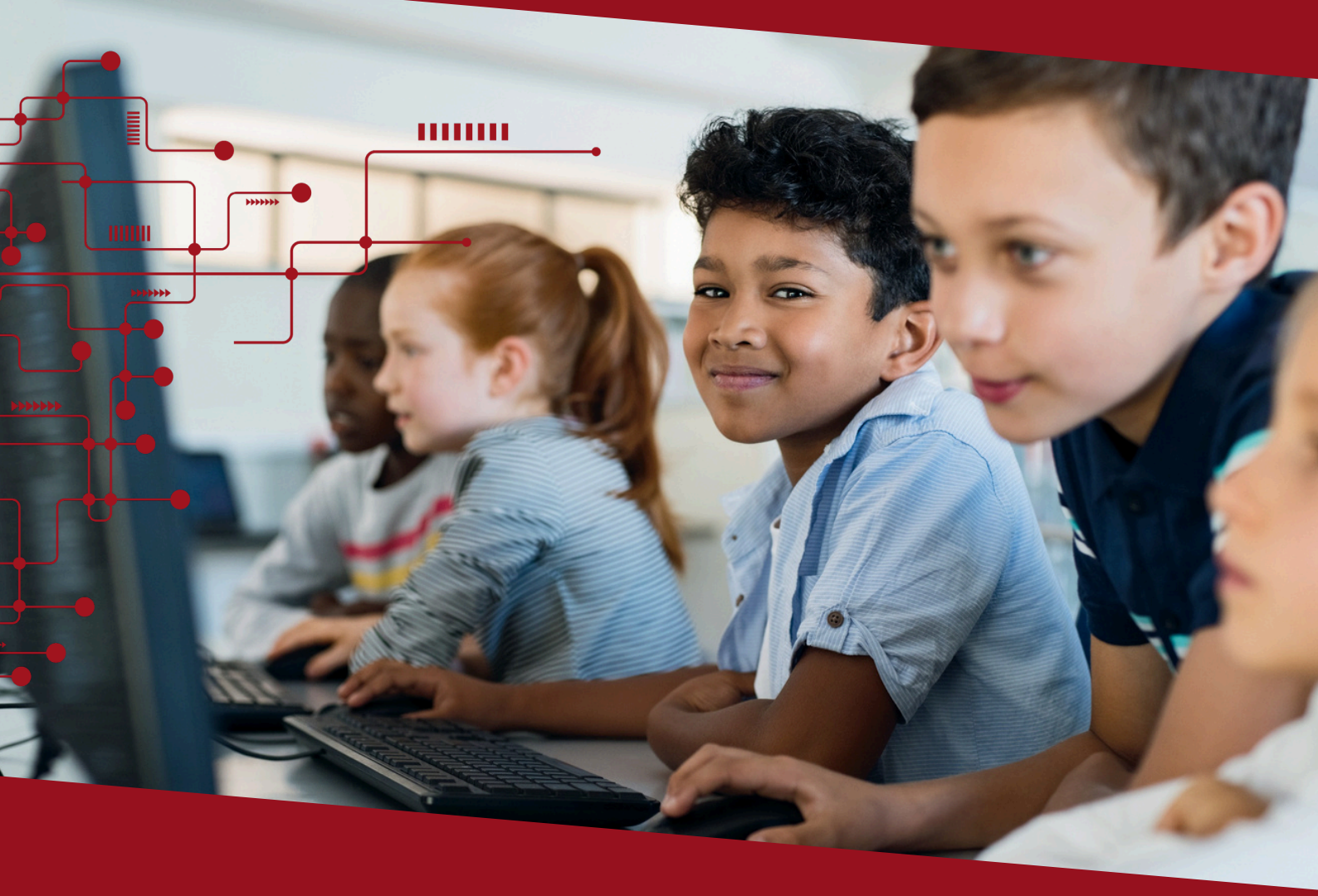
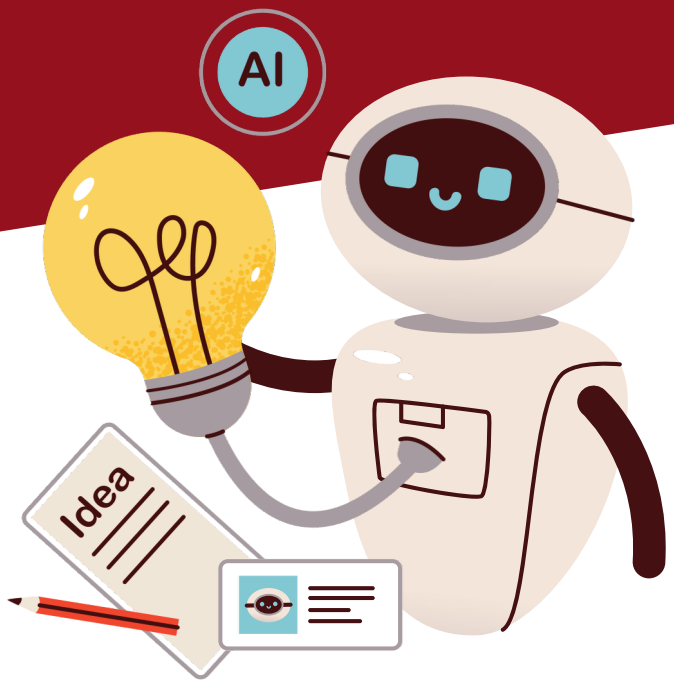


