

FOR EDUCATORS, SCHOOL-BOARD LEADS, AND REGULATORS

AI for Kids · UNESCO Student Framework coverage

UNESCO's AI Competency Framework for Students (Digital Learning Week 2024) defines twelve competencies across four dimensions. The table below shows which competencies our 7-episode course covers, at what depth, and which we have deliberately not addressed because they are out of scope for ages 6–12.

DIMENSION	COMPETENCY	HOW THE COURSE COVERS IT	COVERAGE
Human-centred mindset	Human agency around AI	The course's core frame — AI is a tool a person steers; a human is visibly in charge in every real-world scene	Strong
	Human accountability for AI	Values-first framing plus the always-double-check habit at the heart of the prompt-craft lesson	Strong
	Citizenship in the age of AI	Implicit throughout — use AI helpfully, kindly, and with verification	Implicit
Ethics of AI	Embodied ethics	A dedicated values lesson (kindness · fairness · honesty) taught without ever naming misuse	Strong
	Safe and responsible use	A dedicated real-feelings lesson (trusted-adult routing) plus privacy-by-design (no live AI · no tracking)	Strong
	Ethics-by-design	Not addressed — designer-level competency	Out of scope
AI techniques & applications	AI foundations	What AI is and isn't, plus a source-verified history of how people came to talk to computers	Strong
	Application skills	The High-Five Prompt — a five-step asking-and-checking habit taught through play	Strong
	Creating with AI	Implicit in the prompt-craft game — children iterate an ask and watch the result improve	Implicit
AI system design	Problem scoping	Not addressed — designer-level competency	Out of scope
	Architecture design	Not addressed — designer-level competency	Out of scope
	Iteration & feedback	Implicit — the game's output improves visibly as the child refines the ask	Implicit

COVERAGE SUMMARY

Excellent coverage for a 25-minute course aimed at ages 6–12.

The competencies we deliberately do not address are designer-level outcomes appropriate for older students. The pattern is age-correct, not a gap.

7**STRONG COVERAGE**

Taught explicitly and revisited across the 7 episodes.

3**IMPLICIT COVERAGE**

Present in story or gameplay; not stated as a learning goal.

2**OUT OF SCOPE**

Designer-level competencies — appropriate for older students.

ABOUT THE FRAMEWORK

UNESCO published the AI Competency Framework for Students in September 2024 at Digital Learning Week. It defines 12 competencies across 4 dimensions — human-centred mindset, ethics of AI, AI techniques and applications, and AI system design. UNESCO is explicit that children as young as three to eight can grasp simplified AI concepts when the teaching is "playful and concrete." Our course was designed against this guidance.

ABOUT THIS DOCUMENT

This coverage summary is for educators, school-board leads, and regulators evaluating AI literacy curricula for primary-school-age children. The coverage column describes how each competency is addressed in the course. A per-lesson breakdown with discussion prompts is included with the

course for enrolled teachers; more about the course design is at qabasia.com/en/blog/ai-literacy-for-kids.

COURSE DESIGN PILLARS

Story-first, picture-book register, no-fail games. Zero examples of harmful or unlawful AI use (values taught, never methods). No live AI from any kids' page; the prompt-craft game is mocked offline. Privacy-compatible with COPPA, the UK Children's Code, and GDPR's protections for children.

REFERENCES

UNESCO AI Competency Framework for Students (2024) — unesco.org/en/articles/ai-competency-framework-students
UNESCO Recommendation on the Ethics of AI (2021) — unesco.org/en/articles/recommendation-ethics-artificial-intelligence
OECD AI Principles — oecd.ai/en/ai-principles

For procurement & partnership — per-classroom and per-district licensing — get in touch via qabasia.com/en/contact/. We can arrange a 25-minute preview walkthrough.