XPRIZE
ACCELERATE
LEARNING

Competition Guidelines

Version 1.0

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XPRIZE Accelerate Learning is governed by these Competition Guidelines, which summarize the high-level requirements and rules of the competition.

XPRIZE may revise this document at any time to provide additional information or to improve the quality of the competition. Unanticipated issues may require modifications; therefore, XPRIZE reserves the right to update these terms as it deems necessary. All Registered Teams will be notified of any revisions in a timely manner.

For the most up-to-date version, visit https://www.xprize.org/competitions/accelerate-learning

For further details on the operation of the competition, including exact dates, deployment and evaluation locations, and operational procedures, please refer to the Competitor Agreement, the Rules and Regulations (to be released following competition launch), and other official documents issued throughout the prize. Specific evaluation thresholds and assessment frameworks are detailed in the Appendices.

XPRIZE Accelerate Learning deploys in two regions, India and Sub-Saharan Africa. Rules that apply to both regions are in the main body of these Guidelines.

Guidelines are open for public comment until December 11, 2026. We encourage those interested to submit feedback or questions by emailing acceleratelearning@xprize.org. Submitted feedback will be considered and, if found necessary, a revised version of the guidelines will be released after the public comment period is closed.

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1. Accelerate Learning Background

Imagine a World Where Every Child Masters Literacy & Numeracy

Education is the foundation of human progress. In a time of accelerating global disruption, ensuring every child can learn is one of the most powerful investments in opportunity, stability, and economic growth. Yet billions of children reach adolescence without the skills they need to thrive.

Today, 7 in 10 children in low- and middle-income countries cannot read and understand a simple text by age 10, rising to 9 in 10 in Sub-Saharan Africa. The stakes are greatest in the Global South, where most of the world's children will live by 2050.

This learning crisis puts an entire generation at risk of losing $21 trillion in lifetime earnings. Without universal literacy and numeracy by 2030, the economic losses could exceed $700 trillion over the next century.

But this moment of disruption is also an opportunity to change what is possible.

XPRIZE Accelerate Learning is designed to help first-grade learners rapidly master literacy and numeracy, at scale. Giving every child the foundation to learn, thrive, and reach their full potential.

1.1 Core Problems

XPRIZE Accelerate Learning targets six systemic barriers that current solutions fail to address:

1. **Not designed to scale in Low-to-Middle Income Countries**, where 84% of the world resides. Most solutions are short-lived, costly, and built for affluent markets, ignoring local context, infrastructure, and cultural diversity.
2. **Personalized use, not personalized foundational learning.** Solutions often treat children in isolation, overlooking their unique needs and environments. Yet children learn and grow through the people around them, with teachers, parents, and communities critical to better outcomes.
3. **Isolated and incomplete learning foundations.** Literacy, numeracy, socioemotional learning, and executive function are treated as separate rather than interdependent building blocks for improved outcomes. In current systems, children pass grades, not master skills.
4. **Siloed and vulnerable learning spheres.** A child's ecosystem is critical to learning and resilience through disruption, yet schools, homes, and communities rarely coordinate.

5. **Siloed innovation activity.** EdTech and technology companies, gaming studios, educators, and communities rarely collaborate, hindering engagement, adoption, and scale.

6. **Insufficient accountability and evidence.** Few interventions are validated or actionable, and rich, granular data on at-scale solutions is missing, limiting trust and widespread adoption.



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2. Competition Overview

The $6M XPRIZE Accelerate Learning is a 2-year competition challenging innovators to develop technologies that enable the mastery of foundational literacy and numeracy within the first year of school, at scale. Solutions will be deployed and tested in two regions, India and Sub-Saharan Africa. Teams may be based anywhere in the world, and each entry deploys in one region.

DESIGN FOR SCALE CORE TRACK

The Winning Team Will demonstrate at least a 25 percentage point gain in foundational literacy and numeracy across first-grade learners* for a cost of less than $10 per child per year

* At school-district scale, sized to prove nationwide scale potential.

LAST MILE MOONSHOT TRACK

The Winning Team Will demonstrate at least a 50 percentage point gain in foundational literacy and numeracy among first-grade learners in underserved, resource-constrained communities, at a cost of no more than $40 per child per year.

2.1 Who Should Apply

XPRIZE Accelerate Learning is open to organizations and teams from diverse disciplines that can develop and deliver innovative approaches to accelerating foundational literacy and numeracy for first-grade learners.

We expect competitors to bring expertise from fields including, but not limited to: Curriculum and pedagogy; EdTech content and software development; Gaming and interactive learning; Hardware, physical computing and connected devices; Spatial and structural product design; Teacher training and coaching; Language and localization; Learning assessment and measurement; Deployment and implementation; Business model, financing, and procurement innovation; Community-based learning and service delivery.

2.2 Product Innovation + Pathways to Impact

Product innovation may include features that make solutions easier to use and scale, such as offline functionality, performance on low-cost or shared devices, tools that support teachers and facilitators, alignment with national curricula, and low cost per learner.

Design for Scale Core Track: Competitors must pair product innovation with a deployment model capable of delivering measurable learning outcomes at scale and sustaining delivery in real-world contexts.

Last Mile Moonshot Track: Competitors focus on breakthrough product innovation that delivers a step-change in foundational literacy and numeracy performance and significant learning gains.

Competitors may enter with an existing product, a new product, or a combination of products and services. Nontraditional innovators are encouraged to apply, particularly those bringing capabilities, technologies, or delivery models from outside conventional education.

The competition will prioritize solutions that demonstrate a strong connection between what learners experience and how that experience reaches them at scale, with measurable foundational learning gains across diverse, resource-constrained contexts.

2.3 Deployment Regions: India and Sub-Saharan Africa

XPRIZE Accelerate Learning deploys solutions in two regions: India and Sub-Saharan Africa. Teams may be based anywhere in the world.

- At registration, each team selects a track (Core or Moonshot) and a deployment region (India or Sub-Saharan Africa).
- Across both regions teams will be evaluated on effectiveness, cost and technology targets; judging criteria; the Deployment Package; and the independent in-situ RCT run by IDinsight, the XPRIZE Testing Partner.
- Teams must comply with country-specific requirements governing deployment locations and timelines, team implementation responsibilities, eligibility criteria, language and localization, government approvals, data protection, and award eligibility.



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2.4 Competition Timelines & Milestones

The following tables provide an overview of key competition milestones and activities. Rows marked India or Sub-Saharan Africa apply only to that region; all other rows apply to both. Teams should closely monitor deadlines, particularly if competing in multiple tracks. All dates are preliminary and subject to change.

Core Track Timeline

Date (Month)	Date (Quarter)	Activity	Applies to
Nov ’26	Q4 2026	Registration Opens	Both regions
Nov ’26 – Feb ’27	Q4 2026 – Q1 2027	Team Recruitment	Both regions
Mar ’27	Q1 2027	Registration & Qualifying Submission Deadline	Both regions
Apr ’27	Q2 2027	Qualifying Submission Judging	Both regions
Apr ’27	Q2 2027	School Site Qualification Window opens	Both regions
Jun ’27	Q2 2027	Final Round – Open Deployment begins (start of academic year)	India
Varies by country	Varies by country	Final Round – Open Deployment begins (start of school year)	Sub-Saharan Africa
Sep ’27	Q3 2027	School Site Qualification Window closes	Both regions
Oct ’28	Q4 2028	Open Deployment Window Deadline	Both regions
Nov – Dec ’28	Q4 2028	Final Testing & Judging	Both regions
Jan ’29	Q1 2029	Winner Announcement	Both regions

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Moonshot Track Timeline

Date (Month)	Date (Quarter)	Activity	Applies to
Nov ’26	Q4 2026	Registration Opens	Both regions
Nov ’26 – Jan ’27	Q4 2026 – Q1 2027	Team Recruitment	Both regions
Feb ’27	Q1 2027	Registration Deadline	Both regions
Feb ’27	Q1 2027	Registered Team Screening	Both regions
Mar – Apr ’27	Q1 – Q2 2027	Qualifying Round	Both regions
May ’27	Q2 2027	Qualifying Round Judging	Both regions
Jun – Nov ’27	Q2 – Q4 2027	Semifinal Round	Both regions
Dec ’27 – Jan ’28	Q4 2027 – Q1 2028	Semifinal Testing & Judging	Both regions
Feb – Oct ’28	Q1 – Q4 2028	Final Round – team-selected 5-month deployment block	Sub-Saharan Africa
Jun – Nov/Dec ’28	Q2 – Q4 2028	Final Round – 5-month deployment block aligned to the academic year	India
Nov – Dec ’28	Q4 2028	Final Testing & Judging	Both regions
Jan ’29	Q1 2029	Winner Announcement	Both regions

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2.5 Prizes | Purses & Awards

The competition offers a $6,000,000 USD prize purse, distributed as outlined below. Milestone awards will be divided equally among advancing teams, up to the specified amounts. XPRIZE reserves the right to reallocate any unawarded funds.

Category	Recipients	Amount Per Award	Total Value (US$)
$5M Design for Scale Core Track			
Milestone Awards			
Finals	Up to 8 Finalists (up to 4 per region)	US$125,000	US$1,000,000
Grand Prize	First Place	US$2,500,000	US$4,000,000
	Second Place	US$1,000,000	
	Third Place	US$500,000	
$1M Last Mile Moonshot Track			
Region			
Sub-Saharan Africa	Up to 5 Semifinalists	-	-
	Up to 3 Finalists	US$33,333	US$100,000
	First Place	US$250,000	US$400,000
	Second Place	US$100,000	
	Third Place	US$50,000	
India[1]	Up to 5 Semifinalists	-	-
	Up to 3 Finalists	US$33,333	US$100,000
	First Place	US$250,000	US$400,000
	Second Place	US$100,000	
	Third Place	US$50,000	
Total Prize Purse			US$6,000,000

[1] Participating teams in the India Moonshot Track may be eligible for optional grant support through ShikshaNext. Eligibility criteria, application procedures, and award amounts, will be determined solely by ShikshaNext. XPRIZE does not guarantee the availability or award of any such grant, and participation in or receipt of such support will have no bearing on judging, scoring, or advancement in the Competition.