Mindspark
AI & Digital Thinking



Think Critically
Innovate with AI
Be Digitally Responsible

Technology changes.
#ThinkingIsFutureProof

www.ei.study

Try answering this question on AI

You want an AI to write an essay on the impact of social media on teenagers. You try 3 different prompts:

Prompt 1.

Write about social media and teenagers

Prompt 2.

Explain the impact of social media on teenagers. Include both positive and negative aspects, examples from studies, and end with a conclusion that suggests possible solutions.

Prompt 3.

Write a very detailed essay about teenagers and social media, at least 2000 words long, with as much information as possible.

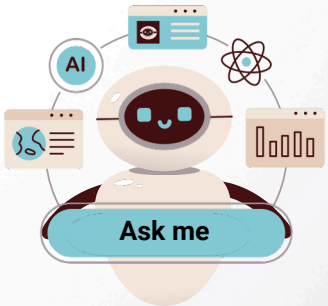
Which prompt is most effective in producing a useful essay, and why?

A. Prompt 1, because short prompts allow the AI more freedom to be creative

B. Prompt 2, because it gives a balanced structure without being too wordy

C. Prompt 3, because longer outputs always mean higher quality

D. Both 2 and 3, since balance and length together guarantee quality



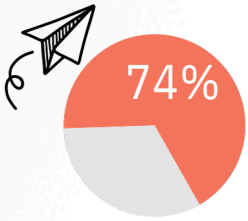
Correct answer is B.
Explanation: Prompt B provides the right balance of guidance and flexibility, leading to relevant, high-quality output. Prompt C's extra length looks appealing but actually reduces focus, so both "B and C", is misleading.

Are today's learners future-ready?

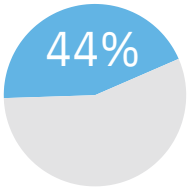
Where are students learning AI from?

90% of teens and young adults actually learn aboutAI from social media and news media.*

What are students' perceptions on AI?



