Adhyaapan
Curiosity | Cognizance | Careers

PROGRAM GUIDE · FOR SCHOOL LEADERS,
COORDINATORS & EDUCATORS

# AI Literacy & Readiness Program

*Where curiosity takes root and grows into capability*

**Nurturing anti-fragile students:**
ready to direct AI, not be directed by it.

CURIOSITY → COGNIZANCE → CAREERS | Board-Aligned | Device-Optional | Multilingual



Global AI curricula · IBM SkillsBuild · Intel AI For Youth

UNESCO & OECD–EC AILit competencies

NEP 2020 · Competency-based · Revised Bloom's

Responsible AI · DPDPA 2023 · UN SDGs

GRADES 6–10

MEET YOUR GUIDE, IRA, THE NURTURER

WHY THIS MATTERS NOW

# Students already use AI to get answers, *not to think*

What matters is whether they can understand it, question it and learn to direct it.

## FOUR GAPS WE SET OUT TO CLOSE

**Application**

Students can define a concept but not use it.

**Career Preparedness**

Subjects feel cut off from the work that uses them.

**Future Readiness**

Reasoning and judgment are rarely taught.

**AI Readiness**

Few students learn to command AI, not follow it.



THE NUMBERS

**88%**

of organizations already use AI in **at least one business function**

MCKINSEY · STATE OF AI (2025)

**39%**

of **core job skills** shift by 2030, as analytical thinking becomes the #1 skill employers want

WEF · FUTURE OF JOBS (2025)

**70%**

name **analytical thinking** the single most essential skill for the workforce

WEF · FUTURE OF JOBS (2025)

**~15%**

of India's teachers are **AI fluent**. Most schools do not have an AI teacher

EDUCATION FOR ALL IN INDIA (2025) · NISHTHA

**55%**

of **parents** are anxious their child isn't being prepared for an AI-driven future

PENN FOSTER · PARENT SURVEY (2025)

# The answer is the *Learning Transformation Framework*

The learning experience transforms through four foundational pillars.

THE ADHYAAPAN MANTRA

### Application-Based Pedagogy

Every concept is taught where it lives: daily life, technology, what comes next

### Interdisciplinary Holistic Curriculum

One concept followed wherever it leads across disciplines, not siloed.

### Career-Focused Learning

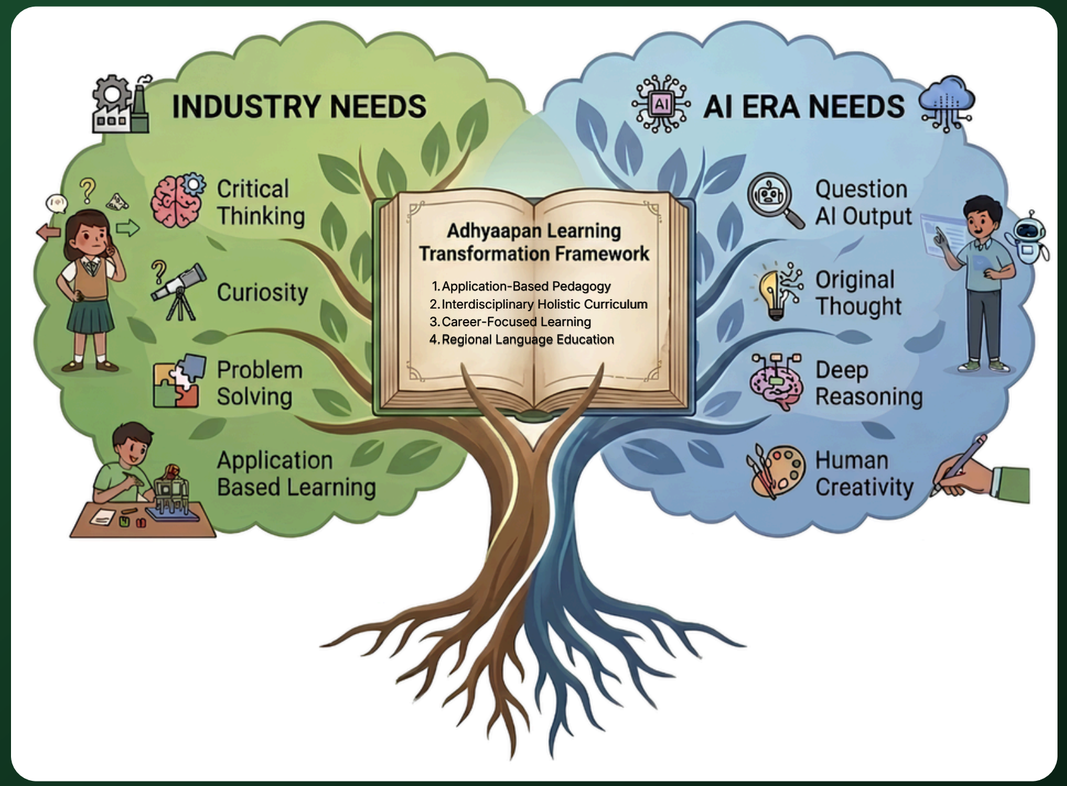
Every concept connects to the people and careers that use it.

