



SCHOOL PLATFORM

ARC ACADEMY

A complete school platform for teaching, learning, student work, profiling and reporting - in one connected environment.

From curriculum **to classroom** to evidence.



ACTUAL PRODUCT UI

~5,000

STUDENTS IN ACTIVE USE

5

ROLE-SPECIFIC WORKSPACES

21

TASK TYPES

36

PSYCHOPEDAGOGICAL PROFILES

A complete school platform, at a glance.

ARC Academy connects program preparation, classroom delivery, student experience, feedback, profiling and reporting.

WHAT ARC ACADEMY DOES

Prepare the program.
Teach the lesson.
Engage the learner.
Review the work.
Understand what happened.

This is not only a lesson website. It is the operating environment for the educational program - from reusable content and classroom control to student work and management evidence.

NO LOGIN DETAILS INCLUDED

~5,000
students

5
user types

21
task types

36
learner profiles

- 01 Student experience**
Personal progress, lessons, tasks, drafts, versions and feedback.
- 02 Instructor workflow**
Classrooms, lesson release, presentations, review and grading.
- 03 Profiling & questionnaires**
Configurable assessment, scoring and classroom-level pattern views.
- 04 Management analytics**
Participation, workload, lesson delivery, drop-off and reporting.
- 05 Content & integrations**
Rule-based syllabus assembly plus coding and game experiences.

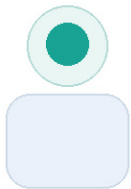
One platform. Five role-specific workspaces.

Different people see different tools and different data - not one generic dashboard with hidden buttons.

01

STUDENTS

Lessons, activities, questionnaires, drafts, submissions and feedback.



02

INSTRUCTORS

Classrooms, lesson delivery, presentations, review, revision and grading.



03

SCHOOL MANAGERS

Participation, classroom delivery and school-scoped reporting.



04

PROGRAM MANAGEMENT

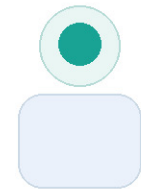
Broader reporting across permitted schools, regions or classrooms.



05

SYSTEM ADMINISTRATORS

Users, classrooms, content, questionnaires, settings and operations.

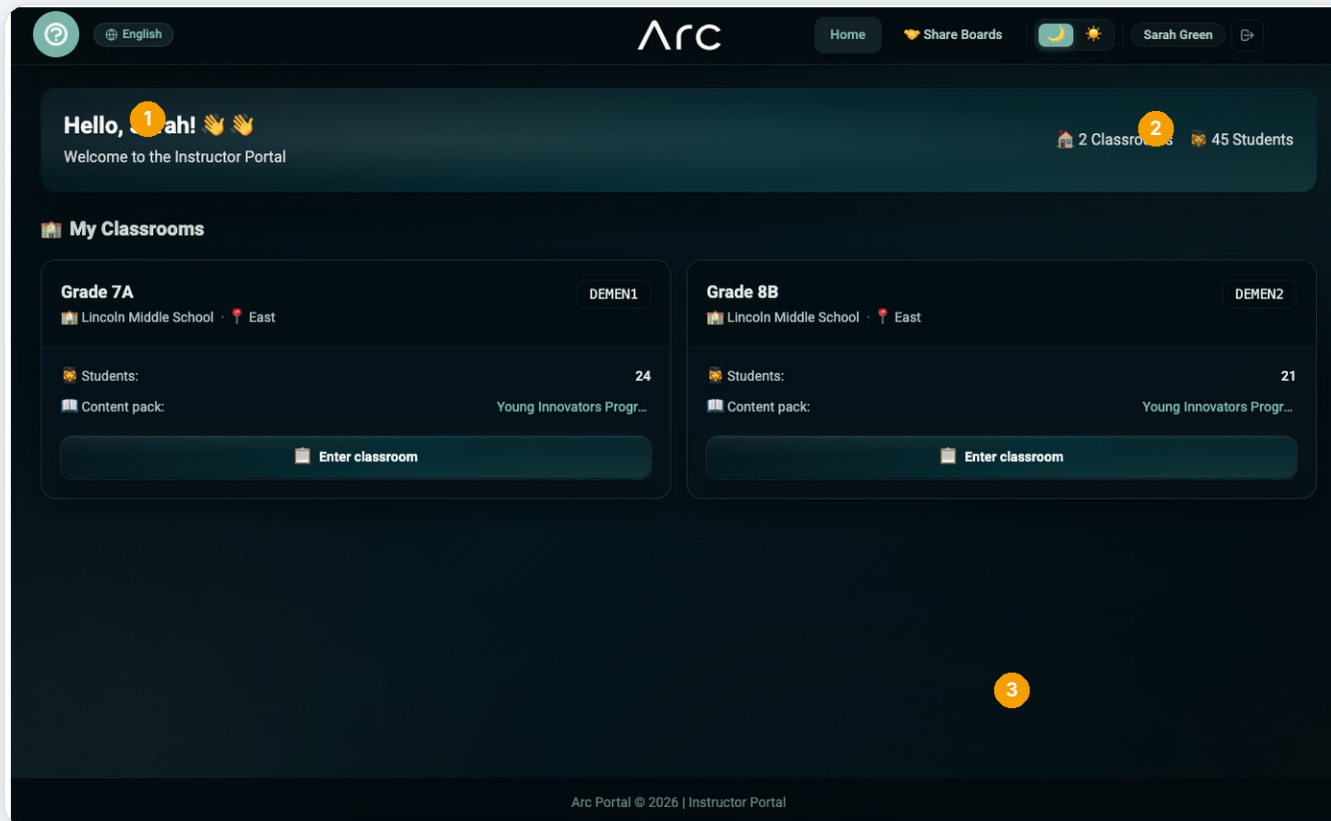


ACCESS IS PART OF THE PRODUCT

Role rules determine which records and reports a person can see. A school-level user should not gain program-wide information simply by opening a reporting page.

Instructor portal: classrooms first.

The home screen begins with the instructor's real working unit - the classes they are responsible for.



1 Assigned classrooms

Each card shows a classroom, school, student count and the content pack currently attached.

2 Immediate context

The portal surfaces how many classrooms and students belong to the instructor before they enter a class.

3 Enter the classroom

The classroom is the gateway to lesson control, student work, grading, questionnaires and statistics.

Lesson delivery: open, present, guide.

Instructors manage what students can access while keeping the teaching plan, presentation and notes in the same workspace.

