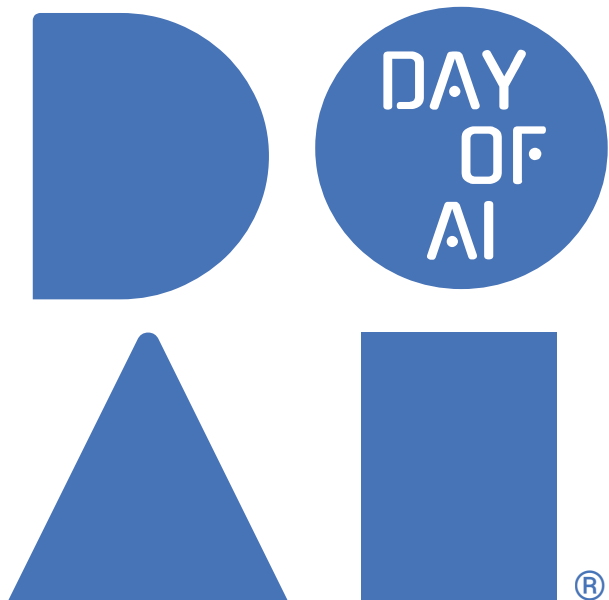
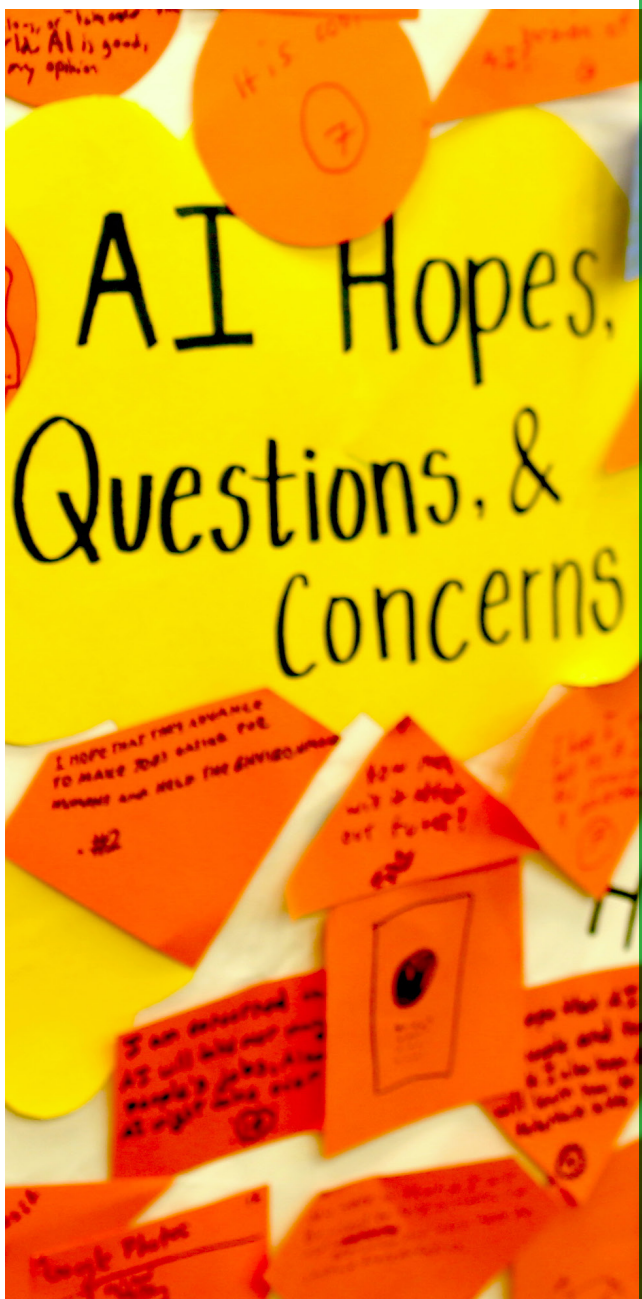




RAISE Initiative
Responsible AI for Social
Empowerment and Education



2025 IMPACT REPORT

Another year of rapid
global expansion,
ensuring AI is for
everyone, worldwide.





DAY OF AI IN 2025

AI literacy is for everyone.

Day of AI brings to life MIT RAISE's mission: to empower everyone – students, educators, and communities – to understand, use, and shape artificial intelligence in meaningful, equitable ways. Through free, open-access curricula, teacher professional development, and globally scaled outreach, we are equipping K-12 learners around the world to engage with AI not just as users, but as thoughtful creators and citizens. With the pace of AI transformation accelerating, MIT RAISE believes that literacy in this domain is fundamental to navigating our future and ensuring AI serves the public good.