### Regional Language Education

Taught in the student's own language, so understanding comes first

**The Learning Transformation Framework**

The four pillars, run through one method — curiosity → application → reasoning → transfer.



THE METHOD · TWO PROGRAMS, ONE FOUNDATION

# One proven framework. *Two programs come out of it.*

Established in 2021, refined continually against real classroom evidence.



THE FOUNDATION

## Learning Transformation Framework

ONE METHOD · EVERY SESSION MOVES THROUGH CURIOSITY → APPLICATION → REASONING → TRANSFER

TWO PROGRAMS GROW FROM THIS FOUNDATION

PROGRAM 01

LIVE SINCE 2021

### Learning Transformation Program

- Core subjects: Maths, Physics, Chemistry, Biology & Social Science
- Grades 6–10 · From memorising to reasoning
- Competency-based assessment after every concept
- Curiosity Catalyst rewards the best questions

PROGRAM 02

THIS PROGRAM

### AI Literacy & Readiness Program

- **Application-first AI learning**
- **Grades 6–10 · Integrated AI curriculum**
- **Responsible AI, portfolio/project pathway**
- **Flexible technology delivery**

THE CURRICULUM

# AI curriculum, taught the way *the world actually uses AI*

It can run as a timetabled AI/skill period or as a co-curricular module, designed to fit naturally within the school timetable.

## WHAT IT BUILDS IN EVERY SESSION

- **Application-based**
  Students build, train, prompt and audit real AI, not memorise definitions.
- **Ethics embedded**
  Fairness, bias and privacy in every grade, deepening each year.
- **Portfolio & project**
  An AI Portfolio that travels with the child across every grade.
- **Career & SDG-linked**
  Every concept ends in a real career and a UN Sustainable Development Goal.
- **Competency-assessed**
  Case-based, HOTS and application items: what the new boards actually test.

## WHAT IT IS NOT

- **Not a coding bootcamp**
  It is about directing what code can't.
- **Not screen-first**
  Technology is used where it adds learning value; understanding comes first.
- **Designed for supported school delivery**
  Adhyaapan leads the pilot with the school teacher/facilitator present.
- **Not a heavy homework or testing program**
  Learning happens primarily through doing, building, discussing and reflecting.
- **Not a one-off workshop**
  A layered journey where each grade builds on the last.

Built on globally recognised AI curricula: **IBM SkillsBuild** and **Intel AI For Youth**.

GRADES 6–10 · ONE WEEKLY SLOT

HOW IT WORKS

# Light, hands-on and *measurable*

Each session is deliberately light by design so students go deep, delivered live by an Adhyaapan specialist with your teacher in the room.



## PROGRAM AT A GLANCE

| | |
|---|---|
| **Grades** | 6 through 10 · Modular AI Literacy & Readiness pathway |
| **Pilot** | 10 weekly sessions over approximately 2-3 months |
| **Delivery** | Online · In-person · Hybrid |
| **Setup** | Tech-Enabled or Human-First/Device-Optional |
| **Language** | Multilingual, regional-language supported where required. |

## TWO WAYS TO DELIVER

**Adhyaapan-led**

CURRENT PILOT

Our specialist leads the session live, with the school teacher/ facilitator present.

**School educator-led**

FUTURE

Your teacher delivers it on our plan and materials.

## TECHNOLOGY SETUP

**Hybrid Co-Delivery**

**Technology-Supported**

**Low-Technology Adaptation**

## THE IMPLEMENTATION JOURNEY

1. **Discovery & Readiness**
2. **Orientation & Program Kick-off**
3. **Weekly Hands-On AI Sessions**
4. **Project Begins Early** (around Sessions 3–4)

An Adhyaapan session experience consists of..

