

Robotics

To do:

1. Bourne, Fisher (sumo)

2. Jerry (LF)

3. Elsa, Eric (LF)

other teams

Amber

Cathy, Gabby

Elsa, Eric, Fiona (sumo)

Johan, Mincy, Peter

- enhance robot - 增强型机器人
- enhance code - 增强代码
- disassemble the robots - 拆卸机器人
- sort pieces - 分类碎片

SAEC2026

To do:

1. Daniel
2. Fiona, Elsa, Eric,
Amber, Bourne

- work on html for your app
- 为你的应用编写 HTML 代码

<https://ai.suisqp.com/chat/f107d360a75faad4>

Deepseek for students (images, text output)





UNESCO

To do:

1. Marsden

2. Gabriella

3. Cathy

4. Peter

5. Mincy

6. Johan

7. Chris

- 截止日期：6月5日
- Deadline: June 5

- think about pitfalls and dangers of AI
- 思考人工智能的陷阱和危險
- create a ppt about it for UNESCO challenge
- 为联合国教科文组织挑战赛制作一份关于此主题的PPT
- 奖品：游览巴黎
- Prize: visiting Paris

Project: UNESCO “Play Smart with AI: Think Smarter, Create Better with Media and Information Literacy”

(II) Under-15 Group (Ages 13–15): “My AI Pitfall Prevention Guide” — Digital Detective Track

- A “Proposal” (in PPT format) covering: What “online trap” are you addressing? What is your product called? What are its core gameplay mechanics and functions? What anti-fraud skills do you want users to learn after engaging with it? (No need to develop an actual app.)
- Upload schematic diagrams (optional): product interface mockups, gameplay flowcharts, etc. You may upload 1–3 images. Hand-drawn, AI-generated, or computer-made are all acceptable.
- Complete the *AI-Assisted Creation Declaration* (Appendix I).

(二) U15组（13周岁–15周岁）：“我的AI避坑指南”数字侦探赛道

- 一份“策划案”（PPT格式），包含内容：你要对付的“网络陷阱”是什么？你的产品叫什么？它的核心玩法/功能是什么？你希望大家玩了之后学到什么防骗技巧？
（无需开发出真正的APP）
- 上传示意图（选填）：产品界面图、玩法流程图等，可上传1—3张。手绘、AI生成、电脑制作均可。
- 填写《AI工具辅助创作说明书》（附件一）

五、初中组（U15）参赛指南

赛道：“我的 AI 避坑指南”数字侦探赛道 适合年龄：13-15 岁

你的任务是什么？

网络世界里有很多“坑”——短视频成瘾、虚假信息、网络诈骗、隐私泄露……

你的任务是：针对一个你觉得最严重的“网络陷阱”，策划一款能帮助同龄人识别和防范它的“轻游戏”或“小程序”。

你不需要真的开发出这个游戏/APP，只需要把你的点子说清楚。

在报名系统中填写文字策划方案即可。

1 一份“策划案”，PPT 格式

- ① 你要对付的“网络陷阱”是什么？它为什么危险？
- ② 你的产品叫什么名字？
- ③ 它的核心玩法/功能是什么？
- ④ 你希望玩家玩完之后学到什么防骗/防沉迷技巧？

2 上传 1-3 张示意图（选填）

如果你画了产品界面图、玩法流程图等，可以上传 1-3 张。

手绘、AI 生成、电脑制作均可。

未上传图片也不影响初筛评分。

3 填写《AI 工具辅助创作说明书》（附件一）

如实填写你在创作过程中使用 AI 的情况。

特别要说清楚：哪些想法是你自己的，哪些是 AI 帮你完善的。

Examples:

🌟 1 App Name: "CyberQuest" / 《网络探险者》

Theme / 主题: Learn to recognize online traps and scams 学习识别网络陷阱与诈骗

💡 Concept Summary / 概念简介

EN:

CyberQuest is an AI-powered flashcard and quiz game that helps students identify different types of online traps — like phishing messages, fake giveaways, and clickbait headlines. The AI serves as a "Training Mentor," asking scenario-based questions such as:

"You receive a message saying you've won \$500. What should you do?"

Students choose from multiple answers, get immediate feedback, and unlock "Cyber Detective" badges for correct reasoning.

