Sprout Journey - A learning system for everybody

Problem Statement

In India, children between ages 6–12 often fall through the cracks of a rigid, outdated education system that emphasizes rote memorization over cognitive development. Many, like Aarav—a real child from our pilot group with learning disabilities—find classroom learning disheartening, lacking personal attention, cultural context, or emotional connection. The system overlooks how children feel about learning, not just what they score. If foundational learning isn't reimagined, these gaps snowball into lifelong academic and socio-emotional challenges.

Target Audience & Context

SproutJourney serves:

- Primary school children (ages 6–12), especially in semi-urban, rural, or neurodiverse contexts
- Educators and parents seeking tools to complement and enrich classroom learning

The background: India's education system serves over 260 million students but remains lecture-heavy and standardized. Neurodiverse and emotionally-sensitive learners fall behind. At the same time, children today are digital-first—comfortable with conversational interfaces, gamified environments, and emotional storytelling. SproutJourney is designed to bridge this generational learning gap.

Our Gen-Al Strategy: Personalized, Cultural, Adaptive

SproutJourney leverages Gen-Al not as a content delivery tool, but as a cognitive growth companion.

Key Technologies:

- **Custom fine-tuned Gemma LLM**: trained on NCERT curriculum, simplified Indian epics (e.g., Bhagavad Gita, Mahabharata), and global educational psychology content.
- **Multi-agent system**: Each character (e.g., *Eli the Elephant* for Social Science) is trained for domain-specific interaction.
- Retrieval-Augmented Generation (RAG) pipeline: ensures factually accurate, context-sensitive, real-time responses

Functionality includes:

- Adaptive content delivery based on child's learning style, pace, and interest
- Emotional storytelling and scenario-based questioning to instill values and curiosity
- Voice-to-text + multimodal interface for accessibility

How It Works: A 4-Stage Adaptive Framework

SproutJourney's pedagogy flows through a **4-mode learning loop**:

- 1. StoryTime
 - o Al-generated character-led storytelling
 - Teaches values and concepts through culturally rooted fables like panchatantra and modern tales
- 2. LearningTime

- Concept breakdowns personalized by Al agents
- Visual learning, voice narration, and interactive cues
- Includes foundational academic subjects such as Science, Math, and Social Science

3. ThinkingTime

- Scenario-based prompts to build moral reasoning, lateral thinking
- Real-world dilemmas (e.g., sharing, empathy, decision-making)
- Covers practical life subjects such as financial literacy, civic responsibilities, and emotional regulation

4. FunTime

- o Gamified exercises and quizzes
- Natural conversation-based reinforcement through AI characters

Behind the scenes:

- A cognitive profile engine tracks mastery, confusion, and preferred interaction modes
- Over time, SproutJourney maps a child's strongest and weakest links
- It adapts teaching pace, style, and feedback to avoid frustration or boredom

Teacher & Classroom Integration

SproutJourney is not here to replace teachers. It's a co-pilot for both educators and learners.

- Teachers get diagnostic dashboards showing each child's progress
- The AI allows teachers to focus on creativity, mentorship, and emotional support
- Classrooms benefit from early intervention insights, personalized pacing, and curriculum-aligned reinforcement

Implementation & Technical Feasibility

- Front-end: Built with Unity Engine for interactive, 2.5D animation and real-time user engagement
- Back-end: Base Model (Gemma locally run 2.5B Model, Flan T5 & Llama 3.1 model in testing), vector database for RAG(using Local VectorDB Chroma for now will shift to a more scalable vector db), cloud-based hosting (Hyperstack), Langgraph for multi agent workflows
- **Voice interface**: Experimental integration using generative voice AI for immersive, accessible experience(Eleven Labs, we are also trying out Microsoft Azure services in testing)
- Data: Trained on NCERT, NIPUN Bharat vision documents, open-source educational research, Indian value education texts, Public sources of child safe epic texts, Child safe moral dilemmas, Texts like panchatantra

Prototype currently functional in English; Hindi and regional languages planned in next phase.

Business Model & Scalability

Minimum Lovable Product (MLP):

- Voice-first story-led AI tutor for Grades 1–3
- Bundled modules per subject + reporting dashboard

Business Pathway:

- Partnering with affordable private schools and NGOs for pilot deployments
- Licensing per classroom or per user
- Future direct-to-parent subscription with regional content packs

Scale Strategy:

- Modular architecture: plug-and-play subject modules
- Localized content packs for each Indian language and region
- Low-bandwidth support for rural India
- Long-term Al profiling across grades to unlock career guidance, value tracking, and whole-child development

The Impact We're Creating

SproutJourney doesn't just teach—it understands.

- For children: Emotional, value-based, adaptive learning across both academic and life skills
- For parents: Clarity into what and how their child learns best
- For teachers: Relief from content management, empowered focus on mentoring
- For India: A blueprint for inclusive, culturally grounded, AI-led foundational learning

SproutJourney is the first step toward raising not just exam-passers—but thoughtful, wise, and curious future leaders.

Summary

SproutJourney is a human-first, Al-powered educational ecosystem. It uses Gen-Al not to scale content, but to **scale care**. Built around Indian values and future-facing intelligence, it adapts to each child, every day—just like a good mentor would. With a working prototype and a real story like Aarav's to validate it, we believe this isn't just a tool—it's the future of learning in India.

Join us in growing the next generation of ethical thinkers, doers, and dreamers.