K-12 Al Curriculum Framework: Skills + Philosophy

"We will teach students to direct, question, and collaborate with AI as a tool to expand human potential—without losing their own skills, ethics, or imagination."

K-2 (Ages 5-8): Wonder, Patterns, and Early Responsibility

Goals: Build curiosity, foundational logic, and awareness that AI is a tool, not a person.

- Logical Thinking Foundations: Pattern recognition, sequencing, simple "if/then" games (unplugged algorithmic thinking).
- Basic Digital Citizenship: Don't share personal information; understand that devices record and remember.
- Al Awareness: "Robots and helpers don't think like humans; they follow rules we give them."
- Philosophy: Introduce "what I can do myself vs. what the machine can do," emphasizing pride in learning skills.

3-5 (Ages 8-11): Al as Tool, Not Replacement

Goals: Introduce Al-integrated coding, prompting basics, data awareness, and the idea of responsible use.

- Block-Based Coding + Sensors: Build interactive Scratch projects; explore inputs/outputs.
- Prompting Basics: Show that good questions produce better answers—goal + context + constraints.
- Data Introduction: Where does data come from? Why diverse data matters?
- Ethics: Al isn't always right; teach "verify with trusted sources."
- Philosophy: Discuss why we still practice skills ourselves even when tools exist (reading, writing, mathematics).

6 (Age 11–12): Introduction to Al Models and Human-in-the-Loop Thinking

Goals: Move from blocks to text-based coding, introduce simple AI models, teach prompting as structured thinking.

- Python + Simple APIs: Safely call a translation or sentiment API; see input→model→output pipeline.
- Prompt Engineering Foundations: Role + task + format + examples (first formalized approach).
- Model Limits: Why AI can "hallucinate" and why humans must check it.
- Security Basics: Password managers, 2FA, recognizing scams, not disclosing personal data.

• Philosophy: "Multipliers vs. Replacers"—chart tasks where AI helps vs. where human decision-making is essential.

7-8 (Ages 12-14): Data Literacy, Bias, and Collaborative Al

Goals: Build data competence, prompt refinement, critical evaluation, and reinforce human oversight.

- Data Literacy: Sampling, bias, labeling errors; build a tiny dataset and see how bias skews results.
- Prompt Refinement: Iterative prompting—draft→test→revise→verify; introduce chain-of-thought reasoning (student-driven, not Al-exposed).
- Collaboration with Al: Al as co-editor, idea generator, or research assistant—human verification mandatory.
- Ethics/Philosophy: GPS analogy—what happens when over reliance erodes skill? Students keep logs: "What did I do? What did I learn?"
- Security & Consent: Explain data collection in apps; when NOT to use AI (tests, sensitive info).

9–10 (Ages 14–16): Advanced Prompting, Integration, and Responsible Automation

Goals: Prepare students to leverage AI in real projects while retaining core skills and critical judgment.

- Advanced Prompt Engineering: Task decomposition, context packaging, multi-step prompts, and A/B testing prompts.
- Al Integration Projects: Use Al APIs in apps (vision, speech, text) while tracking accuracy and cost.
- Al Evaluation Frameworks: Precision, recall, and confusion matrices; fit-for-purpose assessments.
- Ethics & Policy: Bias mitigation, copyright, proper citation, and drafting school Al policies.
- Philosophy: "Deliberate Practice": maintain foundational skills (writing, coding) because mastery
 enables you to direct AI effectively. Students recreate part of a project without AI to evaluate their
 retained competence.
- Security Fundamentals: Intro to encryption, phishing simulations, adversarial examples (prompt injection scenarios).

11-12 (Ages 16-18): Mastery, Agency, and Societal Impact

Goals: Graduate students capable of shaping, not just using, Al—technically proficient, ethically grounded, and future-ready.

- Full-Stack Al Projects: Build apps that combine retrieval + generation with guardrails (logging, human-in-loop checkpoints).
- Agent-Oriented Thinking: Planner/worker patterns, reliability checks, and observability dashboards.

- Safety & Red-Teaming: Test systems for harmful outputs, bias, and misuse scenarios; develop response plans.
- Policy & Governance: Study global Al policies (US, EU, UNESCO); create "model cards" for their projects.
- Philosophy & Legacy: Capstone reflection on where human judgment, creativity, and responsibility must remain.
- Career Prep: Al certifications, internships, and labor-market analysis (e.g., WEF trends showing 44% of skills evolving by 2030).

Cross-Cutting Strands (All Grades)

- Prompt Engineering: From asking clear questions (K-5) to advanced chaining (9-12).
- Data Literacy: Understand, evaluate, and ethically use data.
- Ethics & Philosophy: Al as force multiplier, skill retention, human oversight, and knowing when not to use Al.
- Security & Privacy: Age-appropriate safety scaling to adversarial testing.
- Human-Centered Design: Build tech that respects users, empowers communities, and solves real problems.
- Evaluation & Verification: Always verify AI output; maintain a habit of skepticism and evidence-seeking.

Notes: This framework emphasizes human judgment and skill retention alongside AI. Adapt pacing and depth by local standards and readiness.