CBSE | DEPARTMENT OF SKILL EDUCATION

CURRICULUM FOR SESSION 2025-2026

ARTIFICIAL INTELLIGENCE (SUB. CODE 417)
CLASS – X

OBJECTIVES OF THE COURSE:

The objective of this module/curriculum - which combines both Inspire and Acquire modules is to develop a readiness for understanding and appreciating Artificial Intelligence and its application in our lives. This module/curriculum focuses on:

1. Helping learners understand the world of Artificial Intelligence and its applications through games, activities and multi-sensorial learning to become AI-Ready.
2. Introducing the learners to three domains of AI in an age-appropriate manner.
3. Allowing the learners to construct the meaning of AI through interactive participation and engaging hands-on activities.
4. Introducing the learners to the AI Project Cycle.
5. Introducing the learners to programming skills - Basic python coding language.
6. To equip students with the skills to develop AI solutions addressing societal challenges.

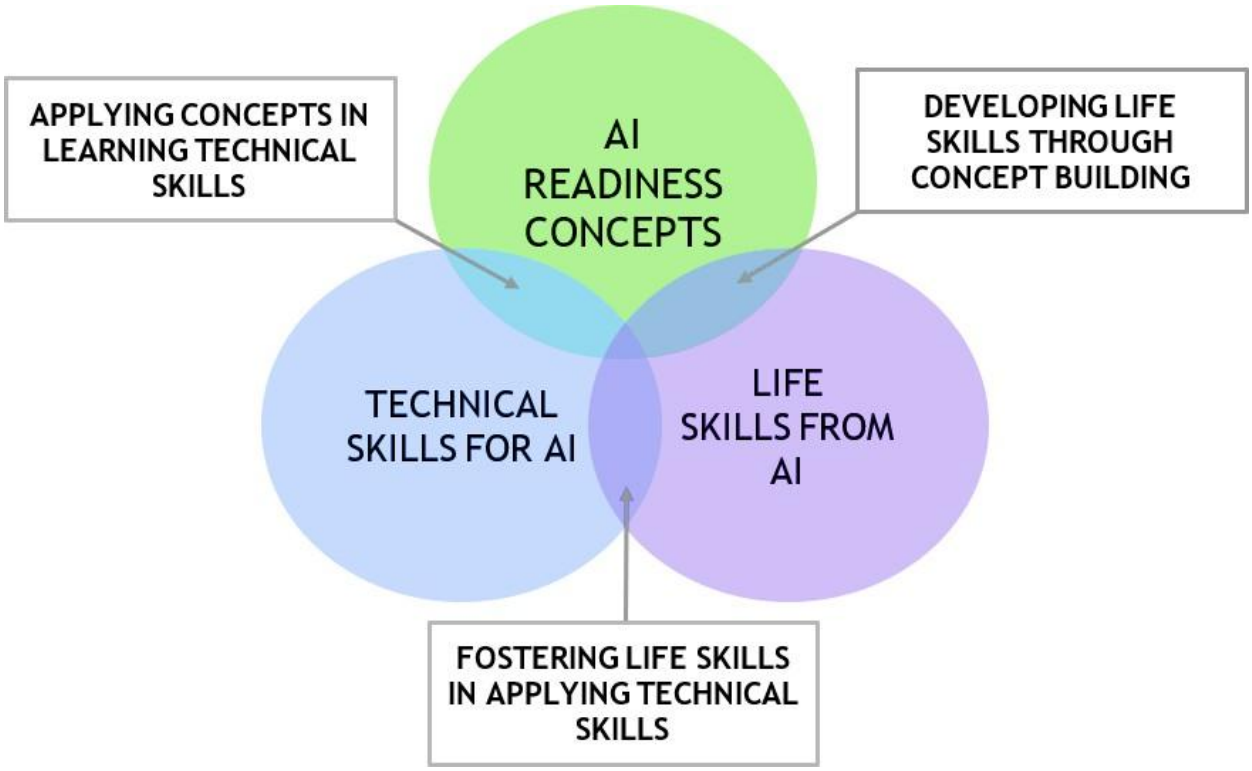
LEARNING OUTCOMES:

