

STEAM for Vietnam's 60-Day AI Literacy Sprint for Every Teacher in Diên Biên Province

AI in Education · Good practice · Vietnam

Quality score: 53/100

Evidence strength: Observational / pre–post

Summary

STEAM for Vietnam, backed by a Google.org AI for Changemakers grant, trained 17,000 teachers to AI literacy readiness in 60 days across Dien Bien — Vietnam's poorest, most ethnic-minority province (80% of teachers serve minority communities) — via a district-cascade model with 1,

Key dimensions

Dimension	Score
Evidence of learning impact	1/3
Equity & inclusion	3/3
Transparency, ethics & data protection	0/3
Teacher capability & pedagogy	2/3
Scalability & sustainability	2/3

Evaluated by C-NAPSE

Data sources

[C-NAPSE web research](#) — accessed 2026-08-07

[STEAM for Vietnam Foundation](#) — accessed 2026-08-07

[Hundred: EduOne — AI Literacy for Every Vietnamese Learner](#) — accessed 2026-08-07

[Vietnam.vn: Dien Bien introduces AI into schools, realizing Resolution 71](#) — accessed 2026-08-07

[UNICEF Viet Nam: Empowering teachers in remote areas through AI technology](#) — accessed 2026-08-07

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