AI Ready™ School

Pilot Report

NDPS, Indore

20-23 July, 2026

32 Students, 8th Grade, Science

7%

Average Improvement in Class Score

11%

Average Improvement in Reasoning

Pilot Report

This document summarizes the AI Ready School (AIRS) pilot conducted at New Digamber Public School (NDPS), Indore, from 20–22 July 2026 with Grade 8 – Section A, and sets out a proposed path forward for continued partnership. Over the three-day pilot, 32 students used AIRS to learn a Grade 8 Science topic end-to-end — from a baseline assessment, through an AI-designed and AI-delivered lesson, to a final assessment on the same material — with class-wide scores rising from 56% to 63% and strong engagement reported by both students and their teacher.

Beyond reporting these results, this document also lays out how AIRS proposes to move from a short pilot to sustained, everyday use at NDPS: a recommended platform usage structure, a phased rollout plan starting with Grade 8 Science and expanding to other grades and subjects, and the pricing that applies once the free access period ends. We share this with NDPS's management as the basis for a decision on continuing and expanding the partnership.

About AI Ready School Pilot Program

AI Ready School (AIRS) is a complete AI ecosystem for K-12 schools, built on five components: Cypher (personal AI learning companion), Morpheus (AI teaching agent), Zion (safe AI tool suite), NEO (AI Center of Excellence lab), and Matrix (local AI infrastructure) — spanning academics, skills, operations, safety, and future-readiness.

Our AI-powered education platform has been successfully implemented at Meru International School, Hyderabad, across their 2 branches, delivering regular classes with minimal guidance from teachers. We have been working with them for the past 1.5 years to make our platform deliver exceptional results to schools.

We conduct pilot programs at schools so they can experience our AI-powered education components — Morpheus and Cypher. Below are our objectives for conducting these pilot programs. Our goal is to help educators understand their students in the best possible way and deliver personalized teaching at each student's own pace, so that no student is left behind. We strongly believe the teacher should be at the center of the AI-powered education process, supported by a well-integrated set of tools that facilitate the end-to-end process of education for every student — without compromising the critical thinking or creativity of either the teacher or the student.

AI Ready School Pilot at NDPS, Indore

Dates	20 - 22 July 2026
Pilot Student Group	Grade 8 - Section A - 32 Students
Subject	Science
Teacher	Ms. Geetanjali Tare
Lesson	The Invisible World Beyond Our Naked Eyes
Testing Method	1. Conduct a Baseline Test on the Lesson to Students 2. Make the Teacher Design a Lesson Using Morpheus Agent 3. Assign to Students 4. Make the Students Learn the Topic Using Morpheus and Cypher 5. Conduct a Final Test 6. Measure the Difference
Objectives	***Objective 1:*** *To measure the difference in the time it takes for the teacher to prepare and deliver a lesson, test, and track results with and without AIRS* ***Objective 2:*** *To measure the difference between performance achieved by students with reinforcement learning on our platform versus what the teacher delivered alone*

Pilot Report

In just three days and a single lesson, AIRS lifted class-wide science scores from 56% to 63% — a +7 point gain — while students rated their experience 4.6 out of 5 and reasoning confidence rose alongside accuracy, a strong signal that the gains reflect real understanding rather than guesswork. [Find the complete statistics at the bottom of this document.]

56%	63%	+7 pts	18/32
BASELINE AVG	FINAL AVG	CLASS GROWTH	STUDENTS IMPROVED

Learning Outcomes

Baseline class average rose from 47% to 58%, a class-wide growth of +11 percentage points across the pilot window. Students also completed the final assessment faster than the baseline — 23m 49s down to 21m 45s, over two minutes quicker — while scoring higher, showing the gain did not come at the cost of speed.

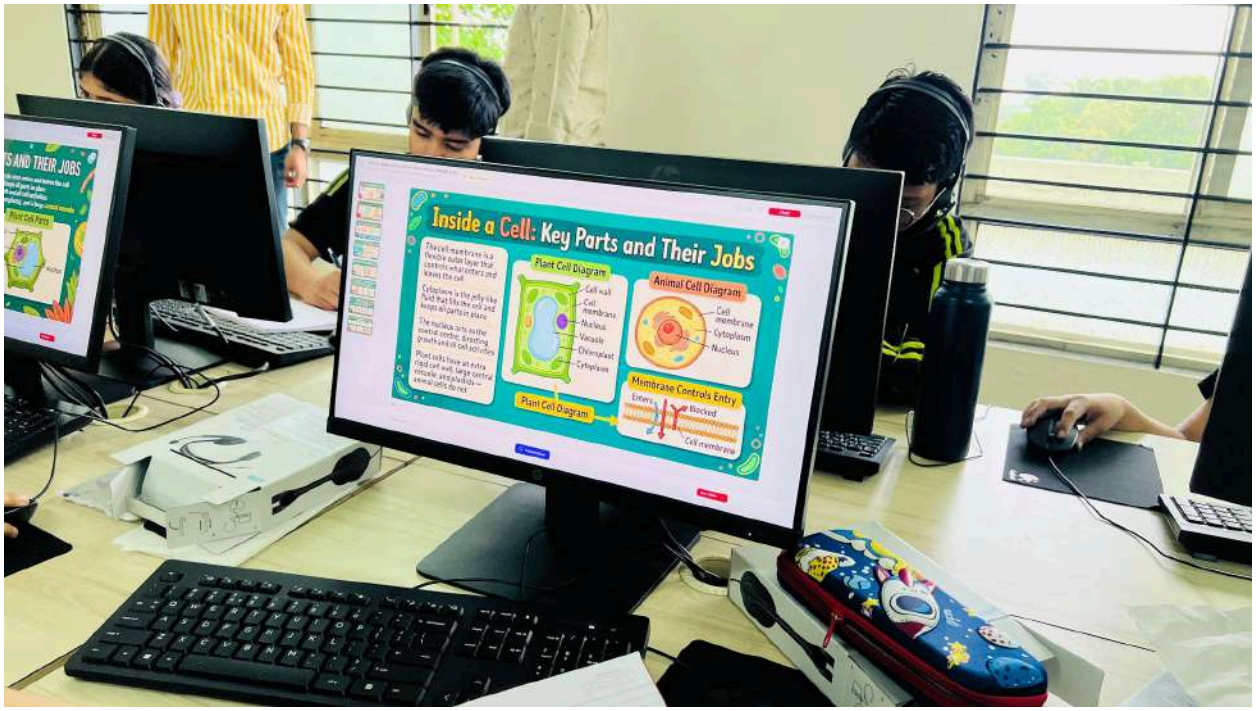
Outcome	Count
Improved	18 students (56%)
Unchanged	2 students
Declined	12 students

