



# SANT NANDLAL SMRITI VIDYA MANDIR, GHATSILA

## YEARLY SYLLABUS OF **ARTIFICIAL INTELLIGENCE**

SESSION – **2025-26**

STD – **VIII**



MONTH	WORKING DAYS	TOPIC TO BE TAUGHT	ACTIVITIES	LEARNING OUTCOME	VALUES & SKILLS IMPARTED	ASSESSMENT
APRIL + MAY	21  09	<b>EXCITE</b>  ❖ MEANING OF AI ❖ TYPES OF AI ❖ FIELDS RELATED TO AI ❖ THREE DOMAINS OF AI	<b>Ice Breaker Activity:</b> <i>Dream Smart Home idea</i> Learners to design a rough layout of floor plan of their dream smart home. <ul style="list-style-type: none"><li>Game 1: Rock, Paper and Scissors</li><li>Game 2: Mystery Animal</li><li>Game 3: Emoji Scavenger Hunt</li></ul>	<ul style="list-style-type: none"><li>Introduction to AI and setting up the context of the curriculum</li><li>To identify and appreciate Artificial Intelligence and describe its applications in daily life.</li></ul>	<ul style="list-style-type: none"><li>Human-Machine Interactions.</li><li>Domains of AI.</li></ul>	<ul style="list-style-type: none"><li>AI Quiz (Paper Pen/Online Quiz)</li><li>To undergo an assessment for analysing progress towards acquired AI-Readiness skills.</li></ul>
JUNE + JULY	11  26	<b>RELATE</b>  ❖ RELEVANCE OF AI IN OUR LIVES ❖ SMART LIVING: SMART HOMES TO SMART CITIES	<b>To write an Interactive Story</b> Learners to draw a floor plan of a Home/School/City and write an interactive story around it using <b>Story Speaker</b> 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>	<b>Video Session: To watch a video</b> <i>Introducing the concept of Smart Cities, Smart Schools and Smart Homes</i>
AUGUST + SEPTEMBER	24  21	<b>PURPOSE</b>  ❖ APPRECIATING THE COMPLEXITY OF SOCIAL ISSUES ❖ USING AI TO HELP ACHIEVE SDGs	<b>Go Goals Board Game</b> <ul style="list-style-type: none"><li>Learners to answer questions on Sustainable Development Goals</li></ul>	<i>To understand the impact of Artificial Intelligence on Sustainable Development Goals to develop responsible citizenship.</i>	<i>Sustainable Development Goals.</i>	<b>Go Goals Board Game</b> <ul style="list-style-type: none"><li>Learners to answer questions on Sustainable Development Goals</li></ul>



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OCTOBER + NOVEMBER	18  23	POSSIBILITIES  ❖ POSSIBILITIES OF AI IN VARIOUS FIELDS ❖ SKILL SETS NEEDED FOR JOBS IN AI FIELD	<b>Theme-based research and Case Studies</b> • Learners will listen to various case-studies of inspiring start-ups, companies or communities where AI has been involved in real-life.	To research and develop awareness of skills required for jobs of the future.  To imagine, examine and reflect on the skills required for the futuristic opportunities.  To develop effective communication and collaborative work skills.	Start-ups  Futuristic opportunities	<b>Job Ad Creating activity</b> • 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 ❖ ETHICAL CONCERNS OF AI RELATED TO DATA ❖ ETHICAL CONCERNS RELATED TO AI ACCESS	<b>Ethics Awareness</b> • Students play the role of major stakeholders and they have to decide what is ethical and what is not for a given scenario.	To understand and reflect on the ethical issues around AI.  To gain awareness around AI bias and AI access.  To let the students analyse the advantages and disadvantages of Artificial Intelligence.	AI Technology  Data collection	<b>Balloon Debate</b> • 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