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3. Criteria & Testing Overview

XPRIZE Accelerate Learning comprises two tracks. The Core Track (Design for Scale) pursues effective foundational learning at scale; the Moonshot Track (Last Mile) ensures no child is left behind. Deployment and testing take place in India and Sub-Saharan Africa; participating teams may come from anywhere in the world. Each entry deploys in one region.

This competition marks a systems shift, driving and measuring ed-tech effectiveness at scale, replacing passing grades with skills mastery and pilot sampling with in-field validation. Across both tracks, effectiveness is evaluated by an independent, in-situ randomized controlled trial (RCT) conducted by IDinsight, the XPRIZE Testing Partner, which is responsible for baseline measurement, random assignment of learners to treatment and control, the IRB, and the RCT itself. In both tracks, XPRIZE and its regional partners assign implementation sites to teams.

Definitions

XPRIZE Accelerate Learning is designed to drive foundational literacy and numeracy effectiveness at scale, with effectiveness defined as the mastery of foundational skills:

- Foundational skills are the core building blocks required for lifelong learning.
- Foundational skills comprise four interdependent pillars: literacy, numeracy, socio-emotional learning (SEL), and executive function (EF). The competition evaluates literacy and numeracy outcomes only; teams are encouraged to incorporate SEL and EF, as the evidence base consistently shows that integrated approaches produce improved learning outcomes.
- Skill mastery is not tied to grade level or a minimum-proficiency threshold. It is the foundational level required for lifelong learning: the ability to master a skill, rather than pass a grade with a percentage of the knowledge.
- Skill Mastery is to be achieved when developmentally warranted (by approximately age 7).

Accordingly, the XPRIZE Accelerate Learning Foundational Skills Framework emphasizes core competencies for lifelong learning rather than grade-level or minimum-proficiency thresholds, and is designed for developmental readiness (see Appendix B).

Teams may apply to the Core Track and/or the Moonshot Track, each with distinct timelines, milestones, and prize purses. Teams applying to multiple tracks must clearly specify the innovations to be demonstrated under each. See Appendix A for the Qualifying Submission details.

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3.1 Design for Scale: Core Track

Rapid mastery of foundational literacy and numeracy among first-grade learners, at scale, ensuring every child has the building blocks for lifelong learning through community-supported, personalized, effective learning.

The Winning Team will drive mastery of foundational literacy and numeracy among first-grade learners* within one year, demonstrating a ≥25 percentage point gain and a path to scale, at a cost of ≤$10 per child per year.

* At school-district scale, sized to prove nationwide scale potential.

Detailed Overview

In your selected region (India or Sub-Saharan Africa), implement with first-grade learners at district scale for one school year. Eligible districts have ≥50% low-performing or at-risk schools.

Teams will implement end-to-end educational solutions that are:

- **Community specific, child-ecosystem centered**: Integrate formal and informal learning across school, home, and community, enhancing real-world learning.
- **Implement at district school scale**, context specific (validated via RCT with a representative learner sample)
- **Personalized, learner-centered:** Adapt to each child's needs, language, and cultural context; facilitates the child's ability to build on progress between the learning spheres (school, home, other).
- **Effective**: ≥25 percentage point improvement in foundational literacy and numeracy skill mastery outcomes, defined by the XPRIZE Accelerate Learning Foundational Skills Framework
- **Resilient** to disruptions: Ensure learning continuity beyond schools and disruptions.
- **Sustainably scalable:** Scalable operations and financing model toward nationwide scale.
- **Equitable Cost**: ≤$10 per child annually

***** Innovators are encouraged to align with the evidence base, which strongly supports teaching literacy, numeracy, socioemotional, and executive function skills interdependently while minimizing screen time.

Testing and Judging Journey

Up to 8 Finalist qualified teams (up to 4 per region across two regions, Sub-Saharan Africa and India) advance through two phases: Qualification, and Finals. Deployment windows are team-specific, triggered upon Qualification for Deployment, so teams move through the journey on rolling, staggered timelines rather

than a single shared calendar. The same two-phase structure governs both what a team must do and how it is evaluated. Each phase below therefore sets out the team's obligations, IDinsight's independent measurement, and the judges' assessment together.

Evaluation rests on two complementary evidence streams that run in parallel across each team's one-school-year deployment.

- **The first is team-generated, Deployment Package** - a living artifact that teams resubmit at every phase, updated with real deployment data as it accumulates. It reports the team's business model, scaling plan, and cost model, together with product and deployment specifications. Two judges independently review each Deployment Package at every phase and recommend it to the Judging Panel, which holds sole authority over advancement and final selection.
- **The second is independent RCT.** IDinsight, the XPRIZE Testing Partner, conducts an in-situ RCT, including pre-deployment random assignment of schools to treatment and control group, and measurement of learning effectiveness at the end of the school year to deliver the verdict on the ≥25 percentage-point skill mastery gain. Depending on the team and deployment, IDinsight may conduct a baseline no later than the first two weeks of the deployment window. Because every RCT is conducted by IDinsight and run through the same testing partner across teams, results are comparable across teams and regions.

The judges apply the same seven criteria at each phase: Community-Specific / Child-Ecosystem Centered, Personalized / Learner-Centered, Resilient, District-Scale Deployment, Effective, Sustainably Scalable, and Equitable Cost. What changes across the journey is the standard of proof: At Qualification, teams must show credible potential: the design intent is sound and the solution is positioned to succeed. At Finals, the standard is validated outcomes: performance confirmed by independent RCT and the final Deployment Package. The criteria table at the end sets out what each criterion requires at each phase.

Core Track: Qualifying Submission

The Qualifying Submission is the first formal evaluation milestone for the Core Track. Through it, teams demonstrate the strength of their proposed solution, the rationale underpinning their approach, and their potential to achieve the Core Track objectives within the prize timeline. It assesses the novelty of the proposed innovation, its feasibility and scalability, and the team’s readiness to execute.

Teams submit the two-part XPRIZE Accelerate Learning Deployment Package (see Appendices A and C): Framework 1, Business Model + Scaling Plan + Cost Model; and Framework 2, Product + Deployment Specifications Framework.

Teams may begin to submit Qualifying Submissions on November 10, 2026. Core Track submissions must be received by 19:00 UTC on March 15, 2027. Teams must complete all required information, sign

the Competitor Agreement, and pay the applicable fee to be eligible. Teams that qualify advance to School Site Qualification.

Core Track: School Site Qualification

Finalist Teams submit their Deployment Package and are assigned a context-specific, school-district-scale population of first-grade learners. XPRIZE provides access to eligible schools and learners and facilitates connections with district schools through regional partners in countries and states where system change in foundational learning is a priority (final locations subject to change).

Once a site is assigned, teams are responsible for the working agreements needed to deploy, run the program and support the RCT at that site, including school-administration approval for program delivery and evaluation. IDinsight is responsible for the IRB.

Eligible deployment sites are school districts in which ≥50% of schools are low-performing or at-risk. The Core Track targets learning gains across the schools of the relevant school district scale.

Once a team qualifies, a random assignment of schools and learners to treatment and control will be set up. A baseline will be established no later than the first two weeks of the deployment window.

Core Track: Finals Deployment

Each finalist team deploys continuously for one school year at a context-relevant, school-district scale, serving first-grade learners. At designated mid-point check-in, teams submit an updated Deployment Package incorporating real-world deployment data collected to date.

Judges review the updated Deployment Package together with the continuous learner-level record collected to date, assessing whether each of the seven criteria is functioning in practice and whether progression against the team's Theory of Change is on trajectory. Learner-level data collection must comply with the government permission and data protection requirements of your region.

At the end of the team's deployment period, teams continue operations through the final month and submit their final Deployment Package, which the same two judges review and recommend to the Judging Panel. At the close of the deployment, IDinsight conducts a local, in-situ RCT with a randomized sample of treatment and control groups, run through the same testing partner across all teams for comparability, assessing gains in foundational literacy and numeracy mastery. IDinsight submits RCT results directly to the Judging Panel.

The Judging Panel then deliberates and selects winners on validated RCT effectiveness (a ≥25 percentage-point gain in foundational literacy and numeracy mastery), equitable cost (realized ≤$10 per child per year), and sustained scalability.

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Judging Criteria by Phase

Criterion	Qualification (potential)	Finals (validated)
Community-Specific / Child-Ecosystem Centered	Integration of formal and informal learning across school, home, community	Validate implementation in practice
Personalized / Learner-Centered	Adaptation to each child's needs, language, culture	Validate personalization in practice
Resilient	Learning continuity through disruptions due to integration of formal and informal learning spaces.	Outcomes achieved and maintained despite non-school periods
District-Scale Deployment	Credible pathway to district-scale implementation	Validate sustained operation at scale
Effective	Potential to drive FLN mastery	≥25 pp improvement in FLN mastery through the RCT
Sustainably Scalable	Operating and financing model toward nationwide scale	Validate model toward nationwide scale
Equitable Cost	Credible pathway to ≤$10/child/year	Validate realized cost of ≤$10/child/year at scale

Reporting and Data Management

All data generated throughout the competition must be securely managed to protect child privacy, with full individual records restricted to authorized educators; aggregated and de-identified data may be used for evaluation. XPRIZE reserves the right to conduct unannounced site visits and operational audits throughout the competition to verify compliance.

