CBSE | DEPARTMENT OF SKILL EDUCATION CURRICULUM FOR SESSION 2020-2021

ARTIFICIAL INTELLIGENCE (SUB. CODE 843)

CLASS - XI

COURSE OVERVIEW:

Al is a discipline in computer science that focuses on developing intelligent machines, machines that can learn and then teach themselves. These machines, then, can process vast amounts of data than humans can, and several times faster. However, Al can go across all disciplines to change the world for the better– from creating new healthcare solutions, to designing hospitals of the future, improving farming and our food supply, helping refugees acclimate to new environments, improving educational resources and access, and even cleaning our oceans, air, and water supply. The potential for humans to improve the world through Al is endless, as long as we know how to use it.

OBJECTIVES OF THE COURSE:

In this course, the students will develop knowledge, skills and values to understand AI and its implications for our society and the world and to use AI to solve authentic problems, now and in the future. The students will engage with a host of multi-media online resources, as well as hands-on activities and sequence of learning experiences.

The following are the main objections of the course:

- Develop informed citizens with an understanding of AI and the skills to think critically and knowledgeably about the implications of AI for society and the world
- 2. Develop engaged citizens with a rigorous understanding of how AI can be harnessed to improve life and the world we live in
- Stimulate interest and prepare students for further study to take up careers as AI scientists and developers to solve complex real world problems

SCHEME OF UNITS

This course is a planned sequence of instructions consisting of units meant for developing employability and vocational competencies of students of Class XI opting for skill subject along with other education subjects. The unit-wise distribution of hours and marks for class XI is as follows:

CLASS – XI (SESSION 2020-2021)

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

ARTIFICIAL INTELLIGENCE (SUBJECT CODE - 843)

Class XI(Session 2020-21)

Class XI(Session 2020-21)					
	UNITS		HOURS (Theory + Practical)	MAX. MARKS (Theory + Practical)	
Part A	Employability Skills				
	Unit 1 : Communication Skills-III		10		
	Unit 2 : Self-Management Skills-III		10		
ヹ	Unit 3 : ICTSkills-III		10	10	
Ра	Unit 4 : Entrepreneurial Skills-III		15		
	Unit 5 : Green Skills-III		05		
		Total	50	10	
	Subject Specific Skills				
	Unit1: Introduction To AI		30		
	Unit 2: Al Applications & Methodologies*		30		
	Unit 3:Maths For Al		10		
	Unit 4: Al Values (Ethical Decision Making)		5		
m	Unit 5: Introduction To Storytelling*		20	40	
t B	Unit 6: Critical & Creative Thinking*		5		
Part	Unit 7: Data Analysis (Computational Thinki	'ng)*	30		
۵	Unit 8: Regression	<u> </u>	30		
	Unit 9: Classification & Clustering		20		
	Unit 10: Al Values (Bias Awareness)*		30		
	*Unit 2, 5, 6, 7 & 10 are to be Assessed th Practicals Only	rough		-	
		Total	210	40	
Part C	Practical Work – • Unit 2: Al Applications & Methodologies • Unit 5: Introduction To Storytelling • Unit 6: Critical & Creative Thinking • Unit 7: Data Analysis (Computational Thinking) • Unit 10: Al Values (Bias Awareness)				
	Practical Examination			40	
	Viva-Voce	T-4: !			
	Duning A Would Field Visit	Total		40	
D	Project Work/Field Visit				
Part D	Project/Ideation+ presentation		10		
Ба	Viva-Voce	Total		10	
	CDAND TOTAL	i Ulai	200		
	GRAND TOTAL		260	100	

DETAILED CURRICULUM/TOPICS FOR CLASS XI

PART-A: EMPLOYABILITY SKILLS

S. No.	Units	Duration in Hours
1.	Unit 1: Communication Skills-III	10
2.	Unit 2: Self-management Skills-III	10
3.	Unit 3: Information and Communication Technology Skills-III	10
4.	Unit 4: Entrepreneurial Skills-III	15
5.	Unit 5: Green Skills-III	05
	TOTAL	50

NOTE: For Detailed Curriculum/ Topics to be covered under Part A: Employability Skillscan be downloaded from CBSE website.

