FOR SCHOOLS, DISTRICTS & EDUCATION AUTHORITIES

Curriculum & Standards Alignment Guide

How the LittleAIMaster AI-literacy platform maps to the frameworks schools use worldwide — UNESCO, AI4K12 (USA), ADEK & Day of AI (Abu Dhabi), CBSE (India), and the UAE Ministry of Education.

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THE PLATFORM

What LittleAIMaster is

A kid-safe, end-to-end AI-literacy platform for Grades 6–12: learn AI, build AI, and train your own AI. Students move through an interactive curriculum, practise with a child-safe AI tutor, write real Python in the browser, and train real machine-learning models on their own device. Schools get teacher and admin dashboards, class rosters, assignments, progress analytics, and QR-verifiable certificates.

540 interactive chapters, Grades 6–12

12 hands-on AI-building tools

45 Python lab modules — real code, no install

7 languages, incl. full Arabic (RTL)

Curriculum scope by grade

GRADE	FOCUS	SIZE
Grade 6	Introduction to AI concepts through fun activities	6 units · 60 chapters
Grade 7	Exploring patterns, machine learning basics, and AI applications	6 units · 60 chapters
Grade 8	Hands-on coding and building your first AI projects	6 units · 72 chapters
Grade 9	Math foundations, supervised learning, and data science	6 units · 72 chapters
Grade 10	Deep learning, neural networks, and advanced AI	6 units · 72 chapters
Grade 11	Advanced AI architectures and research topics	6 units · 72 chapters
Grade 12	Cutting-edge AI and capstone projects	6 units · 132 chapters

How to read the mappings

Coverage ratings: Full taught comprehensively across multiple chapters · Strong well covered · Partial touched, not systematic · Minimal mentioned only

What this guide is — and is not. Every mapping row cites the actual units and chapters in our shipped curriculum, and each chapter closes with the gaps we are honest about. This guide references each framework's published structure; it does not claim endorsement, approval, accreditation, or certification by UNESCO, AI4K12, ADEK, CBSE, the UAE Ministry of Education, or any other authority.

ABU DHABI · UNITED ARAB EMIRATES

ADEK & the Day of AI curriculum

ADEK's Curriculum Policy (September 2025, v1.2, §3.5) names **Artificial Intelligence (AI) literacy** among the future-ready skills every school curriculum shall develop. ADEK's AI Literacy Curriculum, built with MIT's Day of AI (adek.dayofai.org), provides teacher-led lessons in four grade bands. LittleAIMaster covers every lesson theme in the 6–8 and 9–12 bands — at course depth rather than single-lesson depth — and is designed to run alongside those lessons as the year-round, self-paced layer with per-student analytics.

ADEK band: Grades 6–8 (6 lessons + challenge)

ADEK · DAY OF AI LESSON	COVERAGE	WHERE IN LITTLEAIMASTER
What is Artificial Intelligence?	Full	Grade 6 · The AI Story — 10 chapters (What is AI; Robots in History; AI Gets Its Name; Deep Learning Revolution; AI Today)
What is an Algorithm?	Full	Grade 6 · How Computers Think (Following Instructions; Making Decisions; Input Output) + Grade 7 (If-Then-Else Logic; Decision Trees Deep Dive; Pathfinding)
Can Machines Really Learn?	Full	Grade 7 · Teaching Machines (Machines That Learn; Training Data Explained; The Learning Loop; Supervised Learning Basics)
How Do Machines Learn?	Full	Grade 7 · Teaching Machines (Teaching by Showing; Testing What AI Learned) + Grade 8 · My First AI — students build text classifiers, sentiment and spam detectors in Python
Bias in Artificial Intelligence	Full	Grade 6 · Being Smart About AI (AI Makes Mistakes; AI Can Be Unfair; AI and Privacy; Real vs Fake) + Grade 7 (When Patterns Trick Us) + Bias Detective interactive tool
AI Ethics Debate	Full	Grade 6 · AI Debate Club + Group AI Project; ethics threads continue through Grades 7–10
Team challenge (smart-city project)	Strong	Grade 7 · AI Project Lab — the same plan → research → prototype → test → showcase cycle with a free-choice brief

