

# Ideas

## Activity Suggestion Tool (Multi-Agent + Chain of Thought)

- **Multi-Agent + Chain of Thought**
    - Mixes *chain-of-thought reasoning* (to plan the best way to reach a goal) with *multi-agent teamwork* (different agents come up with, check, and improve ideas together) to create activities that really fit the class. → Not sure if this is multi-agent prompting in the „purest“ sense though
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- The teacher puts in the **age group**, **learning goal**, and **class mood**, and the system suggests fun and fitting classroom activities for things like teamwork, storytelling, or basic maths.
  - It first *thinks through* what strategies work best, then different agents *work together* to create and polish the final activity:
    - **Idea Agent:** comes up with a creative activity idea
    - **Critique Agent:** checks if it's inclusive and realistic
    - **Adaptation Agent:** tweaks the activity for different moods or settings
    - **Safety Agent:** adds safety and supervision reminders

## Differentiated Question Generator

Teachers pick a **topic** and **age group**, and the system's different agents create questions for all ability levels → from easy starters to tricky challenges. The best ones are then picked and ready to use in class.

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- **Basic Agent:** makes simple recall questions
  - **Intermediate Agent:** adds “why” or “how” questions
  - **Challenge Agent:** designs open-ended, creative questions
  - **Reviewer Agent:** checks they're right for the age group and don't repeat each other
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- Example: Teacher types “**Geometry for Year 4**”
  - (a) “What is a triangle?”
  - (b) “Why are triangles useful in building?”
  - (c) “Explain how you would use triangles to design a bridge.”
- Helps teachers save time while giving differentiated work for mixed-ability classes

## Explainer & Clarifier

- Teachers type in a topic (like “what are fractions?”) and choose an age group. The system then builds a clear, age-appropriate explanation that makes tricky ideas easier to grasp by breaking them into simple steps.

- Uses *chain-of-thought* prompting to unpack each idea gradually → starting with the basics and linking each step so students can follow the logic and build real understanding.
- Example: Teacher enters **“Explain volcanoes for Year 4”**
  - The tool replies: “Start with the Earth’s layers, then show how molten rock moves, and finish by comparing eruptions to a shaken soda can.”
- Helps teachers connect new ideas to what students already know, while keeping lessons fun, clear, and level-appropriate.