Reasoning Confidence — The Deeper Signal

Score gains only tell part of the story. AIRS also measures reasoning confidence — whether a student's correct answer is backed by genuine understanding or a lucky guess. That number rose alongside accuracy:

Baseline	Final	Change
40/100	51/100	**+11**

Topic Performance



Where Students Excelled

- Yeast fermentation in dough — 75%
- Souring of milk into curd by Lactobacillus — 75%
- Fungi lacking chlorophyll for photosynthesis — 72%

Where AIRS Flagged Opportunities for Reteaching

- Microscope magnification of microorganisms — 22%
- Bacterial cells vs. other cells — 25%
- Shared structures in onion peel and human cheek cells — 31%
- Decomposition into manure / composting — 34%
- Microalgae as major oxygen producers — 44%
- Microorganisms in fruit and vegetable peel decomposition — 47%

Misconceptions Surfaced by the Platform

One of AIRS's core strengths is surfacing specific, actionable misconceptions rather than a single opaque score. In this pilot, the platform identified:

- “Warmth kills bacteria” — 6 students

- “Unicellular means bacteria” — 5 students
- “Bacteria are multicellular” — 4 students
- “Algae produce nitrogen” — 4 students
- “Mould is unicellular” — 3 students

These insights translated directly into a teacher recommendation: reteach microscope magnification, bacterial-cell differences, and structures common to plant and animal cells using a labeled comparison chart and a card-sort activity, followed by a short retrieval quiz — turning assessment data into a concrete next lesson, automatically.

The Student Experience

Students didn't just score better — they engaged more, and said so directly.

4.6 / 5 ENJOYMENT RATING	**73%** FELT MORE ENGAGED THAN A NORMAL CLASS	**88%** WANT TO KEEP USING THE PLATFORM
88% HELPED BY CATCH-UP LESSONS	**79%** FELT MORE CONFIDENT AFTERWARD	**67%** USED CYPHER, THE AI TUTOR

What Students Valued

- Cypher improved their thinking by offering hints instead of direct answers
- The Creative Hub made learning feel fun and hands-on
- Videos and flashcards made difficult content easier to understand
- Interactive tools made the lesson feel enjoyable rather than routine
- Immediate assessment feedback helped them see and fix their own mistakes

100% of students said their quiz results and explanations helped them understand their mistakes — and 88% said a catch-up mini-lesson helped when they were struggling.

The Teacher Experience

Ms. Geetanjali Tare rated her overall experience 4 out of 5. She rated lesson accuracy and curriculum alignment a full 5/5, and reported that Live Classroom Control kept students' screens perfectly in sync during teach-mode instruction — also a 5/5.

Ratings on tracking visibility and intervention quality were more moderate (3/5), and she edited AI-generated interventions before sending them to students rather than using them as-is. We attribute this primarily to the limited window she had to explore the platform's full toolset during a three-day pilot, rather than to the underlying capability of the tools themselves — a pattern consistent with how new platforms are typically adopted by educators.

To build a fuller and fairer picture of teacher impact, AIRS is now planning a month-long pilot with NDPS. A longer runway will give the teacher time to explore lesson planning, live intervention review, and the progress dashboard in real classroom conditions — and should surface AIRS's full value on the teaching side, not just the learning side.

Why This Matters

A +7 point gain in overall class progress, +11 point gain in reasoning, rising reasoning confidence, and a 4.6/5 student experience rating — all from a single lesson delivered inside a standard three-day window — is a strong early signal for a platform still in its second pilot. AIRS doesn't just move a class average; it tells a teacher exactly which misconceptions to reteach, and gives students an AI companion they trust enough to say, unprompted, that it helped them think rather than just answer.

Proposed Platform Usage Structure for NDPS

The pilot was designed to test an ideal condition — to see if students could study the concepts on their own with minimal guidance. For regular use, we suggest the following flow: the platform assists teachers in configuring everything from a central place, assigning it to students, and reviewing outcomes. This eliminates the need to manually perform a lot of operations and helps teachers focus on the creative aspects of teaching.

