

CANVA DIGITAL CREATOR CHALLENGE 2026

My Digital School Transformation.

AI for Impact.

Identify the Problem. Create the Solution. Build Impact.

TEACHER MENTOR GUIDE

Organised by the **Educational Resources and Technology Division (BSTP)**,
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Contents

1. Welcome, Mentors	3
2. Your Role: Facilitator, Not Author	4
3. Supporting the Innovation Journey	5
4. Guiding Responsible AI Use	6
5. Academic Integrity and the Authenticity Declaration	7
6.Supporting MBPK Teams (Categories B and D)	8
7. Key Dates You Need to Know	9
8.What Judges Look For	10
9.Mentor Checklist	11

1. Welcome, Mentors

Thank you for supporting a team in the Canva Digital Creator Challenge 2026 - My Digital School Transformation: AI for Impact. Your guidance matters, but so does knowing where to step back. This guide sets out exactly what your role is, what to watch for, and how to help your students do their best work without doing it for them.

You'll support your team through the DISCOVER → IDEATE → CREATE → TEST → IMPACT innovation framework, using the responsible AI framework ASK → CHECK → IMPROVE → DECIDE.



2. Your Role: Facilitator, Not Author

This is the single most important idea in this guide. Ideas, application development and presentations must be executed by students. Your role is to facilitate the project journey, guide responsible AI use, support project management and user testing, and monitor active participation of both students.

This distinction is assessed. Judges may question teams directly on their development process to verify ownership of ideas and work – and excessive intervention by teachers or adults is listed as a formal risk to the competition.

DO	DON'T
Ask questions that help students think through their own idea	Suggest the idea yourself, or steer them toward your preferred solution
Help students schedule their time across the development window	Build or edit the application yourself
Explain how the Ask → Check → Improve → Decide framework works	Write prompts for students or decide which AI output to keep
Help organise user testing sessions and note-taking	Conduct the user testing or write the feedback yourself
Check that both students are genuinely contributing	Let one student (or yourself) carry the whole project
Remind students to document their thinking as they go	Write the AI Journey Log or Authenticity Declaration for them

3. Supporting the Innovation Journey

At each stage, your job is to ask good questions — not supply answers.

DISCOVER

Help students identify a real problem in the school community. Ask: “Who does this affect? How do you know it’s a real problem and not just an assumption?”

IDEATE

Encourage multiple ideas before students settle on one. Ask: “What’s another way you could solve this? Which idea would create the most impact?”

CREATE

Support students as they use Canva, Canva AI and Canva Code — but let them do the prompting, the choosing, and the building. Ask: “What are you asking the AI to do, and why?”

TEST

Help organise real users for testing (classmates, staff, the people affected by the problem). Ask: “What did your tester struggle with? What will you change because of that?”

IMPACT

Help students prepare to present and defend their project. Ask: “Can you explain why you made this decision? What would you tell a judge about your process?”

4. Guiding Responsible AI Use

AI is a creative partner in this competition, not a replacement for student thinking. Your role is to help students apply this framework honestly:

STEP	WHAT TO WATCH FOR AS A MENTOR
ASK	Is the student's prompt specific and purposeful, or just "build me an app"?
CHECK	Are students critically reviewing AI output, or accepting the first result?
IMPROVE	Are students editing and refining, or copy-pasting without changes?
DECIDE	Can the student explain why they kept or rejected something the AI produced?

A red flag to watch for: a finished-looking application appearing very early, with no AI Journey Log entries to explain how it was built. If you see this, pause and ask the team to walk you through their process.

5. Academic Integrity and the Authenticity Declaration

Every team submits a signed Project Authenticity Declaration, and as the teacher mentor you are asked to sign it too – confirming, to the best of your knowledge, that the work is the students' own. Before signing, satisfy yourself that:

- The project was built during the competition window, not reused from a prior assignment or competition
- Both students can explain, in their own words, how the app works and why key decisions were made
- The AI Journey Log reflects genuine iteration, not a single prompt with no follow-up
- There is no plagiarism or unattributed copyright material in the submission

Supporting Balanced Participation

Unbalanced participation between team members is a known risk. Watch for one student doing most of the talking, prompting or building, and gently redirect tasks so both students are genuinely involved – for example, by assigning one student to lead a stage while the other leads the next.

6.Supporting MBPK Teams (Categories B and D)

If you're mentoring a Category B or D team, judging rubrics are reasonably adapted and the judging panel includes special education expertise. Your role remains the same – facilitate, don't author – but pay particular attention to:

- Reasonable accommodations your students may need at each stage of the process
- Adjusting the pace of Discover → Ideate → Create → Test → Impact to suit your students, without reducing their ownership of the project
- Flagging accessibility needs to your SSTP or the helpdesk as early as possible

Data Protection and Online Safety

Remind students to protect their own and others' privacy — avoid including real names, photos or personal details of other students or staff in the app or documentation unless appropriate consent is in place. Keep an eye on submission links to ensure they remain accessible and appropriate.

7.Key Dates You Need to Know

DATE	WHAT'S HAPPENING
19 Aug 2026	Official competition launch (online)
19 Aug 2026	Webinar 1: Teacher Mentor Briefing – attend this one yourself
1 Sep 2026	Webinar 2: Student Creator Workshop – encourage your students to attend live or by recording
1 – 18 Sep 2026	Project development and submission window
18 Sep 2026	Submission deadline
21–23 Sep 2026	State-level judging and selection
28–30 Sep 2026	National Final Pitch & App Demonstration
30 Sep 2026	Winners' announcement

8. What Judges Look For

Understanding the assessment criteria helps you coach without steering. Judges generally look for:

- A genuine problem, clearly connected to the school community
- Evidence of real iteration — not a first draft presented as final
- A clear, honest AI Journey Log showing the Ask → Check → Improve → Decide process
- Evidence of real user testing and resulting changes
- Both students able to explain the project's decisions, not just one
- A working, accessible submission link at the time of judging

Getting Help

Support is available throughout the development and submission window:

- FAQ and helpdesk — helpdesk queries are answered within two working days on a best-effort basis
- Webinar recordings — available if you or your students miss a live session
- Telegram support group — for quick questions during development

If your team needs a reasonable accommodation, or you're unsure whether something crosses the line from facilitating into authoring, reach out early rather than guessing.

9. Mentor Checklist

- Attended Webinar 1: Teacher Mentor Briefing
- Registered team under the correct category
- Confirmed both students understand the Ask → Check → Improve → Decide framework
- Checked in on participation balance between the two students
- Supported at least one round of real user testing
- Reviewed the AI Journey Log for genuine iteration before submission
- Confirmed submission link is accessible ahead of judging
- Signed the Project Authenticity Declaration

Thank you for guiding your students through this journey - your role in stepping back is just as important as your role in stepping in.