

Loop It Like a Pro Answer Key

In **Student (1)**, the stage is **Prompting** because the student is giving ChatGPT a starting task without much detail. This is the first spark of the loop.

In **ChatGPT (1)**, the stage is **Evaluation**, because now the student must decide if the response meets the goal. The draft provides a baseline that can be judged for tone, genre, and excitement.

In **Student (2)**, the stage is **Refinement** since the student adds a clear constraint: "make it a mystery." They're narrowing the target and steering the next attempt with genre-specific guidance.

In **ChatGPT (2)**, the stage is **Evaluation** again because this new draft (with clues and a suspect note) gives the student something sharper to assess. The student can now check if the "mystery" feel is strong enough or if more changes are needed.

In **Student (3)**, the stage is **Refinement** because the student adds a higher-level creative requirement: "add a twist ending." This is precise feedback that pushes for surprise and originality, not just genre.

In **ChatGPT (3)**, the stage is **Evaluation** because the twist (future self as "thief") is presented for judgment. The student now has to decide whether this unexpected turn satisfies the brief and feels satisfying.

In **Student (4)**, the stage is **Reflection** because the student concludes the loop: "Perfect - that's exactly what I wanted." They acknowledge that goals have been met, signal closure, and implicitly note what worked.

Think Deeper

1. Biggest improvement: The largest leap happens at **Student (3) → ChatGPT (3)**. Adding a twist elevates the piece from a straightforward mystery to a memorable story with surprise and thematic payoff. It addresses higher-order quality (novelty and impact), not just surface features like clues or setting.

2. When the loop stops (and how we know): The loop stops at **Student (4)**. The explicit satisfaction signal ("Perfect...exactly what I wanted") shows the evaluation turned positive, so no further refinement is requested—classic closure of the cycle.

3. How this helps your own projects (example): Suppose you're designing a poster for a school club.

Prompting: Make an initial layout with the club name and date.

Evaluation: Ask a friend if it's clear and eye-catching; notice the title gets lost.

Refinement: Increase title size, add a focal image, and simplify the color palette.

Reflection: Once feedback turns to "This pops and I know where to go," you lock the design and note what changes made the biggest difference.

This same loop works for essays (thesis clarity → evaluate → refine evidence), videos (pacing and hooks), or code (feature stub → test → refactor).