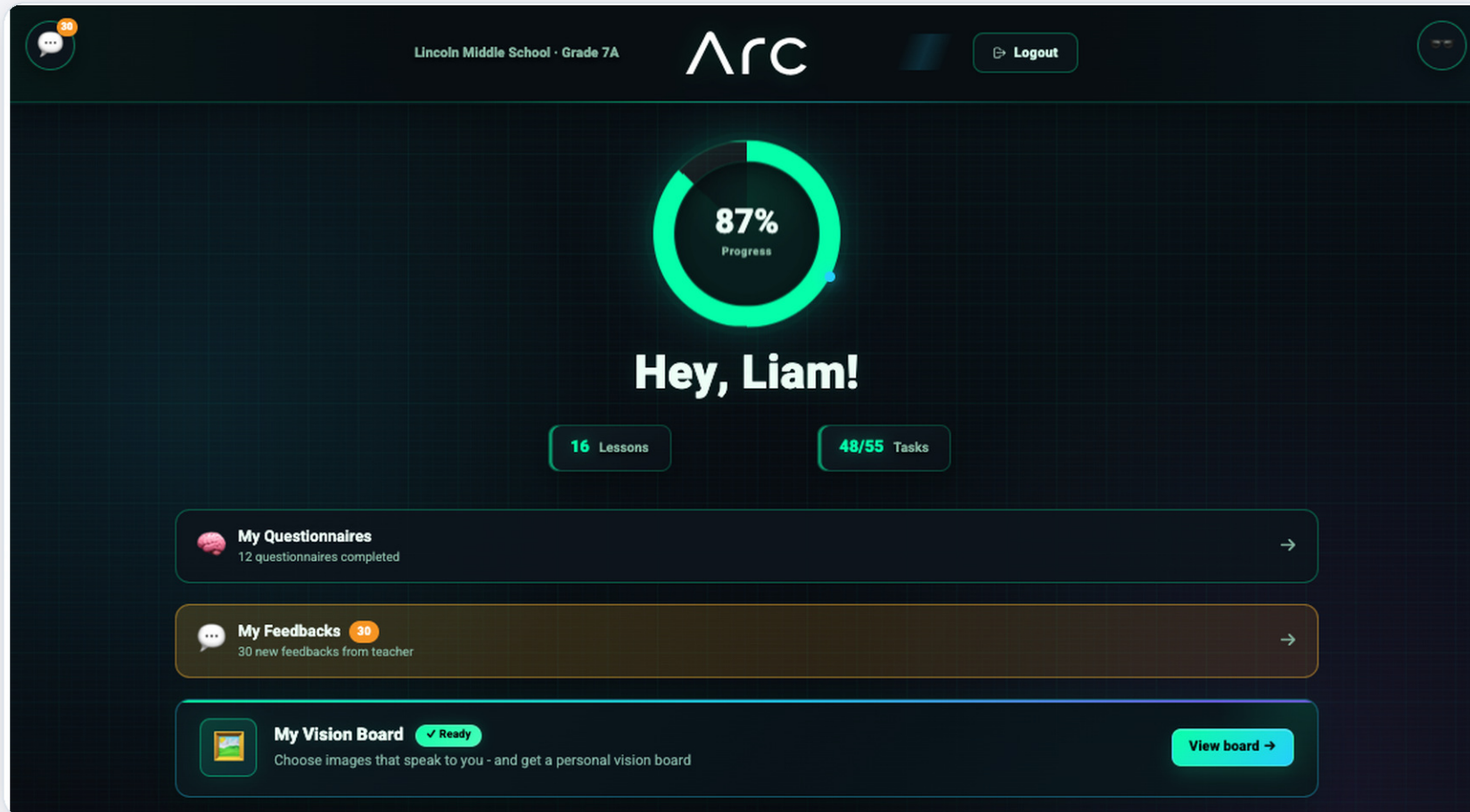
The screenshot displays the Arc Academy instructor interface. At the top, the 'Arc' logo is centered, with navigation links for 'Home', 'Share Boards', and a user profile 'Sarah Green'. Below the header, a sidebar on the left shows a list of lessons. The main area displays the details for 'Lesson 1 - Hello, I'm a Young Innovator!'. The lesson is currently 'Lesson open'. The sidebar shows 24 students, 0 connected now, and 16 open lessons. The lesson details include a description, a lesson plan (4 slides), and instructor notes. The lesson plan and presentation are linked to the lesson. The instructor notes section contains a goal, a tip, a discussion prompt, and a timing note.

- 1 Release control**
Lessons and tasks can be opened or locked as the class moves through the program.
- 2 Teaching materials**
The lesson plan and presentation are available from the same classroom context.
- 3 Instructor notes**
Goals, discussion prompts, timing and facilitation notes travel with the lesson - not in a separate tool.

TEACHING, NOT ONLY SELF-STUDY

Student dashboard: progress with identity.

A learner sees where they are, what is open, and what is waiting - without exposing the management machinery behind it.



1 Progress at a glance

Overall progress, lesson count and completed tasks are visible immediately.

2 Personal workspaces

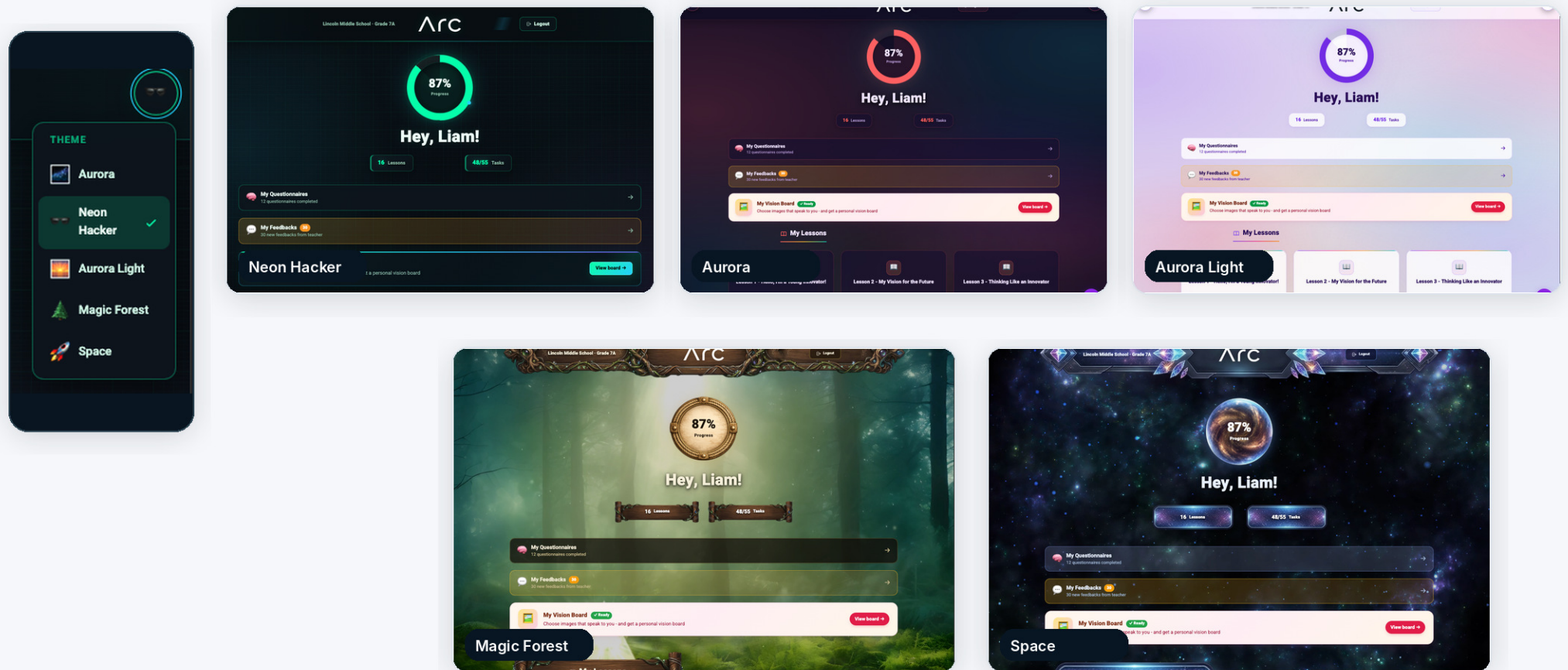
Questionnaires, instructor feedback and the vision board are first-class destinations.