We propose the following structure for NDPS to start with:

Step	Activity	By
1	Lesson Package Creation Using Morpheus	Teacher
2	Lesson Delivery in the Classroom	Teacher
3	Lesson Assignment to Students	Teacher
4	Lesson Revision, Taking Tests and Working on Projects (Lab | Home)	Students
5	Analysis, Feedback and Intervention Generation	AI

6	Review the Class Status and Approval of Interventions	Teacher

The Way Forward

Stage	Activities	Timeline
Stage 1	Make AIRS available to all Grade 8 Students for Science	Month 1
Stage 2	Make AIRS available to all Grade 8 Students for All Other Subjects	Month 2
Stage 3	Make AIRS available to all Grade 6, 7, 9 and 10 for All Subjects	Month 3

Class Assessment Report

Generated on 24 July 2026

Period: Jul 20, 2026 – Jul 22, 2026

ND

New Digamber Public School

32 students · Pilot Program

CLASS GROWTH

+7%

Performance Overview

32	56%	63%	+7%	18/32
TOTAL STUDENTS	BASELINE AVG	FINAL AVG	CLASS GROWTH	IMPROVED

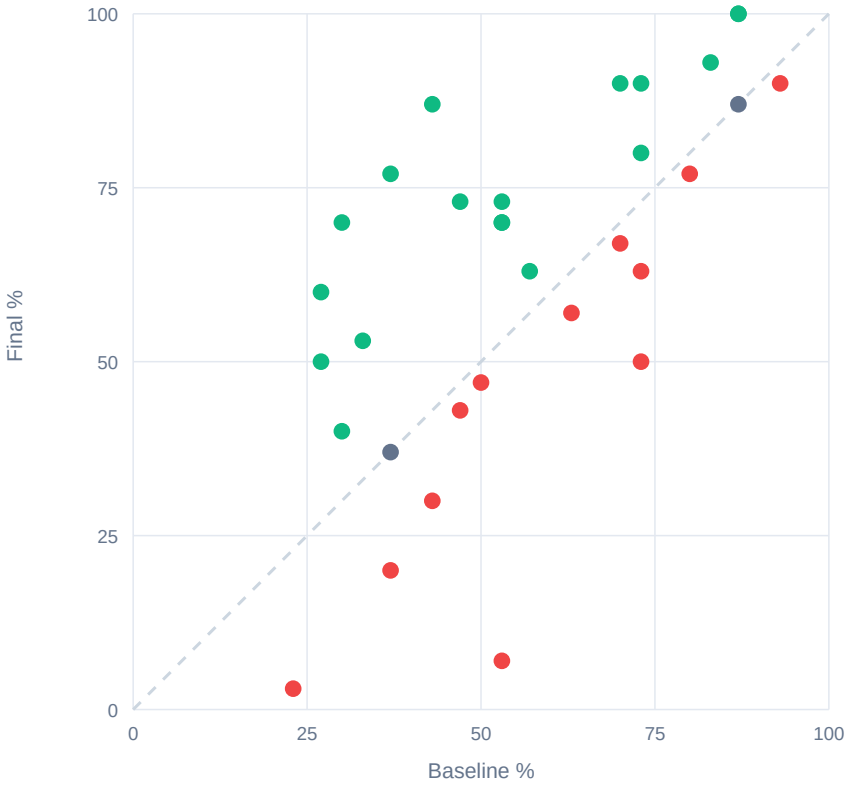
Class Score Progression

OUTCOMES	
Improved	18
Unchanged	2
Declined	12

AVG TIME TAKEN	
Baseline	23m 50s
Final	22m 1s

1m 49s faster overall

Baseline vs Final (per student)



Each dot is a student · above the dashed line = improved

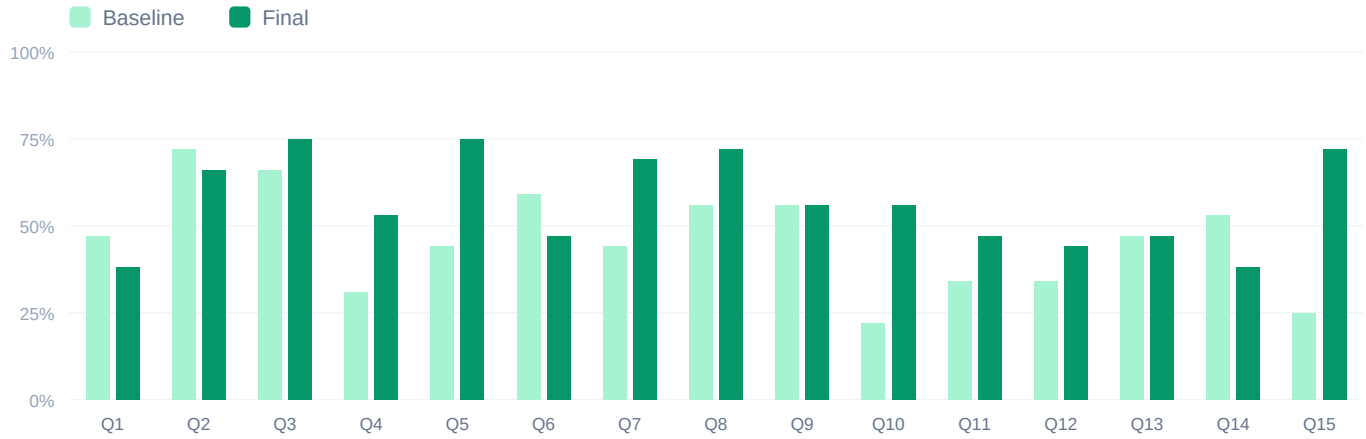
Students

Student	Email	Baseline	Final	Growth	Lessons
Aarohi Choudhary	10351@ndps.edu.in	80%	77%	-3%	12%
Adhish Neema	12572@ndps.edu.in	37%	20%	-17%	41%
Ankishaa	12218@ndps.edu.in	73%	90%	+17%	47%
Ansh Banodiya	10384@ndps.edu.in	73%	80%	+7%	11%
Burhanuddin Kanchwala	12238@ndps.edu.in	43%	87%	+44%	11%
Dhairya Thakur	10394@ndps.edu.in	37%	37%	0%	5%
Erica Kothari	10413@ndps.edu.in	27%	60%	+33%	26%
Gagan Nagdev	11722@ndps.edu.in	33%	53%	+20%	59%
Haneet Jain	10388@ndps.edu.in	57%	63%	+6%	12%