Part-B - SUBJECT SPECIFIC SKILLS

- Level I:Al Informed (Al Foundations)
 - o Unit1: Introduction to AI
 - Unit 2: Al Applications & Methodologies*
 - Unit 3: Math for Al
 - Unit 4: Al Values (Ethical Decision Making)
 - Unit 5: Introduction to Storytelling*
- Level 2: Al Inquired (Al Apply)
 - Unit 6: Critical & Creative Thinking*
 - Unit 7: Data Analysis (Computational Thinking)*
 - Unit 8: Regression
 - Unit 9: Classification & Clustering
 - Unit 10: Al Values (Bias Awareness)*

NOTE: *UNITS 2, 5, 6, 7 & 10 should be assessed in Practical Examination only and should not be assessed in Theory Examination.

DETAILED CURRICULUM/TOPICS

LEVEL I:AI INFORMED (AI Foundations) -

UNIT	TOPICS	LEARNING OUTCOMES
Unit 1:	Introduction-Al for everyone	
Introduction	What is Al?	Knowledge – Define AI and ML
(1		_
(knowledge)	o <u>Kids can Al</u>	Comprehension – What are
	History of Al Machine Learning	the AI products/applications in
	What is Machine Learning Difference between conventional.	society and how are they
	Difference between conventional	different from non-AI
	programming and machine learning How is Machine learning related to	products/applications?
	 How is Machine learning related to AI? 	
	What is data?	Evaluation – What kind of jobs
	0, ,	may appear in the future?
		may appear in the ruture:
	F 1 () () ()	
	 Examples of unstructured data- text, images 	
	Terminology and Related Concepts Intro to	
	AI	
	Machine learning	
	 Supervised learning (examples) 	
	Unsupervised learning (examples)	
	Deep learningDescription	
	Reinforcement learning	
	Machine Learning Techniques and	
	Training	
	 Neural Networks 	
	What machine learning can and cannot do	
	More examples of what machine learning	
	can and cannot do	
	Jobs in Al	
Unit 2: Al	Present day AI and Applications	
Applications		Knowledge – Where can Al be
and	Key Fields of Application in Al	applied (like in the field of
Methodologies	Chatbots (Natural Language	Computer vision, Speech, Text,
(Introduction)	Processing, speech)	etc.), What is deep learning?
(Introduction)	Alexa, Siri and others	
(Knowledge)	Computer vision We at how Bredieties a	Comprehension – How AI will
	Weather Predictions Price for each for a properties.	impact our society
	 Price forecast for commodities 	
	Self-driving cars Characteristics and types of All	Analysis – How should we get
	Characteristics and types of Al Data driven	ready for the Al age (future)
	Data driven Autonomous systems	leady for the Al age (luture)
	Autonomous systems Recommender systems	
	 Recommender systems 	

UNIT	TOPICS	LEARNING OUTCOMES
Unit 3: Maths for Al	 Human like Cognitive Computing (Perception, Learning, Reasoning) Cognitive computing Recommended deep-dive in NLP, CV, etc.* Al and Society coursera-ai-for-everyone The Future with AI, and AI in Action (Introduction) Non-technical explanation of deep learning coursera-ai-for-everyone Introduction to matrices (Recap) Introduction to set theory (Recap) Introduction to data table joins 	Comprehension – Linear Algebra, Statistics, Basics of
(Recap)	 Introduction to data table joins Simple statistical concepts 	Graphs and Set theory
Unit 4: Al Values (Ethical decision making)	 Visual representation of data, bar graph, histogram, frequency bins, scatter plots, etc. With co-ordinates and graphs introduction to dimensionality of data Simple linear equation Least square method of regression Al: Issues, Concerns and Ethical Considerations Issues and Concerns around Al 	Application – Application of Math in Al Synthesis – Representing data in term of mathematical formula Knowledge – Ethics, Bias, Impacts of bias on society Application – Spot issue in data, Make arguments, Apply
(Values)	 Al and Ethical Concerns Al and Bias Al: Ethics, Bias, and Trust Employment and Al 	rules
Unit 5: Introduction to story telling (Skills)	 Storytelling: communication across the ages Learn why storytelling is so powerful and cross-cultural, and what this means for data storytelling The Need for Storytelling Story telling with data By the numbers: How to tell a great story with your data. Conflict and Resolution Everyone wants to resolve conflict, and a good data storyteller is there to help! Storytelling for audience Your data storytelling depends on the background knowledge of your audience. 	Skill – Imagination, mapping the plot into key events increasing memory retention. Application- Helping in creating blogs, videos, and other content.