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ADEK band: Grades 9–12

ADEK · DAY OF AI LESSON	COVERAGE	WHERE IN LITTLEAIMASTER
What is AI? / Can Machines Learn? (foundations)	Full	Grade 9 — supervised learning at depth: KNN, decision trees, linear regression, train/test split, cross-validation, overfitting (72 chapters vs 4 foundation lessons)
What is an Algorithm? / How Do Machines Learn?	Full	Grade 9 · ML Workflow, Model Evaluation, Confusion Matrix + scikit-learn in the 45-module Python lab
Inside a Neural Network	Full	Grade 10 · Neural Network Basics (Perceptron; Weights and Biases; Forward Propagation; Gradient Descent; Backpropagation) + interactive Neural Network Playground
What is Generative AI?	Full	Grade 11 · Generative AI (What is Generative AI; Text Generation; Diffusion Models; GANs; Multimodal AI) + Transformers/LLMs/Prompt Engineering
Generating Images with AI	Full	Grade 11 (Image Generation Basics; Diffusion Models; Style Transfer; AI Art Ethics)
Bias & ethics strand	Full	Grade 10 · AI Ethics Deep Dive — 12 chapters (Bias in AI Systems; Fairness in ML; Explainable AI; Deepfakes and Misinformation; AI Governance; Your AI Ethics Framework)
AI-for-social-good pitch (Student Challenge)	Strong	Grade 11 team capstone (requirements → sprints → demo day) + Grade 12 AI Entrepreneurship and final capstone with social-good exemplars
Responsible / human-centred AI principles	Full	Taught in curriculum AND enforced in product: AI tutor discloses itself as AI; layered child-safety on every AI feature; school-provisioned accounts; parent/guardian chat transparency

Vendor requirements. ADEK's School Digital Policy (Sept 2024, §5.5) asks schools to risk-assess learning-application providers on data security, age-appropriateness and educational quality. We support that review with a security questionnaire, our data-protection impact assessment, per-student data export and erasure, full audit logs, and signed data-processing agreements with our AI sub-processors.

GLOBAL

UNESCO AI Competency Framework for Students (2024)

Coverage is strongest on the two technical aspects: AI techniques and applications and AI system design are comprehensively taught from Grade 6 foundations through Grade 12 RAG/agent capstones, reinforced by the 12 interactive build-your-own-AI tools, the 45-module Python lab, and on-device "Raise Your AI" model training. Ethics of AI is anchored by dedicated units in Grades 6 and 10 plus applied ethics inside project work, and the human-centred mindset aspect is well served at the Understand and Apply levels. The honest gap is the Create level of Human-centred mindset — civic AI citizenship (community advocacy, policy engagement) is only partially addressed — along with thin treatment of AI's environmental footprint and inclusive design.

COMPETENCY BLOCK (ASPECT × LEVEL)	COVERAGE	WHERE IN LITTLEAIMASTER
Human-centred mindset × Understand — "Human agency" (AI is human-led; humans decide and stay in control)	Strong	Grade 6 Unit 4 'Being Smart About AI' (You Control AI; When to Trust AI; AI Makes Mistakes); Grade 6 Unit 1 'The AI Story' frames AI as a human-made technology (AI Gets Its Name; AI Winter; AI Today); Grade 7 Unit 1 (When Patterns Trick Us); Grade 12 Unit 1 (Can AI Really Think?)
Human-centred mindset × Apply — "Human accountability" (humans remain responsible for AI-assisted decisions)	Strong	Grade 6 Unit 4 (Being a Good Digital Citizen; When to Trust AI); Grade 9 Unit 5 (ML Ethics in Practice); Grade 10 Unit 5 (Responsible AI Development; Explainable AI); Grade 12 Unit 4 (When AI Breaks the Law; The Algorithm That Discriminated). Product level: Byte child-safe tutor with full parent chat-transparency models accountable AI use
Human-centred mindset × Create — "Citizenship in the era of AI" (contribute to and shape AI's role in community and society)	Partial	Grade 6 Unit 5 (AI Debate Club; Group AI Project); Grade 10 Unit 5 (AI Governance; AI in India); Grade 12 Unit 4 'AI Entrepreneurship' (India's AI Revolution; Who Actually Wants This? — building AI products for real user needs). Touched via debate, governance and entrepreneurship, but no systematic civic-action strand
Ethics of AI × Understand — "Embodied ethics" (core ethical principles: fairness, privacy, transparency, safety)	Full	Two dedicated ethics units: Grade 6 Unit 4 'Being Smart About AI' (AI Can Be Unfair; AI and Privacy; Real vs Fake; AI and Jobs; AI and Environment) and Grade 10 Unit 5 'AI Ethics Deep Dive' — 12 chapters (Why AI Ethics Matters; Bias in AI Systems; Fairness in ML; Privacy and AI; Explainable AI; Deepfakes and Misinformation; AI Governance); plus Grade 11 Unit 2 (AI Art Ethics)
Ethics of AI × Apply — "Safe and responsible use" (practice safe, responsible engagement with AI)	Strong	Grade 6 Unit 4 (Being a Good Digital Citizen; Real vs Fake; When to Trust AI); Grade 10 Unit 5 (Privacy and AI; Deepfakes and Misinformation); Grade 12 Unit 1 (The Safety Lab); Bias Detective interactive tool (hands-on bias spotting); the platform itself demonstrates safe use — Byte tutor behind a 5-layer safety system with parent PIN gate
Ethics of AI × Create — "Ethics by design" (embed ethical safeguards into AI the student builds)	Strong	Grade 10 Unit 5 (Your AI Ethics Framework — students author their own framework; Responsible AI Development); Grade 12 Unit 2 'AI Research Methods' (The Ethics Question; The Foundation of Trust); Grade 9 Unit 5 (ML Ethics in Practice, applied inside ML projects); Bias Detective and Confusion-Matrix Builder tools let students audit models they built themselves