3 Next learning step

The dashboard leads into the learner's lessons and their task-by-task progress.

One learning system. Five visual identities.

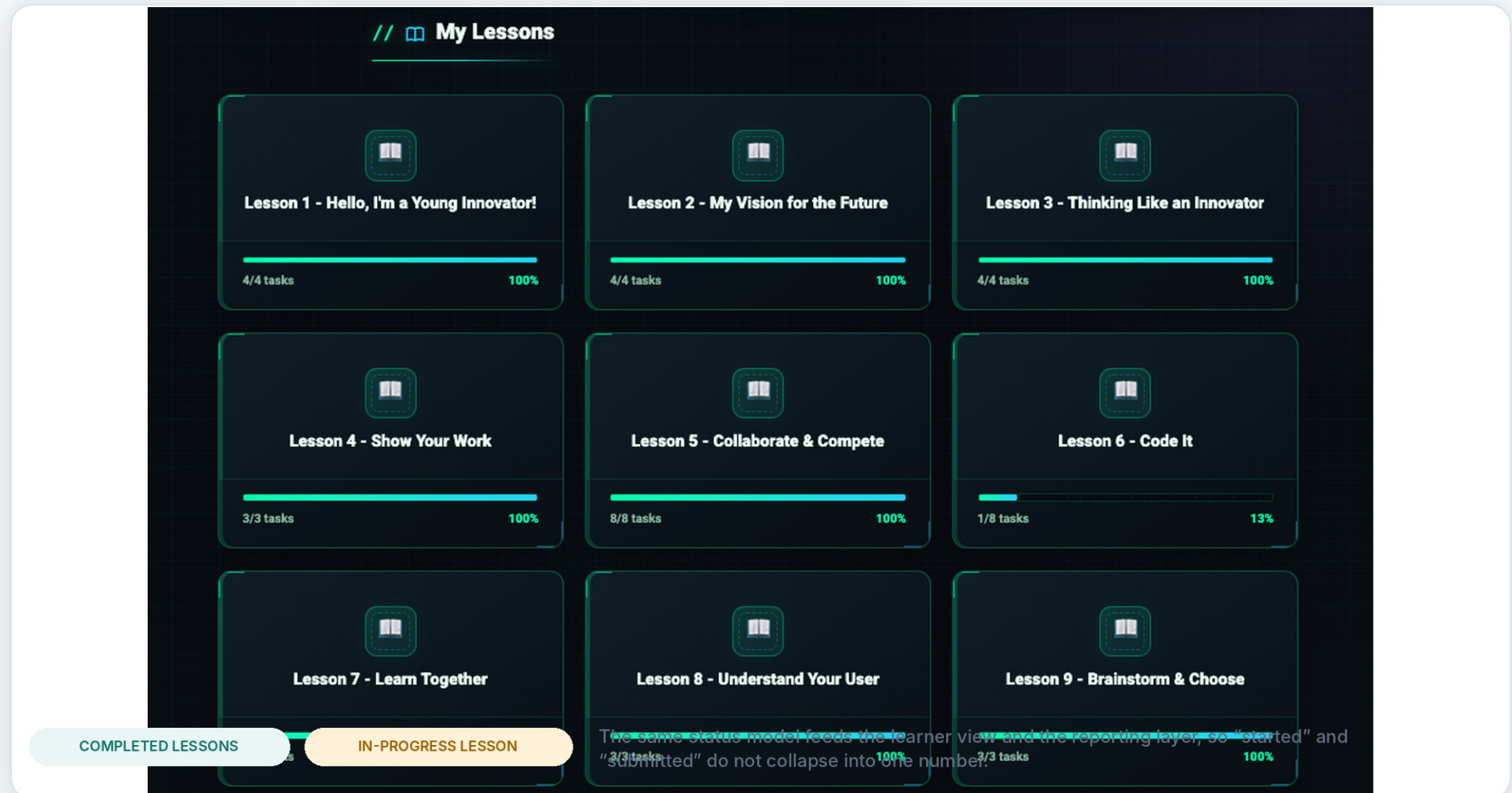
Students can switch the same dashboard between different themes without changing the learning structure underneath.



The theme layer changes presentation - not the student's lessons, submissions, permissions or progress data.