Developments in 2025

This was a year of rapid growth, both in the U.S. and beyond, greatly expanding the reach of Day of AI and RAISE's mission. Educators in all 50 states and 175 countries now use Day of AI curricula, breaking a milestone of reaching more than 2 million students.

International Impact

2025 was a year of rapid growth far beyond our own backyard. From high-profile presence at conferences like Future_Ready in Latvia to major curricular rollouts in Asia, Africa, and South America, RAISE and Day of AI's work has spread around the globe. Read more about our global successes in the coming pages.

U.S. Impact and the Day of AI Celebration in Boston

On June 5, MIT RAISE, in collaboration with the Day of AI initiative and the Museum of Fine Arts, Boston (MFA), hosted the 4th Annual Day of AI celebration. High school students from across the region presented original works developed with the new "AI & the Creative Arts" curriculum, showcasing generative portraits, mixed-media animations, and creative explorations of AI's social and ethical dimensions. The

event brought together educators, technologists, artists, and MIT researchers to highlight how AI is shaping creative expression and what that means for the future of art, learning and society.

New Offerings

The arts curriculum comes in addition to a variety of other offerings, such as Day of AI's collaboration with Common Sense Media to produce an AI literacy toolkit for parents and caregivers (dayofai.org/family-resources). International collaborators have also been hard at work on translations of curricula, including into Uzbek, Japanese, Arabic, Spanish, Portuguese, and Vietnamese. MIT's Isabella Pu and Daniella DiPaola continue to provide technical feedback as subject matter experts as Day of AI builds out new material for educators, students, and families.

The First Global Summit

In November, RAISE hosts a two-day landmark Global Summit bringing together global leaders in AI literacy – from pioneering educators and policymakers to researchers and practitioners of the Day of AI program across more than 170 countries. The Summit showcases real-world case studies, foster cross-border collaboration, and spark vital conversations on how we can ensure students of all backgrounds and abilities become responsible and capable users of artificial intelligence. Stay tuned to raise.mit.edu for updates afterward!

Bring RAISE and Day of AI Resources to Your Classroom and Workplace

No matter whether it's a new curriculum, professional development opportunities, workforce training, or international partnerships, both RAISE and Day of AI are always looking for broader connections. We hope you will reach out to us via raise.mit.edu and dayofai.org.

175



Number of countries with teachers using Day of AI curricula in 2025, as well as all 50 U.S. states.

Curricula have now been translated into Uzbek, Japanese, Arabic, Spanish, Portuguese, Vietnamese.

2+ million



Students reached worldwide with Day of AI curricula.

70k+



Number of teachers reached.

GLOBAL SUCCESS STORIES

MIT RAISE's global reach grew significantly in 2025, with new country launches and educator-training initiatives deepening and broadening the worldwide movement for AI literacy. Each partnership brought Day of AI curricula and RAISE's broader vision of responsible, equitable technology education to new communities, bridging research, policy, and classroom practice on a larger scale.

Southeast Asia: Taiwan and Indonesia Join the Movement



Taiwan became one of the newest nations to adopt a Day of AI program, marking a major milestone for AI literacy in Southeast Asia. It launched in partnership with the Commonwealth Education Innovation Hub (CEIH) as part of a three-year national effort called “AI Literacy for All.” The program aims to provide free, locally adapted AI curriculum to 300,000 students and more than 4,400 teachers across one-third of Taiwan's elementary and junior high schools, ensuring that AI literacy becomes a core part of classroom learning.

The launch marked a major milestone in Day of AI's global expansion and reflected Taiwan's strong commitment to preparing students for an AI-shaped future. Supported by

the LITEON Cultural Foundation, the TSMC Education & Culture Foundation, and other partners, the collaboration focuses on bridging critical gaps in access, including the urban-rural divide and the growing distance between AI use and understanding.

Survey results conducted by CEIH revealed both enthusiasm and need: over 90% of students and teachers have used AI tools, but fewer than a quarter of students – and just 12% of teachers – feel confident they understand how AI works.

Over the next academic year, the “AI Literacy for All” team will roll out teacher-training sessions, public events, and curriculum co-development workshops with local educators, creating a sustainable model for integrating AI education across Taiwan's schools.



