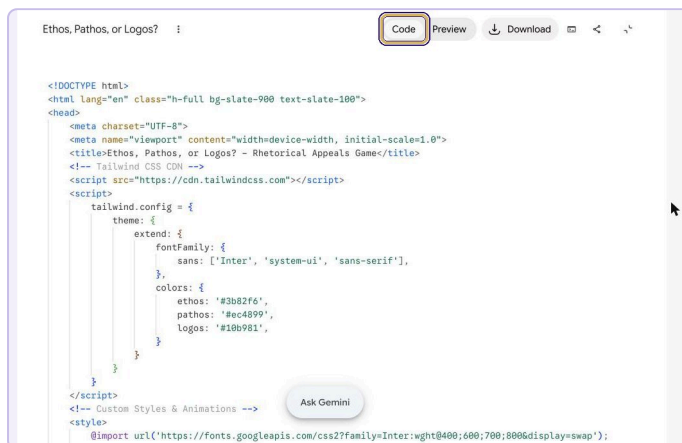
Option B: Select all, then copy

Use this if Option A doesn't paste anything.

1. Click **Code** in the Canvas toolbar.
2. **Click inside the code box**, anywhere in the code.
3. Press **⌘ Cmd + A** to select all of it. The code turns blue.
4. Press **⌘ Cmd + C** to copy.

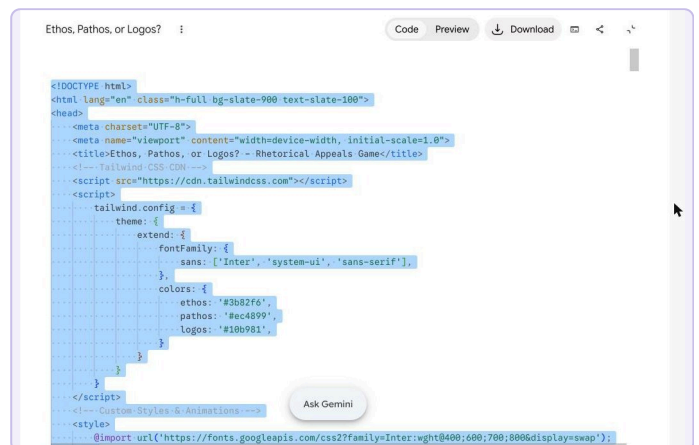
Now switch to your Activity Hub tab to paste it (Part 3).

Click in the code first. If you press **⌘A** without clicking in the code box, you select the whole Gemini page instead, chat and all.



The screenshot shows the Gemini code editor interface. The title bar reads 'Ethos, Pathos, or Logos?'. The toolbar at the top includes buttons for 'Code', 'Preview', 'Download', and other icons. The 'Code' button is highlighted with a red box. The code area contains HTML and Tailwind CSS code for a page titled 'Ethos, Pathos, or Logos? - Rhetorical Appeals Game'. The code includes a meta charset, viewport, title, Tailwind CSS CDN script, and a Tailwind config object with theme, extend, fontFamily, and colors. At the bottom, there is a button labeled 'Ask Gemini'.

1. Click Code, then click inside the code.



The screenshot shows the same Gemini code editor interface as the previous one, but now the entire code block is selected and highlighted in blue. The 'Code' button in the toolbar is no longer highlighted. The code content is identical to the previous screenshot. The 'Ask Gemini' button is visible at the bottom.

2. Press **⌘A**: all the code turns blue. Then press **⌘C**.

PART 3 · AISA ACTIVITY HUB

Paste it into the Hub and publish

The Activity Hub turns your code into a web page with its own link. It reads your code, guesses the title, grade and subject, and adds it to a shared library for AISA staff.

