

FRAMEWORK

The Human Element in Grading

AI is the ultimate Finisher for mechanical tasks. But your filter — your unique understanding of each student — is what transforms grading from processing into teaching.

TEACHING DECISION

Which parts of grading belong to AI and which parts belong to you?

CONVENTIONAL APPROACH

- ✗ Grade every question yourself, burning hours on mechanical checks
- ✗ Apply the same feedback process to calculations and critical thinking alike
- ✗ Exhaustion leads to shallow comments on the work that matters most
- ✗ Resist AI entirely or hand over everything without discernment

HUMAN ELEMENT FRAMEWORK

- Separate mechanical verification from meaningful interpretation
- Let AI handle what machines do best: speed, consistency, repetition
- Reserve your energy for the feedback only a human can give
- Use your unique filter — your knowledge of each student — where it counts

KEY CONCEPTS FROM THE CREATIVE ACT

Source & The Filter: Raw material is universal. Your perception makes it unique. AI processes; you interpret.

Intention & Care: The old man drawing water by hand — care itself changes the quality of the outcome.

Experimenter & Finisher: AI is the ultimate Finisher for mechanical tasks. You are the Experimenter who sees possibility.

Craft vs. Processing: Filling in colors is mechanical. Drawing the lines requires a human eye and heart.

MONDAY MORNING ACTION

Create an AI Grading Decision Tree

For each question on your next assignment, ask: "Can a machine verify this answer?" If yes, AI grades it. If no, you grade it. If it's a hybrid, AI flags and you review. Start with one assignment this week.

Book: *The Creative Act: A Way of Being* by Rick Rubin