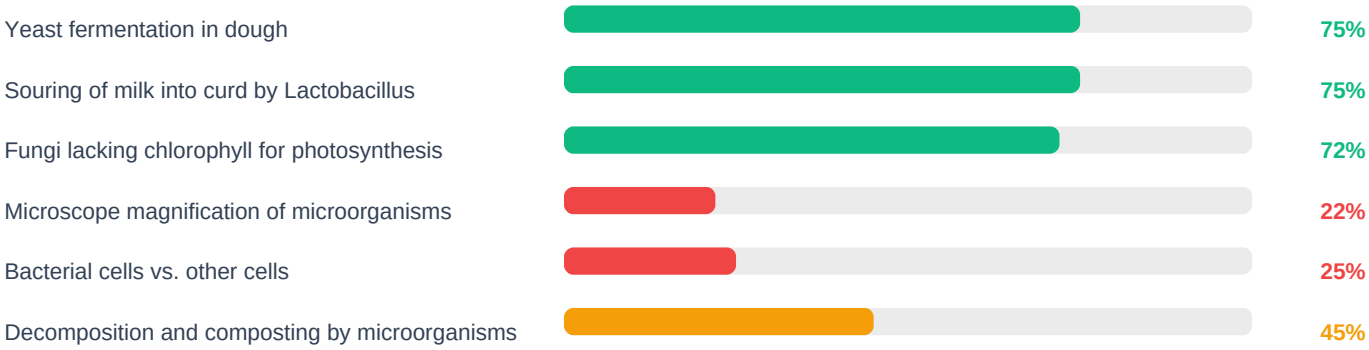
Student	Email	Baseline	Final	Growth	Lessons
Harshit Neema	10702@ndps.edu.in	30%	40%	+10%	7%
Heer Bagjai	10210@ndps.edu.in	53%	73%	+20%	12%
Ira Soni	10279@ndps.edu.in	87%	100%	+13%	52%
Kartik Bherwani	11560@ndps.edu.in	83%	93%	+10%	18%
Kushagra Sharma	11906@ndps.edu.in	87%	100%	+13%	30%
Lavanya Kukreja	10378@ndps.edu.in	87%	87%	0%	49%
Manan Purswani	11893@ndps.edu.in	37%	77%	+40%	10%
Meet Tiwari	11772@ndps.edu.in	53%	7%	-46%	18%
Mohini Ji	10466@ndps.edu.in	23%	3%	-20%	1%
Naivedhya Jain	12707@ndps.edu.in	43%	30%	-13%	11%
Nitya Kothari	10383@ndps.edu.in	70%	90%	+20%	8%
Palakshi Gupta	10329@ndps.edu.in	50%	47%	-3%	44%
Pearl Ganglani	10840@ndps.edu.in	70%	67%	-3%	54%
Quaied Johar Jawadwala	11704@ndps.edu.in	53%	70%	+17%	8%
Saanvi Aghi	10734@ndps.edu.in	93%	90%	-3%	7%
Shanaya Goyal	10496@ndps.edu.in	47%	73%	+26%	21%
Soumya Anjana	10464@ndps.edu.in	27%	50%	+23%	47%
Taher	12428@ndps.edu.in	73%	50%	-23%	44%
Umme Hani Fakhruddin Raj	10335@ndps.edu.in	30%	70%	+40%	8%
Vihaan Sharma	10224@ndps.edu.in	53%	70%	+17%	10%

Student	Email	Baseline	Final	Growth	Lessons
Yashasvi Panchal	12382@ndps.edu.in	47%	43%	-4%	5%
Yukti Katariya	10474@ndps.edu.in	63%	57%	-6%	49%
Zahra Gaswala	10611@ndps.edu.in	73%	63%	-10%	9%

