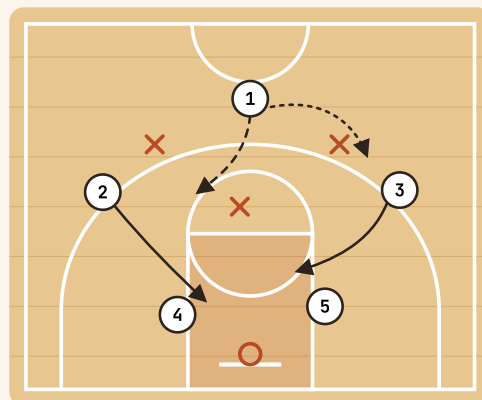


Call the *game.*

Notebooks, Skills and AI, explained as a basketball team. **You're still the head coach, and the new plays come from you.**



THE LINEUP

Four roles, *one team.*

GEMINI NOTEBOOK

The film room

Knows what.

Answers from the tape you chose, so it's only as good as your film.

SKILLS

The bench

Knows how.

Specialists with a set play. They check in when the task calls for them.

THE AI

The assistant coach

Suggests the play.

Fast, tireless and confident, sometimes more confident than it should be.

YOU, THE HUMAN THINKER

The head coach

Calls the game.

Draws up the plays nobody has run yet, and decides what the team plays for.

The film room knows the opponent. The bench knows the plays. The assistant knows the roster. Only the head coach knows what this team is playing for.

THE SHORT VERSION

The Notebook is the film room. Skills are the bench. The AI is the assistant coach. *You're the head coach who draws the new plays.*

Six frames. *Six coaching calls.*

Mapped to the ACRL Framework for Information Literacy for Higher Education (revised 2026). The frames aren't a sequence, so start anywhere.

01	AUTHORITY IS CONSTRUCTED AND CONTEXTUAL The assistant isn't the referee. With AI: Confident isn't the same as correct.	• AI isn't authoritative by default. • It can look neutral and still carry bias. • Lived experience counts as authority.
	HEAD COACH ASKS <i>Who says so, and why trust them here?</i>	
02	INFORMATION CREATION AS A PROCESS Know how the tape was made. With AI: AI output is a remix of human-made tape.	• Polish can hide a weak process. • Spot what AI made, and what it drew on. • Count AI's environmental and social cost.
	HEAD COACH ASKS <i>How was this made, and does that fit my need?</i>	
03	INFORMATION HAS VALUE Film costs something. With AI: Every prompt and upload has value too.	• Credit sources, and disclose AI use. • Notice your own information privilege. • Making meaning is human work.
	HEAD COACH ASKS <i>Who paid, who's missing, and did I give credit?</i>	
04	RESEARCH AS INQUIRY Watch film with a question. With AI: AI can help you refine. The asking is yours.	• AI output is derivative. • Don't bend evidence to fit your plan. • Stay with hard questions.
	HEAD COACH ASKS <i>What am I actually trying to find out?</i>	
05	SCHOLARSHIP AS CONVERSATION The game has a history. With AI: A tidy summary can make a live debate look settled.	• Scholars and synthesis tools need different scrutiny. • Seek the counternarrative. • Name the AI tools you used.
	HEAD COACH ASKS <i>What's the bigger conversation, and who's missing?</i>	
06	SEARCHING AS STRATEGIC EXPLORATION Scout before the assistant draws the play. With AI: You get an answer instead of results to sift.	• It tends to agree with your framing. • Its answers trend toward the same play. • Ask too early and it steers the research.
	HEAD COACH ASKS <i>Did I explore first, or just get agreed with?</i>	

SIDELINE CARD

Before you *trust the play*.

Run any AI answer through six questions.

☐ 01 • AUTHORITY

Who says?

Right kind of authority for this call?

☐ 02 • CREATION

How was it made?

Does the process fit the stakes?

☐ 03 • VALUE

Who gets credit?

Whose work is underneath? Did I disclose AI use?

☐ 04 • INQUIRY

What's my real question?

Or did I start with the answer?

☐ 05 • CONVERSATION

Who's missing?

What would a skeptic say?

☐ 06 • SEARCHING

Did I scout first?

Or did it just agree with me?

PRACTICE PLAN

Run it with *your team*.

15 MIN

Film session

Groups take two frames each and question the same AI answer.

20 MIN

Draft your bench

List weekly routines. Write a one-line role card for each Skill.

5 MIN, ANYTIME

Call timeout

Agree on a signal anyone can use to ask "Who says?"

10 MIN

Whiteboard first

Everyone sketches an idea before anyone opens AI. Then compare.

THE WHITEBOARD

The AI runs plays. You draw new ones.

AI answers are built from tape that already exists. Original ideas, your players and making meaning are human work. **Coach's challenge:** ask the AI for ten ideas, then make the eleventh it didn't list.

Source: Association of College & Research Libraries, *Framework for Information Literacy for Higher Education*, revisions approved September 2, 2026 (CC BY-NC-SA 4.0), paraphrased. The basketball analogy, questions and drills are Tricia Friedman's. Full Framework: ala.org/acrl/standards/ilframework