- **Curiosity Spark**
- **Hands-On AI Challenge/Lab** (majority of session)
- **Reasoning & Discussion**
- **Portfolio Capture/Reflection**
- **Optional Exploration** not mandatory homework

5. **Mid-Pilot Review**
6. **Showcase + Practical Endline**
7. **Pilot Report & Feedback**

DELIVERY

# Two ways to deliver, *ready for any classroom*

Every activity comes in two forms that reach the same outcome, so a lab and reliable internet help but are never required.

VERSION 1 · TECH-ENABLED

### For a school with a computer lab & internet

Real AI tools, browser activities, shared/class accounts and digital artifacts where appropriate.



- **Train a real ML model** in Teachable Machine with webcam images
- **Prompt a real chatbot** and refine it live
- **Detect deepfakes** with a reverse-image browser tool
- **Audit training data** in a spreadsheet to reveal bias

VERSION 2 · HUMAN-FIRST / DEVICE-OPTIONAL

### For a school without a lab or reliable internet

Simulations, roleplay, cards, paper models and physical data activities that teach the same underlying concept.



- **Be the neural network** a token-passing relay where students are the neurons
- **Paper Prompts** one student is 'the machine', following written cards
- **Deepfake Mafia** with printed evidence cards and a fact-check worksheet
- **Tally charts & sticky-note bar graphs** built by hand on chart paper

No personal student accounts · Age-appropriate tools · Educator/class accounts wherever possible · Student data/media never leaves the classroom without required consent.

THE GRADE JOURNEY

# Five grades, one *compounding* AI journey

Each grade stands alone and raises the cognitive bar. Together they carry a child from "what is AI?" to designing, governing and holding AI accountable, with one AI Portfolio running the whole way.

| DIMENSION | GRADE 6 | GRADE 7 | GRADE 8 | GRADE 9 | GRADE 10 |
|---|---|---|---|---|---|
| **Identity** | Curious Machines | Hack the Machine | AI Investigator | AI Builder | AI Architect |
| **Thinking level** | Discover · Wonder · Question | Investigate · Challenge · Build | Investigate · Create · Challenge | Build · Evaluate · Transform | Evaluate · Deploy · Lead |
| **What they build** | A Teachable Machine image classifier | An ML model + a Prompt Strategy Card | A working prototype + creative-AI brand | A chatbot, an AI pipeline & a VR concept | An end-to-end AI solution + a real pitch |
| **Ethics** | 'My AI Rules' & the Pledge | Bias audit, debate & a signed Charter | Filter-bias audit & deepfake literacy | Case Court, DPDPA 2023 & policy briefs | AI governance & responsible deployment |
| **Mastery** | **Understand** | **Question** | **Investigate** | **Create** | **Evaluate** |
| **UN SDG** | Quality Education | Reduced Inequalities | Industry & Innovation | Peace & Justice | Decent Work & Growth |



"The cognitive demand rises deliberately across grades — from understanding and questioning AI to building, evaluating, deploying and governing it responsibly.

CAREERS THROUGH CURRICULUM

# Careers discovered through the work they *actually do*

Students discover how AI is changing work — and the human capabilities that will matter across careers.
AI literacy is not preparation only for AI careers. It is preparation for careers increasingly shaped by AI.



### Machine Learning

AI/ML Engineer · Data Scientist ·
Research Scientist



### Data & Bias

Data Analyst · AI Ethicist ·
Fairness & Audit Specialist



### Generative & Creative AI

AI Product Designer · Creative Technologist ·
Content Strategist



### AI & Society

AI Policy Analyst · Data Privacy Lawyer ·
Legal Technology Specialist



### Applied / Embedded AI

Medical Imaging / Healthcare AI Specialist ·
Climate / Geospatial Data Analyst · Robotics / IoT Engineer



### Emerging AI Roles

AI Product Manager · Education Technology /
Learning Experience Specialist ·
Business Automation / Transformation Specialist

# Designed to fit *school contexts* and global AI literacy frameworks.

## CURRICULUM & COMPETENCY INTEGRATION

| | |
|---|---|
| **Curriculum** | Progressive Grades 6–10 AI literacy pathway |
| **Competency-based** | Experiential, multidisciplinary, skills-first |
| **Bloom's · 5E · Concept Attainment** | Recall → Create, inquiry-driven, from examples and non-examples |
| **Learning Evidence** | Activities, projects and formative checks capture student understanding and application |
| **School Integration** | Designed to fit school timetables without creating a heavy additional workload |