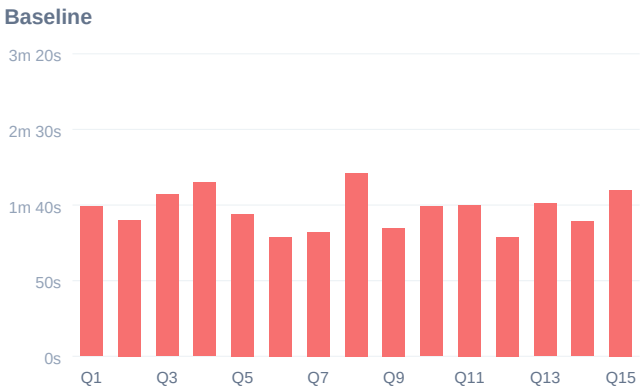
Question Accuracy — Class Level

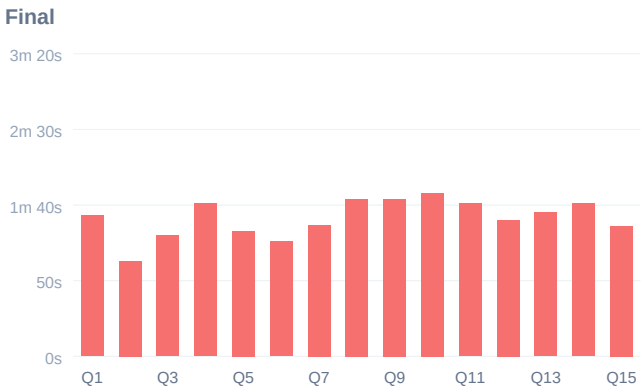


Topic Performance



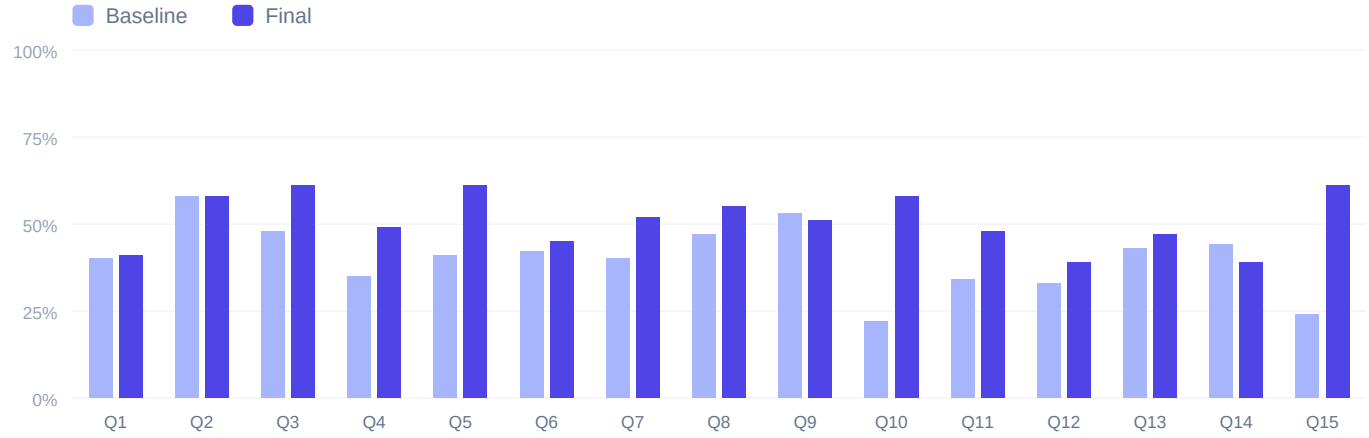
Time Spent per Question — Class Level





Reasoning Confidence — Class Level

40/100	51/100	+11	23
BASELINE AVG	FINAL AVG	CHANGE	CORRECT, WEAK



Misconceptions Revealed

- Q7 — warmth kills bacteria (6 students)
- Q1 — unicellular means bacteria (5 students)
- Q13 — bacteria multicellular (4 students)
- Q12 — algae produce nitrogen (4 students)
- Q2, Q14 — mould is unicellular (3 students)
- Q14 — all fungi unicellular (3 students)
- Q11 — wrong decomposer group (3 students)
- Q14 — fungi are bacteria (3 students)
- Q10 — fermentation vs decomposition (2 students)
- Q5 — organism product confusion (2 students)
- Q1 — all microbes are bacteria (2 students)
- Q8, Q9 — wrong rhizobium function (2 students)

Lesson Progress

32	23%	1
TOTAL STUDENTS	AVG COMPLETION	LESSONS ASSIGNED

Lesson	Subject	Grade	Assigned	Avg Completion
The Invisible Living World Beyond Our Naked Eyes	science	8	32	23%

AI Class Analysis

Baseline class average was 56%, final class average was 63%, and class growth was +7 percentage points. The class showed encouraging progress overall, with several students making strong gains and a number reaching very high final scores.

Top Improvers

- Burhanuddin Kanchwala
- Manan Purswani
- Umme Hani Fakhruddin Raj
- Erica Kothari
- Shanaya Goyal

Needs Attention

- Meet Tiwari
- Mohini Ji
- Adhish Neema
- Naivedhya Jain
- Dhairya Thakur
- Palakshi Gupta
- Pearl Ganglani
- Taher
- Yashasvi Panchal
- Yukti Katariya
- Zahra Gaswala

Class Strengths

- Yeast fermentation in dough (75%)
- Souring of milk into curd by Lactobacillus (75%)
- Fungi lacking chlorophyll for photosynthesis (72%)

Common Weaknesses

- Microscope magnification of microorganisms (22%)
- Bacterial cells vs. other cells (25%)
- Shared structures in onion peel and human cheek cells (31%)
- Decomposition into manure / composting (34%)
- Microorganisms in fruit and vegetable peel decomposition (47%)
- Microalgae as major oxygen producers (44%)

Class Focus Areas

- Microscope magnification of microorganisms
- Structural differences between bacterial cells and eukaryotic cells
- Decomposition and composting by microorganisms

Time Management

- Several students answered more quickly on the final, but speed was not consistently linked to accuracy: for example, Quaied Johar Jawadwala improved to 70% with an average of 2s/q, while Yashasvi Panchal remained low at 43% with 158s/q. Others slowed down and improved, such as Burhanuddin Kanchwala (58s/q to 82s/q) and Umme Hani Fakhruddin Raj (43s/q to 120s/q), so the pattern suggests pacing alone was not the main issue.

Teacher Recommendation

Reteach microscope magnification, bacterial cell structure, and decomposition/composting in the same lesson sequence, since these are the weakest areas across both tests. Use a card-sort activity where students match each concept to the correct organism or process, then justify why a school microscope, a bacterium, or a decomposer belongs in that category.