GLOBAL

UNESCO framework, continued

COMPETENCY BLOCK (ASPECT × LEVEL)	COVERAGE	WHERE IN LITTLEAIMASTER
AI techniques and applications × Understand — "AI foundations" (data, ML, and AI concepts)	Full	Core spine of the 540-chapter curriculum: Grade 6 Units 1–3 (What is AI; How Computers Think; AI Around Us); Grade 7 Units 1–4 (Teaching Machines; Computer Vision Basics; Language and AI); Grade 9 Units 1–2 (Math for AI; Supervised Learning); Grade 10 Units 1–4 (Neural Network Basics; CNNs; NLP); Grade 11 Units 1–3 (Transformers and LLMs; Generative AI; Reinforcement Learning); Neural Network Playground and Decision Tree Builder tools
AI techniques and applications × Apply — "Application skills" (hands-on use of AI techniques and tools)	Full	Grade 8 'AI Builders' — a full hands-on year (72 chapters: Python foundations; My First AI; Chatbot Basics; Image Projects); Grade 9 Units 3–5 (Pandas; scikit-learn; Spam Detection; Sentiment Analysis; Titanic Survival); Grade 11 Unit 1 (Prompt Engineering; LLM APIs); 45-module in-browser Python lab (Pyodide, no install); 12 interactive tools incl. Sentiment Analyzer and Recommendation Sim
AI techniques and applications × Create — "Creating AI tools" (build and train the student's own AI)	Full	'Raise Your AI' — kids train a real ML model on their own device; Grade 8 Unit 6 Mini Projects (Weather Advisor; Music Recommender; Story Generator); Grade 9 Unit 6 ML Projects; Grade 10 Unit 6 Deep Learning Projects (Image/Text Classification Projects); Grade 12 Unit 3 Advanced Projects (Building Your First RAG; From Chatbots to Agents); Chatbot Builder tool
AI system design × Understand — "Problem scoping" (define problems and judge where AI fits)	Strong	Opening chapters of every grade's project unit: Grade 7 Unit 6 (Project Planning 101; Choosing Your Project); Grade 9 Unit 6 (Problem Definition; Data Collection); Grade 10 Unit 6 (Project Ideation; Dataset Selection); Grade 11 Unit 6 (Requirements Analysis); Grade 12 Unit 4 (Who Actually Wants This?; Build Less, Learn More) and Unit 6 (The Big Idea)
AI system design × Apply — "Architecture design" (design and configure AI system architectures)	Full	Grade 11 Unit 4 'AI Systems Design' — a dedicated 12-chapter unit (APIs and Microservices; Model Serving; FastAPI for AI; Docker for AI; Cloud Platforms; Scaling AI Systems; MLOps Introduction; CICD for ML); Grade 10 Unit 6 (Model Architecture Design); Grade 11 Unit 6 (Technical Design); Grade 12 Unit 6 (The Blueprint Before the Building). Concentrated in Grades 10–12, as appropriate for this level
AI system design × Create — "Iteration and feedback loops" (build–test–improve cycles with feedback)	Full	Every grade ends in an iterative project unit: Grade 7 Unit 6 (Testing and Improving); Grade 8 Unit 5 (Testing Your Chatbot; Improving Responses); Grade 9 Unit 6 (Model Evaluation; Model Improvement; Peer Review); Grade 11 Unit 6 (Development Sprints 1–2; Testing and QA; User Testing); Grade 12 Unit 6 (Development Phases 1–3; Testing and Validation); Confusion-Matrix Builder tool for evaluating one's own models

