

**KIDS WORLD SCHOOL, NAGPUR**  
**SESSION – 2026-27**  
**CLASS - VI**  
**SUBJECT – ARTIFICIAL INTELLIGENCE**

UNIT		Topic	Sub-Topic	Month		Suggested Ice-Breaking Activity	Teaching Pedagogy	Curricular Goals	Expected Learning Outcome	Assessment
No.	Name			Starting	Closing					
1.	Introduction to AI and Everyday Examples	What is Artificial Intelligence?	1. History of AI 2. Birth of AI 3. AI in our daily lives.	July Day 1	July	Playing pen paper stone gaming. Guessing what will be outcome.	<b>Project-Based Learning:</b> Students use AI tools and data analysis to create solutions for community or fictional city issues.	CG-3: Gain foundational knowledge of AI, its types, and domains.  CG-5: Demonstrates proficiency to use Computer & other devices, computer applications for learning and practical purposes such as data analysis, preparation of visual representations and communication of ideas.	Explain AI in simple terms, describe history and birth of AI, identify AI applications in daily life, develop curiosity about AI.	Assessment Of Learning
		How does AI learn?	1. What is machine learning. Fundamental concepts of Machine Learning	Day 2		Draw a picture of your favourite pet eating your favourite food.	<b>Experiential Learning:</b> Delivering fundamental AI concepts through explanations, demonstrations, and hands-on experience	CG-3: Gain foundational knowledge of AI, its types, and domains.  CG-5: Demonstrates proficiency to use Computer & other devices, computer applications for learning and practical purposes such as data analysis, preparation of visual representations and communication of ideas.	Explain machine learning in simple terms, identify types (supervised, unsupervised, reinforcement), give real-life examples.	
		How does AI learn?	3. What is machine learning. Fundamental concepts of Machine Learning	Day 3		Draw a picture of your favourite pet eating your favourite food.	<b>Project-Based Learning:</b> Students use AI tools and data analysis to create solutions for community or fictional city issues.	CG-3: Gain foundational knowledge of AI, its types, and domains.  CG-5: Demonstrates proficiency to use Computer & other devices, computer applications for learning	Explain machine learning in simple terms, identify types (supervised, unsupervised, reinforcement), give real-life examples.	

								and practical purposes such as data analysis, preparation of visual representations and communication of ideas.		
		How does AI learn?	4. What is machine learning. Fundamental Fundamental concepts of Machine Learning	Day 4		Draw a picture of your favourite pet eating your favourite food.	<b>Project-Based Learning:</b> Students use AI tools and data analysis to create solutions for community or fictional city issues.	CG-3: Gain foundational knowledge of AI, its types, and domains.  CG-5: Demonstrates proficiency to use Computer & other devices, computer applications for learning and practical purposes such as data analysis, preparation of visual representations and communication of ideas.	Explain machine learning in simple terms, identify types (supervised, unsupervised, reinforcement), give real-life examples.	
		Exercise		Day 5		Smile and greet your friend.	Explanation with the help of Textbook.		Student will able to answer question and answers.	
2.	Basic Data Concepts	What is Data?	1. Types of Data 2. Collecting Data	September Day 1	September	Fast counting game.	<b>Inquiry-Based:</b> Independent student activities such as data collection, organisation, analysis, and creation of diagrams/flow charts using digital tools or manually	CG-3: Gain foundational knowledge of AI, its types, and domains.  CG-5: Demonstrates proficiency to use Computer & other devices, computer applications for learning and practical purposes such as data analysis, preparation of visual representations and communication of ideas.	Explain what data is, differentiate types of data, demonstrate simple data collection methods, relate data to daily life.	Assessment Of Learning + Assessment For Learning (Interactive Group Activity)
			3. Organising Data 4. Representing Data	Day 2		Do quick yoga pose.	<b>Inquiry-Based:</b> Independent student activities such as data collection, organisation, analysis, and creation of diagrams/flow charts using digital tools or manually.	CG-3: Gain foundational knowledge of AI, its types, and domains.  CG-5: Demonstrates proficiency to use Computer & other devices, computer	Explain organizing data, create simple tables/charts, understand visual representation, identify patterns in data.	

								applications for learning and practical purposes such as data analysis, preparation of visual representations and communication of ideas.		
			3.Organising Data 4.Representing Data	Day 3		Do quick yoga pose.	<b>Inquiry-Based:</b> Independent student activities such as data collection, organisation, analysis, and creation of diagrams/flow charts using digital tools or manually.	CG-3: Gain foundational knowledge of AI, its types, and domains.  CG-5: Demonstrates proficiency to use Computer & other devices, computer applications for learning and practical purposes such as data analysis, preparation of visual representations and communication of ideas.	Explain organizing data, create simple tables/charts, understand visual representation, identify patterns in data.	
	Exercise			Day 4		Copy the clap pattern.	Explanation with the help of textbook		Student will able to answer question and answers.	
3.	Simple Pattern Recognition and Decision Making.	What is a pattern.	1. Importance of Patterns. 2. Identifying Patterns.	November Day 1	November	Show number/shape patterns (e.g., 2, 4, 6, _ _). Ask students to guess the next item.	<b>Project-Based Learning:</b> Students use AI tools and data analysis to create solutions for community or fictional city issues.	CG-1: Develops skills and capacities of computational thinking, namely- decomposition, pattern recognition, data representation, generalisation, abstraction, and algorithms to solve problems where such techniques of computational thinking are effective.  CG-5: Demonstrates proficiency to use Computer & other devices, computer applications for learning and practical purposes such as data analysis, preparation of visual representations and communication of ideas.	Explain what a pattern is, identify and complete patterns, understand importance of patterns in AI and daily life.	Assessment Of Learning + Assessment As Learning (Thematic Projects)