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3.2 Last-Mile Moonshot Track

Low-cost, offline-capable Tech and AI tools that enable first-grade learners in underserved, resource-constrained communities in Sub-Saharan Africa and India to rapidly master foundational literacy and numeracy

The Winning Team Will enable first-grade learners in underserved, resource-constrained communities to achieve mastery of foundational literacy and numeracy, ≥50 percentage point gain for under $40 per child.

Detailed Overview

In your selected region (India or Sub-Saharan Africa), deploy in last-mile, underserved, resource-constrained communities.

Team will implement educational products that are:

- **Community specific,** designed for community local context
- **Implement at pilot scale** with first-grade learners across 10 schools (validated through an RCT of randomly selected, representative learners across participating schools).
- **Limit** learner engagement with tech to ≤1 hour per day
- **Personalized**, learner-centered: adapt to each child's needs, language, curriculum and cultural context.
- **Effective**: ≥50 percentage point improvement in foundational literacy and numeracy skill mastery outcomes, defined by the XPRIZE Accelerate Learning Foundational Skills Framework
- **Cost Effective:** ≤$40 per child annually
- **Sustained:** here-to-stay operations and financing models.

***** Innovators are encouraged to align with the evidence base, which strongly supports teaching literacy, numeracy, socioemotional, and executive function skills interdependently while minimizing screen time.

Team, Testing, and Judging Journey

The Moonshot Track is a staged funnel built around three product sprints and ending in a single in-situ RCT. Following a screening gate, up to 10 Qualified Teams (up to 5 per region across Sub-Saharan Africa and India) enter the funnel. All qualified teams advance to Semifinals, where up to 10 Semifinalist Teams evolve their prototypes; the funnel then narrows to up to 6 Finalist Teams (up to 3 per region) for deployment and the RCT. Unlike the Core Track's rolling deployments, Moonshot runs on shared sprint periods, with only the final deployment staggered by team-selected deployment blocks. The same three-sprint structure governs

both what a team must build and how it is evaluated, so each phase below sets out the team's obligations, the independent measurement, and the judges' assessment together.

Evaluation rests on three evidence streams:

- **The first is team-generated. The Deployment Package** is a living artifact that teams resubmit at each sprint, updated as the product evolves. It comprises two parts: the Business and Deployment Model with Cost Model, and the Product and Deployment Specifications Framework. Two judges review each Deployment Package and recommend it to the Judging Panel, which holds sole authority over advancement and final selection. Note that the Moonshot Deployment Package carries no scaling plan; the track is evaluated on the business and deployment model rather than on a pathway to system-wide scale.
- **The second is independent product telemetry.** At Semifinals, prototypes are delivered to a regional implementation site, which runs structured evaluation of telemetry against each team's Theory of Change and submits the results to the Judging Panel. This stream measures how learners actually interact with the product, task success, time on task, completion, feature interaction, navigation efficiency, errors and retries, and drop-off, rather than learning gains.
- **The third is the independent RCT.** At Finals, IDinsight, the XPRIZE Testing Partner, establishes a baseline and conducts an in-situ RCT that delivers the verdict on learning effectiveness. Both independent streams are run consistently across teams so results are comparable across teams and regions.

The judges apply the same six criteria at each phase: Community-Specific, Technology-Limited, Personalized / Learner-Centered, Effective, Sustained, and Cost-Effective. What changes across the journey is the standard of proof. At Qualification, teams must show credible potential across all six. At Semifinals, the standard is evidence in practice, drawn from telemetry and the evolved specifications and assessed Pass/Fail for advancement. At Finals, the standard is validated outcomes, confirmed by the RCT and the final Deployment Package. The criteria table at the end sets out what each criterion requires at each phase.

Moonshot Track: Qualifying Submission

The Qualifying Submission is the first formal evaluation milestone for the Moonshot Track and serves as its screening gate. Through it, teams demonstrate the strength of their proposed solution, the rationale underpinning their approach, and their potential to achieve the Moonshot Track objectives within the prize timeline. It assesses the novelty of the proposed innovation, its feasibility, and the team’s readiness to execute.

Teams submit the two-part XPRIZE Accelerate Learning Deployment Package (see Appendices A and C): Framework 1, Business + Deployment Model + Cost Model (no Scaling Plan is required for the Moonshot Track); and Framework 2, Product + Deployment Specifications Framework.



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Teams may begin to submit Qualifying Submissions on November 10, 2026. Moonshot Track submissions must be received by 19:00 UTC on February 15, 2027. Teams must complete all required information, sign the Competitor Agreement, and pay the applicable fee to be eligible. Teams that pass screening become Qualified Teams and enter Sprint 1.

Qualification Round: Sprint 1

Following the screening gate, qualified teams begin prototyping and prepare a testable early product prototype. They submit a Deployment Package comprising the Business and Deployment Model with Cost Model and the Product and Deployment Specifications Framework. Two judges assess the package for credible potential across all six criteria: whether the solution is positioned to drive foundational literacy and numeracy mastery in local context, within a technology-limited footprint of no more than one hour per day, sustainably, and at cost. Up to 10 Qualified Teams (up to 5 per region) advance to Semifinals.

Semifinals: Sprint 2

Up to 10 Semifinalist Teams (up to 5 per region) evolve their prototypes over a six-month development period and are assigned learners across 10 schools. All semifinalists in a region operate in the same assigned location.

XPRIZE provides access to eligible schools and learners through regional partners, in locations where system change in foundational learning is a priority (final locations subject to change). Your team's role at the site differs by region. In India, teams coordinate with the implementation-site partner to implement their solution. In Sub-Saharan Africa, the focus is product innovation: solutions are tested at designated sites, and implementation is managed by the site partner independently of the team.

Finals: Sprint 3

Up to 6 Finalist Teams (up to 3 per region) evolve their solutions and prepare for deployment. Each team deploys with first-grade learners for a five-month block, timed to its region's school calendar. The start of the block triggers a baseline assessment by IDinsight, followed by the five-month deployment and an in-situ RCT at the deployment's end, with randomized treatment and control groups, assessing gains in foundational literacy and numeracy mastery.

Teams submit a final Deployment Package incorporating deployment data and lessons learned, which the same two judges review and recommend to the Judging Panel. IDinsight submits RCT results directly to the Panel. The Judging Panel then deliberates and selects winners in each region on RCT effectiveness (a ≥50 percentage-point improvement in foundational literacy and numeracy mastery), cost-effectiveness (realized cost of ≤$40 per child per year, established through Techno-Economic Analysis), and sustained operations.

Judging Criteria by Phase

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Criterion	Qualification (potential)	Semifinals (in practice)	Finals (validated)
Community-Specific	Designed for local context	Community specificity evidenced in product and deployment specifications	Implementation in local context
Technology	Footprint of ≤1 hr/day	≤1 hr/day exposure evidenced in specifications	Engagement maintained at ≤1 hr/day
Personalized / Learner-Centered	Adaptation to each child's needs, language, and culture	Personalization evidenced in specifications	Personalization in practice
Effective	Potential to drive FLN mastery	Telemetry against ToC: task success, time on task, completion, feature interaction, navigation efficiency, errors and retries, drop-off	≥50 pp improvement in FLN mastery through the RCT
Sustained	Potential for operations beyond the competition	Sustained-engagement potential (specifications) and sustained-operations potential (business model)	Operating and financing model capable of continuing beyond the competition
Cost-Effective	Credible pathway to ≤$40/child/year	Realized cost trajectory toward ≤$40/child/year	Validated realized cost of ≤$40/child/year through TEA

3.3 Evaluation Locations

The table below summarizes where each stage of the competition takes place for each track. Registration, screening, and qualification take place online through the Prize Operations Platform (POP), XPRIZE's online platform for team registration and submissions (see Section 5.1). Semifinal and final testing take place at implementation sites in each region, as described in Sections 3.1 and 3.2.

Event	DESIGN FOR SCALE CORE TRACK	LAST MILE MOONSHOT TRACK
Team Registration	Online via POP	Online via POP
Screening	Online via POP	Online via POP
Qualification	Online via POP	Online via POP
Semifinals	N/A	Implementation sites in one assigned location per region
Finals	Randomized controlled trial (RCT) at each finalist's assigned school district in India or Sub-Saharan Africa	Randomized controlled trial (RCT) at the assigned regional implementation site chosen by XPRIZE. All teams in a region must deploy in the same location, in the local language(s) of instruction



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4. Safety & Safeguarding

Safety is a top priority. All reasonable efforts must be made to maximize the physical, psychological, digital, and emotional safety of all children, educators, and community members involved in or impacted by the Team's testing, deployment, or evaluation activities. Teams are required to ensure the following minimum safeguarding and safety standards are in place throughout the competition period:

- **Child safeguarding and protection:** Teams must implement and adhere to strict Child Safeguarding Policies (CSP). This includes background checks (or locally appropriate vetting procedures) for all personnel interacting directly with minors, a zero-tolerance policy for any form of abuse, exploitation, harassment, or neglect, and clear, actionable protocols for reporting and responding to safeguarding concerns in accordance with local laws and international best practices.

- **Data privacy and digital safety:** As testing involves children's learning data, teams must ensure robust data protection measures, including encryption, secure storage, and access controls. Identifiable data must be restricted to authorized personnel only and minimized wherever possible. All digital systems must be designed with safety-by-design principles to prevent unauthorized access, data leakage, and exposure to harmful, inappropriate, or manipulative content. Where AI or automated systems are used, safeguards must be in place to ensure appropriate outputs and meaningful human oversight.

