COURSE STRUCTURE CLASS – IX

Units	Unit Name	Chapter Name	Marks
I	Number System	• Number System	07
II	Algebra	• Introduction to Polynomials • Sequences and Progressions • Exploring Algebraic Identities • Linear Equations in Two Variables	20
III	Coordinate Geometry	• Coordinate Geometry	04
IV	Geometry	• Introduction to Euclid's Geometry: Axioms and Postulates • Lines and Angles • Triangles – Congruence Theorems • 4-gons (Quadrilaterals) • Circles	25
V	Mensuration	• Area and Perimeter • Surface Area and Volume	14
VI	Statistics and Probability	• Statistics • Introduction to Probability	10
	Total		**80**

Chapter Name	Key Concepts	Relevant CGs	Competencies
	Unit 1: Number System		**No. of periods : 12**
Number System	• Introduction to rational numbers • Representation of rational numbers on the number line • Density of rational numbers and its proof • Finding rational numbers between any two rational numbers • Decimal representation of rational numbers • Introduction to irrational numbers • Proof of irrationality of $\sqrt{2}$ and $\sqrt{3}$ • The square root spiral	CG-1, C-1.1, CG-9	The student will be able to: • Understand the concept of a rational number. • Represent rational numbers on the number line. • Understand the properties of rational numbers. • Explain the concept of density of rational numbers. • Compute decimal representation of rational numbers. • Understand the concept of irrational numbers. • Prove the irrationality. • Construct the square root spiral. • Apply computational thinking to represent rational and irrational

			numbers through algorithms and visual models, generate decimal expansions systematically, and reason about numbers using step-by-step logical procedures.
	UNIT II: ALGEBRA		**No. of periods : 66**
Introduction to Polynomials	• Algebraic expressions • Definition of a polynomial. • Degree of a polynomial • Introduction to linear polynomials and applications • Exploring linear patterns • Modelling linear growth and linear decay • Linear relationships • Visualising linear relationships • Slope and y-intercept of a line y = ax + b	CG-3, C-3.2, CG-9	The student will be able to: • Understand the meaning of an algebraic expression. • Define a polynomial. • Identify the degree, terms and coefficients of terms in a polynomial. • Model linear growth and decay using linear polynomials. • Explain and identify patterns in linear relationships. • Identify the slope and y-intercept of a linear equation in two variables. • Graph a linear equation in two variables. • Use computational thinking to identify patterns, construct linear expressions, and systematically represent and analyse linear relationships using equations and graphs.
Sequences and Progressions	• Introduction to sequences • Explicit or general rule of a sequence • Recursive rule of a sequence • Arithmetic Progressions • (AP): nth term, visualising an AP, and practical contexts leading to Aps • Sum of the first n natural numbers • Geometric Progressions (GP): nth term, visualising a GP, and practical contexts leading to GPs • Applications of GP in fractals • Tower of Hanoi puzzle	CG-11, C-8.1, CG-9	The student will be able to: • Understand the concept of a sequence of numbers. • Identify the pattern in a sequence and predict the next few terms. • Determine the recursive and explicit rules for different sequences. • Obtain the terms of sequence given its recursive and explicit rule. • Identify Arithmetic Progressions (AP). • Determine the nth term of an AP. • Visualise an AP graphically. • Identify Geometric Progressions (GP). • Determine the nth term of a GP. • Visualise a GP graphically. • Analyse attributes of fractals using GP. • Solve the Tower of Hanoi puzzle. • Use computational thinking to identify patterns, write step-by-step rules, and model patterns in sequences and progressions.