Meanwhile in **Indonesia**, the initiative launched in Jakarta in September 2025 with a full-house gathering of more than 250 educators, students, and government officials at @america Jakarta, alongside hundreds more joining online.

The launch highlighted Indonesia's commitment to expanding technology education through a new national regulation introducing Coding and Artificial Intelligence as an elective subject beginning in Grade 5. By aligning Day of AI's free, open-access curriculum with this framework, MIT

RAISE and its partners helped ensure that teachers across the country have the tools to translate policy into practice.

The collaboration also drew national attention, including coverage in Kompas, one of Indonesia's leading newspapers, signaling growing public interest in how AI will shape the nation's digital future. MIT RAISE Director Cynthia Breazeal, recently named to the Time 100 AI list, described the moment as evidence of a shared global momentum: "By equipping students and teachers with the tools to understand and shape this technology, we're not just preparing them for the future – we're empowering them to build it."

Day of AI Indonesia will expand with localized lesson plans, teacher-training workshops, and online resources in Bahasa Indonesia. A regional convening planned for Bali will bring together education leaders from across Southeast Asia to share best practices and strengthen cross-border collaboration.

Colombia: Expanding the Model



Watch video of Día de la IA at youtube.com/watch?v=QyH0dQq0J-w

Colombia took a major step toward nationwide AI literacy in 2025 through a new collaboration with the Ministry of Education (MinEducación), Computadores para Educar, MIT RAISE, and Day of AI. The program, known locally as Día de la IA, aimed to bring AI education to every classroom in the country and by August had moved from planning to large-scale action. Team members Randi Williams, Matt Taylor, and

Jorge Gallardo conducted 15 in-person workshops across seven cities, with teacher trainers then hosting a further 19 workshops in ten other cities – reaching more than 3,600 teachers and hundreds of thousands of students from all 32 departments in Colombia, including the capital Bogotá. The effort culminated in a national Day of AI celebration in Manizales on October 2nd, which brought together dozens of teachers and hundreds of students from across the country to showcase and celebrate their learning.

In follow-ups, teachers reported strong learning gains and confidence after completing the program. Self-assessed readiness to teach AI increased markedly, from 2.67 to 3.95 on a five-point scale. Nearly all participants – 95 percent – rated the training as above average in quality and usefulness. Early adoption indicators were also encouraging: 39 percent of teachers reported using large language models in their lessons, while more than half introduced AI topics to their students. Thousands of student projects submitted under the program's five capstone themes showed that AI for social good is already taking root in classrooms across the country.

The collaboration produced new classroom materials that will serve as a foundation for future rollouts. Three introductory modules – Machines That Learn, Ethical and Responsible AI Use, and Behind The Chat: How AI Chatbots Work – were piloted, alongside a capstone project encouraging students to apply AI to a theme: sharing their culture, peace, the environment, or diversity and inclusion. These resources form the basis for an evidence-driven national model that integrates technical learning with social purpose. During the national Day of AI celebration, thousands of students from over 400 schools across the country submitted projects showcasing their AI-powered solutions to build a better world.

"Colombia is showing what national AI literacy implementation can look like in action," said Jorge Gallardo, Curriculum Developer and Teacher Trainer with Day of AI. "We're honored to support their vision for equitable and inspiring AI education."

The program's success positions Colombia as a regional leader in scaling AI literacy. Through continued partnership

with MIT RAISE, the country is building a replicable framework for inclusive technology education, one grounded in data, collaboration, and a shared belief that every learner should have the tools to shape the digital future.

Rwanda: Building Capacity and Community



MIT RAISE and Day of AI launched new Africa-focused initiatives designed to train educators, support policymakers, and extend AI literacy from the classroom to national education systems.

In **Rwanda**, the Ministry of Education and the Rwanda Education Board partnered with MIT RAISE to host a landmark teacher-training program led by Dr. Randi Williams, Day of AI's Head of Research. Over 150 educator-trainers from every district in the nation participated in a four-day workshop focused on integrating AI lessons into primary and secondary ICT courses. The effort builds on Rwanda's existing university-level AI initiatives and represents the first step toward a nationwide rollout for K–12 students.

"This program ensures AI is used ethically and effectively, fostering a culture of innovation," said Minister Joseph Nsengimana, who leads the effort. The training was made possible through support from the Dr. Ibrahim El-Hefni Technical Training Foundation, whose funding enables high-quality STEM education programs worldwide.

