O. P. JINDAL SCHOOL, SAVITRI NAGAR, TAMNAR

Annual Syllabus Break-up for the session 2025-2026

Subject: - ARTIFICIAL INTELLIGENCE   Class: - V

Sl.	Month	No. of Instructional days	No. of periods	Chapters to be taught	Subject enrichment activities	Values to be imparted	Extra content to be taught
1	**April**	23	6	1. Multimedia	*Applications of multimedia.	* Knowledge about multimedia, virtual reality and simulation.	Lab session Life Skill Project
				2. Robotics and computers	*Applications of Robots in various field.	* Understand about robot and role in various sector.	Lab session Life Skill Project
2	**June**	09	2	2. Robotics and computers (continued)	*Applications of Robots in various field.	* Understand about robot and role in various sector.	Lab session Life Skill Project
3	**July**	26	8	3. Artificial Intelligence	* AI based application devices with their functions	* It describes the applications of AI and branches of AI.	Lab session Life Skill Project
				4. Advance features of a Word Processor	*Create file, folder and sub folder in Word	* Student can create decorative text, insert objects into the document.	Lab session Project
4	**August**	23	7	5. Table management	* Creating table of their class.	*Student can create, and enter data in table Modify and format table structure.	Lab session Life Skill Project

5	**September**	9	2	**Revision& Term1 Half Yearly**			
6	**October**	17	6	6. Presentation software-special effects	* Create presentation in an attractive manner using templates	* It will help to understand PPT and make it attractive by applying formatting effects and inserting objects.	Lab session Life Skill Project
7	**November**	21	5	7. Internet services	* It tells how to use Gmail for sending and receiving emails.	*Student identify the ways to the internet services and following Netiquettes	Lab session Project
8	**December**	13	4	8. Internet online surfing	* Learn about email and its features.	*It tells about e-mail.It tells about e-commerce, blogging and podcasting	Lab session Life Skill Project Lab session Life Skill Project
9	**January**	25	7	9. Gaming with Scratch	* Script in Scratch	*Create a game in Scratch *It tells about the use of the sensing blocks palette, bounce the ball up and down.	Lab session Project
10	**February & March**			**Revision & Term2 (Annual Exam)**			

SYLLABUS FOR EXAMINATION

S.NO	EXAMINATION	SYLLABUS FOR EXAMINATION
1	Term-1(Half Yearly Exam)	Chapter - 1, 2, 3, 4
2	Term-2(Annual Exam)	Chapter - 5, 6, 7, 8 ,9