UNIT	TOPICS	LEARNING OUTCOMES
	Insights from storytelling	
	 Make the audience care about the 	
	data	
	 Keep the audience engaged 	
	 Create from the end; present from the beginning 	
	 Start with an anecdote, end with the 	
	data	
	 Build suspense, not surprise 	

LEVEL 2:AI INQUIRED (AI Apply)

UNIT	TOPICS	LEARNING OUTCOMES
Unit 6: Critical and Creative thinking (Skills)	 Design thinking framework Right questioning (5W and 1H) Identifying the problem to solve 	Skill – Understanding the problem and being able to express the same Creativity – To be able to develop/innovate from design
Unit 7: Data Analysis (Computational thinking) (Skills)	 Ideate Types of structured data Date and time String Categorical 	a solution Knowledge – Types of structured data, statistical principals – frequency tables, mean, median, mode, range,
	 Representation of data Exploring Data Exploring data (Pattern recognition) Cases, variables and levels of measurement Data matrix and frequency table Graphs and shapes of distributions Mode, median and mean Range, interquartile range and box plot* Variance and standard deviation* Z-scores* Example Practice exercise 	etc. Application – Representing data in terms of graphs, statistical models Synthesis – To be able to represent a simple problem in terms of numbers
Unit 8: Regression	Correlation and Regression	Knowledge - Correlations,
(Knowledge)	 Crosstabs and scatterplots Pearson's r Regression - Finding the line Regression - Describing 	Regression, and other related terms Applications – Being able to relate data with regression and correlation. Everyday

UNIT	TOPICS	LEARNING OUTCOMES	
	the line Regression - How good is the line? Correlation is not causation Example contingency table Example Pearson's r and regression Readings Correlation	applications of these mathematical concepts.	
	 Regression Caveats and examples Practice exercise Correlation and Regression Explain the importance of data from above examples How prediction changes with changing data? 		
Unit 9:	What is a classification problem?		
Classification&Clustering	• Examples	Knowledge – What is	
(Knowledge)	 Simple binary classification Introduction to binary classification with logistic regression 	classification and its types, what kind of problems may be placed under the category of a classification problem	
	 True positives, true negatives, false positives and false negatives Where we should care more with examples Example- false negative of 	Applications – Where to apply classification principals	
605	a disease detection can have different implication than false positive, one will be more physical harm and other will be mental Practice exercise on simple	Analysis – Impact of the application of incorrect algorithms on society	
	Binary Classification model		
	 What is a clustering problem? Why is it unsupervised? Examples Practice exercise on simple 	Knowledge – Clustering problems and its application, why is it called clustering	
	Clustering model	Application – Application of clustering problem using standard models	
Unit 10: Al Values (Bias awareness)	Al working for goodPrinciples for ethical Al	Knowledge – What is ethics, Impact of ethics on society,	

UNIT	TOPICS	LEARNING OUTCOMES
(Values)	Types of bias (personal /cultural /societal)How bias influences AI based	the impact of bias on AI functioning
	decisionsHow data driven decisions can be de-biased	Evaluation – Biases in data, how to de-bias or neutralize the biased data
	Hands on exercise to Detect the Bias (Intro to AI)	Application – Finding bias in acquired dataset

NOTE: UNITS 2, 5, 6, 7 & 10 should be assessed through Practicals only and should not be assessed with the Theory Exam.

LIST OF EQUIPMENT/ MATERIALS:

The list given below is suggestive and an exhaustive list should be compiled by the teacher(s) teaching the subject. Only basic tools, equipment and accessories should be procured by the Institution so that the routine tasks can be performed by the students regularly for practice and acquiring adequate practical experience.

- Desktop Computer/ Laptop / Tablet
- Web cam (in case of desktop)
- Scanner
- Projector & Screen
- Printer
- Software: Microsoft Office Applications, Anaconda Navigator, Web Browser (preferably Google Chrome and/or Mozilla Firefox)
- Hub/switch
- Internet

CAREER OPPORTUNITIES:

- Data Scientist
- Data Architect
- ML Engineer
- Data Analyst
- Game Programmer
- Business Intelligence Developer
- Software Engineer Al

