

CBSE Class 9 Artificial Intelligence (AI)

Unit-wise syllabus and marks for the 2026-27 session.

UNITS	SESSION
8	2026-27

Exam pattern. Total 100 marks: Theory 50 + Practical 50. Part A Employability Skills carries 10 theory marks across 5 units; Part B Subject-Specific Skills carries 40 theory marks (Unit 1 AI Reflection, Project Cycle & Ethics 10, Unit 2 Data Literacy 10, Unit 3 Math for AI 7, Unit 4 Generative AI 5, Unit 5 Introduction to Python 8). Practical 50 = Practical File 15 + Practical Examination 15 + Viva Voce 5 + Project/Field Visit/Portfolio 15.

Practical. Practical assessment is worth 50 marks: a Python Practical File of minimum 15 programs (15 marks); a Practical Examination of any 3 programs covering input/output, variables, operators, expressions, data types, flow of control/conditions and lists (15 marks); Viva Voce (5 marks); and Project Work / Field Visit / Student Portfolio related to the Sustainable Development Goals (15 marks). Suggested projects include building AI models with Teachable Machine or Machine Learning for Kids, or an SDG-based project using the 4Ws canvas, system maps and spreadsheet data visualization.

#	UNIT AND TOPICS	MARKS
1	Part A - Employability Skills Unit 1: Communication Skills-I; Unit 2: Self-Management Skills-I; Unit 3: Information and Communication Technology (ICT) Skills-I; Unit 4: Entrepreneurial Skills-I; Unit 5: Green Skills-I	—
2	Part B - Unit 1: AI Reflection, Project Cycle and Ethics AI Reflection: introduction to AI and its daily-life applications; The three realms/domains of AI: Data, Computer Vision and Natural Language Processing (AI games); AI Project Cycle framework: Problem Scoping, Data Acquisition, Data Exploration, Modeling, Evaluation, Deployment; Problem scoping with the 4Ws problem canvas, goal setting and stakeholders; Data acquisition, data features and system maps; Data exploration and visualization using graphical tools; Modeling: Rule-based and Learning-based models; Evaluation terms: True Positive, False Positive, True Negative, False Negative	—
3	Part B - Unit 2: Data Literacy Basics of data literacy and its importance; Informed decision-making, critical thinking and the Data Literacy Process Framework; Data privacy vs data security, data breaches and cyber security best practices; Acquiring data: types of data and acquisition methodologies; Data preprocessing, processing and interpretation; types and importance of data interpretation; Project: Interactive Data Dashboard and presentation (e.g. Tableau, Datawrapper)	—

#	UNIT AND TOPICS	MARKS
4	Part B - Unit 3: Math for AI (Statistics & Probability) Importance of Math for AI: Statistics, Linear Algebra, Probability, Calculus; Finding patterns in numbers and images; number patterns and picture analogy; Statistics: definition and real-life applications (disaster management, sports, disease prediction, weather forecast); Data collection, analysis and interpretation activities; Probability: calculating probability, types of events; Applications of probability (sports, weather forecast, traffic estimation)	—
5	Part B - Unit 4: Introduction to Generative AI Defining Generative AI and classifying its kinds; How Generative AI works and learns; Generative AI vs Conventional AI; Types and examples of Generative AI; Benefits and limitations of Generative AI; Hands-on with Generative AI tools (e.g. GAN Paint); Ethical considerations of using Generative AI	—
6	Part B - Unit 5: Introduction to Python Introduction to programming through gamified platforms (e.g. CodeCombat); Introduction to Python language and its applications; Python basics: variables, arithmetic/comparison/logical/assignment operators, expressions; Data types (integer, float, string), type conversion, print() and input() functions; Flow of control and conditions: if, for and while statements; Python Lists and simple list operations	—
7	Part C - Practical Work (Python) Practical file of minimum 15 Python programs; Print/output programs (personal info, patterns, calculations, tables, simple interest); Input-based programs (area/perimeter, average marks, discounts, surface area/volume); List programs (create, modify, index, slice, extend, sort); Conditional and loop programs (voting check, grade check, even/odd, sums)	—
8	Part D - Project Work / Field Visit / Student Portfolio Create an AI model using Teachable Machine or Machine Learning for Kids; SDG-linked project: 4Ws problem canvas, system map and spreadsheet data visualization with an AI-enabled solution; Field visit (physical or virtual) to an industry/IT company using AI, with a report; Student portfolio of minimum 5 AI activities (e.g. Letter to Future Self, Smart Home Floor Plan, 4Ws canvas, System Map)	—

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