ZH (中文):

《网络探险者》是一款AI智能学习应用，通过闪卡和问答游戏帮助学生识别各种网络陷阱，比如：钓鱼短信、虚假抽奖、诱导性标题等。AI担任“训练导师”，通过场景式问答测试：

"你收到一条说你中了大奖的信息，你该怎么办？"

学生作出选择后，会获得即时反馈。答对即可解锁“网络侦探”徽章。

🤖 AI Features / AI 功能

- AI quiz generator (powered by ChatGPT or Google Gemini)
- Keyword learning and adaptive question difficulty
- Voice mode for accessibility
- Badge-based progress system



Examples:

🔒 2 App Name: "SafeZone AI" / 《安全领域AI》

Theme / 主题: Protecting your digital privacy and boundaries 保护网络隐私与安全边界

💡 Concept Summary / 概念简介

EN:

SafeZone AI is a virtual guide that helps middle schoolers learn what should or shouldn't be shared online. Students take small "missions" — for example:

- Sort posts into "Safe" vs. "Risky"
- Spot which permission requests are dangerous
- Create strong passwords with an AI helper

The app creates custom flashcards from students' mistakes and gives personal tips like:

"Try not to share your exact location next time."

ZH (中文):

《安全领域AI》是一款帮助学生了解如何保护个人隐私的虚拟指导应用。学生通过小任务学习，例如：

- 判断哪些发帖内容是“安全”的，哪些是“危险的”
- 识别应用权限中的潜在风险
- 利用AI助手创建强密码

AI会根据学生的错误自动生成复习闪卡，并提供个性化建议：

"下次记得不要分享精确的位置哦！"



Examples:

🎮 3 App Name: "MemeShield AI" / 《梗图守卫者 AI》

Theme / 主题: Detecting misinformation and deepfake content 识别网络虚假信息与深度伪造

💡 Concept Summary / 概念简介

EN:

MemeShield AI turns media literacy into a fun quiz game!

Players analyze viral memes, short videos, or "news screenshots" shown by the AI and must judge whether they're **Real** or **Fake**. After each round, the AI explains *why* something is fake (e.g., "lighting is inconsistent → likely deepfake").

Players earn "Truth Tokens" to upgrade their rank from *Apprentice Detector* to *Fact Master*.

ZH (中文):

《梗图守卫者 AI》是一款有趣的媒体识别游戏。

AI随机展示热门梗图、短视频或新闻截图，玩家需要判断它们是真实还是伪造。

每轮结束后，AI都会解释原因，例如：“光线不一致 → 可能是深度伪造。”

玩家可凭“真相币”升级，由“识谎学徒”晋升为“真相大师”。

🤖 AI Features / AI 功能

- Image/text classification with AI hints (can simulate via ChatGPT or Canva magic responses)
- Explanation engine with simple logic reasoning
- "Misinformation Gallery" that grows with new examples
- Badge & rank system for continued learning

🏆 Impact / 学习收获

EN: Improves visual literacy and skepticism toward manipulated media.

ZH (中文): 培养辨别图文真假的能力，增强批判性思维。



Recommended PPT Structure (Bilingual) / 建议PPT结构 (中英双语)

Slide 页码	English Content	中文内容
1	Project Title & Team	项目名称与团队成员
2	The Online Trap	所识别的网络陷阱
3	Main Concept & Name	核心构想与概念名称
4	How It Works	工作原理 / 游戏机制
5	Why It Matters	项目重要性 / 学习意义
6	Illustrative Images	插图与创意展示
7	Reflection	项目反思与心得

**Examples of creating
html apps using
prompts**

**使用提示创建 HTML
应用程序的示例**



Examples:

From Prompt to Prototype: Generate a Simple App for Critical Thinking - 从提示到原型：开发一款用于批判性思维的简单应用程序

Example tools - 示例工具

poe.com



chat.deepseek.com



doubao

Example prompts: 示例提示:

Create an app that helps grade 8 students prepare for a quiz. Curriculum: Cambridge. Topics covered - python programming 1. Introduction to programming in python. Basic python syntax. 2. Variable, data types 3. Flow control (for loops, while loops) 4. Functions 5. Arrays. The app should have flashcards to practice key terms, answer simple programming questions, debugging portions of code. Make the app bilingual

开发一款帮助八年级学生备考Python编程测验的应用程序。课程体系：剑桥。涵盖主题：Python编程 1. Python编程入门。Python基本语法。2. 变量和数据类型。3. 流程控制（for循环、while循环）。4. 函数。5. 数组。该应用程序应包含用于练习关键术语的单词卡片、简单的编程题以及代码调试功能。请确保应用程序支持双语。



Example: Interactive computer science flashcards, debug code, quiz app



App-Creator

Nov 8

I'll create an interactive, bilingual web app to help grade 8 students prepare for their Python programming quiz. The app will include flashcards, quizzes, and debugging challenges.

