

## First Term Curriculum Subject- Mathematics Class- III Session: 2024-25

Month	APRIL	MAY	JUNE	July
Concepts	Ch - 1 Numbers up to 10,000 Ch- 2 Addition	Ch- 2 Addition (contd.) Ch- 3 Subtraction	Ch- 4 Multiplication Ch- 7 Shapes	Ch -8 Patterns and Symmetry
Learning Outcomes	<ul> <li>Students will be able</li> <li>To read and write 4-digit numbers using the concept of place value.</li> <li>To arrange and compare the numbers as per order (expanded form, predecessor &amp; successor, even &amp; odd, ascending &amp; descending).</li> <li>To round off the numbers (nearest to tens and hundreds).</li> <li>To add 3-digit and 4-digit numbers without and with regrouping.</li> </ul>	<ul> <li>Students will be able</li> <li>To understand the properties of addition and word problems.</li> <li>To subtract 3-digit and 4-digit numbers without and with regrouping.</li> <li>To understand the properties of subtraction and word problems.</li> <li>To estimate the sum and difference.</li> </ul>	<ul> <li>Students will be able</li> <li>To perform multiplication of 2 and 3 digit numbers without and with regrouping.</li> <li>To perform multiplication by multiples of 10.</li> <li>To understand the properties of multiplication and word problems.</li> <li>To Identify solid shapes</li> <li>To identify properties of plane shapes</li> <li>To understand the terms point, line, line segment and ray.</li> </ul>	Students will be able • To plot Patterns. • To identify Symmetry.
Skills	Knowledge/ Understanding/ Application/ Analysis	Knowledge/ Understanding/ Application/ Analysis	Knowledge/ Understanding/ Application	Knowledge/ Understanding/ Analysis/ Synthesis/ Creativity
Activities	Competency-skills based activity/ Experiential learning activity : • Flash Card Game	Competency-skills based activity/ Experiential learning activity : • My Word Power	Competency-skills based activity/ Experiential learning activity : • Preparing a	Competency-skills based activity/ Experiential learning activity : • Token Activity
	(Number Formation)	<ul><li>(Creating word problems using different keywords)</li><li>Finger Numbers</li></ul>	<ul><li>Multiplication wheel.</li><li>Preparing a model using Tangram.</li></ul>	(Making patterns using tokens)
Art Integration	English, EVS and Art			
Assessments	<ul> <li>Pen - Paper Test</li> <li>Notebook maintenance</li> <li>Quiz/Questionnaire</li> <li>C.W./ H.W./ Assignment</li> <li>Main Book: 'I Did It' Mathematical Publisher: Cambridge United Statematical State</li></ul>	nt nematics	dition)	



## Final Term Curriculum Subject- Mathematics Class- III Session: 2024-25

Month	AUGUST	SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER	
Concepts	Ch-5 Division	Ch-6 Fractions	Ch-9 Measurement	Ch- 10 Time Ch -11 Money	<b>Ch -12</b> Data Handling	
Learning Outcomes		<ul> <li>Students will be able</li> <li>To identify fraction as part of the whole.</li> <li>To understand fractions as part of a collection or a group.</li> <li>To solve fractions.</li> </ul>	<ul> <li>Students will be able</li> <li>To measure length, weight and capacity.</li> <li>To perform conversion of units of measurements.</li> <li>To add and subtract units of measurements.</li> </ul>	<ul> <li>Students will be able</li> <li>To read and write time in numbers and words.</li> <li>To use a calendar to find months, days of the week and date.</li> <li>To read and prepare Time line.</li> <li>To express money in words and figures.</li> <li>To perform conversion of money.</li> <li>To perform the arithmetic operations of money.</li> <li>(addition, subtraction, multiplication and division)</li> <li>To create bills and rate charts.</li> </ul>	Students will be able • To interpret and construct pictographs. • To interpret and construct bar graphs.	
Skills	Knowledge/ Understanding/ Application	Knowledge/ Understanding/ Application	Knowledge/ Understanding/ Application	Knowledge/ Understanding/Applic ation/ Analysis/ Synthesis	Knowledge/ Understanding/ Application/ Analysis/ Synthesis	
Activities	Competency-skills based activity/ Experiential learning activity: • Bingo Game	Competency-skills based activity/ Experiential learning activity : • Jodo Gyan kit	Competency-skills based activity/ Experiential learning activity : • Game( Stone, Paper, Scissor for conversion of units)	Competency-skills based activity/ Experiential learning activity : • Create a timeline • Role Play(Market Scene)	Competency-skills based activity/ Experiential learning activity : • Graph plotting	
Art Integration	English, EVS and					
Assessments	<ul> <li>Pen – Paper Test</li> <li>Quiz/Questionnaire</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)					