Learners will be able to

1. Identify and appreciate Artificial Intelligence and describe its applications in daily life.
2. Relate, apply and reflect on the Human-Machine Interactions to identify and interact with the three domains of AI: Data, Computer Vision and Natural Language Processing and Undergo assessment for analysing their progress towards acquired AI-Readiness skills.
3. Imagine, examine and reflect on the skills required for futuristic job opportunities.
4. Unleash their imagination towards smart homes and build an interactive story around it.
5. Understand the impact of Artificial Intelligence on Sustainable Development Goals to develop responsible citizenship.
6. Research and develop awareness of skills required for jobs of the future.
7. Gain awareness about AI bias and AI access and describe the potential ethical considerations of AI.
8. Develop effective communication and collaborative work skills.
9. Get familiar and motivated towards Artificial Intelligence and Identify the AI Project Cycle framework.
10. Learn problem scoping and ways to set goals for an AI project and understand the iterative nature of problem scoping in the AI project cycle.
11. Brainstorm on the ethical issues involved around the problem selected.

12. Foresee the kind of data required and the kind of analysis to be done, identify data requirements and find reliable sources to obtain relevant data.
13. Use various types of graphs to visualize acquired data.
14. Understand, create and implement the concept of Decision Trees.
15. Understand and visualize the computer's ability to identify alphabets and handwriting.
16. Understand and appreciate the concept of domains through gamification and learn basic programming skills through gamified platforms.
17. Acquire introductory Python programming skills in a very user-friendly format.
18. Empower students to create positive change through AI-driven social impact projects.

SKILLS TO BE DEVELOPED:



SCHEME OF STUDIES:

This course is a planned sequence of instructions consisting of units meant for developing employability and vocational competencies of students of Class X opting for skill subjects along with other education subjects.

The unit-wise distribution of hours and marks for class X is as follows:

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ARTIFICIAL INTELLIGENCE (SUBJECT CODE 417) CLASS – X (SESSION 2025-2026)

Total Marks: 100 (Theory-50 + Practical-50)

	UNITS	NO. OF HOURS for Theory and Practical		MAX. MARKS for Theory and Practical
PART A	**Employability Skills**			
	Unit 1: Communication Skills-II	10		2
	Unit 2: Self-Management Skills-II	10		2
	Unit 3: ICT Skills-II	10		2
	Unit 4: Entrepreneurial Skills-II	10		2
	Unit 5: Green Skills-II	10		2
	Total	**50**		**10**
PART B	**Subject Specific Skills**	**Theory (hours)**	**Practical (hours)**	**Marks**
	Unit 1: Revisiting AI Project Cycle & Ethical Frameworks for AI	11	4	7
	Unit 2: Advanced Concepts of Modeling in AI	18	7	11
	Unit 3: Evaluating Models	21	4	10
	Unit 4: Statistical Data	–	28	–
	Unit 5: Computer Vision	10	20	4
	Unit 6: Natural Language Processing	20	7	8
	Unit 7: Advance Python		10	–
	Total	**160**		**40**
PART C	**Practical & Project Work:**			**Marks**
	Practical File with minimum 15 Programs			15
	Practical Examination ● Unit 4: Statistical Data ● Unit 5: Computer Vision ● Unit 6: Natural Language Processing ● Unit 7: Advance Python			15
	Viva Voce			5
	Project Work / Field Visit / Student Portfolio (Anyone to be done)			10
	Viva Voce (related to project work)			5
	Total			**50**
	GRAND TOTAL	**210**		**100**

DETAILED CURRICULUM/TOPICS FOR CLASS X

Part-A: EMPLOYABILITY SKILLS

S. No.	Units	Duration in Hours
1.	Unit 1: Communication Skills-II	10
2.	Unit 2: Self-management Skills-II	10
3.	Unit 3: Information and Communication Technology Skills-II	10
4.	Unit 4: Entrepreneurial Skills-II	10
5.	Unit 5: Green Skills-II	10
	TOTAL	**50**