Honest gaps — areas this framework emphasises that we cover lightly or not yet:

- Student-led community AI advocacy or awareness campaigns (Citizenship in the era of AI, Create level) — debate club and entrepreneurship touch citizenship, but there is no organized civic-action project strand
- Environmental sustainability of AI beyond a single Grade 6 chapter (AI and Environment) — the framework treats AI's climate/resource footprint more prominently
- Inclusive and accessibility-first design in AI system design (designing explicitly for users with disabilities or marginalized groups)
- Engaging with AI policy/regulatory processes as creators (drafting rules, mock consultations) — AI Governance is taught at the Understand level only

UNITED STATES

AI4K12 — the Five Big Ideas in AI (AAAI / CSTA)

All Five Big Ideas are covered at both the 6-8 and 9-12 bands, with Learning, Natural Interaction, and Societal Impact comprehensively taught through multiple dedicated units per band plus hands-on tools (Neural Network Playground, on-device Raise Your AI training, Chatbot Builder, Bias Detective). Perception and Representation & Reasoning are well covered on the software side (full computer-vision and decision-tree/data-representation units) but rate 'strong' rather than 'full' because the hardware-sensing and formal search/symbolic-reasoning sub-concepts are thin. The honest gaps are sub-concept level — no physical sensors/robotics, no systematic search-algorithm strand, and commonsense reasoning only touched — not missing Big Ideas.

BIG IDEA	COVERAGE	WHERE IN LITTLEAIMASTER
Big Idea #1 — Perception: "Computers perceive the world using sensors." (extracting meaning from sensory signals; vision and speech)	Strong	6-8 band: Grade 7 Unit 3 'Computer Vision Basics' — a full 10-chapter perception pipeline (How AI Sees; Pixels and Pictures; Colors for Computers; Finding Edges and Shapes; Face Detection Magic; Object Recognition; AI Reads Text; Image Classification); speech perception in Grade 7 Unit 4 (Voice Assistants Explained; Text to Speech); Grade 8 Unit 4 'Image Projects' — 12 chapters manipulating pixels/images in real Python. 9-12 band: Grade 10 Unit 3 'Computer Vision CNNs' (Convolution Operations; Object Detection Basics; Face Recognition); Grade 12 Unit 1 'AI That Sees & Hears' and Unit 3 chapters (Seeing Like AI; Teaching AI to Hear; The Voice Revolution).
Big Idea #2 — Representation & Reasoning: "Agents maintain representations of the world and use them for reasoning."	Strong	6-8 band: Grade 6 Unit 2 'How Computers Think' (What is Data; Sorting and Organizing; Making Decisions); Grade 7 Unit 1 'Patterns Everywhere' (Classification Basics; Features and Attributes) and Unit 5 (Decision Trees Deep Dive; If Then Else Logic; Pathfinding Adventures; Puzzle Solving AI); Grade 8 Unit 2 'Data and Lists' — 12 chapters on data structures as representations. 9-12 band: Grade 9 Unit 1 'Math for AI' (probability, graphs) and Unit 2 (Decision Boundaries; K Nearest Neighbors; Decision Trees in ML); Grade 11 Unit 3 (Markov Decision Processes). Tools: Decision Tree Builder, Confusion-Matrix Builder.
Big Idea #3 — Learning: "Computers can learn from data."	Full	6-8 band: Grade 7 Unit 2 'Teaching Machines' — entire unit (Training Data Explained; The Learning Loop; Supervised Learning Basics; When AI Gets Confused; Testing What AI Learned); Grade 8 Unit 3 'My First AI' (Simple Text Classifier; Sentiment Detection; Simple Spam Detector). 9-12 band: Grade 9 Units 2-6 — ~60 chapters of applied ML (Train Test Split; Cross Validation; Overfitting Deep Dive; Confusion Matrix; Real World ML projects); Grade 10 Units 1-4 — neural networks end to end (The Perceptron; Gradient Descent; Backpropagation Basics; CNNs; LSTM Networks); Grade 11 Units 1-3 (Transformers/LLMs; Generative AI; Reinforcement Learning incl. RLHF Explained). Tools: Neural Network Playground, on-device 'Raise Your AI' model training (kids train a real ML model on their own device), 45-module Python lab.

