

Your work. Your proof. Yours to keep.

A skills-first sprint pathway for middle and high school classrooms, globally. Students earn verified XP and badges across two integrated sprints, building an analog evidence trail that AI cannot replicate and that belongs entirely to them.

4,840

Total XP across three sprints

18

Badges across three sprints

2

Weeks to launch the first sprint

0

AI tools in Semester 1

The MIT AI Committee found that AI can already produce credible responses to almost any written assignment. The most urgent response is not detection — it is building assessment that AI cannot fake. Every sprint in this pathway is built on that principle. The sketchbook, the notebook, the oral interview, and the published artifact together form the evidence. The question at every badge interview is the same: **show me the sketch that became this.**

Source: Emma Whitford, "MIT AI Report Calls for Alternative Grading, More Social Learning," Inside Higher Ed, August 28, 2026.

Three standalone sprints

Three standalone sprints. Each runs independently and earns its own badges. Teachers choose one, two, or all three. The Rule-Maker's Sprint opens the year in the first two weeks.

The Graphic Narrative Sprint runs across the full term. The A/B Test Cycle runs as a social-entrepreneurship sprint independently of the other two.

1,000 XP

VISUAL ARTS — MIDDLE & HIGH SCHOOL

Rule-Maker's Sprint

Weeks 1–2 of school — fully analog

Students study seven artists who set rules for themselves, then design and follow their own rules across a series of three to five connected artworks. The sprint opens the year deliberately: before any other unit launches, learners understand what a rule is, why constraints generate meaning, and what a sketchbook is for.

BADGE	XP	EVIDENCE REQUIRED
Foundations Badge	100 XP	Artist profile in notebook: name the rule, explain what it makes possible
Constraint Badge	100 XP	Construction paper piece under teacher constraint + home piece under self- set rule
Letterform Badge	100 XP	One alphabet style designed

BADGE	XP	EVIDENCE REQUIRED
		and applied consistently across a full word
Pattern & Portrait Badge	100 XP	Portrait in researched pose; repeating pattern with no breaks in background
Critical Analysis Badge	300 XP	Compare-and-contrast essay: two works, one claim, evidence from both. SOLO Relational = 181–260 XP. Extended Abstract = 261–300 XP.
Rule-Maker Capstone	300 XP	Series of 3–5 pieces; Post-Sprint Reflection; Lerner Interview. Artifact Integrity Test applied.

2,240 XP

VISUAL ARTS & LANGUAGE ARTS (MEDIA LITERACY) — MIDDLE & HIGH SCHOOL — TWO SEMESTERS

Graphic Narrative Sprint

Semester 1: fully analog — no AI tools | Semester 2: AI-assisted production introduced

Lerners develop original hero and villain characters, build a sequential graphic narrative, and produce a 60–90 second original movie teaser. Semester 1 is entirely hand-drawn and hand-written — sketchbook and notebook are the only production tools. Students who skip the analog foundation have no authorship to bring to Semester 2. The three Semester 1 badges gate access to AI-assisted production. Assessment follows *Growing Success* (2010) principles: observation, portfolio review, and structured student interviews. Assessment follows *Growing Success* (2010) principles: observation, portfolio review, and structured student interviews.

SEMESTER 1 — RESEARCH, STORY & ANALOG FOUNDATION (NO AI TOOLS)

BADGE	XP	EVIDENCE REQUIRED
1 — Story Architect	320 XP	Research (Sampling): Complete min. 5 research templates for heroes and 5 for villains from diverse sources (comics, mythology, film, animation, history). Each template records: artwork name, artist/creator, year, source, reason chosen, physical qualities noted (muscle, proportion, pose, bone structure, costume). Story concept: Analyse min. 2 professional visual narratives; write story concept (1 page min.) answering the three essential questions — Who are they? How do they first

SEMESTER 2 — AI PRODUCTION, STORYBOARD & MOVIE TEASER (AI TOOLS INTRODUCED)

BADGE	XP	EVIDENCE REQUIRED
4 — Storyboard Director	320 XP	Hand-drawn thumbnail storyboard (min. 12 panels) before any digital tool opens; digital storyboard (min. 12 panels, each with shot description, action note, mood note, sketchbook page cross-reference); AI image suggestions for 3–5 key panels; AI documentation log begun
5 — AI Visual Artist	320 XP	Min. 8 AI images for key scenes using character sheets as reference — each documented (prompt, output, decision); hand-drawn response sketch for every AI image