Exploring Algebraic Identities	• Revisiting algebraic identities • Visualising identities using geometrical models • Factorisation of algebraic expressions using identities • More identities and their applications • Visualising factorisation of quadratic expressions through algebra tiles and without using algebra tiles • Finding new identities • Simplifying rational expressions	CG-7, C-7.2, CG-9	The student will be able to: • Visualise algebraic identities using geometric models. • Determine the factors of algebraic expressions using identities. • Interpret factors of quadratic expressions through geometric models. • Find simplified versions of rational expressions. • Use computational thinking strategies, such as decomposition and step-by-step procedures to visualise algebraic identities, factor expressions, and simplify rational expressions.
Linear Equations in Two Variables	• Introduction to linear equations in two variables through practical examples • Solution of linear equation in two variables: graphical representation • Slope-intercept form of linear equation in two variables • Drawing graphs of linear equations when x and y assume only certain values • Pair of linear equations in two variables • Graphical method for solving a pair of linear equations in two variables • Nature of solutions: consistency and inconsistency • Algebraic methods of solving a pair of linear equations: substitution and elimination method	CG-3, C-3.2, C-8.1, CG-9	The student will be able to: • Understand the concept of a linear equation in two variables. • Graph a pair of linear equations. • Solve a pair of linear equations graphically. • Solve a pair of linear equations through the methods of substitution and elimination. • Determine the nature of solutions of a pair of linear equations. • Model and solve contextualised problems using a pair of linear equations and draw conclusions. • Model daily-life phenomena using representations, such as graphs, tables, and equations. • Use computational thinking to systematically represent, solve, and interpret pairs of linear equations through graphs, tables, and step-by-step procedures.

	UNIT III: COORDINATE GEOMETRY No. of periods : 6		
Coordinate Geometry	• Brief history of coordinate geometry • The 2-D Cartesian coordinate system • Distance between two points in the 2-D plane • Midpoint of the line-segment between two points in the 2-D plane	CG-4, C-4.5, CG-9	The student will be able to: • Specify locations and the position of one point relative to another point using coordinates. • Represent a floor plan on a grid using coordinates. • Compute the distance between two points using coordinates. • Determine whether three points lie in a straight line using coordinates. • Compute the position of the midpoint of a line segment using coordinates. • Check whether a triangle is right-angled using coordinates. • Apply computational thinking to model situations on the coordinate plane and verify geometric properties through systematic reasoning.
	UNIT IV: GEOMETRY No. of periods : 69		
Introduction to Euclid's Geometry: Axioms and Postulates	• History of geometry • Constructing a square with a given side as described in the Baudhayana's Sulbasutras • Discovering Euclid's definitions • Axioms: Axioms of measurement and rules for geometric objects	CG-7, C-7.1, C-7.3	The student will be able to: • Describe how geometry grew from the practical needs ancient civilisations. • Describe contributions of India, Egypt and Greece to the development of geometric ideas. • Understand the role of definitions, axioms, and postulates. • Explain that there are elements of plane geometry (point, line, surface) for which we have an intuitive sense. • State the 5 postulates of Euclidean geometry. • Define parallelism of straight lines. • Explain the construction of a square as given in the Sulbasutras. • Justify simple constructions using the axioms.
Lines and Angles	• Rays and angles • Measures of angles • Intersecting lines and angles • Pairs of angles • Theorems and examples on intersecting lines • Theorems and examples on parallel lines	CG-7, C-7.1, C-7.3, CG-9	The student will be able to: • Explain the notion of an angle. • Explain the notion of a ray. • Explain that angles are formed between two rays with a common starting point. • State that a straight angle equals two right angles and measures 180° while a right angle measures 90°.

			• Classify angles as acute, right, obtuse, or reflex. • Define parallelism. • State and apply the linear pair theorem and its converse. • Follow proof by contradiction in geometry. • Prove that vertically opposite angles are equal. • Identify corresponding, alternate, and interior angles. • Explain transitivity of parallelism. • Explain why a triangle must have at least two acute angles; why it cannot have two obtuse angles, or all three angles less than 60° • Apply computational thinking to analyse geometric ideas by breaking constructions into ordered steps, using axioms and postulates as rules, and justifying geometric results through logical step-by-step reasoning.
Triangles: Congruence Theorems	• Practical applications of triangles • Proofs of conditions of congruence of triangles • Theorems on triangles • Propositions and their converse • Problems based on applications of theorems on triangles	CG-4, C 4.1, C-7.3	The student will be able to: • Explain that a triangle is rigid, unlike a quadrilateral. • Identify uses of triangle rigidity. • Explain why triangles give strength and stability to structures. • Describe what it means for two triangles to be congruent. • Identify correspondence between the vertices, sides, and angles of two congruent triangles. • Use the SAS congruence axiom. • Use the SSS congruence condition. • Use the ASA congruence condition. • Use the RHS congruence condition. • Use the AAS congruence condition. • Prove the basic properties of isosceles triangles. • Explain the notion of a proposition. • Explain the notion of converse of a proposition. • Identify the converse of a given proposition. • Explain that not all converses are true; use counter examples to show that some converses are false. • Explain why SSA is not, in general, a valid congruence condition.

