Flow - AI CHALLENGE

Ideas Flow for a School of the Future

Guidelines

27-28 NOV 2026	3 HOURS	3–4 STUDENTS	ON-SITE

1. What is the Flow AI Challenge?

The Flow - AI Challenge is the high-performance challenge of The School of the Future 2026, where generative artificial intelligence becomes a creative accelerator. Teams of 3 to 4 students have exactly 3 hours to ideate an innovative solution to a real problem, using SOTFIA, The School of the Future's AI.

What makes this challenge unique?

SOTFIA, the challenge's AI platform, imposes limits on the use of technology. In the School of the Future, what matters most is not how much you use AI, but how well you use it.

2. How to participate?

Age	13 – 18 years old.
Teams	3 to 4 students.
Registration	Complete the form in https://schoolofthefuture.cl/ until July 31st
Roles	**The Pilot:** • Uses the computer and execute the *prompts*. • Does not improvise: he receives instructions and translates them into SOTFIA queries. • Is the bridge between the team's strategy and AI. **The Architect:** • Designs the structure of the solution on paper: what problem is being solved, how the response is organized, what steps the proposal has. • While the Pilot interacts with SOTFIA, the Architect is already drawing the next step. • Never waits — it's always one step ahead. **The Explorer:** • Critically analyses what SOTFIA delivers: is it useful, is it accurate, does it have biases or errors? • Monitors time, *remaining prompts*, and carbon footprint. • Is the voice that says *"that doesn't work for us, reformulate"* or *"we've already spent two prompts, let's think about the third one".* **The Narrator:** • Builds the *pitch* in real time. • From minute one, records the team's decisions, the key arguments and the story they will tell the jury. • By the time Phase 3 arrives, the *pitch* is almost ready because the Storyteller worked through the entire challenge.

While each student takes on a role, everyone must contribute to each other's tasks and collaborate in a respectful and positive dynamic.

3. SOTFIA: The Official Workspace for the Challenge

All teams will work with SOTFIA, a chatbot designed exclusively for this challenge. SOTFIA is not just any AI, it has rules that measure your efficiency and force you to think before you ask.

Prompt Limit	Only 3 queries every 10 minutes. Plan well before writing.
Automatic locking	Upon reaching the limit, the platform crashes with a countdown. That time is for thinking and structuring offline.
Carbon footprint	SOTFIA shows in real time the estimated CO_2 generated by your queries. Being efficient is also being responsible.
Efficiency metrics	The system records tokens and number of *prompts*. This data is part of your final evaluation.

4. Timeline

PHASE	TIME	DESCRIPTION
PHASE 1 27 NOV	0 – 30 min	**Analog Planning**: Computers turned off. The team receives the problem, discusses, defines roles, and structures their *paper prompt* strategy.
PHASE 2 27 NOV	30 – 120 min	**Development and interaction with SOTFIA**: The platform is activated with prompt restrictions. The team investigates, refines their idea, and prepares the presentation.
PHASE 3 28 NOV	120 – 180 min	**Final pitch**: Blocked computers. Each team has 3 minutes to present their solution to the jury, including their strategy for using AI.

5. The Problems of the challenge

At the start of the challenge, the organization will disclose the specific issues teams will address. Teams will be able to select one of them. The categories of the problems are as follows:

SUSTAINABILITY	ACADEMY	WELL-BEING
Operation Zero Waste	**Network of Hidden Talents**	**Disconnected Social Network**

6. Awards and recognition

1st Place Certificate of Excellence Recognition Pin Educational Technology	**2nd and 3rd Place** Certificate of Recognition Recognition Pin	**All Teams** Certificate of participation

7. How is it evaluated?

The jury will evaluate four dimensions. In case there are many teams, a qualifying filter will be carried out before the final pitch.

Criteria	★ Excellent (4 pts)	☑ Good (3 pts)	⚠ Enough (2 pts)	✕ Insufficient (1 pt)
AI Efficiency and Strategy (30%)	Planned prompts before using them, justifies the use of AI, efficient metrics.	Some planning, proper use but with room for improvement.	Minimal planning, over-reliance on AI.	No planning, use of AI as a shortcut, constant blocks.
Innovation and Feasibility (20%)	Creative and realistic solution to implement in a school environment.	Creative but requires adjustments to be fully viable.	Unoriginal or difficult to implement in school.	It does not address the problem or is unachievable.
Clarity and Synthesis (20%)	It perfectly conveys the idea, action steps and impact in 3 min.	It conveys the idea with minor omissions of detail.	Difficulties in synthesizing in the allotted time.	It fails to communicate the core of the proposal.
Teamwork (30%)	Clearly differentiated roles and collaboration strategy throughout the competition.	Partial division of functions with some coordination failures.	Almost no division, work fell on a few people.	Without teamwork, one member monopolized the work.

7. General Regulations

- Each participating student must present a consent to the use of artificial intelligence before starting the challenge. This consent will be sent prior to the start of the challenge.
- Each team can come up with only one solution.
- The work must be original. It is not allowed to copy solutions from the internet.
- The use of personal devices during the competition is prohibited.
- The use of AI is restricted exclusively to the SOTFIA platform.
- The pitch has a maximum duration of 3 minutes. Time will be timed.
- The jury's decision is final.
- The organization can disqualify teams that do not comply with the rules.

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