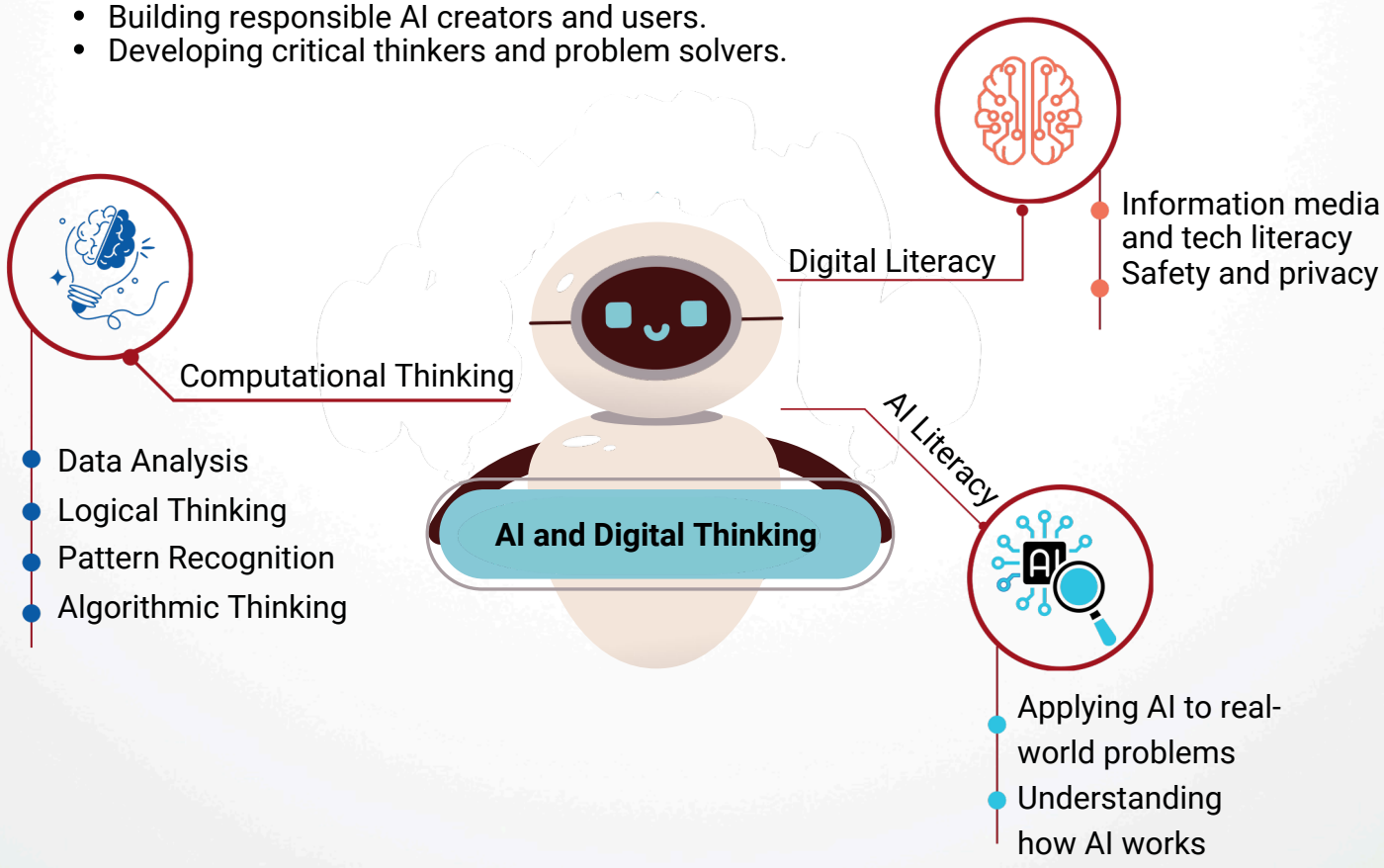
believe that AI will play a significant role in their professional life**



perceive their teachers as well prepared to work with AI applications**

We at Ei test and assess future ready skills

- Building responsible AI creators and users.
- Developing critical thinkers and problem solvers.



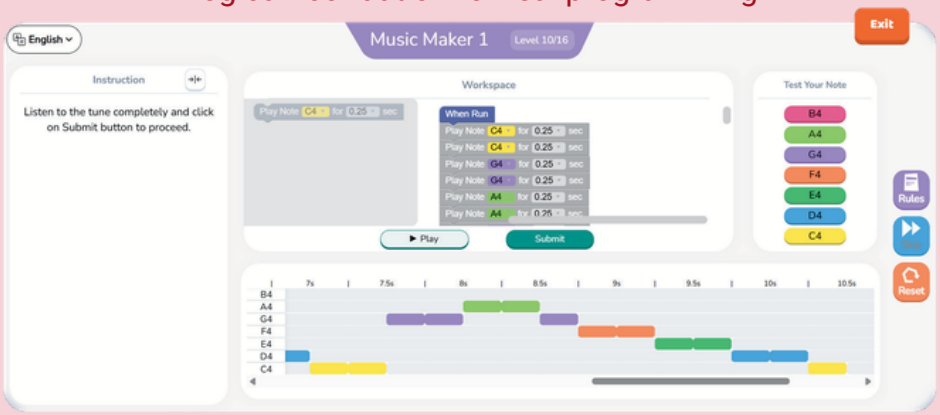
*Merriman & Sanz Sáinz, 2024, (n=5,218, global)