## GLOBAL AI LITERACY FRAMEWORKS

| | |
|---|---|
| **UNESCO AI Competency** | Framework for students: human-centred, ethical AI literacy |
| **OECD–EC "AILit"** | The competencies our pathway translates into weekly plans |
| **Data protection & privacy** | Privacy-by-design and your region's law, taught in the ethics arc |
| **UN SDGs** | Every grade and capstone mapped to a Sustainable Development Goal |
| **AI readiness & resilience** | Students learn to direct AI and to think where machines can't |

SOURCES: UNESCO (2024), AI COMPETENCY FRAMEWORK FOR STUDENTS · OECD & EUROPEAN COMMISSION (2025), AI LITERACY FRAMEWORK (AILIT)

THE PEOPLE BEHIND IT

# Industry rigour, education depth, *delivered by specialists*

Designed and delivered by a dedicated AI Literacy Team, backed by senior education leadership.
Not outsourced, not improvised.

AV

**Arjun Vijayanarayanan**
FOUNDER & CEO

A decade working on safety-critical aviation systems across Boeing, Gulfstream, GDC and Viasat, now applying that systems-thinking rigour to how a child learns to think. Based in Silicon Valley, alongside the people building frontier AI.

NK

**Dr. Nirmala Krishnan**
PRODUCT · SCHOOL PARTNERSHIPS

Former Country Head of Education for the Jindal group, Principal of Mahindra World School, and mentor to 25,000+ teachers. Keeps the AI curriculum board-aligned and measured.

AA

**Aditya Arora**
GROWTH & VENTURE STRATEGY

CEO of FAAD Capital, a SEBI-registered early-stage fund, and angel investor in 130+ startups. Advisor to the Government of Delhi's Entrepreneurship Mindset Curriculum.

## AI Literacy Team

A dedicated, in-house team.

**Curriculum Specialists**
Translate global AI literacy frameworks into age-appropriate, hands-on learning experiences, projects and evidence.

**AI Educators**
Lead pilot sessions live, with the school teacher/facilitator present to support classroom continuity, participation and student learning.

One team owns design, delivery, measurement and teacher upskilling, so quality never depends on a single school's staffing.

# Bring the AI Literacy & Readiness Program to your school *this year*

Start with a focused pilot. See what students can understand, question, build and explain — **then scale based on evidence.**

**Discuss a Pilot**



WEB
www.adhyaapan.org

EMAIL
info@adhyaapan.org

FOUNDER
arjun.vijayanarayanan@adhyaapan.org

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Adhyaapan

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# Appendix

**Sample Pilot & Session Experience**

A REAL SESSION

# A pilot up close: *Grade 6 · Curious Machines*

10 weekly sessions · hands-on AI literacy · project-based · practical evidence of learning.

| # | STAGE | WHAT HAPPENS | EVIDENCE |
|---|---|---|---|
| S1 | **Orientation & Program Kick-off** | Introduce the program, AI expectations, responsible use and the project journey. | Opening reflection / first portfolio artifact |
| S2–S3 | **AI Foundations & Hands-On Exploration** | Understand how AI learns through data, patterns, models and guided experimentation. | Hands-on artifact + reflection |
| S4–S6 | **Using & Questioning AI** | Explore prompting, generative AI, bias, fairness, privacy and misinformation through practical activities. | Portfolio artifacts + reasoning/discussion |
| S7–S8 | **Project Build** | Apply the AI learning process to a real-world or community problem and develop the project progressively. | Prototype / project evidence |
| S9 | **Test, Refine & Prepare** | Test assumptions, gather feedback, improve the solution and prepare to explain the thinking behind it. | Revised project + explanation |
| S10 | **Showcase + Reflection** | Present the project, explain decisions and demonstrate what has been learned. | Final project artifact + practical endline/reflection |

Then the **AI Campaign Project capstone**: all 6 stages on a real community problem. The portfolio carries to Grade 10.



SESSION ANATOMY

**~5–10 min · Curiosity Spark**
Begin with a real-world AI question, example or problem that creates curiosity.

**~25–30 min · Hands-On Challenge / Lab**
Students build, test, prompt, compare, simulate or audit. This should form the majority of the session.

**~10–15 min · Reasoning & Discussion**
What happened? Why did it happen? What can we trust, question or improve?

**~5 min · Portfolio Capture / Reflection**
Students save one meaningful artifact, observation or reflection from the session.

**Optional Exploration**
An extension beyond the session only where useful — not mandatory homework.

TO CONFIRM WITH YOUR TEAM · SAFETY POLICY

- No personal student accounts
- Educator/class accounts where possible
- Age-appropriate tools only
- No student image/prompt/artifact leaves class without required consent
- Adhyaapan educator leads the pilot; school teacher/facilitator is present.