- **Reduction of risk in field operations:** Teams must take appropriate measures to minimize any potential risk of physical injury, psychological distress, or social harm to children and staff during testing. This includes ensuring that testing environments are safe, accessible, inclusive, and culturally appropriate, and that participation does not introduce undue burden or disruption to learning contexts.

- **Property and equipment safety:** While prototype hardware may be used, all reasonable precautions must be taken to ensure that devices, charging systems, or other infrastructure do not present fire, electrical, physical, or environmental hazards to users, schools, or surrounding communities.

- **Documentation of safeguarding protocols:** Teams must provide documented safety and safeguarding protocols prior to any physical testing or deployment. These must include a risk assessment of the testing environment, clear escalation procedures for incidents, and a code of conduct for all field staff and partners.

Safeguarding the learners, educators and communities involved in XPRIZE testing is a condition of participation. An independent Safety and Ethics Committee, separate from the Judging Panel, will oversee safeguarding, ethical and data protection standards throughout the competition.

Teams must submit a safeguarding policy, a data protection policy and a designated safeguarding lead with their application. The Committee will review each team's policies and product and require background checks for team members present at testing sites. Only cleared teams may deploy their products. Detailed

protocols, including a code of conduct and incident and appeals procedures, will be published no later than two weeks before testing. XPRIZE reserves the right to discontinue testing at any time for any actual or perceived safeguarding violation or safety hazard.

Country- and state-specific legal requirements, including data protection law and government permissions, apply in each region, and teams are responsible for complying with them.

5. Team Registration

XPRIZE competitions are driven by teams of innovative groups and individuals, comprising subject matter experts, enthusiasts, start-ups, student teams, amateurs, industry veterans, and all problem-solvers in between; a winning idea can come from anyone, anywhere.

XPRIZE Accelerate Learning is uniquely designed as a community-embedded competition. We believe that lasting educational breakthroughs occur when solutions are rooted in the local ecosystem. Therefore, teams are not merely "competitors," but collaborative groups of Community-Embedded Innovators who put the child, their parents, teachers, and neighbors at the heart of the solution.

Taking part in this journey requires a significant commitment of time, expertise, and resources. Each team will be responsible for the total costs of their participation in the competition, including R&D, general operations, travel, and other related expenses.

The "Village" Approach to Innovation: Teams and individuals are encouraged to collaborate and combine skills during the competition, especially to add technical and subject matter expertise to their roster. Teams may recruit additional experts and are permitted to add new members to their team at any time throughout the competition. Teams who decide to merge must notify XPRIZE 10 business days before an official team merger.

> Additional details regarding team mergers are provided in the **Competitor Agreement.**

Collaboration and Support: To support team collaboration, XPRIZE will host informational sessions and facilitate team networking meetings throughout the competition. These sessions will allow teams to get to know each other and receive important competition updates. All interested teams are encouraged to join, however participation in these sessions is not mandatory.

Competition Language: While the competition is global in scope and solutions are expected to support localized languages, English is the official language of the competition. All teams must be prepared to communicate with XPRIZE and provide their technical submissions in English.

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5.1 Team Registration Process

To participate in the Core Track and/or Moonshot Track, all teams must first create an account and log in to the **Prize Operations Platform (POP)**.

To register a team, compete and/or be eligible for any part of the prize purse, any other monetary reward, or any non-financial benefits from the competition, a Team must qualify as an Eligible Entity, which for the purposes of the competition is defined as an entity that is:

1. An "Individual" (assuming that the individual is the only member of the Team) whose primary legal residence is in a jurisdiction where the Competition is not prohibited. A Single Individual does not need to register as a legal entity unless more members join the Team.

2. A legitimate "Legal Entity" such as a corporation, LLC, sole proprietorship, nonprofit, or if not US territories, a trading vehicle, public or private limited companies, etc., that is properly registered in a jurisdiction where the Competition is not prohibited and is in good standing in that jurisdiction. A Legal Entity may also be known, in non-US Jurisdictions, as a trading vehicle, public or private limited companies.

POP is an XPRIZE designed online platform through which teams will register for the competition, pay the registration fee, and submit required documents throughout the competition. All teams must appoint a Team Leader and a Team Administrative Point of Contact, who will be responsible for maintaining communications with XPRIZE. Teams are expected to maintain their POP profiles throughout the competition, ensuring their profile is up to date with the most recent team information.

Teams may register to compete in one or multiple Tracks of the competition. Progress and success in one track does not imply commensurate progress or success in the other, and vice versa, however, there may be synergy between tracks. To register to compete, teams must:



Teams will be allowed to register more than one entry in the Competition; provided, however, that each registered entry to participate in the Competition (Entry or Entries) registered by Team, shall be substantially different from the other Entry or Entries also registered by Team. A separate Registration Fee will be required for each additional Entry within the same track. Teams may compete in only one region per track: each team may enter the Core Track in one region (India or Sub-Saharan Africa) and the Moonshot Track in one region.

As of the date that submission of Entries is required, each Team must own (or will own) all technologies, methods, resources and Intellectual Property Rights in Team's Entry or Entries and/or has (or will have) all appropriate license rights in any and all third-party technologies, methods, and resources ("Third-Party Technology") in such Entry or Entries. Please refer to the Competitor Agreement for additional details.

Registration submissions are due by the registration deadline of each competition track. However, it is recommended that teams register as soon as they are able so that your team has access to Registered-Team-only events and activities. Additionally, XPRIZE encourages teams to begin designing their technologies at the earliest opportunity in preparation for the Qualifying Rounds of their respective track(s).

Any person or entity can participate in the Competition, no matter their citizenship or nationality, unless prohibited by US law - see Sanctions Programs and Country Information | US Department of the Treasury. If a Team has a Team Member who is ordinarily resident in such destinations, it will be up to the team to obtain a license of authorization issued by the U.S. Government.

5.2 Registration Survey

Each team will complete a Registration Survey. The Registration Survey activity will be assigned to teams in POP automatically upon creating a team profile. This submission will be used to obtain an initial landscape of competitors, and to support the facilitation of collaboration opportunities between teams. The aggregate information from these submissions may be shared to support team collaboration opportunities. XPRIZE Accelerate Learning Operations Team will not distribute specific details about any team without permission.

5.3 Registration Fees and Deadlines

Registration fees are required as a simple qualifier to ensure competitors can obtain the appropriate resources to fully compete in the prize. All fees collected go toward supporting prize efforts, including **Alumni Network** development and prize impact work. Team Registration must take place by the registration deadlines below.

TRACK	REGISTRATION FEE IN USD	REGISTRATION DEADLINE
Core Track	$700 (waived for teams headquartered in India or Sub-Saharan Africa)	March 15, 2027, 19:00 UTC / 12:00 PM PDT
Moonshot Track	$300 (waived for teams headquartered in India or Sub-Saharan Africa)	February 15, 2027, 19:00 UTC / 11:00 AM PST

XPRIZE has sole discretion to register and qualify additional teams across both Tracks from the close of their respective registration periods until a date determined by XPRIZE. Teams that register during this period must meet all preceding registration, submission, and testing requirements and pay a late registration fee of USD $2,000. There is no guarantee that late registration will be granted to a team. Potential teams should contact XPRIZE directly for more details.

Fee waiver for India and Sub-Saharan Africa. The registration fee is waived for teams headquartered in India or in a Sub-Saharan African country. A team's headquarters is the country where its registered legal entity (or, for an Individual, primary legal residence) is located; for joint entries, the lead entity's headquarters applies. To promote global participation, teams headquartered in other low- and middle-income countries may apply for a registration fee waiver. These requests will be evaluated by XPRIZE on a case-by-case basis, and approval is not guaranteed.

5.4 Competitor Agreement

To be considered to advance to subsequent stages of the competition, all **Registered Teams** are required to sign the **Competitor Agreement** to acknowledge the terms expected of teams upon entering the competition. This document contains vital information detailing the requirements teams must meet to remain eligible for the competition. Competitor Agreements will be signed when a team makes their registration fee payment. The Competitor Agreement is available in POP for teams to review before signing.

5.4.1 Impact Survey

Team Impact Surveys are collected throughout various phases of the Competition. Team representatives are asked to complete surveys to capture baseline data of the teams, the industry, and the technology around the prize. All data is confidential and only shared publicly as aggregate data.

5.4.2 Team Marketing Assets

Team Marketing Assets will be used to create a team page in POP. Teams will be required to create a team name and can share a logo, social media handles, and a team photo to be used by XPRIZE to showcase competitors throughout the Competition.

5.4.3 Team Communication Toolkit

Teams should refer to the Team Communication Toolkit whenever they will use their team logo. The team must refer to the Team Communication Toolkit when using the XPRIZE Accelerate Learning logo, or any other sponsor logos to market themselves or the prize. The Team Communication Toolkit will also have instructions on how to submit assets for approval to the XPRIZE brand team.

5.4.4 Pay It Forward Program (Voluntary)

The XPRIZE Foundation is a 501(c)(3) nonprofit foundation dedicated to solving global grand challenges. XPRIZE operates through philanthropic support from its benefactors and seeks to support scientists, engineers, and entrepreneurs in developing solutions, technologies, and companies that benefit humanity.

Accordingly, XPRIZE invites teams entering its competitions to consider participating in its voluntary "Pay It Forward" program, which helps support the XPRIZE Foundation's long-term operations and sustainability. Nonprofit organizations, including entities exempt under Section 501(c) of the U.S. Internal Revenue Code, are ineligible to participate. Any value derived from the program will be used by XPRIZE as a donation to further its mission.

