

2026 SPECIAL SESSION I

INTRODUCED

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SENATE RESOLUTION NO. 2089

Offered June 29, 2026

Commending the Goshen Post Elementary School Presidential AI Challenge team.

Patron—Srinivasan

WHEREAS, on June 10, 2026, the Goshen Post Elementary School Presidential AI Challenge team won a first-place award in the Elementary Track II category at the Presidential AI Challenge national finals for its innovative program to address bullying and create a more inclusive school community; and

WHEREAS, the Presidential AI Challenge inspires young people and educators across the nation to use artificial intelligence (AI) to create innovative solutions to community issues; the Goshen Post Elementary School Presidential AI Challenge team was one of more than 1,000 teams to enter the competition and won at the state and regional levels before advancing to the national finals; and

WHEREAS, the Goshen Post Elementary School Presidential AI Challenge team used AI coding prompts generated by students to develop the FriendZone chatbot, a program designed to help students overcome bullying and get the help they need; and

WHEREAS, through the FriendZone chatbot, the Goshen Post Elementary School Presidential AI Challenge team found a way to turn kindness into action, using technology to improve the lives of their fellow students and enhance the learning environment at their school; now, therefore, be it

RESOLVED by the Senate of Virginia, That the Goshen Post Elementary School Presidential AI Challenge team hereby be commended on winning a first-place award at the Presidential AI Challenge national finals; and, be it

RESOLVED FURTHER, That the Clerk of the Senate prepare a copy of this resolution for presentation to Josephine Chung, coach of the Goshen Post Elementary School Presidential AI Challenge team, as an expression of the Senate of Virginia's admiration for the team's achievements in developing responsible and beneficial applications for artificial intelligence.

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