

IMPACT REPORT

Phoenix Space CIO

**Training Teachers for the
AI-Powered Classroom**

July 2025



Course Overview

In July 2025, Phoenix Space delivered **groundbreaking** training for teachers in rural **Thailand**, at **Tarbiatulwatan Mulniti School in Yala**. Our British team brought **AI-powered education, hands-on STEM teaching methodologies and low-cost, high-impact digital tools** into classrooms that will benefit the most. This 4-day programme empowered **31** local educators. The course **'Training Teachers for the AI-Powered Classroom'**, introduced local educators to tools such as **Mathigon, Scratch, Desmos, Gemini, PhET and GeoGebra**. The training equipped teachers with the tools, **confidence, and competencies to design, implement and deliver STEM lessons through play, exploration and real-world relevance**, approaches shown to improve students' cognitive recall and engagement.

I learned how to design engaging learning activities. I was able to apply the techniques right away in my classroom, and my students responded with more interest and participation.

Teacher Suhada

Tarbiatulwatan Mulniti School



**Tarbiatulwatan Mulniti School
in Yala, Thailand.**

1,500

Students

5-18

Age Range

40:1

Student
Teacher Ratio



Challenges faced by local teachers

Teachers face various challenges and barriers to optimise student learning

The problem teachers face:

- Low student motivation.
- Traditional, textbook-heavy instruction.
- Technology gaps in classrooms and at home.
- Time constraints on part of teachers to prepare lesson plans.



Barriers to impact of conventional methods:

- Lack of devices/internet for students at home.
- Budget limitations for materials.
- Infrastructure inequality across schools.

*At school we can try, but
at home students have
nothing.*

Teacher

Classroom environment before the course....

*Before this course, I
never thought AI
could help me plan a
lesson.*

Teacher

77%

used digital
technologies
sometimes or often to
help create lesson plans

23%

had previously used
hands-on or project
based learning in
classrooms

42%

had used digital
technologies in the
classroom

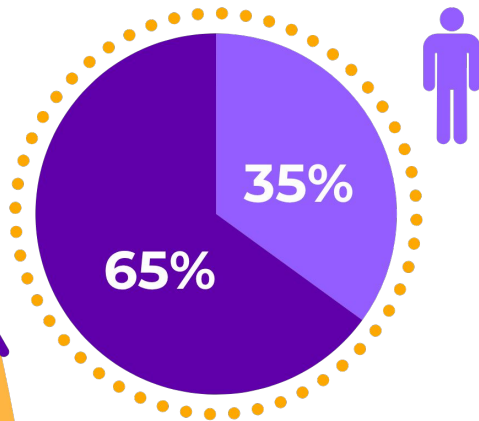
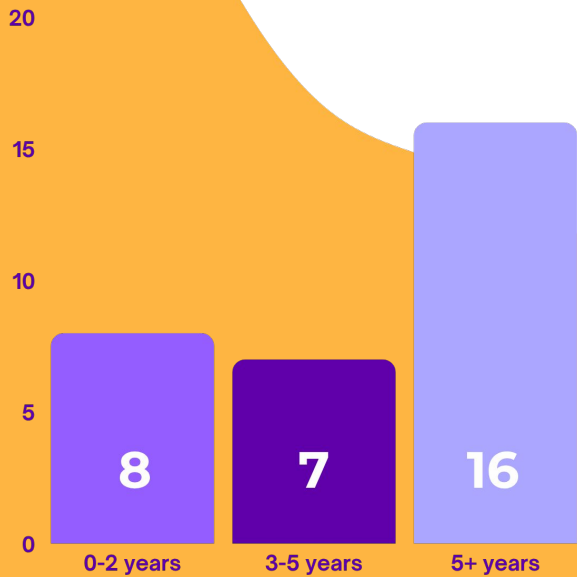
52%

were open or very open
to learning new teaching
practices and applying
them in the classroom

Get to Know the Teachers

The teachers teach a range of ages across Years 1 to 12

Classroom Teaching Experience



Programme Aim

Equip teachers with engaging, real-world STEM strategies and AI tools

Areas of Focus

Day 1: Intro to Phoenix Space and STEM Education

Day 2: AI for learning: Deepseek, ChatGPT, NotbookLM, Gemini

Day 3: STEM hands-on learning activities

Day 4: Digital resources: Desmos, Scratch, Mathigon's Polypad, PhET

Course Length

15
learning hours

over
4
days



Digital & AI Integration Skills

Pedagogical Skills

Designing engaging lesson plans.

