

Mapping to NEP 2020 & CBSE

How the CodersBee curriculum satisfies national policy goals for coding and AI education.

Why this matters for your proposal

NEP 2020 explicitly calls for computational thinking and coding to be introduced from Class 6, alongside broader AI literacy. CBSE has since introduced AI as a skill subject. The table below is written so it can be lifted directly into a school committee note or inspection file.

Policy expectation	CodersBee lesson arc that satisfies it
Computational thinking as a core skill (NEP 2020, Para 4.26)	Every lesson opens as a game teaching a specific computational concept (loops, conditionals, functions) before the child writes the equivalent real Python.
Coding introduced from Class 6 (NEP 2020, Para 4.26)	The Python & AI PlayCamp is built for ages 8+ and starts absolute beginners at <code>print()</code> - no prior coding assumed.
AI literacy and exposure (NEP 2020, Para 4.28; CBSE AI curriculum)	Every student's track ends inside real AI: training an image classifier (Python & AI PlayCamp) or building a working AI agent (Advanced Agentic AI PlayCamp).
Experiential, activity-based learning (NEP 2020, Para 4.5)	Games first, code always - no slide decks or passive video; every concept is played, then built, then defended by the student.
Teacher capacity-building (NEP 2020, Para 5.16-5.19)	The Teacher Training program certifies your own staff on the full curriculum, with per-teacher progress tracking - a professional development outcome, not just a vendor visit.
Assessment beyond rote learning (NEP 2020, Para 4.34)	Project-defended final work (a trained model, a shipped AI agent) plus QR-verified, co-branded certificates your school can present at inspection.

This mapping is a summary for planning purposes, not a claim of formal CBSE/NEP certification. Share it alongside your own curriculum committee's review.

Questions? codersbee.com/schools - a teacher replies, not a bot.