UNITED STATES

Five Big Ideas, continued

BIG IDEA	COVERAGE	WHERE IN LITTLEAIMASTER
Big Idea #4 — Natural Interaction: "Intelligent agents require many kinds of knowledge to interact naturally with humans."	Full	6-8 band: Grade 7 Unit 4 'Language and AI' — entire unit (How Chatbots Work; AI Translation Magic; Sentiment Analysis; Voice Assistants Explained; AI and Indian Languages); Grade 8 Unit 5 'Chatbot Basics' — entire unit (Intent Recognition; Entity Extraction; Building Context; Personality for Bots). 9-12 band: Grade 10 Unit 4 'Natural Language NLP' (Word Embeddings; Attention Mechanism Intro; Chatbot with Deep Learning); Grade 11 Unit 1 (BERT Explained; GPT Architecture; Prompt Engineering); Grade 12 Unit 1 'Can AI Really Think?' (philosophy of mind). Tools: Chatbot Builder, Sentiment Analyzer; the Byte child-safe tutor (chat, hints, voice) gives every learner daily first-hand natural-language interaction with an AI.
Big Idea #5 — Societal Impact: "AI can impact society in both positive and negative ways."	Full	6-8 band: Grade 6 Unit 4 'Being Smart About AI' — entire unit (AI Makes Mistakes; AI Can Be Unfair; AI and Privacy; Real vs Fake; AI and Jobs; When to Trust AI; AI and Environment; You Control AI). 9-12 band: Grade 10 Unit 5 'AI Ethics Deep Dive' — entire unit (Bias in AI Systems; Fairness in ML; Explainable AI; Deepfakes and Misinformation; AI Governance; Responsible AI Development; Your AI Ethics Framework); reinforced in Grade 9 (ML Ethics in Practice), Grade 11 (AI Art Ethics; Unit 5 'AI in Industry' — positive impacts across healthcare/agriculture/education), Grade 12 (The Safety Lab; The Ethics Question; The Algorithm That Discriminated; When AI Breaks the Law; Jobs Transformed). Tool: Bias Detective — hands-on bias-hunting in datasets.

Honest gaps — areas this framework emphasises that we cover lightly or not yet:

- Big Idea #1 sub-concept 'Sensing' (hardware sensors and how they compare to human senses): perception is taught through software vision/speech, not physical sensors — no robotics or sensor-kit activities
- Big Idea #2 sub-concept 'Reasoning via search': formal search algorithms (BFS/DFS/A*) and symbolic logic/knowledge representation get only one chapter (Grade 7 'Pathfinding Adventures'), not a systematic strand
- Big Idea #4 sub-concept 'Commonsense reasoning': AI's lack of commonsense is mentioned (Grade 7 'When AI Gets Confused'; Grade 12 'The Unsolved Mysteries') but not developed as its own strand
- Big Idea #4 affective computing beyond text: emotion recognition from faces/voice is minimal — sentiment analysis is text-only
- Embodied/physical robotics activities used as exemplars throughout the AI4K12 progression charts: the platform is software-only (robots appear historically and conceptually, e.g. Grade 6 'Robots in History', Grade 11 'Robotics and RL')

INDIA

CBSE Artificial Intelligence curriculum

Coverage of the CBSE 417/843 subject-specific units is genuinely deep: every Class IX–XI unit maps onto whole 10–24-chapter units plus hands-on tools (Neural Network Playground, Confusion-Matrix Builder, 45-module Python lab), usually beyond CBSE's required depth, and 6 of the 7 UAE MoE learning areas are covered at full/strong. Honest gaps: CBSE Part A Employability Skills is only partially served, Class XII (843) units whose official wording could not be verified are deliberately left unmapped, and UAE "policies and community engagement" is the weakest area. Regional example chapters are India-flavored (a plus for CBSE, a localization gap for UAE — though full Arabic localization is already live).