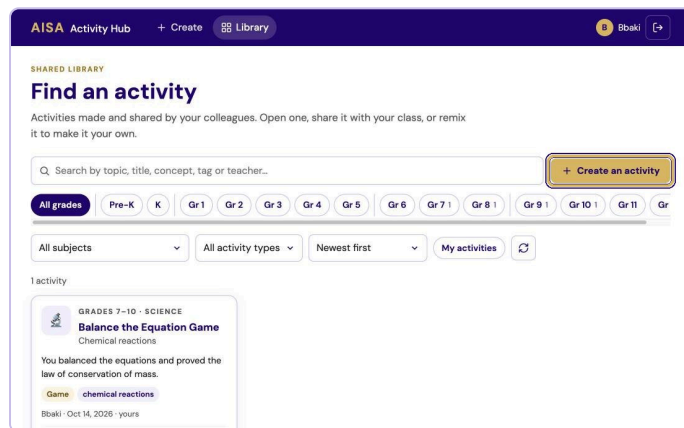
Works with code from Gemini, ChatGPT, Claude or Canva

1

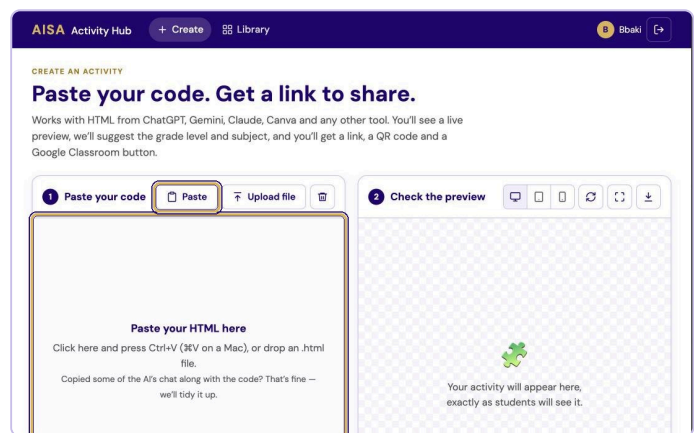
Open Create

In the Activity Hub, click **Create an activity**, or **+ Create** at the top.

The page has three parts: **1 Paste your code**, **2 Check the preview** and **3 Describe it for the library**.



1. In the library, click Create an activity.



2. The Create page: paste on the left, preview on the right.

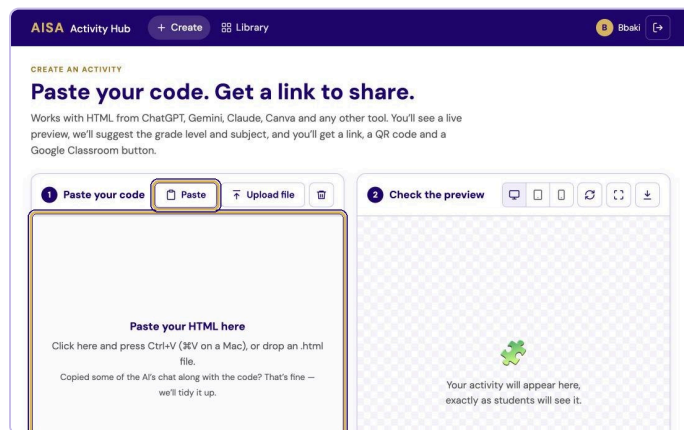
2

Paste your code

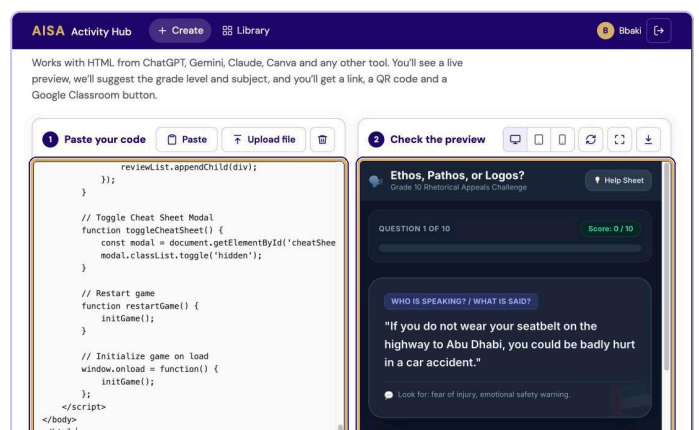
Switch to your **Activity Hub** tab. Click inside **Paste your HTML here** and press **⌘V**. Or click the **Paste** button.

The preview on the right starts running straight away.

Downloaded the file instead? Click **Upload file** and choose the .html file. Copied some of Gemini's chat along with the code? That's fine, the Hub tidies it up.