Each Team's registered legal entity entering the Competition, whether a privately held corporation, LLC, or other business entity ("Company"), that opts into the voluntary "Pay It Forward" program will be asked to issue XPRIZE a 10-year option equivalent to a Company-selected percentage (minimum 1.0%) of the authorized shares of the Company. The option exercise price will be set at the same price per share as the Company's next financing event following enrollment. If, before a financing event, the Team Technology, Intellectual Property Rights therein, or significant assets are sold or transferred to another entity, the option rights will transfer to the new entity at the transfer price. If the transfer occurs after financing, the options will follow the same rights as those of the Company's other shareholders.

Teams may opt in or out of the "Pay It Forward" program when signing the Competitor Agreement. Please refer to the Competitor Agreement for additional details.

5.4.5 Intellectual Property

As of the date of submission, each Team must own, or hold appropriate license rights to, all technologies, methods, resources, and Intellectual Property included in its submission.

XPRIZE will adhere to national or international regulations regarding ownership of the data used to validate team's insights produced as part of the competition. Teams will retain ownership of their Intellectual Property on any technology or data integration techniques and processes they bring to the competition, and which they develop as part of their competition entry. All details relating to team technology, innovations, or methods submitted to XPRIZE at the submission deadlines will remain strictly confidential unless clearly and specifically noted.

Please refer to the Competitor Agreement for additional details.



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6. Advisory Board And Judging Panel

Advisory Board

- **Selection of Advisors.** XPRIZE will appoint a panel of relevant subject matter and technical experts to serve as the **Advisory Board (AB)** for the Competition. The AB will advise XPRIZE regarding various aspects of the Competition. Each member of the Advisory Board ("Advisor") will enter into an agreement with XPRIZE that will: (i) outline Advisor's duties and obligations; (ii) require Advisor to maintain confidentiality of XPRIZE and team confidential information, in accordance with the Competitor Agreement; and (iii) require each Advisor to acknowledge that they shall make no claim to any team's intellectual property.

- **Independent Advisory Board.** The AB will be independent of XPRIZE, Sponsor(s), and all teams and team members. No Advisor, nor any member of the Advisor's immediate family, shall participate, nor have any financial or other material interest, in XPRIZE, the Sponsor(s), and/or any team or team member. All members of the AB shall promptly disclose to XPRIZE any such current, former, or expected future conflict of interest with XPRIZE, the Sponsor, or any team or team member.

- **Role of Advisory Board.** The duties and responsibilities of the AB may include, but not be limited to: (i) assisting with the establishment of qualifications for prospective Judges; (ii) recommending members of the Judging Panel; (iii) advising on the development of testing protocols and judging criteria; (iv) and providing input toward the development of these Competition Guidelines.

Judging Panel

The Judging Panel will comprise subject matter and technical experts who serve as an impartial and independent evaluation team for all aspects of the competition. Judges evaluate, score, and determine teams and ultimately select all award winners based upon the judging criteria of the competition.

- **Selection of Judges.** XPRIZE, in its sole and absolute discretion, will appoint the Judging Panel based on competition requirements as well as recommendations from the Advisory Board. Each Judge will enter into a Judging Agreement with XPRIZE that will: (i) outline the Judge's duties and obligations; (ii) require each Judge to maintain confidentiality of XPRIZE and team confidential information in accordance with the Competitor Agreement; and (iii) require each Judge to acknowledge that they shall make no claim to any team's intellectual property.

- **Independent Judging Panel.** The Judging Panel will be independent of XPRIZE, Sponsor(s), and all teams and team members. No Judge, nor any member of Judge's immediate family, shall participate, nor have any financial or other material interest, in XPRIZE, the Sponsor(s), and/or any team or team member. All members of the Judging Panel shall promptly disclose to XPRIZE any such current,

former, or expected future conflict of interest with XPRIZE, the Sponsor, and/or any team or team member.

- **Role of Judging Panel.** The duties and responsibilities of the Judging Panel will include, but not be limited to: (i) evaluating teams' compliance with the Competitor Agreement as they relate to prize operations, these Competition Guidelines, and the Rules & Regulations for the purposes of the Competition; and (ii) the awarding of points and selection of teams that will proceed to each subsequent round of the competition.

- **Grounds for Judging Panel Decisions.** Official decisions made by the Judging Panel will be approved by a majority of the Judges that vote on each such decision after careful consideration of the testing protocols, procedures, guidelines, rules, regulations, criteria, results, and scores set forth in the Competitor Agreement, these Competition Guidelines, Rules and Regulations, and all other applicable Exhibits to the Competitor Agreement. If any vote of the Judges results in a tie, then the Judging Panel shall determine, in its sole and absolute discretion, the mechanism to settle the tie. Similarly, if one or more teams are tied at any stage during the competition, the Judging Panel shall have the sole and absolute discretion to settle the tie.

- **Decisions of the Judging Panel are Final.** The Judging Panel shall have sole and absolute discretion: (i) to allocate duties among the Judges; (ii) to determine the degree of accuracy and error rate that is acceptable to the Judging Panel for all competition calculations, measurements, and results, where not specified in the Rules & Regulations; (iii) to determine the methodology used by the Judging Panel to render its decisions; (iv) to declare the winners of the competition; and (v) to award the prize purses and other awards. Decisions of the Judging Panel shall be binding on XPRIZE, teams, and each team member. XPRIZE and teams agree not to dispute any decision or ruling of the Judging Panel, including decisions regarding the degree of accuracy or error rate of any competition calculations, measurements, and results. Teams shall have no right to observe other teams' testing or evaluation, or to be informed of other teams' calculations, measurements, and results, unless such information is made publicly available by XPRIZE.

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7. Glossary

Child Safeguarding Policy (CSP). The mandatory protocols protecting every child's safety, including personnel vetting, a zero-tolerance abuse policy, data protection, and incident reporting. Required before any field activity.

Control Group / Treatment Group. In the RCT, learners are randomly assigned to receive the intervention (treatment) versus those who do not (control); the comparison isolates the solution's true effect. Teams are told which learners are in the control group and must not deploy to them.

Core Track (Design for Scale). The track targets a ≥25 percentage-point FLN gain at ≤$10 per child per year, deployed for one school year at a relevant school-district scale and validated by an in-situ RCT. Up to 8 Finalists (up to 4 per region).

Cost Model (TEA / LCOP). Framework 1C: the Techno-Economic Analysis (TEA) capturing the full cost of delivery, not just software, reported as Levelized Cost of Product (LCOP) per child per year and judged against the track ceiling (≤$10 Core; ≤$40 Moonshot).

Deployment Package. The living, team-generated submission resubmitted and updated with real data at every phase, comprising Framework 1 and Framework 2. Two judges review each package and recommend it to the Judging Panel, which decides advancement.

Deployment Window / Deployment Block. The live deployment period: a staggered, team-specific window of one school year (Core Track) or a 5-month block (Moonshot Track), each timed to the region's school calendar. Its start triggers IDinsight's baseline assessment.

FLN (Foundational Literacy and Numeracy). The core reading and mathematics competencies that are the competition's primary measured outcomes, assessed as skill mastery against the Foundational Skills Framework.

Foundational Skills Framework. The competition's core evaluation instrument (Appendix B), defining foundational skills across four interdependent pillars: Literacy, Numeracy, Socio-Emotional Learning (SEL), and Executive Function (EF), with benchmarks broadly attainable by roughly ages 7 to 8. Literacy and numeracy are measured; SEL and EF are encouraged. All percentage-point targets are defined against it.

Framework 1 / Framework 2. The Deployment Package's two parts. Framework 1: Business + Deployment Model, Scaling Plan (Core Track only), and Cost Model (TEA). Framework 2: Product and Deployment Specifications, across seven criteria.

Gold-standard anchors. The external benchmarks named in the frameworks that submissions are judged against: GEEAP "Smart Buys" (intervention cost-effectiveness, ranked from "great buys" to "bad buys"), the Global Proficiency Framework (grade-level skill benchmarks), EdTech Tulna (product quality and procurement readiness), Brookings CUE Real-time Scaling Labs (the scaling model), the CBCSE Ingredients Method (full-cost accounting), CAST UDL Guidelines 3.0 (accessible, inclusive design), and UNESCO MTB-MLE guidance (mother-tongue instruction).



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IDinsight (XPRIZE Testing Partner). The independent organization that runs the RCTs across both tracks: setting baselines, randomly assigning treatment and control, holding the IRB, and submitting results directly to the Judging Panel so outcomes are comparable across teams.

Moonshot Track (Last Mile Product). The track targets a ≥50 percentage-point FLN gain at ≤$40 per child per year in last-mile, low-ICT communities, with learner technology use capped at ≤1 hour per day, deployed across 10 schools. Structured as three sprints; up to 6 Finalists (up to 3 per region); prizes awarded per region.

pp (Percentage Point). The unit of the effectiveness targets: the absolute change in the share of learners reaching FLN mastery from baseline to endline. A move from 20% to 45% is a 25-pp gain, not a 125% increase.

Proof-Point Scale (School-District Scale). The Core Track's required deployment scale: the schools of a relevant school district (≥50% low-performing or at-risk), sized to prove nationwide-scale potential.

Qualifying Submission. The first evaluation milestone (Appendix A): the two-part Deployment Package demonstrating a team's capability, feasibility, and scale potential, assessed against the selected track's targets only.

Randomized Controlled Trial (RCT), in-situ. The competition's definitive measure of effectiveness: a trial run at the actual deployment site with learners randomized to treatment and control, conducted by IDinsight. Core Track at the end of the deployment window; Moonshot Track at the end of the deployment window.

Scaling Plan (Core Track only). Framework 1B: the credible path from district-scale proof to nationwide reach across the dimensions that change with scale (population density, language, connectivity, delivery channel, governance). The Moonshot Track is not evaluated on scaling.