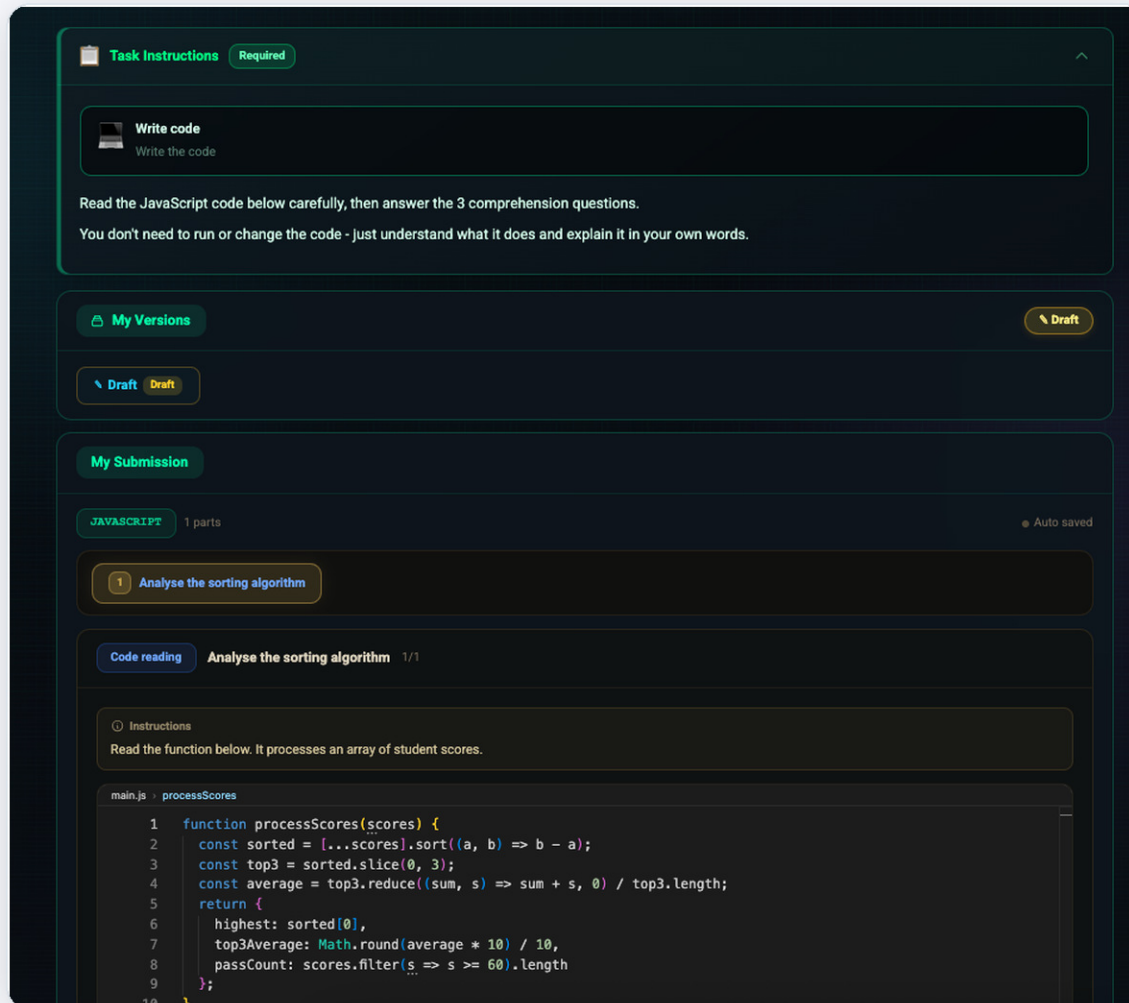
Lessons: progress is visible at task level.

Each lesson card shows completion clearly, making the path through the program easy to read.



Task workspace: understand, work, submit.

Different activities use different tools, but the surrounding workflow stays consistent.



1 Clear instructions

The learner sees the task brief and the exact activity they are expected to complete.

2 Purpose-built activity UI

This example is a code-reading task; other task types have their own interaction surface.

3 Common submission model

Work can be saved, submitted, reviewed and improved through the same versioned workflow.

SAME WORKFLOW, DIFFERENT LEARNING MODES

TEXT

CANVAS

CODE

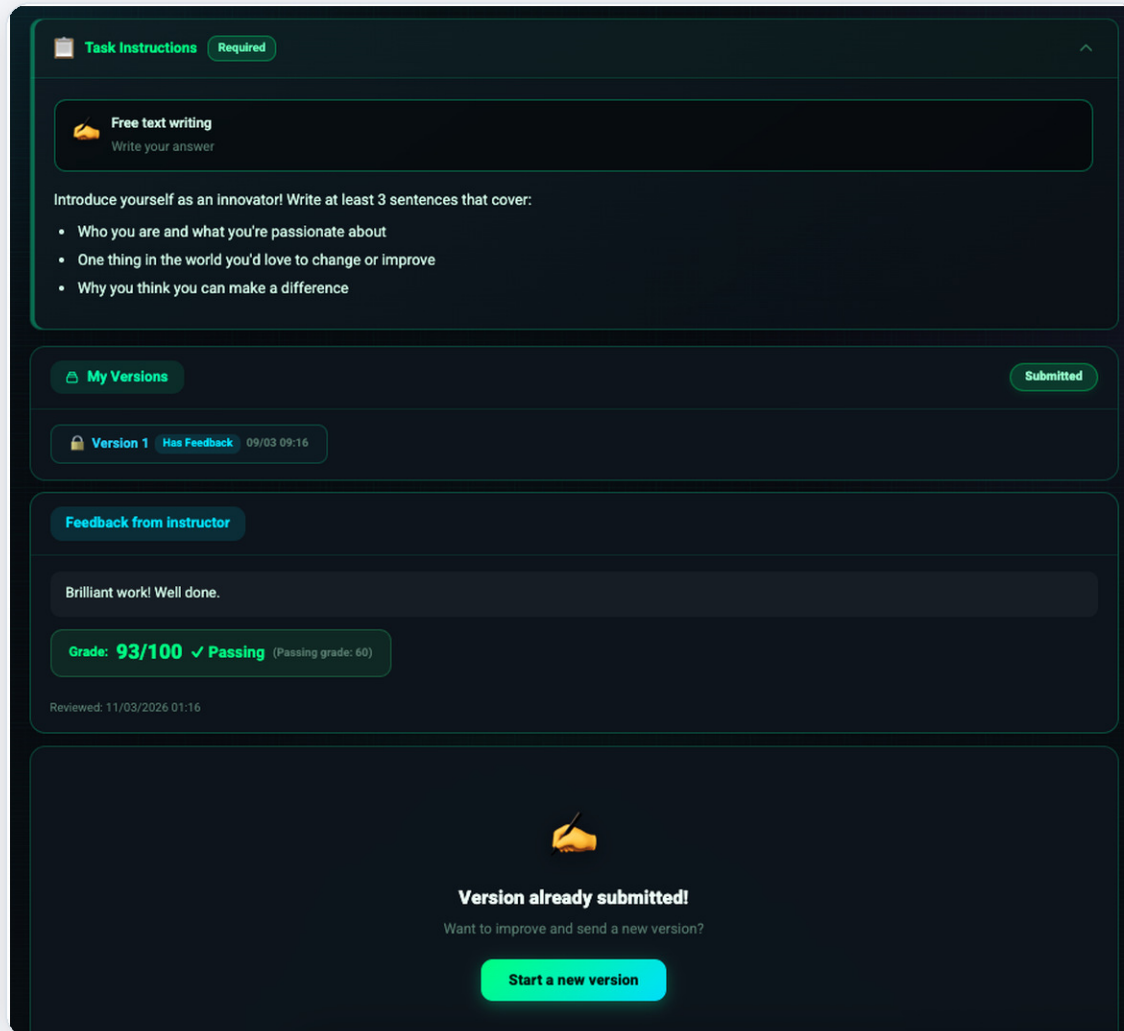
TABLE

RECORD

UPLOAD

Versions, feedback and revision are part of the learning loop.

Submitting once does not end the relationship with a task. Students can receive feedback, improve and send a new version.



1 Version history

Previous submitted versions remain visible instead of being overwritten.

2 Instructor feedback

The learner receives written feedback and, when configured, a grade with the passing threshold.

