

## First Term Curriculum Subject- Mathematics Class- II Session – 2024-25

Month	April	May	June	July				
Concepts	<b>Ch-1</b> 2 Digit Numbers <b>Ch-4</b> Numbers up to 1000	<b>Ch- 4</b> Numbers up to 1000 (Contd.) <b>Ch-2</b> Addition	Ch- 5 Addition and Subtraction of bigger Numbers (Only addition) Ch- 3 Subtraction	Ch- 5 Addition and Subtraction of bigger Numbers (Only subtraction) Ch -10 Shapes				
Learning Outcomes	<ul> <li>Students will be able to</li> <li>Recognize and write numbers up to 1000.</li> <li>Identify numbers as successor and predecessor.</li> <li>Compare and order numbers.</li> </ul>	<ul> <li>Students will be able to</li> <li>Apply place values for writing greatest / smallest numbers using 3 digits.</li> <li>Add 2 and 3- digit numbers.</li> </ul>	<ul> <li>Students will be able to</li> <li>Solve simple daily life problems/ situations based on addition of 3 digit numbers with and without carryover.</li> <li>Subtract 3-digit numbers.</li> <li>Learn multiplication tables- 2 to 5</li> </ul>	<ul> <li>Students will be able to</li> <li>Solve simple daily life problems/ situations based on subtraction of 3 digit numbers with and without borrowing.</li> <li>Distinguish between straight lines and curved lines.</li> <li>Describe basic 2D and 3D shapes based upon their characteristics.</li> </ul>				
Skills	Knowledge/ Understanding/Application/ Critical thinking	Knowledge/ Understanding/ Application/ Critical Thinking.	Knowledge/ Understanding/ Application/ Critical Thinking.	Knowledge/ Understanding/ Construction/ Application/ Critical Thinking.				
Activities	Competency-skills based activity/ Experiential learning activity: • Flash Card Activity	Competency-skills based activity/ Experiential learning activity: • Dice Numbers	Competency-skills based activity/ Experiential learning activity: • Cards in the bag	Competency-skills based activity/ Experiential learning activity: • Model with Shapes				
Art Integration	English, Hindi, Art, EVS, ICT							
Assessments	<ul> <li>Periodic Test</li> <li>Quiz/ Questionnaire/ Games/ Role Play</li> <li>Notebook maintenance</li> <li>C.W./ H.W. / Assignment</li> </ul>							
	Main Book: 'I Did It' Mathematics Publisher: Cambridge University Press (Revised Edition)							



## Final Term Curriculum Subject- Mathematics Class- II Session – 2024-25

Month	August	September	October	November	December	
Concepts	<b>Ch- 11</b> Patterns <b>Ch- 6</b> Multiplication	<b>Ch- 9</b> More about Multiplication <b>Ch-7</b> Division	Ch-7 Division (Contd.) Ch-8 Measurement	Ch -12 Time Ch -13 Money	Ch -13 Money (Contd.) Ch- 14 Data Handling	
Learning Outcomes	<ul> <li>Students will be able to</li> <li>Observe, extend and create patterns of shapes and numbers.</li> <li>Learn multiplication tables- 6 to 9</li> <li>Multiply 2 digit and 3 digit numbers by 1 digit number.</li> </ul>	<ul> <li>Students will be able to</li> <li>Use the multiplication in daily life situations.</li> <li>Acquire understanding of division.</li> <li>Explain the meaning of division.</li> </ul>	<ul> <li>Students will be able to</li> <li>Solve simple daily life problems/ situations based on division.</li> <li>Estimate and measure length, weight and capacity of container using non standard units.</li> <li>Express weight, length and capacity in standard units.</li> </ul>	<ul> <li>Students will be able to</li> <li>Read time to half past the hour.</li> <li>Identify the days of the week and months of the year.</li> <li>Read a calendar.</li> <li>Identify the value of currency notes.</li> </ul>	<ul> <li>Students will be able to</li> <li>Add and subtract money.</li> <li>To interpret and represent data in tabular form</li> </ul>	
Skills	Knowledge/ Understanding/ Application/ Critical Thinking.	Knowledge/ Understanding/ Application/ Critical Thinking.	Knowledge/ Understanding/ Application/ Critical Thinking.	Knowledge/ Understanding/ Application/ Critical Thinking.	Knowledge/ Understanding/ Application/ Critical Thinking	
Activities	Competency- skills based activity/ Experiential learning activity: • Patterns with bindi • Bingo Game	Competency-skills based activity/ Experiential learning activity: • Game of Race to the Moon	Competency-skills based activity/ Experiential learning activity: • Read and Discover	Competency- skills based activity/ Experiential learning activity: • Time Table	Competency- skills based activity/ Experiential learning activity • Market Scene • Shapes Sorting	
Art Integration	EVS, GK, English , Hindi and ICT					
Assessments	<ul> <li>Periodic Test</li> <li>Quiz/ Questionna</li> <li>Notebook mainte</li> <li>C.W./ H.W. / Ass</li> <li>Main Book: 'I Did It</li> <li>Publisher: Camb</li> </ul>					