Skill Mastery. Fluent, independent, consistent application of a skill, beyond minimum proficiency, expected by roughly age 7. The competition rewards mastering skills, not passing grades.

Team Stages (Qualified, Semifinalist, Finalist). The advancement ladder. Core Track: up to 8 Finalists (up to 4 per region) deploy for the validating RCT. Moonshot Track: up to 10 Qualified Teams (up to 5 per region) advance to Semifinals; up to 6 Finalists (up to 3 per region) deploy for the validating RCT.

Technology-Limited Footprint. The Moonshot Track constraint that direct learner interaction with technology not exceed 1 hour per day, keeping the product the primary driver of gains while limiting screen time.

Telemetry. Product-usage data (task success, time on task, completion, navigation, errors, drop-off) evaluated at the Moonshot Semifinals against each team's Theory of Change. It measures interaction, not learning gains.

Theory of Change (ToC). A team's evidence-based hypothesis of how its solution produces learning impact, against which progress and telemetry are assessed.

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Appendices

[Appendix A: Qualifying Submission](#)
[Appendix B: XPRIZE Accelerate Learning Foundational Skills Framework](#)
[Appendix C: XPRIZE Accelerate Learning Deployment Package Frameworks](#)

Appendix A: Qualifying Submission

The Qualifying Submission provides the Judging Panel with the information required to evaluate the feasibility, innovation, and scale potential of registered teams seeking to compete in the Core Track and/or the Moonshot Track. Each submission is for one track in one region (India or Sub-Saharan Africa). This submission must be completed in full for evaluation.

Submission Window:

- Fully registered teams may submit their Qualifying Submission beginning **November 10, 2026.**
- Completed submissions must be uploaded in PDF format via the Prize Operations Platform (POP) by
  - Core Track: **March 15, 2027** at 19:00 UTC.
  - Moonshot Track: **February 15, 2027** at 19:00 UTC.

Core Principles for a Strong Submission

- **Clear:** Provide evidence supporting the feasibility of the pedagogical and technical approach.
- **Concise:** Present a structured and compelling case for impact and scalability.
- **Convincing:** Demonstrate a high probability of achieving foundational literacy and numeracy skill mastery at scale and within cost constraints.
- **Community-Centered:** Show evidence of co-design with and relevance to the target learning ecosystem.

Applying to both tracks: each track is evaluated independently against its own targets. Complete every track-specific component once per track you select — most importantly the Section 4 targets, cost table, implementation/deployment model, and (Core only) the pathway to scale.

Section 1: Team Information (Max 1 page)

- Team Name
- Team Lead Details: Full Name, Email, Phone
- Team: Key members, expertise, and roles across pedagogy, technology, operations, etc.

- Affiliated Institutions: NGOs, schools, districts, technology providers, etc.
- Location(s): Operational base and intended deployment region (Sub-Saharan Africa or India).
- Team Capability & Readiness Assessment:
  - Current Skillsets & Knowledge: Outline the key expertise present within your team to execute the proposed strategy.
  - Track Record: Describe the team's track record in delivering comparable product development and deployment.
  - Build Readiness: Demonstrate team readiness to initiate product build/iteration and deliver a working prototype by the milestones applicable to your track.
  - Gap Analysis & External Partnerships: Detail additional capabilities, partnerships, or external expertise that must be built or secured to ensure success.

Section 2: Innovation & Learning Model (Max 2 pages)

- Eligible Deployment Segment: Define the learner segment and eligible deployment sites for the track(s) you are applying to. Eligibility is defined at a different unit for each track.
  - Core Track - Design for Scale: Eligible deployment sites are school districts in which ≥50% of schools are low-performing or at-risk, within Sub-Saharan Africa or India. The Core Track targets learning gains across the schools of the relevant school district scale.
  - Moonshot Track - Last Mile Product: Eligible deployment sites are underserved communities where reliable ICT infrastructure may be limited or non-existent.
- Access & partnership (both tracks): XPRIZE and its regional partners will assign implementation sites to teams. Team responsibilities at the site differ by track and region.
- Problem, Rationale & Theory of Change (ToC): Describe the educational challenge(s) the solution addresses, why they matter, and provide a hypothesis/Theory of Change (supported by existing evidence) detailing how the solution will achieve outsized impact.
- Learner Profile & Accessibility Constraints:
  - Target Age: Confirm whether the target learner age is 5–7 years (first-grade learners).
  - Personalization & Local Adaptability: Detail how the solution is personalized and learner-centered, adapting to each child's needs, language, curriculum and cultural context, including how the product operates (or is planned to operate) in local languages.
  - Infrastructure Feasibility: Confirm whether the product avoids expensive infrastructure requirements to remain viable for low-resource settings.
- Innovation & State-of-the-Art Comparison: Describe the core pedagogical and/or technological innovation and how it differs from existing EdTech or traditional interventions.

- Learning Design & Progression: Explain how the solution enables progression from participation to foundational literacy and numeracy skill mastery.
- Deployment Plan: Describe the plan to deploy the product in the target community. For the Core Track, specifically describe how your model connects formal (school-based) and informal (home/community) learning contexts, and how it operates across the schools at the relevant school district scale.
- Technological Readiness: Summarize the current maturity of the solution, including existing prototypes, products, intellectual property, or other technical assets. Provide:
  - Current product development stage and Technology Readiness Level (TRL) or equivalent.
  - If available, prior pilots and/or deployments, including number of learners reached, geographic scope, measured educational outcomes, and independent evaluations or external validations.
  - Lessons learned relative to TRL and deployment.

Section 3: Ethics, Data Protection & Child Safeguarding (Max 2 pages)

Describe your commitment to the highest ethical standards, prioritizing the rights, dignity, safety, and wellbeing of all child and community participants across design, deployment, and evaluation.

- Data privacy and child protection: Minimize learner data collection and protect all PII (Personally Identifiable Information) through anonymization, encryption, strict access controls, and compliance with applicable local and international data protection standards. No identifying information about children may appear in any public-facing materials.
- Consent and research ethics: Obtain informed consent and parental/guardian permission where applicable, implement appropriate safeguards for minors, and obtain all required permissions, including IRB or equivalent ethics approval for human-subjects research. Documentation must be available to XPRIZE upon request.
- Control groups: Ensure control-group learners are treated ethically, including a plan to provide the intervention following the pilot where appropriate (e.g., waitlist design).
- Misuse and safety: Identify and mitigate foreseeable risks, including surveillance, data exploitation, manipulation, algorithmic bias, harmful AI-generated content, discrimination, and other unintended harms. Build safeguards, monitoring, incident reporting, escalation, and meaningful human oversight into system design and deployment.
- Accountability: Maintain processes to document, report, and respond to ethical, safeguarding, privacy, and security incidents, and promptly notify XPRIZE of any material data breach, child protection concern, security vulnerability, or significant adverse event.

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Section 4: Track Prize Details (Max 10 pages)

Both tracks evaluate the effectiveness of foundational literacy and numeracy skill mastery in Sub-Saharan Africa or India. Teams must demonstrate their potential to meet the targets of their selected track. The table below summarizes the targets side by side. Teams submitting for both tracks must complete this subsection for each track.

4.1 Track Targets at a Glance

Dimension	Core Track - Design for Scale	Moonshot Track - Last Mile Product
Prize purpose	Cost-effective foundational learning gains at school-district-relevant scale	Maximal foundational learning gains in last-mile, no- or limited-ICT environments
Target context	Underserved learners in SSA or India	Last-mile, resource-constrained environments with limited or no reliable ICT, in SSA or India
Proof-point scale	Relevant school-district scale to unlock nationwide scale	**10 schools**
Technology exposure constraint	Minimize	≤ 1 hour/day of direct learner interaction with technology
Effectiveness target	≥ 25 pp improvement in FLN skill mastery	≥ 50 pp improvement in FLN skill mastery
Cost-effectiveness	≤ $10 per child per year (TEA)	≤ $40 per child per year (TEA)
Learning Effectiveness Assessment	One academic school year in-situ RCT administered by the XPRIZE Testing Partner (IDinsight) with baseline & endline	5-month in-situ RCT administered by the XPRIZE Testing Partner (IDinsight) with baseline & endline
Scaling evaluation	Pathway to nationwide scale via paper submission	Path to sustained operations at test site

4.2 Implementation / Deployment Model & Program Strength (Both tracks)

- Model Overview: Describe the implementation model used to deliver the product. For the Moonshot Track, the product must remain the primary driver of learning gains, with the program playing a complementary role. For the Core Track, demonstrate how the model can sustain effectiveness as it scales to district and beyond.
- Operational Feasibility: Demonstrate the model is feasible and grounded in the realities of low-income and/or resource-constrained communities (limited ICT in Moonshot Track).
- Deployment Stages: Outline delivery processes across key stages, such as awareness, training, and engagement.
- Stakeholder Engagement: Describe mechanisms for teacher and caregiver engagement.
- Monitoring & Feedback Loops: Define how implementation fidelity will be monitored and how feedback will inform deployment.

4.3 Cost Effectiveness (Both tracks)

Cost target: ≤ $10 per child annually (Core) or ≤ $40 per child annually (Moonshot), measured with Techno-Economic Analysis (TEA). Provide high-level cost assumptions and estimates demonstrating the plan to reach the applicable target using the simplified table below. This previews the full TEA (template in Appendix C, Framework 1C).