CBSE UNIT	COVERAGE	WHERE IN LITTLEAIMASTER
Classes 6–8 AI curriculum (CBSE–Intel, activity-based: AI awareness, AI domains, AI ethics via games/activities)	Full	Grade 6 'AI Explorers' (60 ch incl. a dedicated games unit: 'Pattern Games', 'Human Robot Game', 'Build a Chatbot', 'AI Debate Club', 'AI Art Project') + Grade 7 Units 1–4 ('Patterns Rule the World', 'Machines That Learn', 'How AI Sees', 'AI Understands Words')
Classes IX–X (417) Part A: Employability Skills (Communication, Self-Management, ICT, Entrepreneurial, Green Skills)	Partial	Entrepreneurial skills via Grade 12 Unit 4 'AI Entrepreneurship' (24 ch); communication/presentation via project units ('Presentation Skills' G7, 'Project Presentation' G9); ICT skills implicitly throughout; green skills only via 'AI and Environment' (G6)
Class IX (417) Unit 1: Introduction to AI	Full	Grade 6 Units 1–3 ('What is AI', 'AI Today', 'AI Around Us') + Grade 7 Units 1–2 ('Machines That Learn', 'Supervised Learning Basics'); AI-domain intros in G7 Unit 3 (Computer Vision Basics) and Unit 4 (Language and AI); ethics intro in G6 Unit 4 'Being Smart About AI'
Class IX (417) Unit 2: AI Project Cycle	Full	Grade 9 Unit 6 'ML Projects' mirrors the cycle chapter-for-chapter ('Problem Definition', 'Data Collection', 'Data Preparation', 'Model Building', 'Model Evaluation'); reinforced by Grade 7 Unit 6 'AI Project Lab' and a project unit in every grade G8–G12
Class IX (417) Unit 3: Neural Networks	Full	Grade 10 Unit 1 'Neural Network Basics' (12 ch: 'The Perceptron', 'Weights and Biases', 'Backpropagation Basics') + interactive Neural Network Playground tool + on-device 'Raise Your AI' model training
Class IX (417) Unit 4: Introduction to Python	Full	Grade 8 Unit 1 'Code Foundations' (12 ch: variables, if/elif/else, loops, functions) + Unit 2 'Data and Lists'; 45-module in-browser Python lab (Pyodide — real code, no install)
Class X (417) Unit 1: Revisiting AI Project Cycle & Ethical Frameworks for AI	Full	Grade 9 Unit 6 project-cycle unit + Grade 10 Unit 5 'AI Ethics Deep Dive' (12 ch incl. 'Your AI Ethics Framework', 'Responsible AI Development', 'AI Governance')
Class X (417) Unit 2: Advanced Python	Full	Grade 8 Units 2–6 (dictionaries, file I/O, 'Working with CSV Data', image and chatbot projects) + Grade 9 Unit 3 (Pandas) + the 45-module Python lab
Class X (417) Unit 3: Data Science	Full	Grade 9 Unit 1 'Math for AI' (mean/median/mode, variance, probability, charts) + Grade 9 Unit 3 'Data Science Basics' (12 ch: Pandas, cleaning, feature engineering, EDA, Seaborn)
Class X (417) Unit 4: Computer Vision	Full	Grade 7 Unit 3 'Computer Vision Basics' (pixels, edges, face detection) + Grade 8 Unit 4 'Image Projects' (Python image work) + Grade 10 Unit 3 'Computer Vision CNNs' (convolutions, transfer learning, object detection)
Class X (417) Unit 5: Natural Language Processing	Full	Grade 7 Unit 4 'Language and AI' + Grade 8 Unit 5 'Chatbot Basics' + Grade 9 Unit 5 ('Text Preprocessing', 'Bag of Words', 'TF IDF', 'Sentiment Analysis') + Chatbot Builder and Sentiment Analyzer tools
Class X (417) Unit 6: Evaluating Models	Full	Grade 9 Unit 2 ('Model Evaluation Basics', 'Accuracy and Errors', 'Confusion Matrix') + Grade 9 Unit 4 ('Cross Validation', 'Overfitting Deep Dive', 'Underfitting') + Confusion-Matrix Builder tool