3 Improve and resubmit

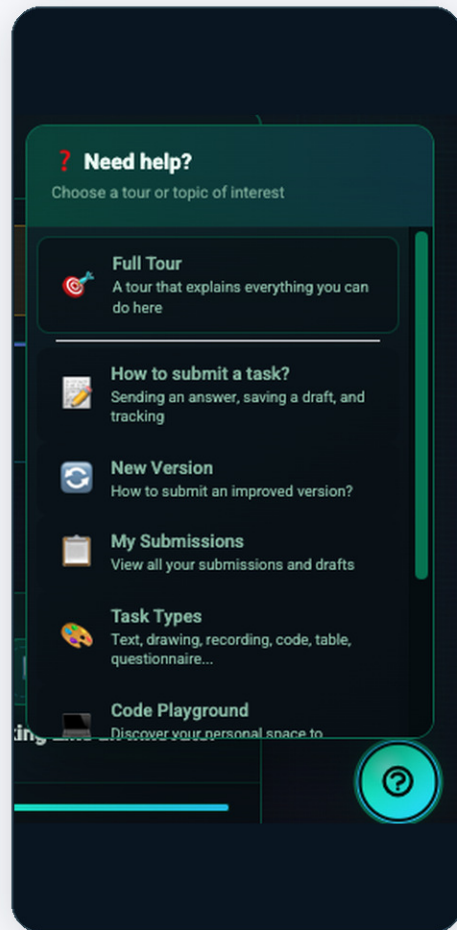
A new version starts from the same task, preserving the earlier learning evidence.

STATE MATTERS

Opened, draft, submitted, reviewed and revised are distinct states. That distinction is also what makes the analytics meaningful.

On-demand help is built into the learner experience.

Guidance explains the portal itself - how to submit, improve, find past work and understand each task type.



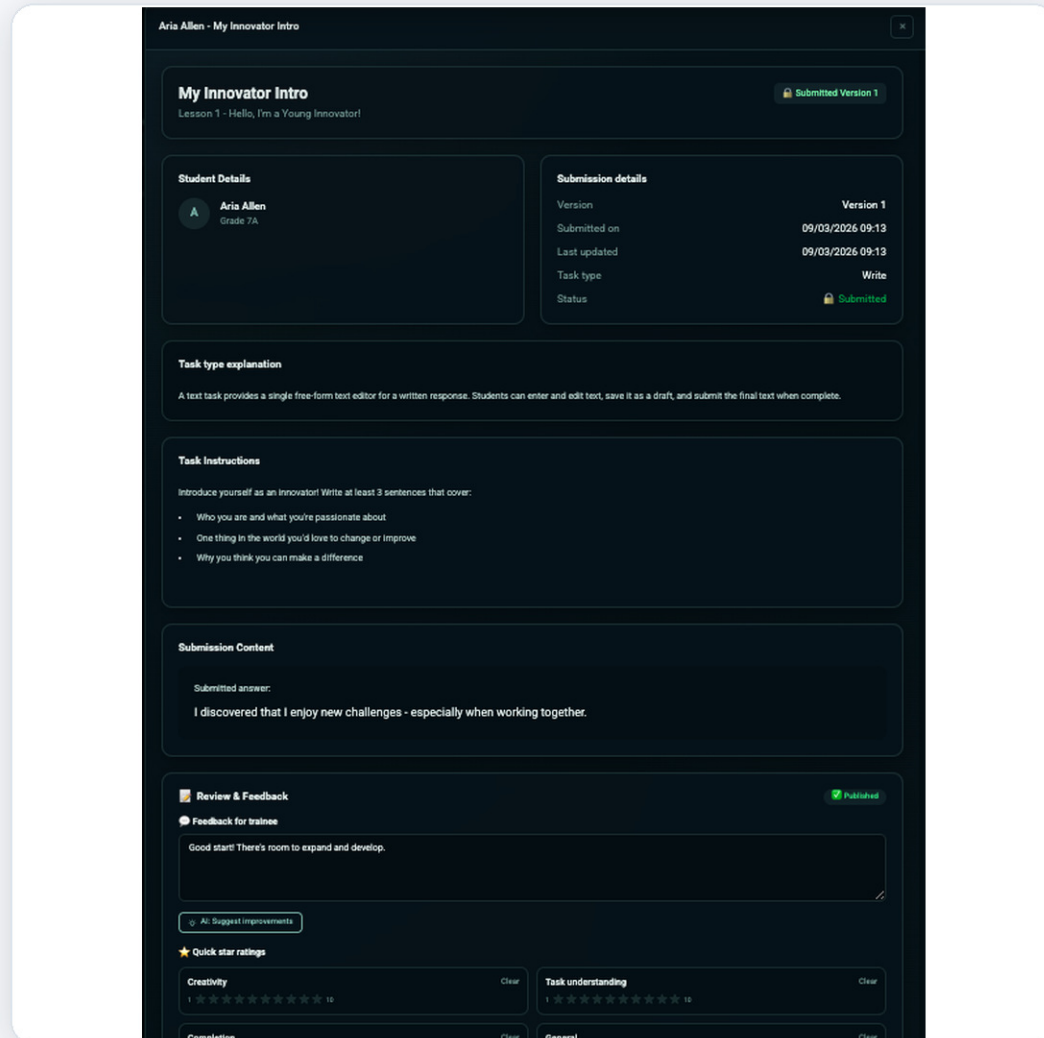
HELP TOPICS

- 01 Full tour**
A guided walkthrough of the student portal.
- 02 How to submit**
Saving an answer, keeping a draft and tracking versions.
- 03 New version**
How to improve previously submitted work.
- 04 My submissions**
Where to see drafts and submitted work.
- 05 Task types**
How each activity mode works.
- 06 Code playground**
A personal practice space for coding.

The goal is to reduce "how do I use the platform?" friction so instructor attention can stay on the learning itself.

Review individual work in full context.

A submission opens with student details, the task brief, the submitted answer and the feedback controls in one view.



1 Submission context

Student, lesson, version, task type and timestamps stay visible during review.

2 Task instructions

The reviewer sees exactly what the learner was asked to do.

3 Feedback tools

Written feedback and quick ratings can be published from the same review surface.

Grade sheet: the whole classroom in one matrix.

A task-by-student view lets instructors scan completion, grades, review states and missing work without opening every submission.

The screenshot displays the Arc Academy Grade Sheet for Grade 7A. The interface includes a sidebar with filters for School (Lincoln Middle School), Group (Grade 7A), and Content pack (Young Innovators Program). The main area shows a table of student scores for various tasks, categorized by lesson.