Note: The detailed curriculum/ topics to be covered under Part A: Employability Skills can be downloaded from CBSE website

Part-B – SUBJECT SPECIFIC SKILLS

- Unit 1: Revisiting AI Project Cycle & Ethical Frameworks for AI
- Unit 2: Advanced Concepts of Modeling in AI
- Unit 3: Evaluating Models
- Unit 4: Statistical Data
- Unit 5: Computer Vision
- Unit 6: Natural Language Processing
- Unit 7: Advance Python

UNIT 1: Revisiting AI Project Cycle & Ethical Frameworks for AI

SUB-UNIT	LEARNING OUTCOMES	ACTIVITY/ PRACTICAL
AI Project Cycle	Understand the stages of the AI Project Cycle.	**Session:** Revisiting AI Project Cycle
Introduction to AI Domains	Understand the concept of Artificial Intelligence (AI) domains and the illustrations of practical applications within each AI domain.	**Session**: The three domains of AI and their applications.

SUB-UNIT	LEARNING OUTCOMES	ACTIVITY/ PRACTICAL
Ethical Frameworks of AI	Learn about the ethical framework for AI and its category. Explore Bioethics, a popular framework that is used in the healthcare industry.	**Session**: Frameworks, Ethical Framework and need of Ethical Frameworks for AI. Activity: My Goodness https://www.my-goodness.net/
		Session: Types of Ethical Frameworks.
		Session: Bioethics and a case study in bioethics.

UNIT 2: Advance Concepts of Modeling in AI

SUB-UNIT	LEARNING OUTCOMES	SESSION/ ACTIVITY/ PRACTICAL
Revisiting AI, ML, DL	Understand AI, ML and DL	**Session:** Differentiate between AI, ML, and DL **Session:** Common terminologies used with data
Modeling	• Familiarize with supervised, unsupervised and reinforcement learning based approach • Understand subcategories of Supervised, Unsupervised and deep learning models	**Session:** Types of AI Models: Rule Based Approach, Learning Based Approach **Session:** Categories of Machine learning based models: Supervised Learning (https://teachablemachine.withgoogle.com/), Unsupervised Learning (https://experiments.withgoogle.com/ai/drum-machine/view/), Reinforcement Learning **Session:** Subcategories of Supervised Learning Model: Classification Model, Regression Model **Session:** Subcategories of Unsupervised Learning Model: Clustering, Association **Session:** Subcategories of Deep Learning: Artificial Neural networks (ANN), Convolutional Neural Network (CNN)
Artificial Neural Networks	• Understand Neural Networks • Understand how AI makes a decision	**Session:** What is Neural Network? **Session:** How does AI make a Decision? **Activity:** Human Neural Network – The Game **Suggested Neural Network Activity:** https://playground.tensorflow.org/

UNIT 3: Evaluating Models

SUB-UNIT	LEARNING OUTCOMES	SESSION/ ACTIVITY/ PRACTICAL
Importance of Model Evaluation	Understand the role of evaluation in the development and implementation of AI systems.	**Session:** What is evaluation? **Session:** Need of model evaluation

Splitting the training set data for Evaluation	Understand Train-test split method for evaluating the performance of a machine learning algorithm	**Session:** Train-test split
Accuracy and Error	Understand Accuracy and Error for effectively evaluating and improving AI models	**Session:** Accuracy **Session:** Error **Activity:** Find the accuracy of the AI model
Evaluation metrics for classification	Learn about the different types of evaluation techniques in AI, such as Accuracy, Precision, Recall and F1 Score, and their significance.	**Session:** What is Classification? **Session:** Classification metrics **Activity:** Build the confusion matrix from scratch **Activity:** Calculate the accuracy of the classifier model **Activity:** Decide the appropriate metric to evaluate the AI model
Ethical concerns around model evaluation	Understand ethical concerns around model evaluation	**Session:** Bias, Transparency, Accuracy