1. Click in the box and press **⌘V**, or click Paste.



2. Your code appears on the left and the activity runs on the right.

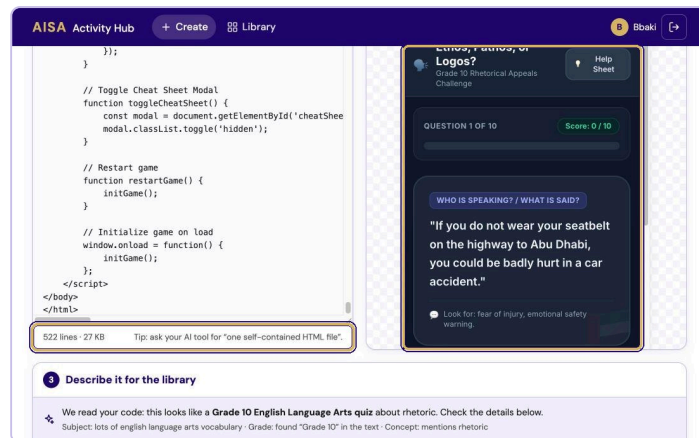
3

Check the preview

Use the icons above the preview to see it at **desktop**, **tablet** and **phone** size. Play a few questions in phone view: that's how it looks when students scan the QR code.

-  restarts the activity.
- **Full screen** and **Download** are there too.

Under the code you'll see its size, for example *522 lines* · *27 KB*. A handful of lines usually means only part of the code was copied, so copy it again.



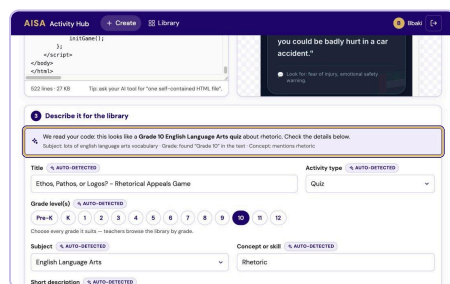
4

Check what the Hub guessed

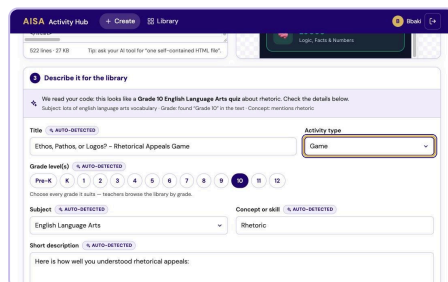
Scroll to **3 Describe it for the library**. Fields marked **AUTO-DETECTED** are guesses from your code. In our demo:

- **Activity type** said Quiz. We changed it to **Game**.
- **Grade level(s)** only had 10 ticked.
- **Short description** was a line of text from inside the game.

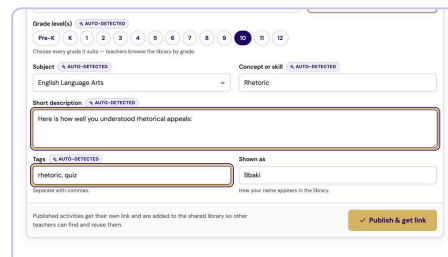
Colleagues search by these details. A clear title, grade and description is what makes your activity findable in the library.



1. The Hub reads your code and fills in the details.



2. It guessed Quiz. We changed Activity type to Game.



3. It took a line from the game as the description. Fix it.

Fix the details, then publish

- **Grade level(s):** click every grade it suits. We added 9 and 11.
- **Short description:** say what students do, in one sentence.
- **Tags:** words a colleague might search for, separated by commas.
- **Shown as:** your name as it appears in the library.

Click **Publish & get link**. It takes a few seconds.

1. Tick every grade it suits and write a one-line description.

2. Add tags, check Shown as, then Publish & get link.

PART 4 · SHARE

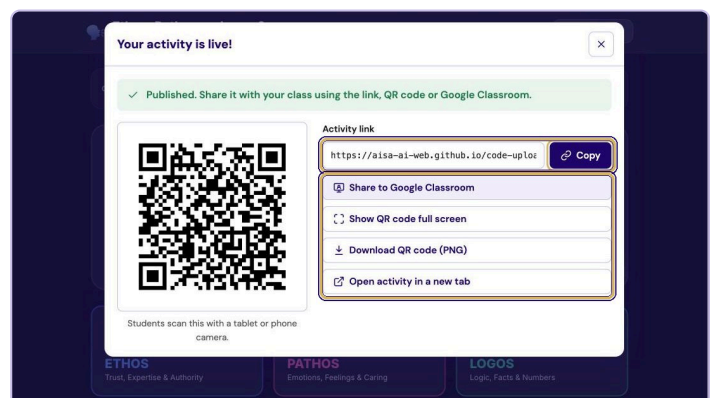
Get it to your students

Your activity now has its own page. Students don't need an account: they open the link or scan the QR code.

