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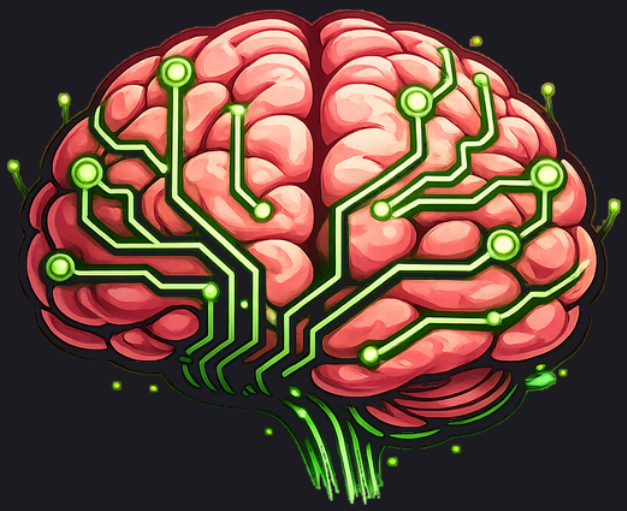

# Amalgamind Teach Back

Nothing your AI built runs until you can say it back.

A companion to Everything Is Words

Brian Baskin

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*Nothing your AI built runs until you can say it back.*

A companion to *Everything Is Words*.

**Draft**, November 2026. Free to read. Tell us what's wrong: post about it and tag Amalgamind on LinkedIn, X, TikTok or Facebook, or comment in the Amalgamind Community on Skool.

By Brian Baskin.

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Pat, Lou, Jordan, Robin, Sample Mechanical, and everyone around them in this book are invented. Any likeness to a real business or person is chance.

This book is not safety, legal or financial advice. Safety work needs a qualified person.

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# How to read this book

Your AI built you something. A spreadsheet that totals the job. A checklist. A reply that goes out when a certain message comes in. It works.

Why does it work? What does it do when the number is missing? If you're shrugging, you don't have a tool yet. You have a stranger doing your paperwork.

This book is one habit: before it runs on its own, your AI teaches it to you, and you say it back.

It's a companion to *Everything Is Words*, and it has two readers: you, and your AI. You read each chapter. Your AI reads the part at the end, headed *For your AI*. Every chapter ends with something you can do today, and each of those is a card.

## Safety first

For anything that could hurt someone, saying it back is not enough. A qualified person checks it, by the rules of your trade.

Pat, Lou, Jordan, Robin and Sample Mechanical in these pages are invented.

## The one sentence to say

> Teach it to me. Read these files, and let's start on the first card.

# Chapter 1: It outran you

Your AI can make more in a few minutes than you can read in an afternoon. That's the point of it, and it's also the trap.

## What piles up

Each thing you accept without understanding is a small loan. It works today. The bill arrives when something changes, or breaks, or somebody asks why.

Call it what it is: **things running that nobody can explain.**

## Find yours

Make a list. Anything your AI made that you now rely on:

- documents you reuse without reading,
- formulas you couldn't rebuild,
- steps that happen without you,
- answers you pass along as your own.

Beside each, mark honestly: **can explain**, **sort of**, or **no idea**.

## You don't need to understand the insides

You don't need to read code. You need to know what it does, what it takes in, what comes out, when it goes wrong, and what you'd do then.

## A small example

> *Pat's list had four lines. The materials total was marked "no idea". It had been in every bid since spring.*

*Pat is invented.*

## Do this today

List what you rely on and mark each one. That's card 1.

### For your AI

- This chapter serves card 1, *What runs*.
- Ask what they rely on that you or another AI made. One at a time.
- Let them mark each. Don't reassure and don't alarm.
- If you can't see a thing, don't describe it.

# Chapter 2: Teach it to me

Here's the test. Ask your AI to teach the thing to someone brand new to it. Plain words, no jargon, short enough for a morning briefing.

## What the lesson covers

1. What it's for.
2. What goes in.
3. What it does, in order.
4. What comes out.
5. When it goes wrong, and how you'd notice.

## Then you say it back

Close the page. Tell it to your AI in your own words. Your AI says where you're right, where you're off, and what you skipped.

If you can't say it back, one of two things is true: the explanation is bad, or the thing is too tangled. Ask for a simpler version of the **thing**, not just a friendlier speech about it.

## Check the lesson against the thing

An AI can give a confident explanation of something that doesn't work that way. Try it: put in an input where you already know what should come out.

## A small example

> *Pat said it back: "It adds the parts and puts our markup on top." "Almost," said the AI. "Markup goes on before freight is added." Pat hadn't known freight was outside it.*

*An invented exchange.*

## Do this today

Pick your "no idea" item. Get the five-part lesson and say it back. That's card 2.

### For your AI

- This chapter serves card 2, *Say it back*.
- Teach in five parts, plain words, as to a newcomer. Say where you're unsure how it behaves.
- Then ask them to say it back. Correct gently and exactly. Don't call a partial answer right.
- Suggest one test input with a known result. If they run it, compare honestly.