UNIT 4: Statistical Data (To be assessed through Practicals)

SUB-UNIT	LEARNING OUTCOMES	SESSION/ ACTIVITY/ PRACTICAL
Introduction & No code AI tool	Define the concept of Statistical Data and understand its applications in various fields. Define No-Code and Low-Code AI. Identify the differences between Code and No-Code AI concerning Statistical Data.	**Session: No code AI tool** •Introduction to Data Science & its applications •Meaning of No-Code AI • No-Code and Low-Code. • Some no-code tools **Orange Data Mining Tool:** **https://orangedatamining.com/download/**
Statistical Data: Use Case Walk through	Relate AI project stages to the stages of No-Code AI projects Able to use no-code tool Orange Data mining. To perform data exploration, modeling and evaluation with Orange data mining.	**Session** •Important concepts in Statistics. • Orange data mining • AI project cycle in Orange data mining (Palmer penguins case study) **Activity:** MS Excel for Statistical Analysis. Link:**https://docs.google.com/spreadsheets/d/1f5G-JXyP7EV2fy1hax47YVaH5gyq8KZy/edit?usp=drive_link&ouid=109928090180926267402&rtpof=true&sd=true** Case study using Orange data mining (Palmer Penguins). Link: https://drive.google.com/drive/u/0/folders/1fmcRVb-ilTyUhmUv4DWT1BFsaCoQ2BmF

UNIT 5: Computer Vision (To be assessed through Theory)

SUB-UNIT	LEARNING OUTCOMES	SESSION/ ACTIVITY/ PRACTICAL
Introduction	Define the concept of Computer Vision and understand its applications in various fields.	**Session:** Introduction to Computer Vision
		Session: Applications of CV
Concepts of Computer Vision	Understand the basic concepts of image representation, feature extraction, object detection, and segmentation.	**Session:** Understanding CV Concepts ● Computer Vision Tasks ● Basics of Images-Pixel, Resolution, Pixel value ● Grayscale and RGB images
		Activities: ● Game- Emoji Scavenger Hunt https://emojiscavengerhunt.withgoogle.com/ ● RGB Calculator: https://www.w3schools.com/colors/colors_rgb.asp ● Create your own pixel art: www.piskelapp.com ● Create your own convolutions: http://setosa.io/ev/image-kernels/

UNIT 5: Computer Vision (To be assessed through Practicals)

SUB-UNIT	LEARNING OUTCOMES	SESSION/ ACTIVITY/ PRACTICAL
No-Code AI Tools	To demonstrate proficiency in using no-code AI tools for computer vision projects. To deploy models, fine-tune parameters, and interpret results. Skills acquired include data preprocessing, model selection, and project deployment.	**Introduction to Lobe: https://www.lobe.ai/** **Teachable Machine: https://teachablemachine.withgoogle.com/** • **Activity:** Build a Smart Sorter **Orange Data Mining Tool: https://orangedatamining.com/download/** • **Activity:** Build a real-world Classification Model: Coral Bleaching (Use Case Walkthrough) • Link to the steps involved in project development and dataset: https://drive.google.com/drive/folders/1ppJ4d-8yOFJ2G22rHHpjNrK0ejdIAe5Q?usp=sharing
Image Features & Convolution Operator	Apply the convolution operator to process images and extract useful features.	**Session:** Understanding Convolution operator
		Activity: Convolution Operator
Convolution Neural Network	Understand the basic architecture of a CNN and its applications in computer vision and image recognition.	**Session:** Introduction to CNN
		Session: Understanding CNN ● Kernel ● Layers of CNN
		Activity: Testing CNN

UNIT 6: Natural Language Processing (To be assessed through Theory)