Using creative, interactive formats to improve student participation.



Facilitating hands-on STEM activities

Running experiments, group projects, and local-material activities.



Incorporating real-world problems into lessons

Connecting math and science concepts to everyday life (e.g. local engineering challenges).



Digital & AI Integration Skills

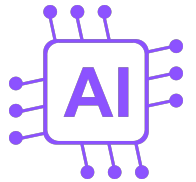
Using AI tools to support teaching

Chatbots for content creation, lesson planning, quiz generation.



Introducing students to AI-powered learning tools

Simple applications that students can engage with (when infrastructure allows).



Familiarity with educational platforms and applications

Exploration of apps such as LM notebooks and other teaching software.



Digital & AI Integration Skills



Contextual Adaptation Skills

Adapting teaching to resource-limited environments

Finding low-tech or offline methods when digital tools aren't available.



Localizing STEM education

Using familiar local contexts and materials to teach abstract concepts.



Reflective and Planning Skills

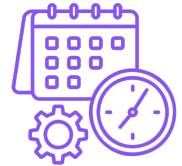
Lesson reflection and iterative improvement

Re-evaluating what works and planning changes.



Time management for lesson preparation

Prioritizing time for innovation, even within tight teaching schedules.



Student-Centered Teaching Strategies

Increasing classroom interactivity

Shifting from lecture-based to activity-based teaching.



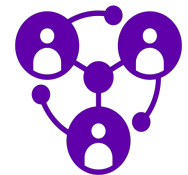
Enhancing student engagement and motivation

Making learning fun, visual, and curiosity-driven.



Group facilitation and collaborative learning

Structuring peer-based tasks and teamwork.



Outcomes

Increased Student Engagement

Teachers expect their classrooms to be more enjoyable and participatory.

"My classroom will be more fun and engaging."

93%

of teachers feel more confident that they can better engage their students in the classroom.

Integration of AI into Teaching

Teachers began using or exploring AI tools for lesson planning and content creation.

"I can definitely talk to AI in a variety of ways to help with teaching."

Greater Use of Hands-on Activities

A shift toward tactile, real-world STEM learning methods.

"Using hands-on STEM activities made math more exciting and easier to understand."

63%

of teachers feel they are better equipped to create practical exercises that bring the academic theory to life.

Stronger Connection Between Lessons and Real Life

Teachers learned to embed real-world relevance into STEM education.

"I will design more engaging, real-world problems for students to solve."

96%

of teachers believe a student learns more when they can put their learning into practice.

Outcomes

Confidence in Using Technology for Learning

Teachers felt more prepared to explore apps and digital tools in their teaching.

"I learned about many applications that I can use in my class now."

67% of teachers feel more confident to use digital technologies in the classroom.

Collaborative Teaching Practices

Emphasis on group work, peer learning, and co-creation among students.

"I liked the group project because we worked together and shared ideas."

Motivation to Continue Professional Development

Teachers expressed a desire to keep learning beyond the course.

"I want to learn more about integrating AI and new activities into teaching."

Improved Lesson Planning Skills

Teachers developed new strategies for preparing creative, student-centered lessons.

"I would use extra time to plan creative lessons and explore new tools."

86% of teachers feel they are better equipped create a curriculum that is fun and engaging.

Our Teachers Voices

“

I believe this programme will encourage more collaboration among teachers at my school. I plan to share what I've learned with my colleagues, which can lead to better teaching practices across the school.

- Teacher Amal

“

This programme will encourage students to continue learning at home. Since it's interactive and fun. It also helps develop problem-solving and critical thinking skills that are useful in real life.

- Teacher Fateema

“

I believe this programme will make learning more engaging and interactive. It helps students understand difficult concepts through animations, games, and hands-on activities. I think it will improve student participation and make the classroom more fun and effective.

- Teacher Roiyan





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