Your activity is live

A box pops up with everything you need:

- **Copy:** copies the link, ready to paste anywhere.
- **Share to Google Classroom:** posts it to one of your classes.
- **Show QR code full screen:** put it on the board for students to scan.
- **Download QR code (PNG):** add it to slides or a worksheet.
- **Open activity in a new tab.**



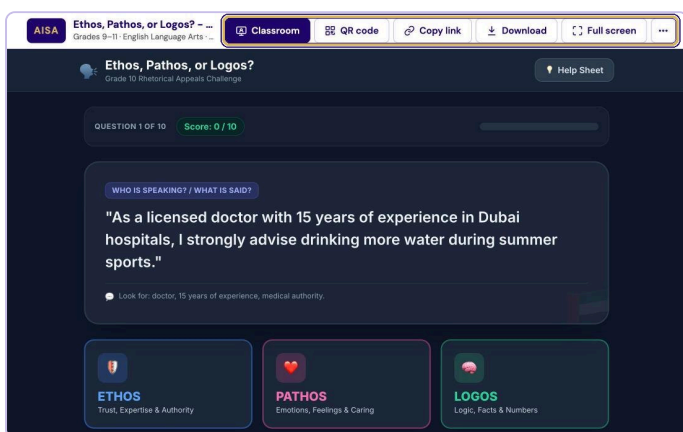
Use the activity page

Closed the box? The same buttons are along the top of your activity page: **Classroom**, **QR code**, **Copy link**, **Download** and **Full screen**.

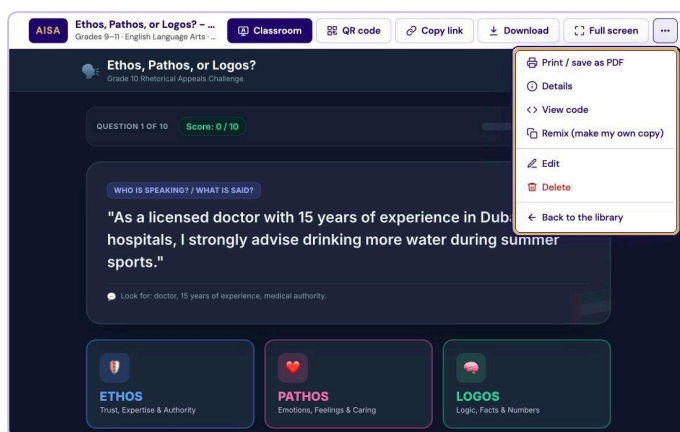
Click ... for more:

- **Edit**: fix a mistake or paste in new code.
- **View code** and **Details**.
- **Delete**: take it down.

Full screen on the board. Play it together as a class first, then let students try it on their own devices.



1. The toolbar: Classroom, QR code, Copy link, Download, Full screen.



2. The ... menu: Print, Details, View code, Remix, Edit, Delete.

PART 5 • LIBRARY

Find, share and remix colleagues' work

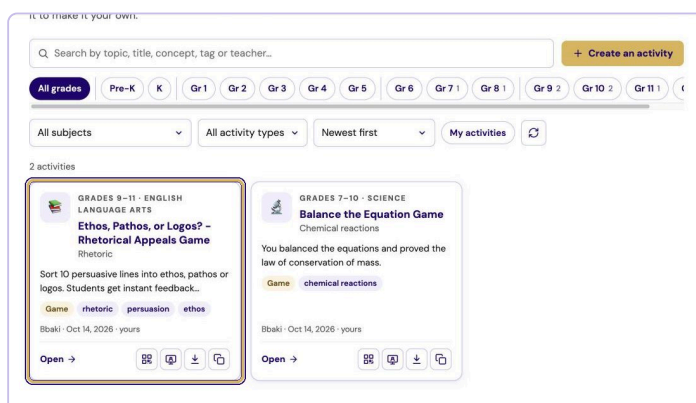
Every published activity goes into the shared library. Before you build something new, check whether a colleague already has.