SUB-UNIT	LEARNING OUTCOMES	SESSION/ ACTIVITY/ PRACTICAL
Introduction	Comprehend the complexities of natural languages. and elaborate on the need for NLP techniques for machines to understand various natural languages effectively.	**Session:** Features of natural languages. **Session:** Introduction to Natural Language Processing
Applications of Natural Language Processing	Explore the various applications of NLP in everyday life, such as , voice assistants, auto generated captions, language translation, sentiment analysis, text classification and keyword extraction.	**Session:** Various real-life applications of NLP **Activity:** Keyword Extraction https://cloud.google.com/natural-language
Stages of Natural Language Processing (NLP)	Understand the concepts like lexicon, syntax, semantics, and logical analysis of input text.	**Session:** Explore the various stages of NLP that involve in understanding and processing human language.
Chatbots	Understand the concept of chatbot and the differences between smartbots and script bots.	**Activity:** Play with chatbots Elizabot - https://www.masswerk.at/elizabot/ Mitsuki - https://www.kuki.ai/ Cleverbot - https://www.cleverbot.com/ Singtel - https://www.singtel.com/personal/support **Session:** Script Bot V/s Smart Bot
Concepts of Natural Language Processing: Text Processing	Learn about the Text Normalization technique used in NLP and the popular NLP model - Bag-of-Words	**Session: Text Processing** • Text Normalisation • Bag of Words **Hands-on:** Text processing • Data Processing • Bag of Words • TFIDF

UNIT 6: Natural Language Processing (To be assessed through Practicals)

SUB-UNIT	LEARNING OUTCOMES	SESSION/ ACTIVITY/ PRACTICAL
Natural Language Processing: Use Case Walkthrough	Explore the sentiment analysis process using real-life datasets with the Orange Data Mining tool.	**Session:** Examples of Code and No-code NLP Tools **Session:** Applications of NLP- Introduction to Sentiment Analysis
		Hands-on: Case Walkthrough – Steps involved in project development Link to steps and dataset: https://drive.google.com/drive/u/2/folders/1geFLXxV5890kfcakMfEg_KsH1LPcS_Iz

UNIT 7: ADVANCE PYTHON (To be assessed through Practicals)

SUB-UNIT	LEARNING OUTCOMES	SESSION/ ACTIVITY/ PRACTICAL
Recap	Understand to work with Jupyter Notebook, creating virtual environments, installing Python Packages.	**Session:** Jupyter Notebook
	Able to write basic Python programs using fundamental concepts such as variables, data types, operators, and control structures.	**Session:** Introduction to Python
	Able to use Python built-in functions and libraries.	**Session:** Python Basics

PART-C: PRACTICAL & PROJECT WORK

Practical Work:

Suggested Programs List	• Write a program to add the elements of the two lists. • Write a program to calculate mean, median and mode using Numpy • Write a program to display line chart from (2,5) to (9,10). • Write a program to display a scatter chart for the following points (2,5), (9,10),(8,3),(5,7),(6,18). • Read the csv file saved in your system and display 10 rows. • Read csv file saved in your system and display its information • Write a program to read an image and display using Python • Write a program to read an image and identify its shape using Python
Important Links	Link to AI Activities & steps to AI project development considering real life problem statement along with the required dataset https://docs.google.com/spreadsheets/d/1ZQCTT8RM-l7QfeTzH0n-5wJLBAoiXu7TFM0Pcp31cX0/edit?usp=sharing
Project Work / Field Visit / Student Portfolio *** relate it to Sustainable Development Goals** **Suggested Projects/ Field Visit / Portfolio (any one activity to be one)**	
Sample Projects	AI Project Development Using 1. Statistical Data for AI: Prediction of palmer penguin species 2. Computer Vision: Early detection of coral bleaching 3. Natural Language Processing: Sentiment Analysis
Field Work	Students' participation in the following- • AI for Youth Bootcamp • AI Fests/ Exhibition • Participation in any AI training sessions • Virtual tours of companies using AI to get acquainted with real-life usage
Student Portfolio (to be continued from class IX)	• Maintaining a record of all AI activities • Hackathons • Competitions (CBSE/Inter School) Note: Portfolio should contain minimum 5 activities

LIST OF ITEMS/ EQUIPMENT'S (MINIMUM REQUIREMENTS):

The equipment / materials listed below are required to conduct effective hands-on learning sessions while delivering the AI curriculum to class 10 students. The list below consists of minimal configuration required to execute the AI curriculum for class 10 and create social impact real time solutions/ projects. The quantities mentioned here are recommended for a batch of 20 students keeping the human-machine ratio as 2:1. An exhaustive list may be compiled by the teacher(s) teaching the subject.