			• Identify the situations where SSA is a valid congruence condition. • Justify the role of diagram accuracy.
4-gons (Quadrilaterals)	• Properties of parallelograms • Important theorems related to parallelograms and their proof • Midpoint theorem and its applications • Understanding the notion of central symmetry in the context of parallelograms	CG-4, C-4.2, C-7.3	The student will be able to: • Frame a precise definition of a 4-gon. • Prove various characterisations of a parallelogram. • Prove the midpoint theorem. • Prove a converse of the midpoint theorem. • Prove that the medians of a triangle are concurrent and each median is divided in the ratio 2:1 at the point of concurrence. • Prove that the 4-gon formed by joining the midpoints of a given 4-gon is a parallelogram. • Find the coordinates of the midpoint of a line segment given its end points and find the coordinates of the fourth vertex of a parallelogram given the other three. • Understand reflection and rotation symmetries of 4-gons. • Understand how any 4-gon can tile a plane. • Practice forming logical converses of statements and asking questions guided by converses of theorems. • Engage in drawing, measurement and paper manipulation activities to discover geometric patterns involving triangles and 4-gons.
Circles	• Practical applications and uses of circles • Definitions related to a circle — centre, diameter, and radius • Chords and the angles they subtend • Midpoints and perpendicular bisectors of chords • Distance of chords from the centre • Subtended angles by an arc • Cyclicity of points	CG-4, C-7.3, CG-9	The student will be able to: • State the definition of a circle. • Explain the meanings of the terms ‘chord’, ‘diameter’, ‘radius’, ‘arc’, ‘segment’, and ‘sector’. • Explain why there exists a unique circle through three non-collinear points. • Construct the circumcircle and circumcentre of a triangle. • Describe the location of the circumcentre for acute, obtuse, and right-angled triangles. • Explain what ‘angle subtended by an arc at the centre’ means. • Explain why ‘equal chords subtend equal angles at the centre’.

			• Explain why ‘chords that subtend equal angles at the centre are equal’. • Explain why ‘the line from the centre of a circle to the midpoint of a chord is perpendicular to the chord’. • Explain why ‘a perpendicular from the centre to a chord bisects the chord’. • State the relationship between length of a chord and its distance from the centre of the circle. • Explain why ‘equal chords are equidistant from the centre (and conversely)’. • Explain why ‘among unequal chords, the longer chord is closer to the centre’. • Explain why ‘the diameter is the longest chord’. • Explain why ‘the angle subtended by an arc at the centre is double the angle subtended by the arc at any point on the remaining part of the circle’. • Explain why ‘angles in the same segment of a circle are equal’. • Explain why ‘the angle in a semicircle is a right angle’. • Determine when four given points are concyclic. • Explain why ‘a quadrilateral with supplementary opposite angles is cyclic, and conversely’. • Explain how circular wheels have influenced transport, farming, building, and technology. • Identify cultural motifs involving circles, for example, the Dharmachakra, Ashoka Chakra, Sudarshan Chakra. • Use computational thinking to break down circle-related problems, apply geometric rules step-by-step, and verify properties of figures, such as chords, angles, and cyclic quadrilaterals through systematic reasoning.
	UNIT V: MENSURATION		**No. of periods : 27**
Mensuration : Area and Perimeter	• Perimeter of shapes • Perimeter of a circle: Introduction to Pi and its irrationality • Length of an arc	CG-5, C-5.1, CG-9	The student will be able to: • Define perimeter as the length around the boundary of any shape. • Explain that the circumference-to-diameter ratio is constant for all circles.