**Vodafone Foundation, 2024, (n≈7,000 across 7 countries)

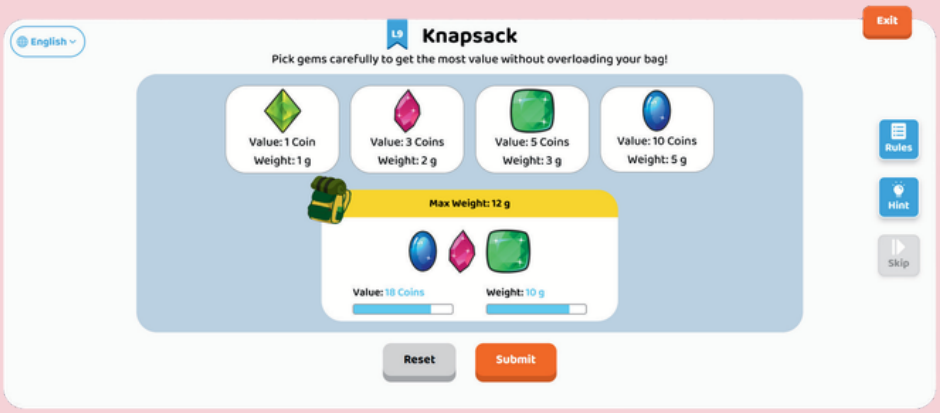
Our Curriculum: Building

Problem Solving with Code - Step-by-step introduction toprogramming fundamentals through guided, interactive coding challenges.

Block based coding - Create games, art, and stories while building the logical foundation for real programming.



Logical Puzzles & Games - Logic-based puzzles that build computational thinking foundations in a gamified environment.



Simulation and Modeling - Build AI-powered simulations across subjects to visualize complex systems and tinker with them for a deeper understanding.

Glimpse
Mindspark

Available
5, 6,

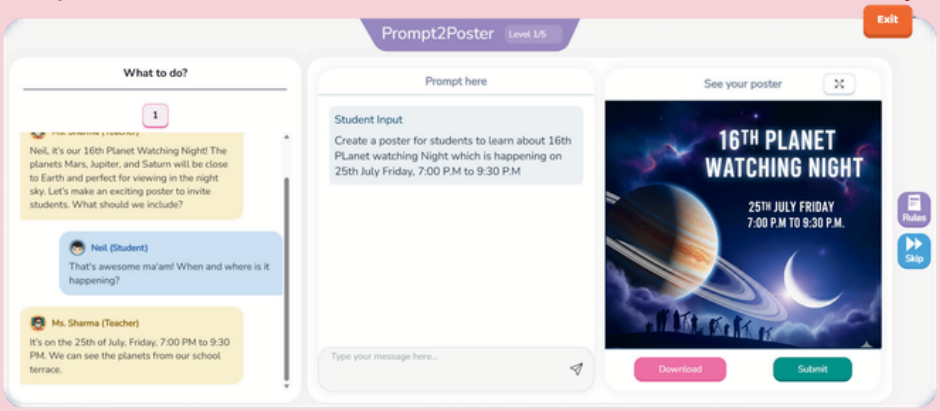
Tomorrow's Digital Thinkers

into Ei interface

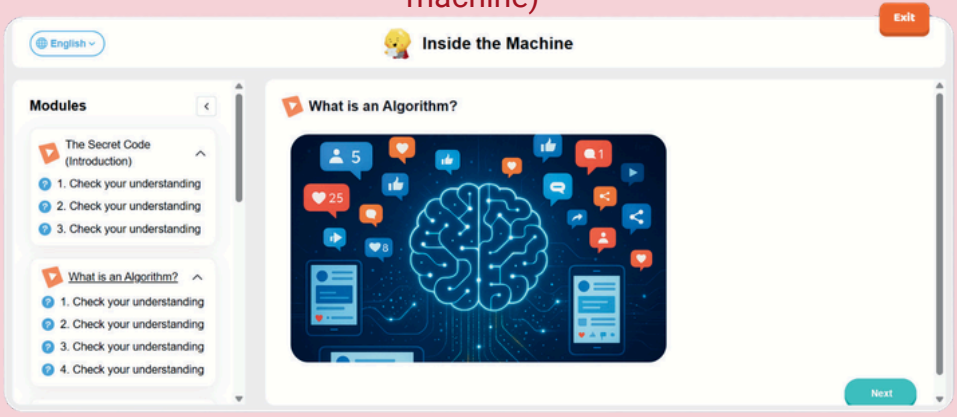
for grades 7 and 8

Data Visualisation & Analysis - Discover patterns, trends, and insights hidden in fascinating real-world data.