S. NO.	ITEM NAME, DESCRIPTION & SPECIFICATION
A	**SYSTEM SPECIFICATIONS**
1	Processor: Intel® Core™ i5-7300U Processor or equivalent with minimum SYSmark® 2018 Rating of 750 or higher
2	Graphic Card: Integrated graphics
3	Form Factor: - USFF (Ultra Small Form factor) System chassis volume less than One Litre
4	RAM: 8GB DDR4 – 2400MHz or above
5	Storage: 500 GB HDD – 7200 rpm
6	Display: 18.5" LED Monitor with HDMI, in-built-speaker,
7	Keyboard: Keyboard with numerical keypad (recommended)
8	Mouse: Optical Mouse
9	Webcam: Full HD Camera
10	Headphones with Mic
11	Dual Band Wireless Connectivity Min 800 Mbps
12	Bluetooth V4.2 or Higher
13	Ports: 4 USB 3.0 ports, dual high-definition display ports (HDMI 2.0/DP/thunderbolt 3.0 ports), High definition 8-channel audio through HDMI interface or through audio jack.
14	VPU: - Integrated or support for VPU - vision processing unit to accelerate AI machine vision applications.
B	**SOFTWARE SPECIFICATIONS**
1	Operating System: Any
2	Anti-Virus Activated
3	Internet Browser: Google Chrome
4	Productivity Suite: Any (Google+ Suite recommended)
5	Anaconda Navigator Distribution (https://bit.ly/AI-installation-guide)
6	Conceptual installations (https://bit.ly/AI-installation-guide)
7	Intel Open VINO tools
8	Python

NOTE: In keeping with the spirit of Recycle, Upcycle and Reuse, it is recommended to make use of any equipment/ devices/ accessories from the existing inventory in school.

TEACHER'S/ TRAINER'S QUALIFICATIONS:

Qualification and other requirements for appointment of teachers/trainers for teaching this subject, on contractual basis should be decided by the State/ UT. The suggestive qualifications and minimum competencies for the teacher should be as follows:

Qualification	Minimum Competencies	Age Limit
Diploma in Computer Science/ Information Technology **OR** Bachelor's Degree in Computer Applications/Science/Information Technology (BCA, B.Sc. Computer Science/ Information Technology) **OR** Graduate with PGDCA **OR** DOEACC A Level Certificate. *The suggested qualification is the minimum criteria. However higher qualifications will also be acceptable.*	● The candidate should have a minimum of 1 year of work experience in the same job role. ● S/He should be able to communicate in English and local language. ● S/He should have knowledge of equipment, tools, material, Safety, Health & Hygiene.	● 18-37 years (as on Jan. 01 (year)) ● Age relaxation to be provided as per Govt. rules

Teachers/Trainers form the backbone of Skill (Vocational) Education being imparted as an integral part of Rashtriya Madhyamik Shiksha *Abhiyan* (RMSA). They are directly involved in teaching of Skill (vocational) subjects and also serve as a link between the industry and the schools for arranging industry visits, On-the-Job Training (OJT) and placement.

These guidelines have been prepared with an aim to help and guide the States in engaging quality Teachers/Trainers in the schools. Various parameters that need to be looked into while engaging the Vocational Teachers/Trainers are mode and procedure of selection of Teachers/ Trainers, Educational Qualifications, Industry Experience, and Certification/ Accreditation.

The State may engage Teachers/Trainers in schools approved under the component of scheme of Vocationalisation of Secondary and Higher Secondary Education under RMSA in following ways:

(i) Directly as per the prescribed qualifications and industry experience suggested by the PSS Central Institute of Vocational Education (PSSCIVE), NCERT or the respective Sector Skill Council (SSC).