Declared assumptions (state once; every cost below is read against these): Deployment scale (learners / sites) · Device & hardware amortization period (years) · Learner utilization basis (active learners; hours/day) · Cost basis year & currency

Cost Category	Representative Cost Drivers	Annualized Cost per Child (USD)
Declared assumptions	Every cost below is read against these: Deployment scale (learners / sites), Device & hardware amortization period (years), Learner utilization basis (active learners; hours/day), Cost basis year & currency	
Foundational ICT infrastructure	Devices, connectivity, power/energy, local infrastructure, technical support	
Platform architecture & AI	Cloud compute/hosting, AI/LLM usage, data storage, third-party APIs	
Development & operations	Engineering & R&D, content creation & localization, maintenance & security	

Cost Category	Representative Cost Drivers	Annualized Cost per Child (USD)
Implementation & adoption	Teacher/administrator training, implementation support, customer success	
Payment & financial infrastructure	Payment processing, financial/transaction infrastructure	
Total LCOP per child per year		≤ $10 (Core) / ≤ $40 (Moonshot)

4.4 Pathway to Scale (Core Track only)

Describe the pathway from the proof-point deployment toward nationwide scale, including: what is being scaled and how (vertical/horizontal/functional); how the model holds up across the variables that change with scale; the fixed "core" that preserves impact vs. what adapts by context; reach and inclusion as the model grows; local capacity and system integration; the cost trajectory toward the ceiling at scale; and the financing pathway to fund the scale-up.

The Moonshot Track is not evaluated on scaling and should not complete this subsection.

4.5 Sustainability & Ownership Model (Both tracks)

Demonstrate an intended draft plan for "here-to-stay" operations post-competition, including operation, maintenance, financing, and potential for scaling further beyond.

Section 5: Team Declaration

By submitting this Qualifying Submission, the Team Lead confirms, on behalf of the team, that:

- All information provided is accurate and complete to the best of the team's knowledge.
- The team meets the eligibility requirements for the track(s) selected below.
- The team holds, or will secure prior to deployment, all permissions and approvals necessary to work with children, including applicable research ethics clearance.
- The team owns or has the right to use all intellectual property and technical assets described in this submission.
- The team agrees to comply with the Competition Guidelines, ethical standards, and data protection and child safeguarding requirements set out in this document.

Track(s) selected: ☐ Core Track ☐ Moonshot Track Region: ☐ India ☐ Sub-Saharan Africa

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Team Lead Name:

Signature:

Date:

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Appendix B: XPRIZE Accelerate Learning Foundational Skills Framework

The XPRIZE Accelerate Learning Foundational Skills Framework was developed through extensive consultation with a diverse global network of experts spanning education, child development, assessment, technology, and implementation. It is grounded in insights from interviews, focus groups, and two global workshops, ensuring it reflects current evidence, multiple disciplinary perspectives, and the realities of diverse learning contexts worldwide.

The framework defines foundational skills as the essential building blocks for lifelong learning, extending beyond grade-level expectations or minimum proficiency standards. It is designed from a developmental perspective, with benchmarks that are broadly attainable during first grade and by grade two (by ages 7–8).

It builds on established global work across literacy and numeracy, socio-emotional learning, and executive function, integrating these domains into a cohesive view of early learning. In collaboration with our expert ecosystem, we reviewed relevant local, regional, and global benchmarking frameworks.

The competition prioritizes mastery of literacy and numeracy due to urgent national priorities. However, evidence strongly indicates that these outcomes are interdependent with socio-emotional and executive function skills. For this reason, teams are highly encouraged to design holistic solutions that develop foundational skills in an integrated manner.

The framework below features the skills to master. The full framework includes the domains, constructs, sub-constructs. For access to the full Foundational Skills Framework, please email acceleratelearning@xprize.org.

Essential Building Block Skills for Lifelong Learning

Literacy	Understand the meaning of grade-level spoken or signed words
	Follow spoken or signed instructions
	Identify the meaning of common words in grade-level continuous texts read to or signed for the learner
	Retrieve explicit information from grade-level continuous texts read to or signed for the learner
	Retrieve implicit information from grade-level continuous texts read to or signed for the learner
	Make simple inferences based on explicit information in grade-level continuous texts read to or signed for the learner
	Demonstrate a broad understanding of grade-level continuous texts read to or

	signed for the learner
	Retell a short presentation or story in their own words using sequenced visual aids. (Focuses on oral expression, narration, and interpreting multimodal context).
	Sound out or sign grade-level symbols, if the curriculum introduces new symbols at this grade-level
	Say or sign common, isolated grade-level words
	Accurately say or sign a grade-level continuous text
	Recognize the meaning of common grade-level words
	Retrieve a single piece of explicit information from a grade-level text by direct- or close-word matching
	Retrieve a single piece of explicit information from a grade-level text by synonymous word matching
	Identify the meaning of unknown words (including familiar words used in unfamiliar ways) and idiomatic and figurative expressions in a grade-level text
	Make simple inferences in a grade-level text by relating pieces of explicit and/or implicit information in the text
	Identify the main idea in a grade-level text when it is not explicitly stated
	Writing short, simple descriptions
	Writing cohesive paragraphs with one main idea
Numeracy	Count, read, and write whole numbers
	Compare and order whole numbers
	Skip count forwards or backwards
	Use place-value concepts
	Add and subtract whole numbers + Demonstrate fluency with basic addition and subtraction facts
	Find the double or half of a set of objects
	Perform calculations involving two or more operations on whole numbers
	Solve real-world problems involving the addition and subtraction of whole numbers, including with measurement and currency units
	Use standard units to estimate, measure, and compare the length, weight, capacity, and volume of two objects
	Use non-standard units to estimate, measure, and compare the length, weight, capacity, and volume of two objects
	Recognize and name two-dimensional shapes and three-dimensional figures; distinguish between regular and irregular shapes



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	Identify the attributes of two-dimensional shapes or three-dimensional figures
	Recognize two-dimensional shapes that have been rotated or reflected
	Compose larger two-dimensional shapes from smaller shapes; decompose a larger shape into smaller shapes
	Use positional terms, including left and right, to describe the location of an object
	Retrieve information from data displays (i.e., tally charts, bar graphs, or pictographs) with single-unit scales and up to four categories of data
	Copy, recognize, describe, or extend repeating patterns, or identify missing elements of such patterns
	Describe increasing or decreasing numerical patterns, or identify missing elements of such patterns
	Create numerical expressions to model addition, subtraction, multiplication, or division situations
	Find the missing value in a number sentence
Socio-emotional Learning + Executive Function Recommended in support of improved outcomes and future-ready skills, but not evaluated in the competition.	The ability to monitor one's own thoughts and emotions. Students can recognize emotions through facial expressions, body language, and context, students can identify and label basic emotions in themselves and others.
	Students can identify their own strengths and areas where they need improvement, and seek help or adjust their approach accordingly. Encourages viewing challenges as opportunities to learn, promoting continuous learning and perseverance.
	Managing emotional responses, like stress and frustration, directly involves controlling impulsive behaviors and practicing self-regulation and mindfulness (awareness of the present moment). Students can identify signs of stress or frustration and use simple coping strategies, such as talking to a teacher, using a stress ball, deep breathing or taking a break to manage emotions effectively.
	Emotional control helps students recover from setbacks and adapt to changes, maintaining focus and resilience in challenging or unexpected situations. Students can adjust to changes in routines or unexpected situations with minimal distress and can bounce back and continue working on tasks after experiencing setbacks.
	Students are able to set small, achievable goals and develop a plan to reach them, while managing any emotional responses that arise during the process.
	Students can ask relevant and thoughtful questions about various topics, showing a desire to learn and understand more. Asking thoughtful questions requires holding and manipulating information, recalling previous knowledge, and integrating new information, the working memory supports the ability to ask relevant questions based on existing knowledge and new input.

	Exploring new subjects or ideas with enthusiasm involves the ability to switch between different perspectives and adapt to new information, which is central to cognitive flexibility.
	Engaging in problem-solving requires creative thinking, planning, and the ability to develop strategies to tackle challenges. Students can approach problems with an open mind, using creative thinking to find solutions and explore different possibilities.
	Generating unique ideas requires the ability to think flexibly, shifting perspectives, and approaching tasks from new angles. Cognitive flexibility is essential for imaginative thinking and innovation, allowing students to explore different mental pathways.
	Evaluating information requires gathering and holding relevant details in working memory to compare and analyze before making decisions. This function supports early analytical skills by enabling students to process and weigh the information. Students can gather and consider basic information to make simple decisions. Encourages students to collect and think about relevant information before making choices, promoting early analytical skills and thoughtful decision-making.
	Considering consequences involves pausing to think before acting, which is closely related to inhibitory control. This function helps students manage impulsivity and reflect on potential outcomes before making decisions. Students can identify and discuss the potential outcomes of different actions or decisions. Fostering an awareness of the impact of their decisions on themselves and others.
	Understanding and appreciating differences involves the ability to adapt one’s thinking to recognize and value diverse traditions and customs. Cognitive flexibility helps students navigate and appreciate varying cultural contexts and perspectives of different traditions and customs. This skill promotes open-mindedness and tolerance.
	Showing empathy involves understanding and valuing others' feelings and perspectives, which requires self-regulation of one’s own emotions. Students can show empathy by acknowledging and valuing the feelings and perspectives of peers from different cultural or social backgrounds.
	Honesty in communication requires self-control to avoid exaggeration or deceit. Inhibitory control helps students regulate impulses and ensure their expressions are truthful, supporting integrity in interactions. Students can express thoughts and feelings truthfully. This skill fosters the development of trustworthiness and transparency.
	Demonstrating consistency between words and actions involves following through on commitments and aligning behavior with stated values. Goal-directed persistence helps students stay committed to their promises and maintain reliability. This skill helps build trust and respect among peers.

