



SANT NANDLAL SMRITI VIDYA MANDIR, GHATSILA

YEARLY SYLLABUS OF ARTIFICIAL INTELLIGENCE

SESSION – 2025-26

STD – VIII



MONTH	WEEK KING DAYS	TOPIC TO BE TAUGHT	ACTIVITIES	LEARNING OUTCOME	VALUES & SKILLS IMPARTED	ASSESSMENT
APRIL + MAY	21 09	EXCITE ❖ MEANING OF AI ❖ TYPES OF AI ❖ FIELDS RELATED TO AI ❖ THREE DOMAINS OF AI	Ice Breaker Activity: <i>Dream Smart Home idea</i> Learners to design a rough layout of floor plan of their dream smart home. • Game 1: Rock, Paper and Scissors • Game 2: Mystery Animal • Game 3: Emoji Scavenger Hunt	• <i>Introduction to AI and setting up the context of the curriculum</i> • <i>To identify and appreciate Artificial Intelligence and describe its applications in daily life.</i>	• <i>Human-Machine Interactions.</i> • <i>Domains of AI.</i>	• <i>AI Quiz (Paper Pen/Online Quiz)</i> • <i>To undergo an assessment for analysing progress towards acquired AI-Readiness skills.</i>
JUNE + JULY	11 26	RELATE ❖ RELEVANCE OF AI IN OUR LIVES ❖ SMART LIVING: SMART HOMES TO SMART CITIES	To write an Interactive Story Learners to draw a floor plan of a Home/School/City and write an interactive story around it using Story Speaker extension in Google docs.	<i>Learners to relate to application of Artificial Intelligence in their daily lives.</i> <i>To relate, apply and reflect on the Human-Machine Interactions.</i> <i>To unleash their imagination towards smart homes and build an interactive story around it.</i>	<i>Interactive SMART Living.</i>	Video Session: To watch a video Introducing the concept of Smart Cities, Smart Schools and Smart Homes
AUGUST + SEPTEMBER	24 21	PURPOSE ❖ APPRECIATING THE COMPLEXITY OF SOCIAL ISSUES ❖ USING AI TO HELP ACHIEVE SDGs	Go Goals Board Game • <i>Learners to answer questions on Sustainable Development Goals</i>	<i>To understand the impact of Artificial Intelligence on Sustainable Development Goals to develop responsible citizenship.</i>	<i>Sustainable Development Goals.</i>	Go Goals Board Game • <i>Learners to answer questions on Sustainable Development Goals</i>



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OCTOBER + NOVEMBER	18 23	POSSIBILITIES <ul style="list-style-type: none"> ❖ POSSIBILITIES OF AI IN VARIOUS FIELDS ❖ SKILL SETS NEEDED FOR JOBS IN AI FIELD 	Theme-based research and Case Studies <ul style="list-style-type: none"> • Learners will listen to various case-studies of inspiring start-ups, companies or communities where AI has been involved in real-life. 	<p><i>To research and develop awareness of skills required for jobs of the future.</i></p> <p><i>To imagine, examine and reflect on the skills required for the futuristic opportunities.</i></p> <p><i>To develop effective communication and collaborative work skills.</i></p>	Start-ups Futuristic opportunities	Job Ad Creating activity <ul style="list-style-type: none"> • Learners to create a job advertisement for a firm describing the nature of job available and the skill-set required for it 10 years down the line. They need to figure out how AI is going to transform the nature of jobs and create the Ad accordingly.
DECEMBER + JANUARY	19 22	AI ETHICS <ul style="list-style-type: none"> ❖ ETHICAL CONCERN OF AI RELATED TO DATA ❖ ETHICAL CONCERN RELATED TO AI ACCESS 	Ethics Awareness <ul style="list-style-type: none"> • Students play the role of major stakeholders and they have to decide what is ethical and what is not for a given scenario. 	<p><i>To understand and reflect on the ethical issues around AI.</i></p> <p><i>To gain awareness around AI bias and AI access.</i></p> <p><i>To let the students analyse the advantages and disadvantages of Artificial Intelligence.</i></p>	AI Technology Data collection	Balloon Debate <ul style="list-style-type: none"> • Students divide in teams of 3 and 2 teams are given same theme. One team goes in affirmation to AI for their section while the other one goes against it. • They have to come up with their points as to why AI is beneficial/harmful for the society.

Subject Teachers':

1. Arpa Bhattacharya
2. Bidyut Baran Chandra

Principal