	Simple Pattern Recognition and Decision Making.	What is a pattern.	3. Importance of Patterns. Identifying Patterns.	Day 2		Show number/shape patterns (e.g., 2, 4, 6, _ _). Ask students to guess the next item.	<b>Project-Based Learning:</b> Students use AI tools and data analysis to create solutions for community or fictional city issues.	CG-1: Develops skills and capacities of computational thinking, namely- decomposition, pattern recognition, data representation, generalisation, abstraction, and algorithms to solve problems where such techniques of computational thinking are effective.  CG-5: Demonstrates proficiency to use Computer & other devices, computer applications for learning and practical purposes such as data analysis, preparation of visual representations and communication of ideas.	Explain what a pattern is, identify and complete patterns, understand importance of patterns in AI and daily life.	
		Recognising Repeated Actions or Events		Day 3		Ask students: “What activities do you repeat every day?” (wake up, school, homework). List responses and highlight repetition.	<b>Experiential Learning:</b> Students engage with complex puzzles, riddles, and hands-on real-world problems.	CG-1: Develops skills and capacities of computational thinking, namely- decomposition, pattern recognition, data representation, generalisation, abstraction, and algorithms to solve problems where such techniques of computational thinking are effective.  CG-5: Demonstrates proficiency to use Computer & other devices, computer applications for learning and practical purposes such as data analysis, preparation of visual	Explain repeated actions/events, identify patterns, understand how repetition helps in prediction and decision making.	

								representations and communication of ideas.		
		Decision Making		Day 4		Ask students: “How do you decide what to wear or eat?” List answers and connect to decision-making.	<b>Inquiry-Based:</b> Independent student activities such as data collection, organisation, analysis, and creation of diagrams/flow charts using digital tools or manually.	CG-1: Develops skills and capacities of computational thinking, namely- decomposition, pattern recognition, data representation, generalisation, abstraction, and algorithms to solve problems where such techniques of computational thinking are effective.  CG-2: Develop spatial and visual reasoning.  CG-5: Demonstrates proficiency to use Computer & other devices, computer applications for learning and practical purposes such as data analysis, preparation of visual representations and communication of ideas.	Explain decision making in simple terms, use patterns/data to make decisions, give real-life examples.	
		Exercise				Smile and greet your friend.	Explanation with the help of textbook.		Student will able to answer question and answers.	
4.	Ethics and Digital Responsibility	What is Ethics?	Ethical use of technology Internet Safety	January Day 1	January	Ask students: “Is it right to share someone’s photo without permission?” Discuss right and wrong behavior online.	<b>Experiential Learning:</b> Students engage with complex puzzles, riddles, and hands-on real-world problems.	CG-3: Gain foundational knowledge of AI, its types, and domains.  CG-4: Understand key ethical terms such as bias and fairness in relation to AI.  CG-5: Demonstrates proficiency to use Computer & other devices, computer	Explain ethics in simple terms, recognize safe and unsafe online practices, demonstrate responsible use of technology, apply internet safety rules	Assessment Of Learning

								applications for learning and practical purposes such as data analysis, preparation of visual representations and communication of ideas.		
		Unethical Practices	1. Plagiarism 2. Hacking 3. Phising	Day 2		Copy the clap pattern.	<b>Experiential Learning:</b> Students engage with complex puzzles, riddles, and hands-on real-world problems.	CG-3: Gain foundational knowledge of AI, its types, and domains.  CG-4: Understand key ethical terms such as bias and fairness in relation to AI.  CG-5: Demonstrates proficiency to use Computer & other devices, computer applications for learning and practical purposes such as data analysis, preparation of visual representations and communication of ideas.	Explain plagiarism, hacking, and phishing in simple terms, recognize unsafe practices, follow ethical behaviour online	
			4. Individual rights to privacy 5. Digital Footprints 6. Importance of Good Digital Behaviour	Day 3		Make a funny face.	<b>Collaborative Work:</b> The curriculum emphasizes group discussions, debates, and collaborative projects to solve multidisciplinary challenges	CG-3: Gain foundational knowledge of AI, its types, and domains.  CG-4: Understand key ethical terms such as bias and fairness in relation to AI.  CG-5: Demonstrates proficiency to use Computer & other devices, computer applications for learning and practical purposes such as data analysis, preparation of visual representations and communication of ideas.	Explain right to privacy, understand concept of digital footprints, recognize importance of good digital behaviour, apply internet safety rules.	
		Exercise		Day 4		Smile and great your friend.	Explanation with the help of textbook.		Student will able to answer question and answers.	