# Chapter 3: Stop and explain

Catching it afterward is hard. Ask for the explanation **while it's being made.**

## Three places to stop

- **A choice.** "Before you pick, tell me the options and why this one."
- **A connection.** "What does this expect from the other thing, and what happens if that's missing?"
- **A rule that changes what happens.** "Say in one plain line when this fires, and the odd cases."

## Keep the trail

Save those answers with the thing, dated. Months later, "why does it do this?" has an answer written the day it was decided.

## Don't stop for everything

A reworded note doesn't need a pause. Stop where being wrong would cost something.

## A small example

> *"I can round each line or only the total. Rounding each line can drift from your invoice. Which do you want?" Pat didn't know there was a choice.*

*An invented exchange.*

## Do this today

Give your AI the three stop rules for the next thing it builds. That's card 3.

### For your AI

- This chapter serves card 3, *Stop and explain*.
- When building for them, stop at choices, connections and rules that change outcomes. Explain briefly and wait.
- Record the question, options, choice, reason and date in their words.
- State assumptions as assumptions.

# Chapter 4: Who signs off

Asking "is it well made?" is one question. Asking **"does it do what we expect, and can we live with it when it doesn't?"** is the one that matters.

## Three levels

| Level | When it applies | Before it runs |
|---|---|---|
| **Go** | Cheap to get wrong, easy to undo, stays inside | Nothing extra |
| **Look** | It affects the daily work | You hear it taught, say it back, and say yes |
| **Two sets of eyes** | Safety, money, or anything that goes to someone outside | You and a second person, in writing |

If you work alone, the second set belongs to someone qualified for that kind of thing.

## Decide once per kind

Sort the **kind** of thing, not each copy. Reminders are Go. Anything with a price is Two sets.

## A change resets it

If it changes, it goes back through its level.

## A small example

> *Pat put the toolbox-talk reminder in Go, the daily report in Look, and anything with a price in Two sets, with Robin.*

*Pat and Robin are invented.*

## Do this today

Put each item on your list in a level and name the second person. That's card 4.

### For your AI

- This chapter serves card 4, *Who signs*.
- Ask for each item: what happens if it's wrong, can it be undone, does it leave the building? Let them choose the level.
- Don't lower a level on your own. Anything touching safety, money or outsiders gets flagged if they place it low.
- Sign-off is theirs. Never record one they didn't give.

# Chapter 5: Explain yours

Understanding leaks. People forget, jobs change, the thing gets adjusted.

## Fifteen minutes a month

Pick one item. The person who relies on it explains it **without reading**: what it does, why it's that way, what happens when it fails, and what else leans on it.

## No shame in a blank

If someone can't, that isn't their failing. It's a hole in how the thing is kept. Fix it: re-teach, simplify, or switch it off until it's understood.

## Watch the delay

When your AI does something and it takes days before anyone can say why, you're running on trust. Shorten that, or give it less to do.

## When it starts behaving differently

If explanations or results change after an update or new material, find out why before relying on it again.

## A small example

> *Jordan explained the checklist and stuck on why step six came first. Nobody knew. They asked, and found it had outlived the machine it was for.*

*Jordan is invented.*

## Do this today

Put one monthly slot on your calendar and name the first item. That's card 5.

### For your AI

- This chapter serves card 5, *Explain yours*.
- Ask for the explanation before offering your own. Then fill only the gaps.
- Record what couldn't be explained.
- If you don't know why something is the way it is, say so.

# Chapter 6: Switch it off

Some things won't pass. That's the habit doing its job.

## Three honest options

- **Simplify.** Ask for a plainer version you can follow.
- **Narrow.** Let it do the part you understand and do the rest yourself.
- **Switch off.** Pause it, keep a copy, and go back to the old way until you're ready.

## Keep a copy

Don't delete. Move it somewhere out of the way, dated, so you can bring it back or learn from it.

## Know how to stop it

For anything that runs without you, write down **how to turn it off** and who can. Try it once. A switch nobody has pressed is a theory.

## Old material

If your AI keeps leaning on out-of-date pages, move those out of its reach and give it today's.

## A small example

> *Pat paused the bid total, used the old sheet for a week, and brought the new one back once Pat could explain the freight.*

*Pat is invented.*

## Do this today

For one running thing, write how to stop it, and test that. That's card 6.

### For your AI

- This chapter serves card 6, *The switch*.
- Ask how each running thing is turned off and by whom. If they don't know, say that's the first thing to find out.
- Never switch off, delete or change anything without their yes. Suggest keeping a dated copy first.
- Don't claim a stop works until they've tried it.

# Where to go next

Teach back one thing this week. The second one goes faster.

- **Before acting on an answer:** *Amalgamind Second Look*.
- **Capturing why your work is done that way:** *Amalgamind Expert*.
- **Who may do what:** *Everything Is Words*.

## Tell us what's wrong

Say this book back to someone and tell us where it fell apart. It's a draft. Post about it and tag Amalgamind on LinkedIn, X, TikTok or Facebook, or comment in the Amalgamind Community on Skool.

> If you can't say it back, it isn't yours yet.