Pilot Program Feedback

Teacher Feedback

1 response

Each bar shows how many respondents chose that answer; ratings are coloured green (high) to red (low).

Overview

Overall, how would you rate your experience with the AI Ready School pilot program? avg 4.0/5

4 / 5 — 1

A. Creating lessons

How did you usually build lessons?

Mix — 1 (100%)

How good was the first draft Morpheus produced before you edited it? (1 = unusable, 5 = ready to teach) avg 3.0/5

3 / 5 — 1

How much did you have to edit before it was classroom-ready?

Moderate — 1 (100%)

Was the lesson accurate and curriculum-aligned (right grade, board, subject depth)? avg 5.0/5

5 / 5 — 1

How easy was it overall to use Morpheus to build your lesson? (1 = very difficult, 5 = very easy) avg 3.0/5

3 / 5 — 1

B. Enriching

Which content types did you actually use?

Video	1 (100%)
Presentation	1 (100%)
Glossary	1 (100%)
Flashcards	1 (100%)
Mini App	1 (100%)

AI-generated content (slides, glossary, flashcards, visualisations) — was the quality good enough to use as-is? avg 4.0/5

4 / 5	1

Did the Agent mode ("add a quiz", "make it more hands-on") do what you asked reliably? avg 5.0/5

5 / 5	1

Which tool/hub from the platform did you like or love the most during the pilot?

Morpheus Lesson Planner	1 (100%)

C. Assigning & pacing

How easy was assigning lessons to students? avg 5.0/5

5 / 5	1

Did you use Session Flow locks (in-order unlock, locked assessments, Cypher time limit)?

Yes, and they were useful	1 (100%)

When you edited an assigned lesson, did Update Plans push changes reliably?

Didn't use it	1 (100%)

D. Live classroom control

Did you teach live using Classroom Control (Freeze / Teach follow-along / Raise hand / Live attendance)?

Yes	1 (100%)

In Teach mode, did students' screens stay in sync (slides, flashcards, video checkpoints)? avg 5.0/5

5 / 5	1

E. Tracking & the progress dashboard

How clearly could you see how each student was really doing (scores, doubts, analysis)? avg 3.0/5

3 / 5 — 1

Did the "Mark as Doubt" flags help you spot where students got stuck?

Somewhat — 1 (100%)

Did you read students' Cypher chat threads (Questions tab)? Was that useful for understanding their struggles?

Yes, useful — 1 (100%)

F. Support & interventions

When a student struggled, Morpheus auto-built an intervention (mini-lesson + tool + check). How good were these? (1 = irrelevant, 5 = spot-on) avg 3.0/5

3 / 5 — 1

Did you edit interventions before they reached students, or trust them as-is?

Edited before it reached students — 1 (100%)

Did interventions actually help weak students catch up?

Too early to tell — 1 (100%)

H. Overall

Roughly how much prep time did Morpheus save you per lesson?

None — 1 (100%)

How confident did you feel delivering a lesson created with AI assistance? avg 3.0/5

3 / 5 — 1

Would you keep using Morpheus after the pilot?

Probably — 1 (100%)

How likely are you to recommend Morpheus to another teacher? (0 = not at all likely, 10 = extremely likely) avg 6.0/10

6 / 10 — 1

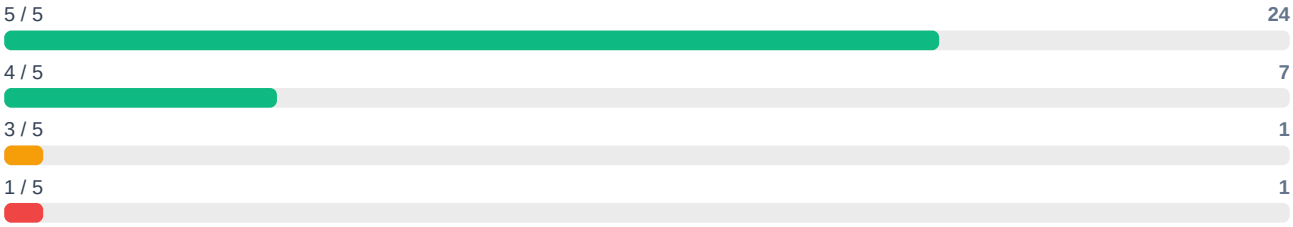
Student Feedback

33 responses

Each bar shows how many respondents chose that answer; ratings are coloured green (high) to red (low).

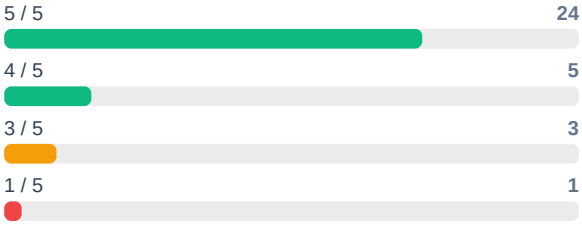
Overview

Overall, how much did you enjoy learning through the AI Ready School pilot program? avg 4.6/5

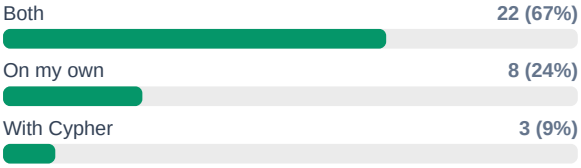


Part 1 — Getting around

How easy was it to find and open your lessons? avg 4.5/5

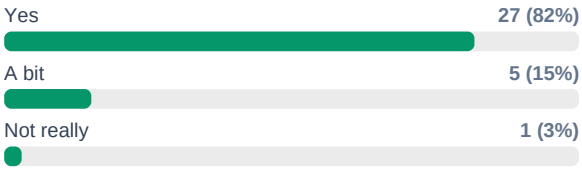


Did you learn mostly on your own (Learn page) or with Cypher (the robot)?

