

Class – IX			SUBJECT-ARTIFICIAL INTELLIGENCE		
S. No.	Month	No of Working Days	Name of the Chapter/Topic to be Covered		
1	APRIL/ MAY	23	Part-A Employability Skills	Communication Skills-I	
2			Part-B Subjective Skills 1. AI Reflection, Project Cycle and Ethics	1.1 Understanding AI: Domains and Applications	Define Artificial Intelligence (AI) The applications of AI in everyday life The three domains of AI and their applications
				1.2 The AI Project Cycle-II	The importance of the AI project cycle. To structure the AI problem statement with the AI project cycle
3	JUNE	8		1.3 AI Ethics-II	The difference between ethics and morality. The ethical scenarios faced while building AI solutions AI bias and to identify bias in AI
			Part-A Employability Skills	Self-management Skills-I	
4	JULY	25	Part-A Employability Skills	Information and Communication Technology Skills - I	
			Part-B Subjective Skills 2. Data Literacy	2.1 Basics of Data Literacy	Data Literacy and its impact How to become Data literate? Data security and privacy Best practices for Cyber Security
				2.2 Acquiring Data, Processing, and Interpreting Data	Types of data Sources of data Best Practices for acquiring data Features of data and Data Preprocessing Importance of Data Interpretation Tools used for Data Interpretation
				2.3 Project Interactive Data Dashboard & Presentation	<ul style="list-style-type: none"> Data visualization & its importance Visualization of data with a No-Code tool Create a simple and interactive chart with a No-Code tool

			Part-A Employability Skills	Entrepreneurial Skills- I	
5	AUGUST	23	Part-B Subjective Skills 3. Math for AI (Statistics & Probability)	3.1 Importance of Math in AI	<ul style="list-style-type: none">• The applications of Mathematics in AI• The different mathematical concepts important for understanding AI
				3.2 Statistics	Use of statistics in different AI applications
				3.3 Probability	Use of probability in different AI applications
6	SEPTEMBER	24			
7	OCTOBER	20	Part-A Employability Skills	Green Skills- I	
8	NOVEMBER	23	Part-B Subjective Skills	4.1 Introduction to Generative AI	Definition and Overview <ul style="list-style-type: none">• Applications and Use cases
9	DECEMBER	18		Unit 5:	Introduction to Python Programing & Basic Concepts
10	JANUARY	24			Programing Concepts, Control structures, Lists , Strin
11	FEBRUARY	23	Revision and Practice of Sample Question Papers as per CBSE QP pattern. Submission of Practical File, Projects/Portfolios Conduct of Practical Examination		
12	MARCH	23	SESSION ENDING EXAMINATION 2026		