MIT RAISE's collaboration in Africa also extended beyond Rwanda. At Bridgewater State University in Massachusetts, Day of AI team members met with Mandela Washington Fellows – emerging leaders from 20 African countries participating in the U.S. State Department's Young African Leaders Initiative. Together they explored strategies for

bringing AI literacy programs to their home communities, setting the stage for a network of trained leaders who can champion equitable technology education across the continent. And in October, Dr. Williams traveled to Ghana to attend the ADEA (Association for the Development of Education in Africa) conference, where she hosted a session with government leaders and ministers from ten African countries, along with UNESCO. In building those relationships, the hope is these leaders will push to replicate Rwanda's program in their countries.

"These partnerships reflect the next chapter of MIT RAISE's global work," said Julia Reynolds-Cuéllar, RAISE's Global Alliances Lead. "By collaborating with educators, ministries, and regional organizations, we're building shared capacity to make responsible AI education accessible to every student."

United States: Diversifying Partnerships

With *global* continuing to include Day of AI's work in the **United States**, the team had two big domestic developments.

First, in August, Common Sense Media and Day of AI USA announced an AI Literacy Toolkit for families and caregivers. It is designed to help build a shared and practical understanding of artificial intelligence and its growing role in everyday life. Available in both English and Spanish, the toolkit features simple, interactive activities to help families and educators explore AI together. The toolkit supports thoughtful, age-appropriate conversations and builds the skills that kids need to thrive in a digital world.

And in October, Day of AI USA was chosen by the New York City Economic Development Corporation to lead an AI literacy pilot in the New York City Public Libraries system, as part of an "NYC AI Nexus" led by the NYC Economic Development Corporation. The pilot – at Brooklyn Public Library, New York Public Library, and Queens Public Library – will be a step in the city's plan to "[up-skill] public library staff in AI literacy so that staff, in turn, can provide AI literacy training and support to patrons across the five boroughs." The partnership helps leverage other community-level connections to teachers and students, diversifying beyond individual teachers, districts, and (outside the U.S.) national education ministries.



RAISE's global alliances lead Julia Reynolds-Cuellar joined Day of AI research lead Randi Williams (above) in Riga as part of new work with Riga Business School to train local teachers in Latvia.

Senior advisor Jeffrey Riley and curriculum developer Jorge Gallardo were two Day of AI team members to join RAISE at this year's ASU+GSV Summit.



2025 Media Highlights

This year, Day of AI and its work with RAISE included over 40 appearances in worldwide media, from Brooklyn to Australia to Kazakhstan. A brief selection:

New Hampshire educators explore how AI could be used as tool for teachers, ABC WMUR

New project to improve AI literacy programs in schools, The Educator (Australia)

Kazakhstan to introduce AI lessons for grade 1-4 students, Kazinform International News Agency

Inside the AI push at US universities: How Barnard, Columbia, NYU and MIT are preparing students for the age of artificial intelligence, The Times of India

Pilot AI programs launched to advance technology and literacy, Brooklyn Eagle

And a hearty congratulations to RAISE director Cynthia Breazeal on being named to TIME's "100 Most Influential People in AI"!



WHAT TEACHERS SAY

"Your lessons are really easy for teachers to pick up. As we try to create and implement a continuum to strengthen students learning and AI, I can really see myself using some of these for our teachers to use."

– Danielle K.

Middle and high school instructional technology coach in Wisconsin

"Es una buena oportunidad para mejorar procesos académicos y vincular a estudiantes y docentes."

– Día de la IA in Colombia educator

"On a scale of 1 to 10, I'd rate it 9.5. The curriculum is very flexible with a lot of materials that can be customized. It's engaging, and if the teacher has passion, it's a great match."

– Dr. P.

Middle and high school STEM teacher in California

"They also realized they've been using AI for a long time without knowing. I think it was very engaging. It's quick [and] student-centered."

– Emily C.

Librarian in Massachusetts

U.S. Teacher Survey Highlights

Student Ages

- 19% of respondents taught Day of AI curricula to ages 5-7
- 41% taught to ages 8-10
- 54% taught to ages 11-13
- 37% taught to ages 14+

Adoption

81% of surveyed teachers incorporated curriculum into regular class hours

Knowledge and Optimism

- Teachers described their own knowledge of AI as 3/5 before the curriculum, 4/5 after
- Similar results were seen with their optimism about AI
- Students described their knowledge at 2/5 before, rising to 3.65/5 after, with optimism rising from 2.68/5 before to 3.81/5 after

Quality

92% rated Day of AI curriculum as "good" or "excellent"



DAY OF AI CELEBRATION AT THE MUSEUM OF FINE ARTS



On the morning of June 5, students from two Boston high schools gathered at the Museum of Fine Arts to celebrate Day of AI, sharing original projects developed using the new RAISE-developed curriculum “AI and the Creative Arts”. The event, hosted by RAISE, Day of AI, and the MFA, brought together educators, technologists, and artists to explore how artificial intelligence is shaping creative expression.