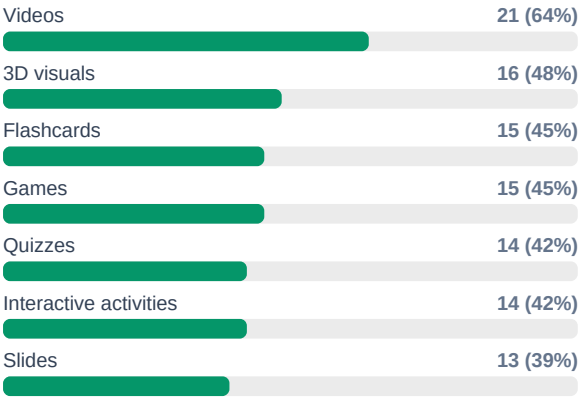


Part 2 — The lessons

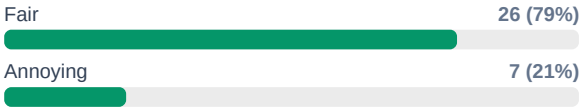
Were the lessons interesting to work through?



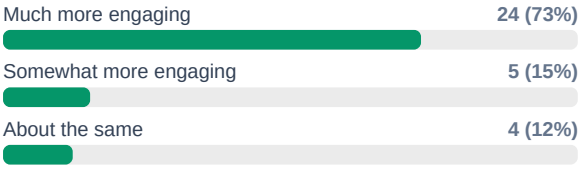
Which parts did you enjoy most?



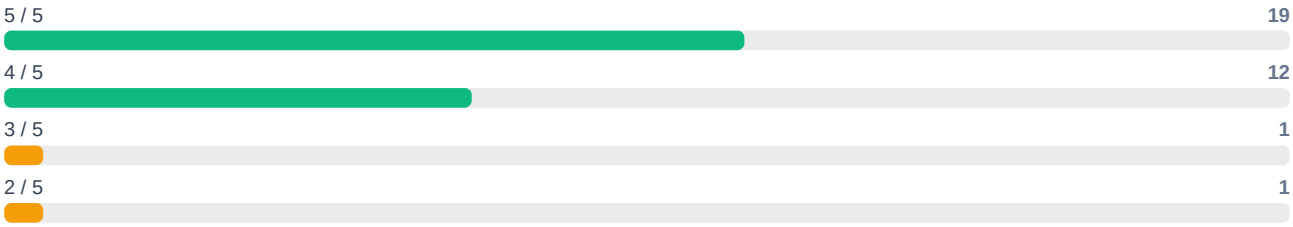
Did the Next button waiting until you finished feel fair, or annoying?



Compared to a normal class, this lesson felt...

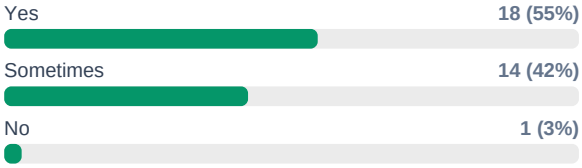


How easy was it to understand the lesson content? avg 4.5/5

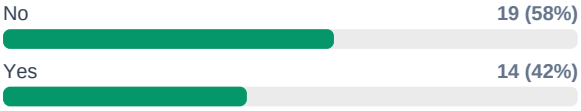


Part 3 — Cypher (your AI helper)

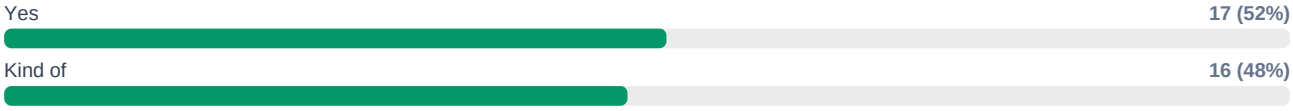
When you asked Cypher for help, did it explain things in a way you understood?



Did Cypher ever give a wrong or confusing answer?



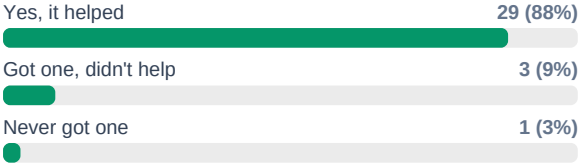
Did chatting with Cypher feel like having a helpful tutor?



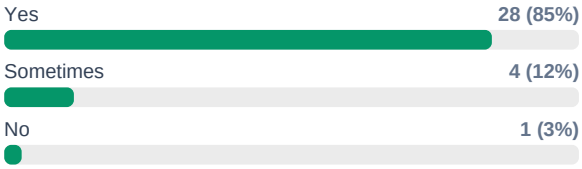
Part 4 — Quizzes & catch-up

After a quiz, did the score + explanations help you understand your mistakes?

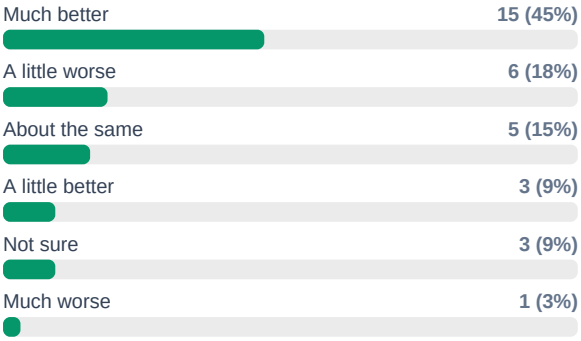
Did you get a catch-up mini-lesson when you struggled? Did it help?