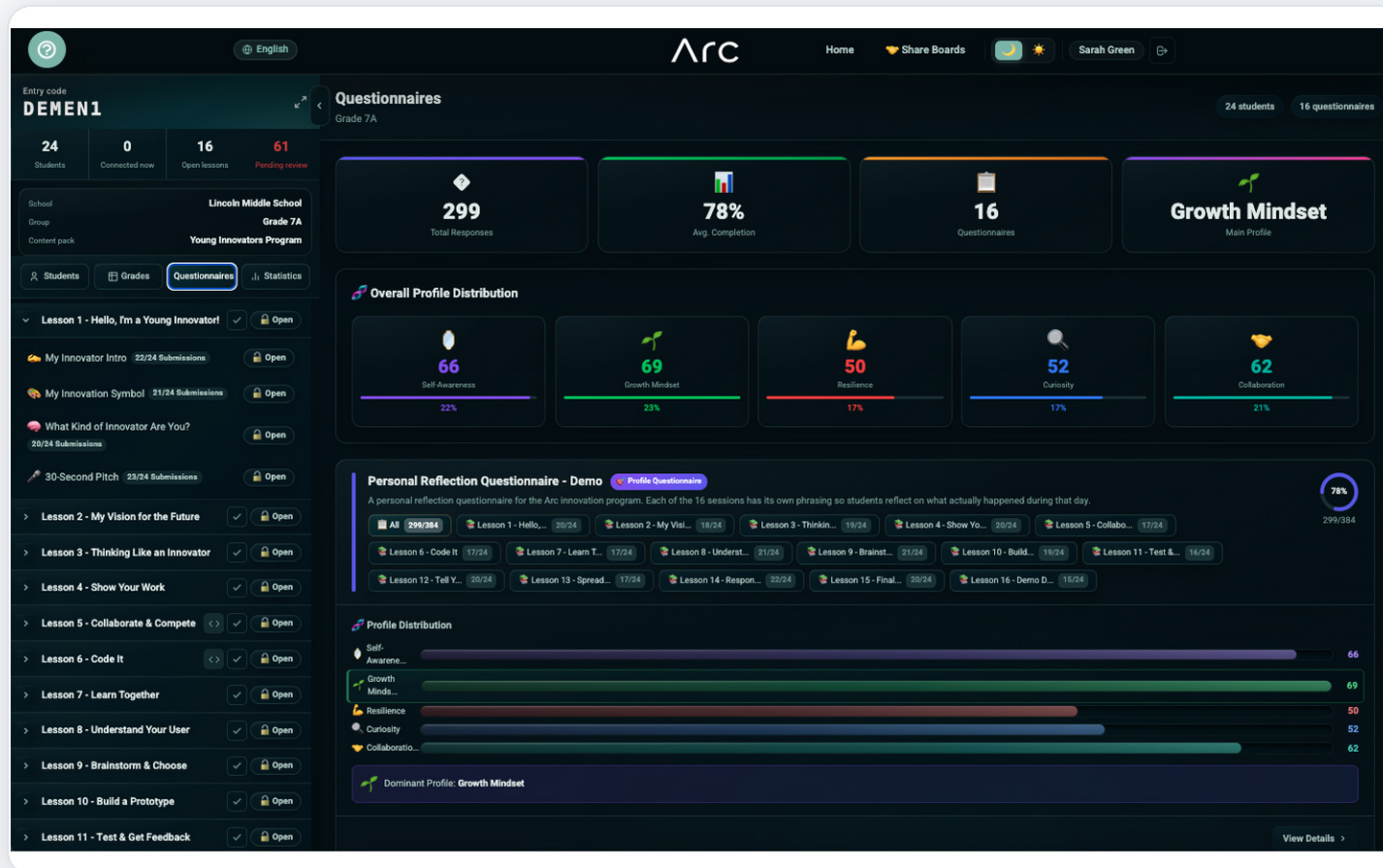
Task	Aria Allen	Aiden Anders...	Noah Brown	Logan Clark	Ava Davis	Elijah Garcia	Camila Hall	Mason Harris	Lucas Jackson	Liam Johnson	Oliver Jones	Amelia Lee	Harper Lewis	Charlotte Mar...	Sophia Miller	Olivia Smith
LESSON 1 - HELLO, I'M A YOUNG INNOVATOR!																
My Innovator Intro	76.00	80.00	100.00	70.00	94.00	78.00		79.00	79.00	93.00	77.00	77.00	75.00	79.00	96.00	
My Innovation Symbol	86.00	83.00	68.00	80.00	75.00		75.00	76.00	91.00	100.00	85.00	85.00	77.00	90.00		
What Kind of Innovator A...			100.00	73.00	88.00	90.00	64.00		82.00	97.00	87.00	71.00	81.00	85.00	77.00	
30-Second Pitch	80.00	79.00	91.00	73.00	83.00	89.00	80.00	100.00	81.00	81.00	75.00	76.00	84.00	96.00	81.00	
LESSON 2 - MY VISION FOR THE FUTURE																
My Future Vision Board	88.00	88.00	88.00		85.00		71.00	100.00	91.00	91.00	84.00	81.00		100.00	84.00	72.00
My Dream Innovation Lab		94.00			81.00	79.00		95.00		86.00		70.00		98.00	70.00	68.00
Skills & Growth Plan		86.00		84.00	94.00	70.00	68.00	100.00	89.00	94.00	97.00	67.00		95.00	89.00	
How Did You Show Your...	✓			✓	✓	✓	✓	✓	✓		✓	✓		✓		
LESSON 3 - THINKING LIKE AN INNOVATOR																
Rank the Tech Trends	90.00	100.00	74.00	82.00	97.00	97.00	77.00	96.00	82.00	89.00	81.00	86.00	73.00	90.00	91.00	68.00
Inventors & Th...	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
The Startup Decision	95.00	95.00	90.00	71.00	77.00	85.00	81.00	87.00	87.00	80.00	91.00	61.00	81.00	100.00	83.00	78.00
How My App Works	63.00	84.00	81.00	68.00	91.00	81.00	77.00	90.00	92.00	86.00	86.00	90.00		83.00	89.00	76.00

WHY THIS VIEW MATTERS

Grades, reviewed-without-grade states, submissions waiting for review and not-submitted cells are visible in the same class-level picture. The instructor can move from overview to a single learner when needed.

Questionnaires: from answers to classroom patterns.

The system combines completion, response counts and profile dimensions so educators can see more than a single score.



1 Completion overview

Response totals and completion rate show whether the assessment evidence is complete enough to read.

2 Profile distribution

Dimensions are summarized across the class instead of reducing every learner to one grade.

3 Questionnaire detail

Educators can move from the overall view into a specific questionnaire and its distribution.

Question wording, scoring and unfinished-response handling are versioned and configurable so profile results can be interpreted consistently.

36 psychopedagogical profiles, organized around engineering archetypes.

The profiles add an educational interpretation layer alongside actual student work and progress - not a clinical diagnosis.



WHAT THE PROFILING LAYER SUPPORTS

01 Configurable scoring

Questionnaires can use different scoring logic and alternative phrasings.

