

AI-ENTR4YOUTH — Junior Achievement Romania's AI-for-Agrifood Curriculum Reaches 4,800+ High-Schoolers

AI in Education · Good practice · Romania

Quality score: 60/100

Evidence strength: Descriptive / self-reported

Summary

Junior Achievement Romania's AI-ENTR4YOUTH track, funded by EIT Food's Deep Tech Talent Initiative, taught 4,800+ high-schoolers in 2024/2025 to build AI prototypes for agrifood problems, via a 32-hour no-code track and a 52-hour coding track using Python and CNNs.

Key dimensions

Dimension	Score
Evidence of learning impact	1/3
Equity & inclusion	2/3
Transparency, ethics & data protection	2/3
Teacher capability & pedagogy	2/3
Scalability & sustainability	2/3

Evaluated by C-NAPSE

Data sources

[C-NAPSE web research](#) — accessed 2026-08-19

[Junior Achievement Romania / EIT Food / JA Europe / European Commission](#) — accessed 2026-08-19

[JA Romania: Peste 4800 de liceeni au invatat sa foloseasca IA](#) — accessed 2026-08-19

[ITBrief: European schools train 12,000 pupils to build AI & startups](#) — accessed 2026-08-19

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