BADGE	XP	EVIDENCE REQUIRED	BADGE	XP	EVIDENCE REQUIRED
		meet? Why do they hate each other? Story is word-processed, 12pt Times New Roman, double-spaced. Sketchbook: 4+ rough character sketches showing the sampling process — elements drawn from research sources beginning to combine into original characters. Pre-Self-Assessment completed.			incorporated; min. 2 motion sequences; rough cut visual track assembled; rules-check completed
2 — Character Builder	320 XP	Synthesis (A+B+C=D): Final hero and villain character sheets demonstrate visible synthesis from research: the finished character must be traceable to the research templates in the sketchbook. At the badge interview the student points to which sources informed which design decisions. Character sheets: Full colour, front view minimum, labelled (costume elements, colour palette, visual rule markers), rules-annotated with arrows showing	6 — Sound & Edit	320 XP	Voiceover script hand-written in notebook (min. 1 draft with visible revisions) before recording begins; AI score and sound design generated and documented; rough cut with peer feedback; final cut 60–90 seconds; revision rationale documented in notebook
			7 — Teaser Publisher	320 XP	Complete portfolio assembled (all Semester 1 & 2 artefacts, AI documentation, rough and final cuts); final teaser exported (60–90 sec, min. 1080p, hero and villain introduced, conflict established); class screening with 2-minute verbal introduction; student IP declaration signed; Semester 2 Post-Self-Assessment

AI tools permitted in Semester 2: Adobe Firefly, Canva AI, DALL-E (after hand-drawn

BADGE	XP	EVIDENCE REQUIRED
		where personal rules from Badge 2 apply. Notebook: Character statements (min. half page per character) explaining background history, training, and what makes them hero or villain. 2 expression studies per character in sketchbook. <i>Character sheets gate all Semester 2 AI production — no Badge 5 without complete Badge 3 character sheets physically present.</i>
3 — Analyst & Critic	320 XP	Semester 1 Post-Self-Assessment; critical reflection (min. 1 page) comparing own hero/villain to professional exemplar; representation analysis (min. half page: whose story is centred?); Teaser Brief (min. 1 page); AI planning paragraph per tool; Semester 1 interview sign-off required before Badge 5 begins

character sheets complete) — Runway ML, Pika, CapCut AI (video/motion) — Suno, Soundraw, ElevenLabs (audio, with disclosure) — AI text tools for research synthesis (with citation).

Not permitted: AI to generate a character not first hand-drawn — AI-generated writing submitted as own reflection — storyboard panel without prior hand-drawn thumbnail.

Artifact Integrity Test — Semester 2 interview question: “Show me the sketch that became this.”
If the student cannot produce the hand-drawn original, the badge is paused until the evidence is

provided. Character sheets must be physically present at every Semester 2 interview.

1,600 XP

SOCIAL-ENTREPRENEURSHIP PATHWAY — MIDDLE & HIGH SCHOOL — INDIVIDUAL OR TEAM-BASED — SELF-PACED

A/B Test Cycle

Standalone sprint — runs independently of the other two — any subject, any classroom

The A/B Test Cycle is the social-entrepreneurship sprint. It follows the full cycle from user persona to public launch to evidence-based decision. Students begin with empathy — building a persona grounded in a real person's real pain — and close with Extended Abstract thinking: interpreting crowd data honestly and making a decision grounded in what it says rather than what they hoped. Originally presented at QS Reimagine Education in 2016. QS Bronze 2021.

Artifact Integrity Test applies to every badge. A storyboard without a named human pain does not pass. A/B versions that are near-identical do not pass. A launch where only teammates responded does not pass. An A/B decision that contradicts the data without explanation does not pass.

BADGE	XP	EVIDENCE REQUIRED	BADGE	XP	EVIDENCE REQUIRED
1 — Design	300 XP	SOLO: Multistructural. User persona storyboard (specific person, named pain, human narrative); Mission Grid draft (Pain, Solution, Value, Competition); profile brand card per team member or for self; roles document or personal working plan.	4 — Launch	300 XP	SOLO: Relational+. Written launch plan; evidence of simultaneous posting (both versions live at the same time); launch record with response count, time window, platform, issues. Crowd must include people with no prior knowledge of the project.
			5 — Analyse	400 XP	SOLO: Extended Abstract. Written data interpretation with A/B tallies and qualitative theme analysis;

BADGE	XP	EVIDENCE REQUIRED	BADGE	XP	EVIDENCE REQUIRED
2 — Invest & Mentorship	300 XP	SOLO: Relational. Revised storyboard incorporating feedback from min. 3 people outside the team; finalised Mission Grid; documented pitch practice with recorded feedback; notes from min. 1 mentor or investor conversation.			documented A/B decision traceable to data; finalised storyboard; final presentation deliverable to an external audience; reflection with a stated next step as a decision.
3 — Build	300 XP	SOLO: Relational. Written test question; Prototype A and B differing meaningfully on the dimension being tested; feedback collection form; build log with min. 3 entries per prototype.			Resources: IDEO Design Kit · Google Forms · Figma · Marvel App · Padlet · Google Sheets · Canva · MaRS Discovery District · Y Combinator Startup School

How XP is awarded — SOLO Taxonomy

XP across all three sprints is awarded against the Biggs and Collis SOLO Taxonomy. Every badge in every sprint maps to a SOLO level, from Multistructural (producing accurate separate ideas) to Extended Abstract (connecting to a bigger idea and defending it under questioning). Lerner can see exactly what each level looks like and work toward it. A lerner does not need to reach Extended Abstract to pass — but XP above the Multistructural band requires it.

