Evidence-Based Exemplar

Who We Are & What We Do

The GIANT Remix is an AI-powered platform that combines hands-on learning, safe AI tools, and personalized publishing to improve children's literacy skills and foster creative agency. We have co-designed this tool with students, educators, and families through online bootcamps, in-person workshops, community stations, and school programs.

When working on a **Remix**, kids start by receiving a GIANT Mission, such as *Make Your Own Character Trading Card*, *Publish A Comic Strip Story*, *Solve a Real Science Mystery*, or even *Write the Silliest Joke Postcard*. Kids receive a printed **Mission Sheet** and use pencil and paper to respond to the GIANT mission by dreaming up an original character, an epic graphic novel, an innovative solution, or a novel technology. In classrooms, these Missions align to English language arts, science, and social-emotional curricula, while in spaces like libraries, Missions focus on writing competitions, author visits, and community celebrations. Photos of the completed Mission Sheets are uploaded into the **GIANT Remix** app where AI tools remix each submission into avatars and create two-way feedback loops so kids can give and receive critiques on their designs and writings, make revisions, and have their ideas ready for publication. Through this process, students gain **AI literacy skills**; they learn how avatars are generated, practice prompt engineering, provide constructive feedback, and publish final designs as trading cards, books, or postcards. In multi-week projects, Missions expand into collaborative writing that reinforces classroom learning standards.

How We Think About Evidence-Based in Our Design Process

The GIANT Remix has been developed by The GIANT Room through a partnership with the Joan Ganz Cooney Center at Sesame Workshop and funded in part by the Robin Hood Learning + Technology Fund. Through this grant, we co-designed the app with a NYC Title 1 public school district with a high percentage of English language learners. We worked in second- and third-grade classrooms, partnering with teachers to align Remix Missions to the curricula they're actively working through. For example, students were learning about a real-world science mystery in their plant and animal relationships unit; so to "solve" the mystery, they created animal trading cards and a collaborative comic book, publishing their solutions using the Remix methodology.

Educator Collaboration and Student Co-design: We worked in public school classrooms to teach AI literacy to educators and students while we gathered their input on the design of the GIANT Remix app. Co-design led to several key findings: (1) **Critical thinking skills:** Most students initially lacked the ability to give constructive critiques, but they could learn it. Teachers modeled the process by writing sentence starters on the board, which were later incorporated into the app as scaffolds. (2) **Creative agency through choice:** Students given the choice between four AI-generated avatars gave more feedback than those who saw only one. (3) **Connecting ideas to outputs:** Students struggled to see

how their ideas translated into AI-generated avatars. To address this, we designed the app to show, step by step, how their original ideas evolved into avatars. The final step asked students to critique the AI's output, reinforcing that the *creative magic is in their ideas* and not the AI.

Creative and Innovative Outputs: Children are proud of the Remix publications they produce. The visuals are creative and fun while integrating interdisciplinary goals for the class, such as writing and science.

Image: Student signs her comic book Remix at the final publication party.

Why Evidence-Based is Important in Our Product

Our missions at The GIANT Room and the Joan Ganz Cooney Center include **bringing children and educators into the design process so that emerging technologies are made with them, not just for them**. Combining the tradition of co-design methods (Druin, 2002) and evidence from learning sciences, we aim to put this research into action to support children's learning and well-being in digital spaces. The Cooney Center Sandbox initiative empowers children to share their ideas and co-create technologies that they would want to use. We see the impact of these efforts on the GIANT Remix product, which embeds learning goals within creative, engaging, and motivating activities for children. This product forefronts human innovation, with AI as a tool that brings their ideas to life.

"I was pleasantly surprised to see how The GIANT Remix motivated our students to write, actively engage in science learning, voice their opinion, and collaborate with their peers on their publications. As a teacher, I know the importance of having students practice writing not only in ELA classrooms but in all other subject areas, and The GIANT Remix helped me just to do that for all my students, including English language learners and students with special learning needs."

— Tracy Ivanic, District 24 elementary science teacher, New York City Public Schools