Generative AI & Productivity - Partner with AI as a collaborator to solve real problems, automate tasks, and turn creative ideas into reality.



Digital Literacy & Citizenship - Developing responsible digital citizens through safety, privacy awareness, and ethical technology use. (Inside the machine)



User Centric Design & Empathy - Learn how smart design choices lead to better user experiences, cleaner interfaces, and clearer communication.

Product Features & Experience

Personalised Learning Paths

AI-Powered Hints

Hands-On, Interleaved Content

Hackathons

Project Gallery

Teacher Insights Dashboard

Printable Unplugged Worksheets

Parent and School Reports

Performance Analytics

AI and Digital Thinking Competencies

	Grades 3-4	Grades 5-6	Grades 7-8	Grades 9-10
Computational Thinking	Spotting patterns, sequences, simple puzzles, small-step algorithms	Larger multi-step problems, branching, debugging basics, visual flowcharts	Designing and comparing algorithms, recursion intro concurrency ideas	Optimisation, efficiency, solving complexsystem puzzles
Computer Science Concepts	Block coding with loops, conditionals, sprite movement	Mix of block + JavaScript (variables, events, functions)	Python basics (loops, lists, input/output), deeper JavaScript projects, simple SQL queries	Python (functions, dicts, file handling), SQL joins, advanced JS (DOM interactivity), modular coding
AI Literacy	EverydayAI (assistants, autocorrect, filters),usingAI tobrainstormand plansmalltasks	AI to co-create mini games/assets, plan routines, draft debate outlines, check math hints; rule-based vs. learning systems	AI for code suggestions, generating visual assets, analyzing datasets, drafting explanations; prompt design & reliability	AI for end-to-end project support (idea → code → report), evaluating bias/ethics, small ML experiments
Data literacy, Visualisation, and Analytics	Collect & organise small datasets, pictographs, bar charts	Tables, bar/pie charts, sorting, filtering, spotting misleading visuals	Word clouds, heat maps, histograms, averages & percentiles, data cleaning, trend spotting	Advanced visualisation (dashboards, scatterplots, projections), probability, correlation vs causation, real-world misinfo/disinfo
Digital and Tech literacy	Safe internet use, strong passwords, digital manners	Digital footprints, phishing, online scams, basic cybersecurity	Social media feeds & algorithms, privacy settings, digital security practices	Cloud, IoT, emerging tech ecosystems, tech & society impact, laws & ethics
Design and Design Thinking	Good vs. bad layouts, what looks/feels usable, aesthetic basics	Ergonomics, usability checks, quick prototypes, testing ideas	Iteration cycles, user feedback, layout grids, accessibility awareness	Full design cycle, advanced principles (aesthetics, ergonomics, user research, impact-driven projects)

Computational and scientific inquiry practices, which refer to the capacity to use digital tools to explore systems, represent ideas and solve problems with computational logic.

- Computer Science and PISA 2021

A worry is that young learners, because they are by definition less expert than teachers, might unknowingly and without critical engagement accept GenAI output that is superficial, inaccurate or even harmful.

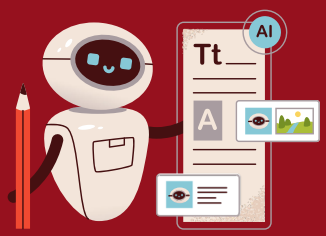
- **Guidance for generative AI in education and research, UNESCO**

Educators and education leaders acknowledge the need for more AI skills training, with 54% of global educators and 76% of global leaders viewing AI literacy as an essential component of basic education for every student.

- AI in Education Report, Microsoft Education Team

Our Vision:
Creating a world where children everywhere are learning with understanding.

Our Mission:
We leverage the twin levers of cutting edge pedagogical research and technology based solutions, to help students across different economies and demographics, learn with understanding.



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