INDIA

CBSE curriculum, continued

CBSE UNIT	COVERAGE	WHERE IN LITTLEAIMASTER
Class XI (843) Unit 1: Introduction: Artificial Intelligence for Everyone	Full	G6–G7 foundations spiral up to Grade 12 Unit 1 'Cutting Edge AI' ('The AI Revolution', 'Can AI Really Think?', 'AI in the Real World')
Class XI (843) Unit 2: Unlocking your Future in AI	Full	Grade 12 Unit 5 'Career Preparation' (24 ch: portfolio, GitHub, resume, interviews, career paths) + G11 'Working in AI', G6 'AI Jobs of Tomorrow'
Class XI (843) Unit 3: Python Programming	Full	Grade 8 full year (72 ch) + 45-module Python lab + applied Python through G9–G11 ('Math in Python', scikit-learn, 'FastAPI for AI')
Class XI (843) Unit 4: Data Literacy — Data Collection to Data Analysis	Full	Grade 6 Unit 2 ('What is Data', 'Sorting and Organizing') → Grade 9 Units 1+3 (statistics, Pandas, visualization, EDA) + G9 Unit 6 'Data Collection'/'Data Preparation'; data privacy in 'AI and Privacy' (G6) and 'Privacy and AI' (G10)
Class XI (843) Unit 5: Machine Learning Algorithms	Full	Grade 9 Unit 2 ('K Nearest Neighbors', 'Decision Trees in ML', 'Linear Regression') + Unit 4 (scikit-learn train/test, pipelines) + Grade 10 (neural nets, CNNs) + Grade 11 Unit 3 Reinforcement Learning (Q-learning, DQN) + Decision Tree Builder tool
Class XI (843) Unit 6: Leveraging Linguistics and Computer Science (NLP)	Full	G7 U4 → G8 U5 → G9 U5 NLP chain + Grade 10 Unit 4 (word embeddings, RNN/LSTM, attention) + Grade 11 Unit 1 'Transformers and LLMs' (BERT, GPT, prompt engineering)
Class XI (843) Unit 7: AI Values (Ethical Decision Making)	Full	G6 Unit 4 ('AI Can Be Unfair', 'Real vs Fake') + Grade 10 Unit 5 ethics unit (12 ch) + G12 'The Algorithm That Discriminated', 'When AI Breaks the Law' + Bias Detective tool
Class XI (843) Unit 8: Introduction to Capstone Project	Full	Grade 11 Unit 6 'Capstone Projects' (12 ch: requirements analysis, technical design, dev sprints, testing/QA, demo day)
Class XII (843) Unit: Capstone Project	Full	Grade 12 Unit 6 'Final Capstone' (24 ch: baseline → refinement → deployment phases, testing/validation, report writing, exhibition, reflection)
Class XII (843) Unit: Model Lifecycle	Strong	Grade 11 Unit 4 'AI Systems Design' ('Model Serving', 'Monitoring ML', 'MLOps Introduction', 'CICD for ML') + G9 'Pipelines' + G10 'Deployment Basics'
Class XII (843) Unit: Storytelling Through Data	Strong	Grade 9 'Graphs Tell Stories', 'Scatter Plots', 'Data Visualization', 'Seaborn for ML' + presentation/documentation chapters in every grade's project unit; no unit framed specifically as data storytelling

Honest gaps — areas this framework emphasises that we cover lightly or not yet:

- CBSE Part A Employability Skills: Green Skills and the formal Self-Management/ICT module structure (only 'AI and Environment' in G6 and project-work chapters touch these)
- CBSE Class XII (843): any official units beyond Capstone Project / Model Lifecycle / Storytelling Through Data — remaining official unit titles could not be verified offline, so no claim is made for them

UNITED ARAB EMIRATES · FEDERAL

UAE Ministry of Education — K-12 AI subject

From 2026–27 the UAE MoE teaches "Artificial Intelligence and Technology" as a merged K-12 subject. The subject's seven announced learning areas map to LittleAIMaster as follows.