	Making ethical choices requires cognitive flexibility to consider multiple perspectives and moral principles. This function allows students to integrate fairness, kindness, and responsibility into their decision-making, adapting to different ethical scenarios.
	Effective communication requires holding and processing information about what others say while formulating clear and relevant responses. Working memory supports the ability to remember and integrate verbal and non-verbal cues during interactions. Students can express their ideas and feelings clearly, listen to others, and respond appropriately during group activities, enhancing their ability to collaborate and resolve conflicts constructively.
	Cooperation and teamwork involve adapting to different roles, perspectives, and responsibilities within a group. Cognitive flexibility helps students adjust their behavior and thinking to work effectively with others and contribute to common goals. Students can work cooperatively with others to achieve common goals, share responsibilities, and contribute positively to group tasks.
	Manage and resolve interpersonal disagreements effectively, promoting positive relationships. Resolving conflicts effectively requires managing one's own emotions and reactions, which is a key aspect of self-regulation. Inhibitory control helps students pause and choose appropriate strategies for addressing disagreements. Students can identify and address conflicts with peers by using appropriate strategies, such as talking it out or seeking help from an adult.
	Students can take ownership of their actions and understand the consequences of their behavior, including admitting mistakes and making amends. Taking ownership of actions and understanding their consequences involves monitoring one's own behavior and recognizing areas for improvement.
	Following rules and guidelines involves controlling impulses and adhering to established norms. Inhibitory control helps students manage their behavior in accordance with expectations and social norms. Students can follow classroom rules, showing respect for established expectations and contributing to a positive learning environment.

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Appendix C: XPRIZE Accelerate Learning Deployment Package Frameworks

Applicable to both tracks, except for 1B. Scaling Plan, which applies to the Core Track only.

Framework 1 | Business model + Scaling plan + Cost model (TEA)

1A. Business + Deployment Model

XPRIZE Accelerate Learning assesses whether solutions are viable, adoptable, and scalable within education systems, with nationwide scale as the north star goal. Teams must demonstrate who adopts and pays, how the solution is procured and deployed toward nationwide scale, and how it sustains beyond prize or grant funding. The core approach must be a recognized, effective, and cost-effective lever for foundational learning.

Category	Measure / evidence	Evaluation considerations	Gold-standard anchor
Value proposition & problem–solution fit	Intervention type classified against the evidence base	Is the core approach a recognized "great/good buy" (e.g. structured pedagogy, targeted instruction) rather than a "bad buy" (e.g. hardware-alone)?	GEEAP "Smart Buys"
Adoption & demand pathway	Named customer/adopter; procurement route; customer acquisition cost (CAC)	Realistic path into public systems; product designed to clear government procurement/quality bars	EdTech Tulna (gov procurement); Bessemer (CAC)
Partnerships & ecosystem	Map of key partners (government, NGO, telco/connectivity, device/OEM, content, local delivery)	Are partnerships load-bearing and secured, or aspirational?	Brookings CUE (coalition/political strategy)
Revenue & sustainability model	Revenue model; gross margin; payment/financial infrastructure	Viability at population scale; not dependent on perpetual subsidy	Bessemer SaaS/AI benchmarks
Model integrity (augment, don't replace)	How margin is achieved as scale grows; role of humans in the delivery model at target unit cost	Does the model stay viable *without* collapsing into the child-alone-with-tablet model? Ties directly to Framework 2's human-interaction and augmentation principles	GEEAP; ties to Framework 2

Utilization & retention	Paid-vs-active ratio (%); retention/churn (% annual/monthly)	Actual usage and long-term engagement, not just installs	Bessemer benchmarks
Unit economics & cost-effectiveness	$/learning outcome; $/child/year vs. ceiling	The bridge to the cost module (1C); benchmarked against cost-effective alternatives	GEEAP; CBCSE Ingredients Method

1B. Scaling Plan - Only applicable to Core Track

XPRIZE Accelerate Learning builds its scaling framework on the gold standards for education scaling: Brookings' Real-time Scaling Labs model, complemented by the Cooley/MSI scaling framework, Global Education Evidence Advisory Panel evidence, UNESCO guidance on community context, and interoperability standards. Teams must show a credible path from a proven relevant district-scale deployment to nationwide reach, assessed across the dimensions that change with scale: population density, language, connectivity, delivery channel, and governance. Teams must identify the core that cannot be diluted and demonstrate that community-context understanding is repeatable at every stage of expansion.

Category	Measure / evidence	Evaluation considerations	Gold-standard anchor
Scaling goal & pathway type	Vertical (into policy/systems), horizontal (more learners/sites), and/or functional (more grades/subjects)	Is the endpoint defined? Is the pathway explicit rather than "we'll grow"?	Brookings CUE Real-time Scaling Labs
Scalability across dimensions	Per-dimension assessment: population density, language count, connectivity/power/infrastructure, delivery channel, governance/partnership model	Does the plan address each dimension, or assume the pilot context holds everywhere?	Brookings CUE; Cooley/MSI scaling
The "core" vs. adaptation	Named non-negotiable components (the fidelity core) + adaptation logic + a described monitor-and-adjust loop at each step	Guards against dilution at scale; ties to structured-pedagogy fidelity; is adaptation an ongoing data-driven process, not just a design property?	Brookings adaptive cycle; GEEAP

Community-context fit as a repeatable process	Described method for entering a new community/region	Is there a repeatable process, or does fit depend on the original team's tacit knowledge?	Brookings (user-centered); UNESCO (context)
Reach & inclusion at scale	Plan for most-remote sites, girls, learners with disabilities; multiple means of access/representation/engagement	Does reach extend to the hardest-to-serve, or does the model cherry-pick easy sites and dilute inclusion as it grows?	CAST UDL Guidelines 3.0 (2024)
Local capacity & system integration	Local support model; interoperability/rostering with existing school tech	Can it run without the founding team on-site?	Clever/rostering (via TEA); Brookings (local capacity)
Cost trajectory at scale	$/child/year vs. volume curve; economies of scale	Does unit cost fall with scale, and land under the ceiling at nationwide volume?	GEEAP; TEA
Financing the scale-up	Funding requirement; sources (gov budget lines, donor, blended)	Is the money to scale actually identified, not just the model?	Brookings CUE (financing pathway)

1C. Cost Model (TEA)

Teams must report the full cost of reaching one child for one year, including devices, delivery, privacy, training, and testing, not just software. The limit is $10 per child per year (Core) or $40 (Moonshot). We separate one-time costs from ongoing costs and judge costs at national scale, not pilot scale. Our method follows the CBCSE Ingredients Method and the "Smart Buys" benchmarks. Business model and sustainability are assessed separately in Framework 1A.

Cost Category	Representative Cost Drivers	Annualized Cost per Child (USD)
Foundational ICT infrastructure	Devices, connectivity, power/energy, local infrastructure, technical support	
Platform architecture & AI	Cloud compute/hosting, AI/LLM usage, data storage & transfer, third-party APIs	
Development & operations	Engineering & R&D, content creation & localization, maintenance & security	

Data governance & child-data privacy	Compliance, consent management, data protection, security audits - data on minors, often multi-jurisdiction	
Distribution	Physical delivery of devices/materials, customs, warehousing, in-country transport	
Implementation & adoption	Teacher/admin training, implementation support, customer success	
Assessment & measurement (M&E)	Baseline/endline assessment, data collection, RCT operation	
Payment & financial infrastructure	Payment processing, financial/transaction infrastructure	
Total LCOP per child per year		≤ track ceiling

Framework 2 | Product & Deployment Model Specs

XPRIZE Accelerate Learning applies global foundational-learning standards across learning targets, product quality, pedagogy, personalization, accessibility, language, and interoperability. Criteria assess demonstrated mechanisms, including contextualization, personalization, human interaction, real-world learning, learning progress, retention, and realized cost per child.

Criterion	What teams must demonstrate	Version A — Qualification (plan / design intent)	Version B — Real deployment evidence	Gold-standard anchor
1. Community context - understanding & responsive design	That they studied the target community and let it change the product; in the Moonshot track, ICT constraints must be acknowledged and addressed	Research plan + specific design decisions traced to context findings	Evidence the research *demonstrably changed* the product in the field	EdTech Tulna; UNESCO
2. Learning-outcomes alignment	That the product targets grade-appropriate foundational literacy & numeracy skills	Skill coverage mapped to the grade-1 proficiency scale	Product-captured progress reported against that same scale	Global Proficiency Framework (grades 1–9)
3. User-focused design	That it's built around the first-grade learner, not	Design rationale centered on the	Usage/engagemen t data showing	EdTech Tulna (3 pillars); UDL 3.0



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	the tech	learner (agency, engagement, age-fit)	learners actually use it as intended	
4. Augmenting real-world learning, not replacing it	Enhances existing learning + facilitates human interaction (teacher, parent, peers); not kid-alone-with-a-tablet; in the Moonshot track, exposure is limited to 1h/day	Describe the mechanisms by which the product/deployment model drives human interaction and IRL learning	Evidence those mechanisms fired in the field (interactions happened, not just designed)	GEEAP (hardware-alone = bad buy; structured pedagogy/targeted instruction = great buys)
5. Personalization - language & representation	Customizable to the learner's language and identity	Localization/representation plan; mother-tongue support; accessibility approach	Evidence of personalization in use across the deployed population	UDL 3.0 (Representation); UNESCO MTB-MLE; WCAG
6. Personalized progress tracking & analysis	The product captures and analyzes individual learning progress	Tracking design: what's captured, how it's analyzed and surfaced	Real product-captured progress data — the proof the capability works	EdTech Tulna (Technology & Design); GPF; Clever
7. Deployment model	How it reliably reaches and runs at scale	Deployment/operations plan (offline, low-bandwidth, power, support)	Realized cost per child + retention data from the live deployment	TEA (deployment readiness); Clever; Brookings