



# UNESCO AI Competencies and EGK AIAdv AR & AI Adventure Book Implementation



UNESCO Competency	UNESCO Description (Simplified)	EGK AIAdv AR Activity (Year)	Exact In-App / Book Experience	How It Meets UNESCO Requirement
<b>1. Understand AI</b> (Human-centred understanding of AI)	Students can explain what AI is, how it works, its history, everyday examples, and limitations.	Year 1 – Simon Says with Aida Year 3 – 20 Questions	<ul style="list-style-type: none"> <li>• Aida introduces herself as an AI robot and speaks directly to the child.</li> <li>• Child plays interactive voice commands and sees Aida move.</li> <li>• 20 Questions shows how AI "thinks" by asking questions and narrowing down choices using Malaysian objects.</li> </ul>	Child experiences AI as a friendly companion, learns pattern recognition, decision trees, and AI limitations (Aida sometimes guesses wrong).
<b>2. Use AI Safely</b> (Ethics and responsible use of AI)	Students understand bias, privacy, safety, fairness, and the importance of human oversight.	Year 5 – Future Career Match Year 6 – Graduation	<ul style="list-style-type: none"> <li>• Aida matches talents to inclusive, sustainable jobs (e.g., "Flood Hero," "Animal Guardian AI").</li> <li>• No data collection, no ads, no in-app purchases.</li> <li>• Aida always says "It's okay to be wrong!" and "Humans make the final decision."</li> </ul>	Fully safe environment, promotes inclusive & sustainable AI applications, teaches that AI is a tool under human control.
<b>3. Create with AI</b> (AI for creation and innovation)	Students can design, build, and improve AI-powered solutions and use generative AI creatively.	Year 4 – AI Art Creation	<ul style="list-style-type: none"> <li>• Child types any prompt (batik, wau, lion dance, KL skyline, etc.).</li> <li>• Aida instantly creates beautiful 3D Malaysian artwork in AR.</li> <li>• Child can rotate, scale, move the art — iterative design.</li> </ul>	Hands-on prompt engineering + generative AI experience, teaches iteration and creativity using local culture.
<b>4. Think Wisely About AI</b> (Critical judgement and AI citizenship)	Students can critically evaluate AI outputs, understand societal impact, and reflect on ethical implications.	Year 3 – 20 Questions (when Aida guesses wrong) Year 5 – Career discussion Year 6 – Graduation Reflection	<ul style="list-style-type: none"> <li>• When Aida makes a wrong guess, child sees AI limitations.</li> <li>• Career badge discussion: "Will AI take jobs or create new ones?"</li> <li>• Graduation speech: "You learned to use AI wisely — now help the world!"</li> </ul>	Encourages questioning, reflection, and responsible AI citizenship.