02 Versioned definitions

Assessment definitions can change without losing the context of earlier results.

03 Classroom reporting

Profile patterns can be viewed alongside completion and response evidence.

04 Educational interpretation

Profiles are intended to support educator understanding, not permanent labels.

The profile becomes one piece of information available to the educational team, together with the learner's real work and progress.

Analytics: participation, learning and workload in the same view.

The reporting layer is built around questions instructors and managers need answered - not just totals of users and assignments.



1 Multiple data lenses

Grades, submissions, drafts, feedback and review status can be read together or focused separately.

2 Time and lesson views

Trends over time and by lesson make it easier to see where patterns change.

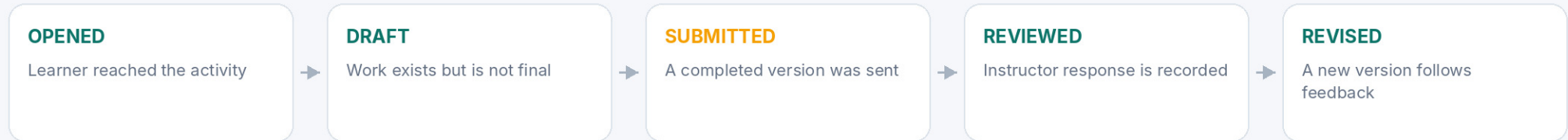
3 Operational filters

Time, lesson, student and task filters keep the analysis tied to the actual teaching context.

A useful dashboard should move from "something needs attention" to the reason - for example, unfinished work, waiting reviews or a lesson that was never closed.

The statistics are designed to deserve trust.

ARC treats the learning states behind the numbers explicitly instead of treating every interaction as "completed".



WHO IS INCLUDED

Denominators are defined - for example, the students in the relevant classroom or run.

WHAT COUNTS AS ACTIVITY

Drafts, submissions, reviews and revisions are separate events.

WHICH DATES APPLY

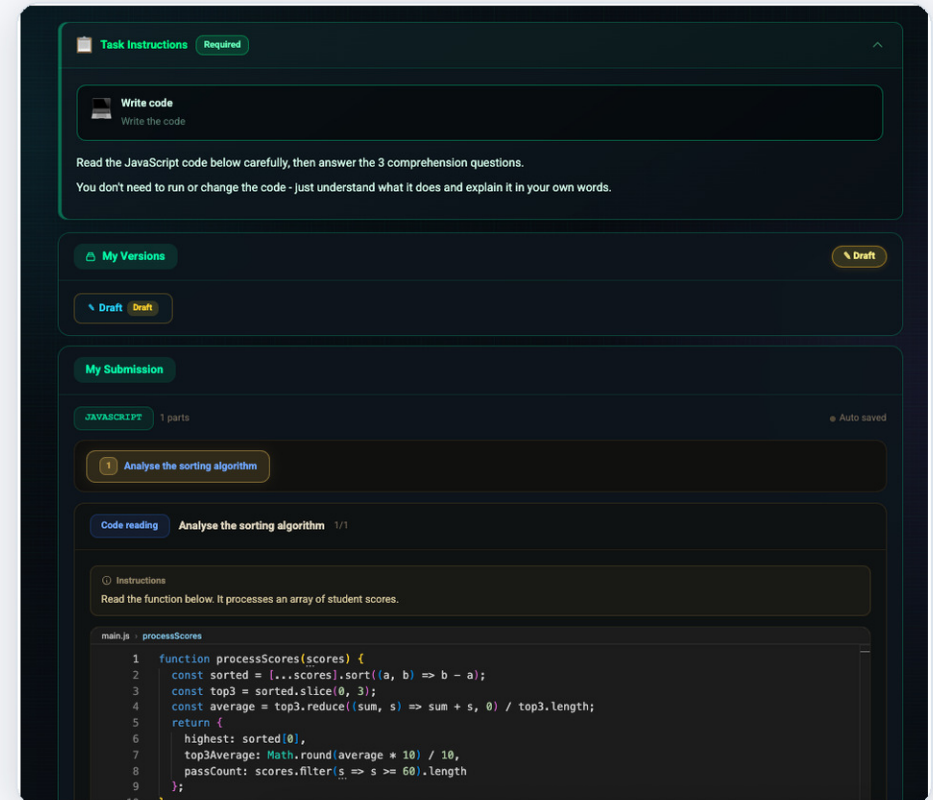
Run windows and reporting periods limit which work belongs to which lesson.

WHO MAY SEE IT

Reporting permissions keep school, region and program scopes separated.

21 task types. One connected student-work workflow.

Lessons can mix different forms of thinking and creation without fragmenting how work is saved, submitted or reviewed.



ONE MODEL UNDERNEATH

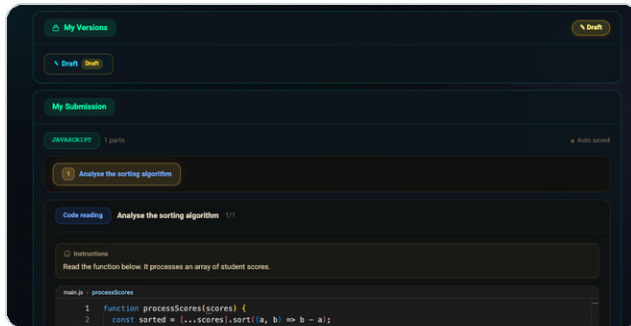
Every activity can connect to the same lesson, assignment, submission, version and review model. The interaction changes; the educational record remains coherent.

Connected specialist experiences, without breaking the school workflow.

ARC coordinates the learning context while purpose-built applications provide richer coding and game experiences.

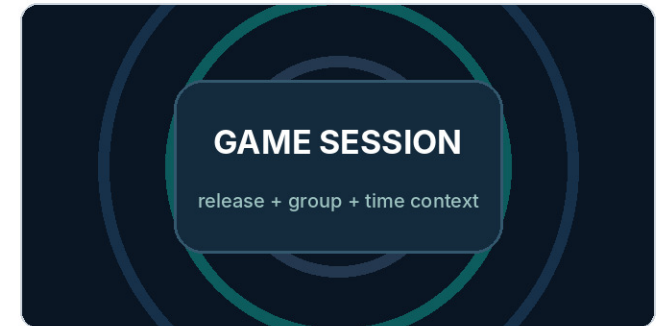
BROWSER CODER

Programming tasks launch in a specialist coding environment while keeping the student, task and classroom context attached.



