EdgePrompt: Engineering Guardrail Techniques for Offline LLMs in K-12 Educational Settings

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Abstract

EdgePrompt is a prompt engineering framework that implements pragmatic guardrails for Large Language Models (LLMs) in K-12 educational settings through structured prompting inspired by neural-symbolic principles. The system addresses educational disparities in Indonesia's Underdeveloped, Frontier, and Outermost (3T) regions by enabling offline-capable content safety controls. It combines: (1) content generation with structured constraint templates, (2) assessment processing with layered validation, and (3) lightweight storage for content and result management. The framework implements a multi-stage verification workflow that maintains safety boundaries while preserving model capabilities in connectivity-constrained environments. Initial deployment targets Grade 5 language instruction, demonstrating effective guardrails through structured prompt engineering without requiring formal symbolic reasoning components.

CCS Concepts

• Social and professional topics \rightarrow K-12 education; • Applied computing \rightarrow Computer-assisted instruction; • Computing methodologies \rightarrow Natural language generation.

Keywords

Large Language Models, Edge Computing, K-12 Education, AI Safety, Prompt Engineering, Content Filtering, Offline AI, Educational Technology, Guardrails

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1 Introduction

Recent advances in LLM guardrails have shown promise for domain-specific control [3, 4], yet resource-constrained environments require balancing safety with offline capabilities. Inspired by neural-symbolic architectures [4], EdgePrompt implements "structured prompt-based controls enforcing content boundaries while maintaining validation across edge deployments" through: (1) **Structured Prompting:** templates encoding safety constraints with formal validation rules, (2) **Multi-stage Validation:** sequential prompt-based checks with explicit boundary conditions, and (3) **Edge Deployment Compatibility:** optimized mechanisms for resource-constrained operation.

Our framework addresses core challenges in K-12 education: (1) maintaining robust content safety in offline environments, (2) enabling sophisticated assessment with edge-based validation, and (3) ensuring consistent distributed evaluation. Initial deployment targets Grade 5 language instruction in Indonesia's "3T" regions (Frontier, Outermost, and Disadvantaged) [1, 5], where limited internet access [2] necessitates edge LLMs for evaluation while leveraging cloud LLMs for content generation.

2 Methodology

We implement a rigidly structured validation pipeline leveraging cloud and edge LLMs for distinct operational roles. The architecture enforces safety through multi-stage template validation, explicit constraint propagation, and formalized evaluation protocols, as shown in Fig. 1. The core components implement template processing, staged validation, and lightweight integration.

2.1 Teacher-Driven Content Generation

- (1) **Question Template Definition:** (a) Template: "Write a descriptive paragraph about [topic] using at least 3 sensory details", (b) Answer boundaries: "Response must be 50-100 words, school-appropriate vocabulary", and (c) Learning outcome: "Student demonstrates ability to use descriptive language (Grade 5 Language Arts Standard 5.2)"
- (2) Cloud/Edge LLM Pipeline: (a) Rubric: "4 points: Uses 3+ sensory details, proper length, grade-level vocabulary", (b) Format: Simplified scoring criteria for offline LLM processing, and (c) Validation: "Check: word count 50-100, presence of sensory words, appropriate vocabulary"

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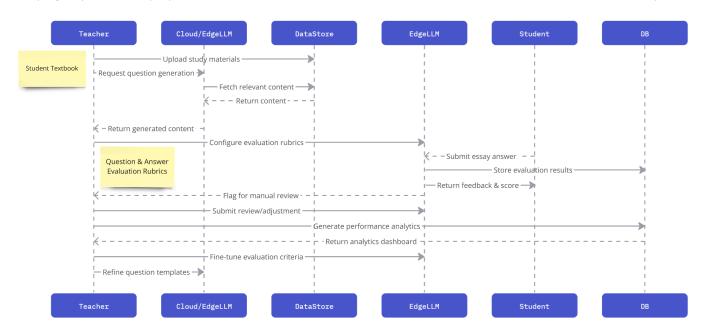


Figure 1: Sequence diagram of the system.

2.2 Student Answer Evaluation

- (1) Edge Validation: (a) Question-answer match: "Does answer describe requested topic?", (b) Multi-stage checks: Length → vocabulary → content → scoring, and (c) Safety bounds: Filter inappropriate content, off-topic responses
- (2) **Evaluation Process:** (a) Apply rubric: Count sensory details, check length requirements, (b) Score calculation: "3/4 points meets length, 2 sensory details", and (c) Verify constraints: "Response meets safety and topic requirements"

2.3 Teacher Review System

- (1) **Response Analysis:** (a) Flag responses: "80% confidence threshold for automated scoring", (b) Review triggers: Borderline scores, unusual patterns, and (c) Track patterns: "Common vocabulary errors, length issues"
- (2) **System Updates:** (a) Adjust rubric: "Add specific examples of sensory language", (b) Optimize criteria: Update scoring weights based on review history, and (c) Refine templates: Clarify instructions based on common mistakes

Full implementation with the documentation and example prompts can be seen in the project GitHub repository.

2.4 Deployment Strategy

The EdgeLLM deployment architecture implements: (1) optimized edge runtime for Llama 3.2 3B with minimal resource footprint, (2) containerized environment ensuring consistent model behavior, (3) fault-tolerant storage system for offline operation, and (4) distributed validation protocol maintaining safety constraints.

2.5 Validation Strategy

Our validation framework integrates three key components:

Functional Metrics: Measuring guardrail effectiveness (E(g)) through valid response ratios, offline stability (S(t)) via operational reliability, and teacher workflow integration through systematic adoption tracking.

Performance Analysis: Evaluating edge deployment capabilities through resource utilization (U(r)), response latency profiles (L(t)), and scalability characteristics under varying loads.

System Validation: Building on SPADE's guardrail metrics [6], we extend evaluation to edge-specific indicators while maintaining pure prompt engineering approaches without model tuning. Insights from deployment optimization and constraint analysis inform our ongoing development of educational applications.

3 Resources

Project repository: https://github.com/build-club-ai-indonesia/edge-prompt. Teaching materials: https://buku.kemdikbud.go.id/.

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