RAISE Director Cynthia Breazeal opened the event by noting that “in the creative arts, AI has been both positive and not so positive,” with new and experienced artists alike finding fresh and sometimes unexpected expressive opportunities – but often through generative AI platforms trained on other artists’ copyrighted work.

To explore those upsides and downsides, the high school students had participated in workshops using the new curriculum to create self-portraits for the day’s showcase.

Their work demonstrated how AI tools can not only generate and analyze content but also spark conversations about the role of technology in society.

NYU professor Safinah Ali, an MIT alum, led the development of the new Day of AI curriculum. It came together over the course of the past year, first through AI and art workshops held at the MIT Media Lab with younger students.

At the MFA, Ali emphasized that the curriculum’s purpose is to center artistic expression – how AI as a medium is impacting art making and art learning – not to teach students simply how to use generative AI tools.

Doing so allows teachers and students to explore deeper and more fundamental questions around creativity, bias, and ethics in technology. In her workshops with students, Ali found they were “able to express their unique stories



using this new compelling medium” while simultaneously “already able to express their concerns about AI, about the stereotypes that show up.” Student prompts asking to generate images of a “teacher,” for example, almost always resulted in a man, while prompts for a “hungry child,” Ali said, almost always resulted in images of children from South Asia, revealing how ingrained such biases can be.

Day of AI researcher Randi Williams, also an MIT alum, in turn spoke of how “These tools are visions of the future but want to take us back to the past” by relying on so much prior material. “They’re wicked problems,” she said as part of a session titled “Me, Myself, and AI” introducing AI projects from three local high school students.

The students, from East Boston High School and Brooke High School, presented their AI-generated self-portraits in a gallery-style walkthrough with guests. On a panel, three of the students also discussed their reactions at the time they worked on their projects. One described “a feeling of



envy” at seeing unrealistic AI-generated portraits of herself. Another explained their decision not to use generative AI tools at all, citing concerns about the environmental impact of the energy- and water-intensive data centers needed to run the systems.

Other speakers such as Boston artist, educator, and researcher Wen Yu were more sanguine. “AI learning is more accessible for students,” she said, because it can be used in different contexts, be more personalized, and free classroom resources for tasks best handled by teachers. To that point, she asked ChatGPT “What is art?” Part of its reply: “Art is a human activity.”

The audience comprised not only students and educators but a number of special guests such as Mechalle Brown of the 7uice Foundation (founded by Mechalle’s son, Boston Celtics All-Star Jaylen Brown), Hilary Brayton of the Vertex Foundation, Jeanne O’Keefe of MathWorks, and even local WBZ News Radio personality Dan Rea.

AI AND CREATIVE ARTS

AGES 8-10

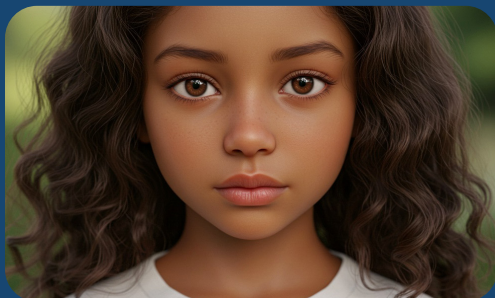
In the creative arts curriculum that was highlighted in June at the Museum of Fine Arts, students are guided to explore the intersection of creativity and technology by examining the role of AI. There are three lessons for students aged 8-10 and four for those aged 11-18.



Introduction to AI and the Creative Arts: Students define creativity and discuss whether machines can be creative. They review how AI learns and explore examples of AI-generated art, comparing human and machine creations to identify similarities, differences, and limitations.



Exploring Ethics in the Creative Arts: Students examine the ethical implications of AI in art, focusing on bias, copyright, and attribution. Through real-world examples, they discuss fairness in representation and create digital or poster-based messages promoting ethical awareness in AI art.



Self-Portrait Exploration: Students create self-portraits using traditional media and then generate AI versions using text prompts (teacher-facilitated). They compare the two and discuss bias, accuracy, and identity representation in AI systems.