Write(index.html)

```
diff
+ 988
+ 989
+ 990
+ 991
+ 992
+ 993
+ 994
+ 995
+ 996
+ 997
+ 998
+ 999
```

View all

```
highlightCode
return code
.replace(/\n/
.replace(/(de
.replace(/(".
.replace(/\b(
.replace(/(#.
}
</script>
</body>
</html>
```

Perfect! I've created a comprehensive bilingual Python quiz prep app for grade 8

Click to view:

Python Quiz Prep

English

Cambridge Curriculum - Grade 8

Flashcards
Learn key terms and concepts

Quiz
Test your knowledge

Debug Code
Find and fix errors





Example: Interactive computer science flashcards, debug code, quiz app



Click to view:

...ions covering variables, loops, functions, and lists

- Multiple-choice format with immediate feedback
- Code examples in syntax-highlighted format

4. Enhanced Debugging Section:

- 4 debugging challenges with common Python errors
- Input-based answers with helpful feedback
- Real-world debugging scenarios

5. Progress Tracking:

- Visual progress bars for each section
- Overall progress calculation
- Persistent storage using localStorage

The app now includes all the requested terms and provides a comprehensive learning experience for Grade 8 students following the Cambridge curriculum. Students can study key concepts, test their knowledge with coding questions, and practice debugging skills - all in their preferred language.

Message DeepSeek

Python Quiz Prep - Grade 8

Python Quiz Prep

Grade 8 Cambridge Curriculum

English 中文

Flashcards

Coding Questions

Debugging

Progress

Python Programming Flashcards

Click on the card to flip it and see the definition.



Example: Logic Sandbox app

Logic Sandbox App
App-Creator

html 1 [Publish](#)

Create an app. Name: Logic Sandb Today
Purpose: drag and drop logic gates (AND, OR, NOT, XOR) and inputs (switch to turn on or off), outputs (light bulbs, or speakers (when ON appears a bubble with music sign and Taylor swift face) .
How it works: Drag-and-drop logic gates; let students predict outputs, then test.
Skills developed: logic, reasoning, debugging.
9:08 PM ✓

App-Creator

I'll build this comprehensive Logic Sandbox app — an interactive circuit simulator with drag-and-drop logic gates, switches, light bulbs, and a fun Taylor Swift speaker output. Let me write the full application:

Write(index.html)

```
diff
+ 1861 // ===== SHOW HELP ON FIRST LOAD =====
+ 1862 helpModal.class( "show" );
+ 1863
+ 1864 });
+ 1865 </script>
+ 1866 </body>
+ 1867 </html>
```

UpdateTodos()

- Build Logic Sandbox app with drag-and-drop logic gates, switches, bulbs, and speaker outputs
- Verify ESLint passes and no errors

Stop

Logic Sandbox

TOOL

- Select

INPUTS

- Switch

GATES

- AND
- OR
- NOT
- XOR

OUTPUTS

- Light Bulb
- Speaker

How to Use

PLACING COMPONENTS

- Select a component from the palette on the left
- Click anywhere on the workspace to place it
- Press **Escape** or click **Select** to switch back

CONNECTING WIRES

- Use the **Select** tool
- Click an **output port** (right side) to start a wire
- Click an **input port** (left side) to complete it
- Press **Escape** to cancel a wire

INTERACTING

- Toggle switches** by clicking the switch toggle
- Drag** components to rearrange
- Select** a component or wire, then press **Delete** or the trash button

LOGIC GATES

- AND** – Output is ON only when ALL inputs are ON
- OR** – Output is ON when ANY input is ON
- NOT** – Inverts the input (ON → OFF, OFF → ON)
- XOR** – Output is ON when inputs DIFFER

Tip: Try the **Speaker** output for a surprise!

[Got it!](#)

Example: Logic Sandbox app

⚡ Logic Sandbox

TOOL

Select

INPUTS

Switch

GATES

AND

OR

NOT

XOR

OUTPUTS

Light Bulb

Speaker