OR

(ii) Through accredited Vocational Training Providers accredited under the National Quality Assurance Framework (NQAF*) approved by the National Skill Qualification Committee on 21.07.2016. If the State is engaging Vocational Teachers/Trainers through the Vocational Training Provider (VTP), it should ensure that VTP should have been accredited at NQAF Level 2 or higher.

** The National Quality Assurance Framework (NQAF) provides the benchmarks or quality criteria which the different organizations involved in education and training must meet in order to be accredited by competent bodies to provide government-funded education and training/skills activities. This is applicable to all organizations offering NSQF-compliant qualifications.*

The educational qualifications required for being a Teacher/Trainer for a particular job role are clearly mentioned in the curriculum for the particular NSQF compliant job role. The State should ensure that teachers/ trainers deployed in the schools have relevant technical competencies for the NSQF qualification being delivered. Teachers/Trainers preferably should be certified by the concerned Sector Skill Council for the particular Qualification Pack/Job role which he will be teaching. Copies of relevant certificates and/or record of experience of the teacher/trainer in the industry should be kept as record.

To ensure the quality of the Teachers/Trainers, the State should ensure that a standardized procedure for selection of (Vocational) Teachers/Trainers is followed. The selection procedure should consist of the following:

(i) Written test for the technical/domain specific knowledge related to the sector;
(ii) Interview for assessing the knowledge, interests and aptitude of trainer through a panel of experts from the field and state representatives; and
(iii) Practical test/mock test in classroom/workshop/laboratory.

In case of appointment through VTPs, the selection may be done based on the above procedure by a committee having representatives of both the State Government and the VTP.

The State should ensure that the Teachers/ Trainers who are recruited should undergo induction training of 20 days for understanding the scheme, NSQF framework and Vocational Pedagogy before being deployed in the schools.

The State should ensure that the existing trainers undergo in-service training of 5 days every year to make them aware of the relevant and new techniques/approaches in their sector and understand the latest trends and policy reforms in vocational education.

The Headmaster/Principal of the school where the scheme is being implemented should facilitate and ensure that the (Vocational) Teachers/Trainers:

- Prepare session plans and deliver sessions which have a clear and relevant purpose, and which engage the students;
- Deliver education and training activities to students, based on the curriculum to achieve the learning outcomes;
- Make effective use of learning aids and ICT tools during the classroom sessions;
- Engage students in learning activities, which include a mix of different methodologies, such as project-based work, teamwork, practical and simulation-based learning experiences;
- Work with the institution's management to organise skill demonstrations, site visits, on-job trainings, and presentations for students in cooperation with industry, enterprises and other workplaces;
- Identify the weaknesses of students and assist them in up-gradation of competency;
- Cater to different learning styles and level of ability of students;
- Assess the learning needs and abilities, when working with students with different abilities
- Identify any additional support the student may need and help to make special arrangements for that support;
- Provide placement assistance

Assessment and evaluation of (Vocational) Teachers/Trainers is very critical for making them aware of their performance and for suggesting corrective actions. The States/UTs should ensure that the performance of the (Vocational) Teachers/Trainers is appraised annually. Performance based appraisal in relation to certain pre-established criteria and objectives should be done periodically to ensure the quality of the (Vocational) Teachers/Trainers.

Following parameters may be considered during the appraisal process:

- Participation in guidance and counseling activities conducted at Institutional, District and State level;
- Adoption of innovative teaching and training methods;
- Improvement in result of vocational students of Class X or Class XII;
- Continuous up-gradation of knowledge and skills related to the vocational pedagogy, communication skills and vocational subject;
- Membership of professional society at District, State, Regional, National and International level;
- Development of teaching-learning materials in the subject area;
- Efforts made in developing linkages with the Industry/Establishments;
- Efforts made towards involving the local community in Vocational Education
- Publication of papers in National and International Journals;
- Organisation of activities for promotion of vocational subjects;
- Involvement in placement of students/student support services.