Did you feel you were learning at your own pace?

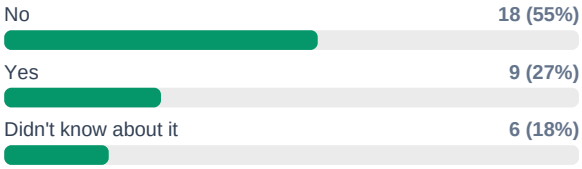


How do you think you did on the final assessment compared to the baseline assessment at the start?



Part 5 — When stuck

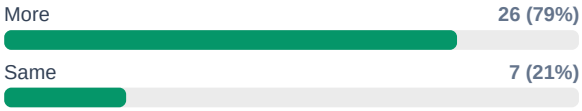
Did you use "Mark as Doubt" when confused?



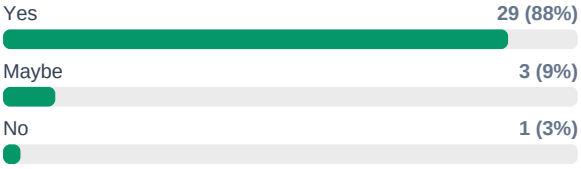
When you were stuck, was it easy to get help (Cypher or raising your hand)?

Part 6 — Feelings & your voice

Did Morpheus make you feel more confident about the subject?



Would you want to keep using it?



Summary of Written Feedback

Overall, students appreciated the interactive tools like Cypher and the Creative Hub for enhancing their learning experiences. While many found the content engaging and effective, some expressed concerns about the AI's responsiveness and the pacing of presentations.

What They Valued

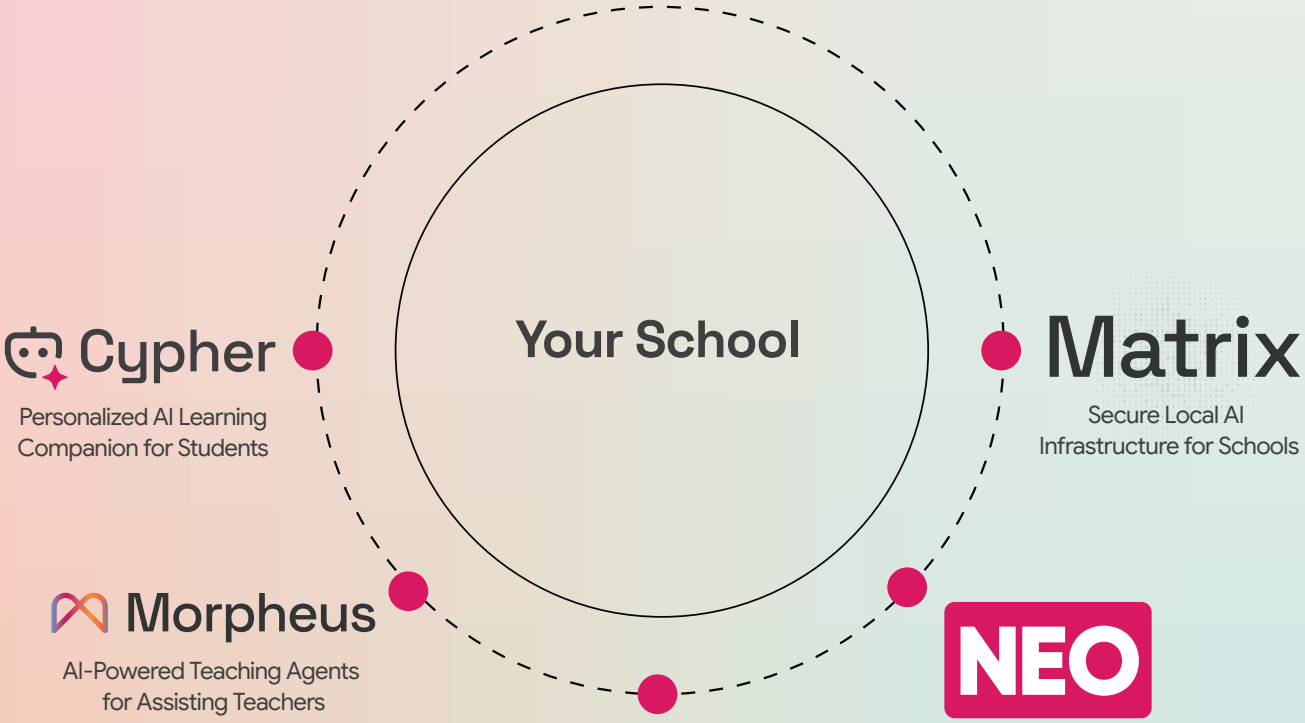
- Cypher improved thinking and provided hints instead of direct answers.
- Creative Hub offered fun and creative learning tools.
- Videos and flashcards made lessons easier to understand.
- Interactive tools made learning enjoyable and interesting.
- Assessments helped students test and improve knowledge.

Concerns & Requests

- AI sometimes provided confusing or unhelpful responses.
- Long presentations and slow videos were frustrating.
- Strict assessment checking hindered some students.
- Students wanted more engaging features, like games.

AI Ready™ School

A Complete AI Ecosystem for K-12 Schools



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