Search and filter

Search by topic, title, concept, tag or teacher. Click a grade such as **Gr 10**, or use the subject, activity type and sort menus.

My activities shows only yours.

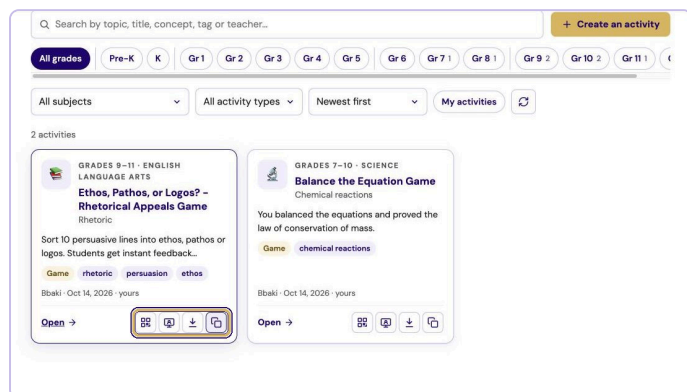
Each card has **Open** and quick icons for the QR code, Google Classroom, Download and Remix.



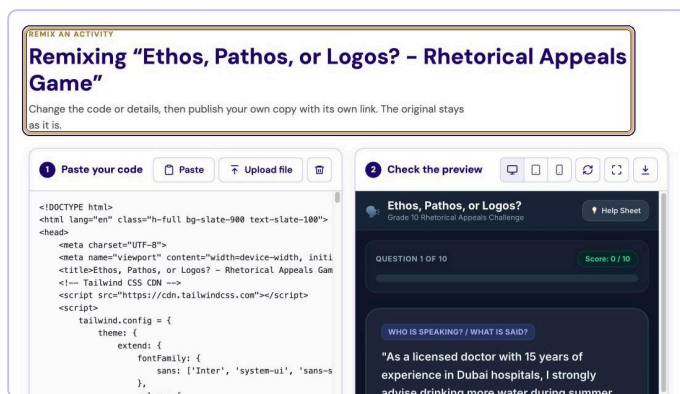
Remix to make it yours

Click the **Remix** icon on a card, or **Remix (make my own copy)** in the ... menu. The code and details load into Create. Change them, then publish your own copy with its own link. The original stays as it is.

Remix with Gemini. Copy the code from the Remix page, paste it into Gemini and ask, for example, *Keep the design but change the questions to Grade 7 science: states of matter*. Paste the new code back and publish.



1. The last icon on a card is Remix.



2. Remix opens your own copy. The original stays as it is.

YOUR STATION CHALLENGE · 20 MINUTES

Publish one activity and play it on your phone

1. Use the prompt recipe or the EduSim Gem to build an activity for a lesson you're teaching soon.
2. Copy the code with Option A. If it doesn't paste, use Option B.
3. Paste it into the Activity Hub, fix the auto-detected details and publish.
4. Scan your QR code with your phone and play it to the end.
5. Find a colleague's activity in the library and remix it for your class.

BEFORE STUDENTS USE IT

Check it

Play every question

Gemini can sort an example into the wrong category or give a weak reason. Check every answer and explanation.

Test on a student device

We asked for no external links, but our game still loaded its styles and font from the internet (look near the top of the code). It needs Wi-Fi, so test it on a student laptop or iPad on the school network.

Keep it free of student data

Anyone with the link can open it and colleagues can see it in the library. No student names, photos or personal details in the code or description.

Know what it doesn't do

Our game shows a score on screen but doesn't send results to you. If you need evidence, ask students to screenshot their score or follow it with a Google Form.

Gemini (+ › More tools › Canvas)	gemini.google.com/app
AISA EduSim Gem (if you're not sure where to start)	gemini.google.com/gem
AISA Activity Hub: Create	aisa-ai-web.github.io/code-uploader/index.html
AISA Activity Hub: Library	aisa-ai-web.github.io/code-uploader/library.html

AISA · AI & Innovation · AI PD Stations. Screenshots taken in October 2026; Google may move buttons over time.