ARC GAMING

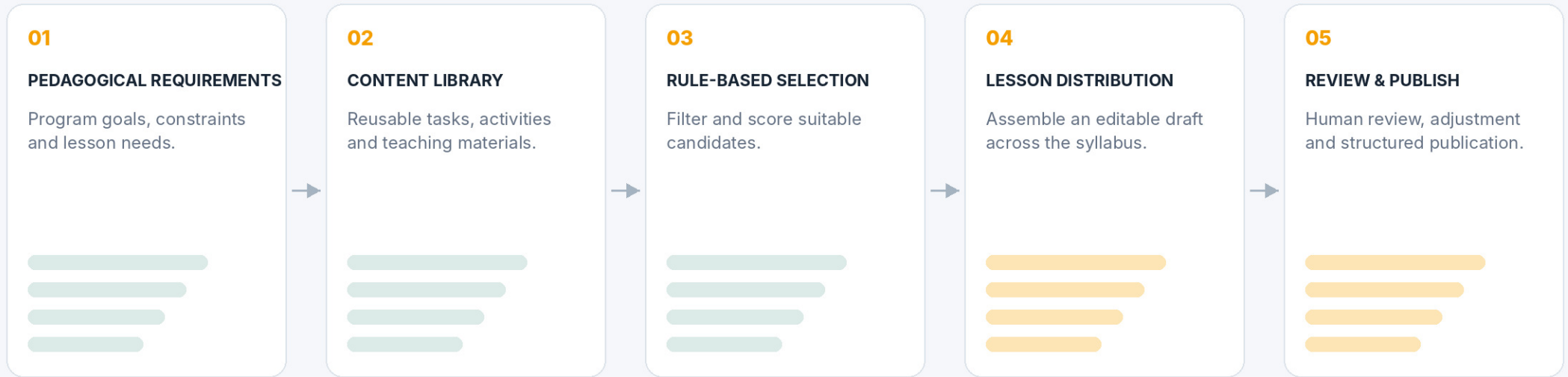
Educational games launch from assigned work with release, group-room and timing context maintained by the school platform.



The result: richer learning modes without treating them as unrelated external websites. Student progress still returns to the same educational workflow.

Reusable activities can become a complete editable syllabus.

The content builder uses programmed selection and scoring rules - not an AI model inventing a curriculum.



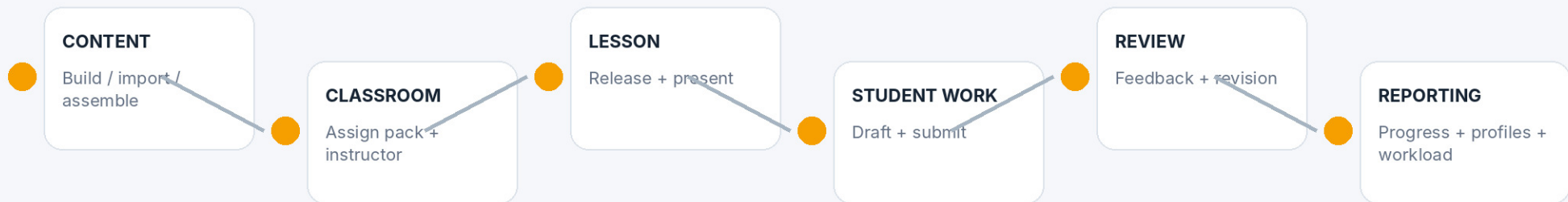
WHY THIS MATTERS

Instead of manually finding every activity and assembling every lesson from scratch, the content team can generate a structured starting point from reusable materials, then edit it before publication.

HUMAN-REVIEWED BEFORE PUBLISH

The complete workflow is connected end to end.

Content creation, teaching, student work, feedback and reporting are parts of the same process - not separate spreadsheets and tools.



THE KEY DIFFERENCE

The platform generates the records that its dashboards analyze.

Lessons, submissions, reviews and questionnaire responses are created through the real teaching and learning workflows. That makes it possible to connect a reported problem back to the work that needs attention.

Built for real program operations, not only the student-facing screen.

The product includes data, permissions, realtime classroom behavior, exports, integrations and deployment infrastructure.



Structured import/export, Excel and PDF reports, JSON/ZIP packages, configurable AI services, caching, queues and browser/application testing all support the educational product above them.

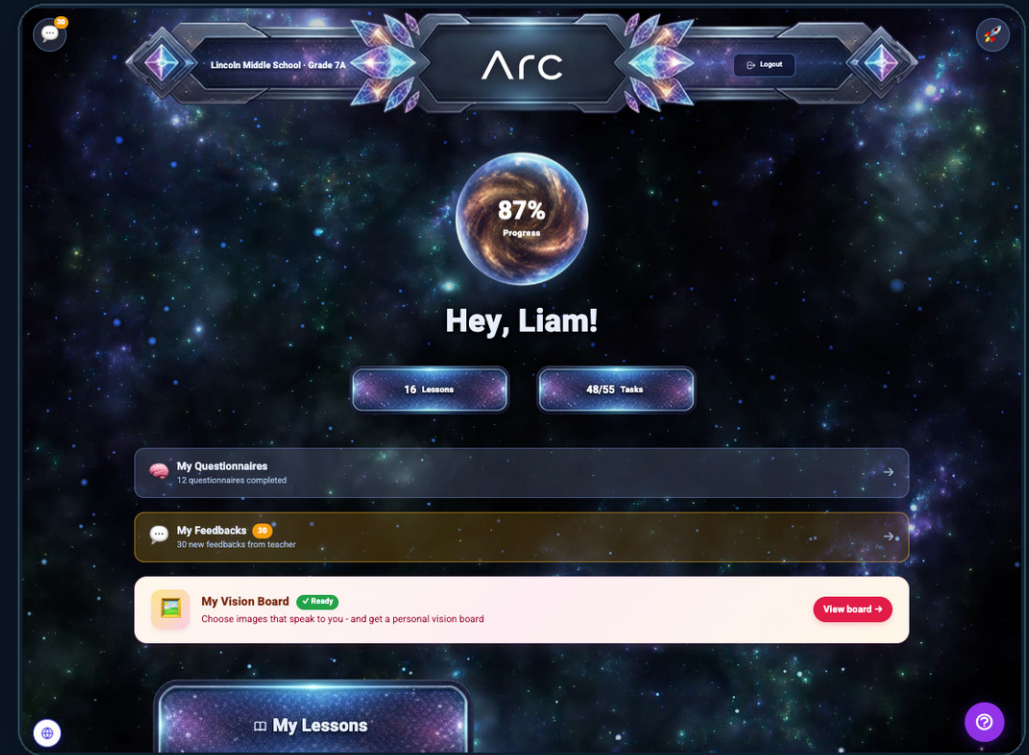
ARC ACADEMY

One system from curriculum to classroom to evidence.

ARC Academy connects the entire educational operating cycle while giving each role the workspace it actually needs.

WHAT MAKES IT DISTINCTIVE

Complete educational workflow + varied interactive learning + psychopedagogical profiling + automated syllabus assembly + operational reporting.



USED BY **ALMOST 5,000 STUDENTS** IN A NATIONAL HIGH-TECH EDUCATION PROGRAM COMPONENT.

Captured product screens and project documentation - visual demo edition.