AI AND CREATIVE ARTS

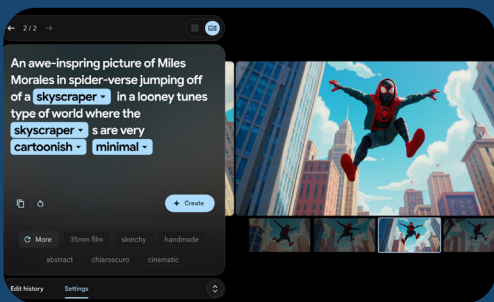
AGES 11-18



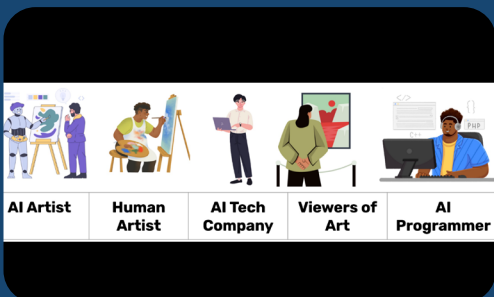
Introduction to AI and the Creative Arts: Students define creativity, discuss AI's role in artistic expression, and analyze examples of AI-generated versus human-made art to understand how AI models learn and create.



Exploring Ethics in the Creative Arts: Students examine issues like copyright, attribution, bias, misinformation, and job displacement in AI-driven creative fields. They debate questions of ownership and fairness while designing awareness posters or developing solutions to minimize harm.



Collaborating with AI Tools: Students experiment with image, music, and story-generation tools to explore AI as a creative partner. They reflect on misalignment, bias, and how human input shapes AI-generated results.



An AI in Art Debate or Self-Portrait Exploration: Students choose between a debate exploring the ethics of AI-generated art or a creative self-portrait activity comparing human and AI-generated representations. Both options reinforce concepts of creativity, authorship, and responsible use.

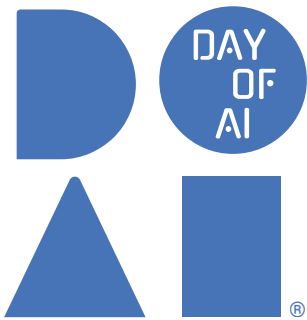
ABOUT MIT RAISE AND DAY OF AI



RAISE Initiative
Responsible AI for Social
Empowerment and Education

RAISE's mission is to rethink and invent a more positive and inclusive future of education and learning in the era of AI. Our work informs, engages, and empowers millions of teachers, learners, innovators, researchers, and leaders worldwide.

We bring together the curiosity of experts, the creativity of innovators, the rigor of world-class research, the experience of practitioners, and the perspective of leaders in a shared commitment to making a better, more inclusive, AI-powered world for shared prosperity. Rooted in MIT's hands-on, minds-on approach to innovation, we believe AI is for everyone – and by empowering people to take responsible computational action, we help shape a better future for all.



To better serve this meteoric demand for the program, Day of AI was spun out of MIT RAISE in August 2024 and set up as a stand-alone not-for-profit entity with fully dedicated resources to the mission, while still maintaining a close relationship with MIT's best-in-class research

team. Continuing to leverage the resources and expertise of the researchers and scientists at MIT RAISE, the Day of AI team of educators, technologists, and trainers has expanded the program's focus beyond basic K-12 student AI literacy to include supporting teachers in leveraging AI and AI-enabled tools in their practice and working with school leaders to ensure student safety and equity through the design and implementation of appropriate AI policies in their schools.

Our thanks to Day of AI
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Save the Date!

AMERICA'S YOUTH AI FESTIVAL

The next milestone in MIT RAISE's journey arrives July 17-19, 2026, when the America's Youth AI Festival comes to MIT and venues across Boston and Cambridge. Organized by MIT RAISE and Day of AI, this landmark national celebration will bring together more than 250 students and educators from across the United States to explore how young people can responsibly and creatively shape the nation's AI future.

The three-day festival is the culmination of Day of AI's year-long Responsible AI for America's Youth campaign, uniting schools, communities, and policymakers around a shared vision of equitable, hands-on AI learning. Events will include a Student Senate on AI Policy at the Edward M. Kennedy Institute, student project showcases at the MIT Media Lab, juried art exhibitions, live performances, and career dialogues with MIT researchers and industry leaders.

To learn more or get involved, visit dayofaiusa.org.