	• Area of shapes: rectangles, parallelograms, and triangles • Heron's formula • Squaring a rectangle: Proof from Baudhayana's Sulbasutras • Area of a circle: derivation • Area of the sector of a circle • Brahmagupta's formula for area of a cyclic 4-gon • Heron's formula as a special case of Brahmagupta's formula		• List historical approximations to π (from Archimedes, Aryabhata, and Zu Chongzhi). • Compute the circumference of a circle and the length of an arc. • Apply ideas of circle perimeter and arc-length to real-world contexts. • Explain why a median of a triangle divides it into two triangles of equal area. • Use Heron's formula to compute the area of a triangle from its sides. • Explain the classical problem of 'squaring' a given shape. • Explain how ancient civilisations approximated the area of a circle. • Compute the area of a circle using the formula. • Explain and use the formula for area of a sector of a circle. • Solve problems on areas of sectors and segments of circles. • State Brahmagupta's formula for the area of a cyclic quadrilateral in terms of its sides. • Explain why Heron's formula is a 'special case' of Brahmagupta's formula. • Explain the notion of 'special case' and 'generalisation' in mathematics. • Use computational thinking to break down shapes, apply step-by-step methods to calculate perimeter and area, recognise patterns across formulae, and understand generalisation and special cases in geometry.
Mensuration : Surface Area and Volume	• Surface areas and volumes of spheres (including hemispheres) and right circular cones	CG-5, C-5.1, CG-9	The student will be able to: • Recognise cuboids and cubes in real-life situations. • Compute the surface area and volume of a cuboid. • Explain how a cube is a 'special case' of a cuboid. • Describe a right circular cylinder using its radius and height. • Compute the surface area and volume of a cylinder. • Recognise cones in daily life, and describe them using radius and height.

			• Compute the surface area and volume of a cone. • Recognise a pyramid, and identify its base and apex. • Compute the surface area and volume of a pyramid. • Recognise spheres in real-life situations. • Compute the surface area and volume of a sphere. • Use computational thinking to systematically calculate, and compare surface areas and volumes of 3-D shapes by varying dimensions and analysing patterns.
	UNIT VI: STATISTICS AND PROBABILITY No. of periods : 24		
Statistics	• Graphical representation of data • Measures of central tendency	CG-6, C-6.1, CG–9	The student will be able to: • Collect, organise, visualise and interpret data to answer a statistical investigative question. • Compute and apply weighted average in different settings. • Read and interpret stacked bar graphs and 100% stacked bar graphs. • Apply computational thinking strategies to analyse real-life data, create appropriate graphical representations, and interpret mean, median and mode for decision-making.
Introduction to Probability	• Concept of probability and randomness • The probability scale • Empirical probability: analysing statistical data and performing experiments • Theoretical probability: sample space and events • Representing probability through tree diagrams and tables	CG-6, C-6.2, CG-9	The student will be able to: • Understand the concept of randomness. • Describe the likelihood of an event using the probability scale. • Estimate the empirical probability of the occurrence of an event by analysing statistical data. • Define theoretical probability of an event. • Apply the definition of theoretical probability to compute the probability of an event. • Compute probability of events with the help of tree diagrams and tables. • Use computational thinking strategies, such as pattern recognition and simulation, to model random experiments and estimate probabilities.

MATHEMATICS QUESTION PAPER DESIGN
CLASS – IX (2026-27)

Time: 3 Hrs. **Max. Marks: 80**

S. No.	Typology of Questions	Total Marks	% Weightage (approx.)
1	**Remembering:** Exhibit memory of previously learned material by recalling facts, terms, basic concepts, and answers. **Understanding:** Demonstrate understanding of facts and ideas by organizing, comparing, translating, interpreting, giving descriptions, and stating main ideas	43	54
2	**Applying:** Solve problems to new situations by applying acquired knowledge, facts, techniques and rules in a different way.	19	24
3	**Analysing:** Examine and break information into parts by identifying motives or causes. Make inferences and find evidence to support generalizations **Evaluating:** Present and defend opinions by making judgments about information, validity of ideas, or quality of work based on a set of criteria. **Creating:** Compile information together in a different way by combining elements in a new pattern or proposing alternative solutions	18	22
	Total	80	100

INTERNAL ASSESSMENT	**20 MARKS**
Pen Paper Test and Multiple Assessment (5+5)	10 Marks
Portfolio	05 Marks
Lab Practical (Lab activities to be done from the prescribed books)	05 Marks

Prescribed Books:

1. Mathematics - Textbook for class IX - NCERT Publication
2. Guidelines for Mathematics Laboratory in Schools, class IX - CBSE Publication
3. Laboratory Manual - Mathematics, secondary stage - NCERT Publication
4. Mathematics exemplar problems for class IX, NCERT publication