FAST TRACK

GRAB & GO

Build It With AI Basics

Pick Your First Project

Choose a first build that is small enough to finish and useful enough to keep.



Quick, practical, and ready to use today.

LESSON RECAP

Pick Your First Project

What You'll Learn

- Why most first builds fail
- The one-sitting rule
- How to spot a weekly problem
- Why words and buttons come first
- What to save for later projects
- Five great first projects
- How to test your choice
- What to do next

LEARNING OBJECTIVE

By the end of this lesson, you will be able to choose a first project you can finish in one sitting and explain how it will save you time.

Key Definitions

First project

The first thing you build with AI, kept small on purpose so you finish it.

One-sitting rule

If you cannot build it in one sitting, it is too big for a first project.

Weekly problem

A question you answer or a task you repeat by hand every week.

Words and buttons

A build made of a headline, text, and buttons. This is where AI is strongest.

Finished teaches you more than fancy.

AI PROMPTS

Find your project

1. List my weekly problems

ACT AS A BUSINESS TIME AUDITOR

I run [type of business] and want to find the tasks I repeat every week.

Write:

- Ten repeated tasks that are common in my kind of business
- Which ones a simple page or tool could handle
- The three that would save me the most time

2. Turn a problem into a project

ACT AS A FIRST PROJECT ADVISOR

Every week I deal with [the problem] in my business.

Write:

- Three small builds that would solve it
- What each one would include
- Which one I can finish in one sitting

3. Shrink a project that is too big

ACT AS A PROJECT SIZE CHECKER

I want to build [my big idea], and I know it is too much for a first project.

Write:

- The smallest useful version of it
- What to leave out for now
- A one-sentence description of the small version

4. Check my idea against the three rules

ACT AS A FIRST BUILD REVIEWER

My first project idea is [my idea].

Write:

- Whether it fits in one sitting
- The weekly problem it solves
- Any logins, payments, or stored data I should remove

5. Choose between two ideas

ACT AS A DECISION HELPER

I am deciding between [idea one] and [idea two] for my first build.

Write:

- The time each one would save me
- Which one is easier to finish first
- Your pick, with the reason

AI PROMPTS

Shape and check it

6. Write my time-saver sentence

ACT AS A CLARITY EDITOR

My first project is [my project].

Write:

- Three ways to finish "This will save me time because"
- The clearest one of the three
- A shorter version I can say out loud

7. List what goes on my page

ACT AS A PAGE PLANNER

My project is [my project] for [my customers].

Write:

- The parts of the page from top to bottom
- The words for the main button
- What I need to gather before I build

8. Draft my headline

ACT AS A HEADLINE WRITER

My page helps [who] do [what].

Write:

- Five short headline options
- One line of supporting text for each
- The one that is clearest on a phone

9. Plan my next two projects

ACT AS A BUILD ROADMAP HELPER

After [my first project], I want to keep building for [my business].

Write:

- Two follow-up projects that reuse what I learn
- Why each one comes next
- The new skill each one adds

10. Explain my project to my team

ACT AS A TEAM COMMUNICATOR

I am building [my project] to help with [the problem].

Write:

- A short message telling my team what is coming
- How it will change their week
- One question to ask them for feedback

QUICK REFERENCE

Bonus Tips & Your Rollout Checklist

Bonus Tips

One sitting

One page, one tool, or one job. Nothing bigger.

Weekly problem

Fix something you deal with every week.

Words and buttons

Start where AI is strongest.

Save for later

Logins, payments, and stored customer information.

Five safe picks

One-page site, offer page, calculator, FAQ page, checklist.

The sentence test

"This will save me time because..."

Your Rollout Checklist

1. Write down three things you repeat every week.
2. Pick the one a simple page or tool could handle.
3. Check it against the three rules: one sitting, weekly problem, words and buttons.
4. Finish the sentence: "This will save me time because..."
5. Put your choice where you will see it tomorrow.