MOE LEARNING AREA	COVERAGE	WHERE IN LITTLEAIMASTER
Foundational concepts	Full	Grade-banded spiral: G6 Units 1–2 (what AI is, how computers think) → G7 (patterns, machine learning basics) → G9 (supervised learning) → G10 (neural networks, deep learning) → G11 (transformers, generative AI, reinforcement learning)
Data and algorithms	Full	G6 Unit 2 ('What is Data', 'Following Instructions', 'Making Decisions') + G7 Unit 5 (decision trees, if-then logic, pathfinding) + G9 Units 1–4 (statistics, Pandas, ML algorithms, train/test) + Decision Tree Builder and Neural Network Playground tools
Software use	Strong	12 hands-on AI-building tools (Neural Network Playground, Chatbot Builder, Sentiment Analyzer, Recommendation Sim, ...) + 45-module in-browser Python lab + Byte child-safe AI tutor (supervised AI use) + G11 'Prompt Engineering' and 'LLM APIs' chapters
Ethical awareness	Full	G6 Unit 4 (fairness, privacy, real-vs-fake) + Grade 10 Unit 5 'AI Ethics Deep Dive' (12 ch: bias, fairness, explainable AI, deepfakes) + G11 'AI Art Ethics' + G12 'The Safety Lab', 'The Ethics Question' + Bias Detective tool and the platform's own 5-layer child-safety system
Real-world applications	Full	G6 Unit 3 'AI Around Us' (10 ch: home, phone, healthcare, travel, shopping, schools) + Grade 11 Unit 5 'AI in Industry' (12 ch: healthcare, finance, agriculture, manufacturing, education, transportation) + G12 'AI in the Real World'
Innovation and project design	Full	A dedicated project/capstone unit in every grade (G7 U6 'AI Project Lab' → G12 U6 'Final Capstone', 24 ch) + Grade 12 Unit 4 'AI Entrepreneurship' (24 ch: user research, MVP, pricing, scaling) + 'Raise Your AI' on-device model training
Policies and community engagement	Partial	Touched but not systematic: 'AI Governance', 'AI and Jobs' (G10 U5); 'When AI Breaks the Law', 'The Council Decision' (G12); 'Being a Good Digital Citizen', 'AI Debate Club', 'Group AI Project' (G6)

Honest gaps — areas this framework emphasises that we cover lightly or not yet:

- UAE MoE: UAE/Gulf-localized application examples — the curriculum's regional chapters ('AI in India', 'Indian Datasets', 'AI Startups India') are India-focused; full Arabic UI + content localization is live, but UAE-context examples are not
- UAE MoE area 7: structured community-engagement/policy-participation activities (school-community AI projects, study of national AI policy) — only debate and group-project chapters approach this

TRUST

Safety, oversight & responsible AI

Frameworks worldwide converge on the same non-negotiables for AI in classrooms: age-appropriate content, human oversight, transparency, and data protection. These are built into the product, not added on top.

Layered child safety on every AI feature

Every AI interaction passes a multi-layer safety system: input screening, an independent AI safety classifier (multilingual), output filtering, audited safety events with human escalation, and per-student usage limits.

Students always know it's AI

The tutor discloses itself as AI in child-appropriate language inside every conversation, and students receive periodic break reminders during long sessions.

Human oversight by design

Parents and guardians can read their child's full tutor conversation history. Teachers see progress, assignments and activity through their dashboard. Nothing a student does with AI is invisible to the adults responsible for them.

School-controlled accounts

No student self-signup. Schools provision every account and hand out printable login cards (username + PIN) — no student email addresses required.

Data minimisation with AI models

AI requests are stripped of identifying details: the models see a grade band and the learning context, never the child's real name or profile.

Academic integrity is taught, not just enforced

Plagiarism, misinformation, deepfakes and responsible AI use are curriculum topics across Grades 6–12, ending with each student authoring their own AI-ethics framework.

What we provide for your vendor review

- Detailed security & architecture questionnaire (completed for your assessment framework)
- Data Protection Impact Assessment summary, on request
- Signed data-processing agreements with all AI sub-processors
- Per-student data export and right-to-erasure tooling, plus a full audit log of every action on student data
- Willingness to sign your data-protection terms as part of the agreement

RUNNING IT AT YOUR SCHOOL

Deployment in one afternoon

1 · Register

school.littleaimaster.com/signup — two minutes. We approve the same day.

2 · Roster

Import your student list from CSV; every student gets a printable login card. Invite teachers by email or share a join code.

3 · Teach

Create classes, set assignments against any chapter, and track completion. Students learn self-paced in English or Arabic — plus 5 more languages.

4 · Recognise

Students earn certificates carrying your school's logo, verifiable by QR code — unit, grade and project certificates.

Pedagogical model

Self-paced interactive chapters (teach → practise → assess) with a child-safe AI tutor for questions, hands-on tools for every major concept (neural networks, decision trees, bias auditing, chatbots), a real in-browser Python lab from Grade 8, and a capstone project every year. Framework lessons your authority publishes (e.g. Day of AI) run in the classroom; LittleAIMaster carries the depth, practice and analytics through the year.

Contact

Ram Pattanaik · CEO, LittleAIMaster · ram@littleaimaster.com
Platform: littleaimaster.com · School portal: school.littleaimaster.com

This guide describes the shipped product as of September 2026 and is updated as frameworks evolve. Framework names and structures are the property of their respective organisations; no endorsement is implied.