0 Prestructural No coherent rule or claim	1–90 Unistructural One rule or claim, named once	91–180 Multistructural Several rules or	181–260 Relational Rules and outcomes	261–300 Extended Abstract Connected to a bigger idea;
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evidence, listed
accurately

explained as a
connected system

defended under
questioning

The Artifact Integrity Test

XP is only awarded for work that shows the learner's own thinking in the sketchbook, notebook, and interview. The single test question at every badge interview: **"Show me the sketch that became this."** If the learner cannot produce a hand-drawn original that preceded the finished work, the badge is paused until the evidence is provided.

- **Language Notebook**

10 minutes of daily hand-written thinking across the term. AI cannot fake a notebook written over four months.

- **Math Notebook**

Every calculation with written reasoning alongside it. The process, not just the answer.

- **Sketchbook**

Every design decision, character sketch, and storyboard thumbnail — hand-drawn before any digital work begins.

- **Lerner Interview**

12–15 minutes, sketchbook open. The interview cannot be faked. Fluent speech about six weeks of choices is the evidence.

- **Published Websites**

Science and History/Geography findings published as live web pages — real audiences, real accountability.

- **Character Sheets**

Full-colour, labelled, rules-annotated hero and villain designs — the reference document for all Semester 2 AI production.

- **Research Templates (A+B+C=D)**

5 hero templates + 5 villain templates from diverse sources. The research is the authorship. AI can generate any A, B, or C. Only the student can produce D — the synthesis that comes from their own choices documented over weeks.

Run these sprints in your classroom. We will train you.

If you want to run the Rule-Maker's Sprint or the Graphic Narrative Sprint with your students and have their badges uploaded to Lern2ern, Innovation in Education offers direct teacher training. One session is enough to launch. Your students earn verified Lern2ern® XP. Their work belongs to them.

[Get in touch →](#)

What teacher training includes

One session. No ongoing subscription required. Your students' badges are uploaded to Lern2ern once you have completed training and confirmed your class is running the sprint.



Full sprint documentation

Learner handbook, teacher reference, XP tracker, Pre-Sprint Rule Declaration, Post-Sprint Reflection, and badge rubrics for both sprints.



Lerner Interview training

How to conduct the 12–15 minute badge interview, apply the Artifact Integrity Test, and award XP against the SOLO Taxonomy.



Badge upload to Lern2ern

Once your class completes a sprint, we upload verified badges to the Lern2ern platform. Students own their records. No institutional gatekeeper.



Ontario curriculum alignment



Year-level differentiation



AI resilience framework

Both sprints are mapped to Ontario Arts, Language (Media Literacy), and STEM Skills expectations, with adaptable rubrics for international and IB contexts.

Built-in Built-in differentiation by year level within every badge. Same task, calibrated cognitive demand. Adaptable to any middle or high school context.

Training includes how these sprints build AI-resilient assessment — aligned with the MIT AI Committee's August 2026 recommendations.

How to get started

From first contact to first badge upload in under four weeks.

1

Contact Innovation in Education

Email info@iiedu.ca with your name, school, grade, and which sprint you want to run. We will confirm availability and send the full sprint documentation.

2

Complete teacher training

One online session covering the sprint structure, badge rubrics, the Lerner Interview process, and the Artifact Integrity Test. Training is confirmed before your class begins.

3

Run the sprint with your class

The Rule-Maker's Sprint runs in the first two weeks of term. The Graphic Narrative Sprint runs across the full first semester. Both are fully documented.

4

Submit completed badge evidence

At sprint close, submit completed XP trackers, sketchbook photographs, and interview notes. We review for Artifact Integrity and confirm badge eligibility.

5

Badges uploaded to Lern2ern

Verified badges are uploaded to the Lern2ern® platform. Students create their own accounts and access their records. The work belongs to them — not the school, not the platform.

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Lern2ern® — Your work. Your proof. Yours to keep.

Shortlisted, QS Reimagine Education Awards 2025 — Nurturing Employability

QS Reimagine Education Bronze 2021 (A/B Test Sprint)