

First Term Curriculum Session – 2022-23 Subject- Mathematics Class- IV

	March	April	May	June
Concepts	Ch. 1 Number Syste Ch.2 Addition and Subtraction	Ch. 3 Multiplication Ch. 4 Division	Ch. 4 Division(contdCh. 5 Multiples and Factors	Ch. 6 Fractions
Learning Outcomes	Students will be able to Read and write numbers up to 999999 using place value Compare numbers up to 999999 Solve and create daily life problems using addition and subtraction of 6-digit numbers.	Students will be able to Multiply 2 and 3 digit numbers Solve and create daily life problems using multiplication. Division by 10,100,1000 Divide a number by another number using long division method.	 Students will be able to Solve and create daily life problems using division Recognise the broad classification of numbers as prime, composite and co-prime numbers. Proves divisibility rules of 2, 3, 5, 9, and 10 Find HCF or LCM of the given pair of numbers 	Students will be able to Show the equivalence of fractions Identify types of fractions and compare fractions Express mixed fraction into improper fraction and vice- versa Solve problems on daily life situations involving addition and subtraction of fractions
Skills	Understanding/know ledge /Application	Understanding/knowle dge /Application	Understanding/knowledge /Application	Understanding/knowledge / Application
Activities	Competency -skills based activity/ Experiential learning activities: Flash cards Brainstorming	Competency -skills based activity/ Experiential learning activities: Multiplication Tricks	Competency -skills based activity/ Experiential learning activities: • Individual Activity • Square grid paper (Factors)	Competency -skills based activity/ Experiential learning activities: Paper cut-outs of shapes
Assessments	 Periodic Test Notebook mainter Quiz/Questionnair CW/HW Assignme Main Book: 'I Did It' N	re ent		



Final Term Curriculum Session – 2022-23 Subject- Mathematics Class- IV

S S	decimals Convert fractions into decimals and vice-versa Compare decimals Perform addition and subtraction with decimal numbers	centimeter and vice-versa Estimate the length of an object/distance between two locations, weight of various objects, volume of liquid, etc., and verify	Ch. 11Time Ch. 12 Money Students will be able to Read clock time in hours and minutes and express the time in a.m. and p.m. Relate 24 hr. clock with respect to 12 hr. clock	Ch.13 Area and Perimeter Ch. 14 Data Handling Students will be able to Explore the area and perimeter of simple geometrical shapes
Learning Outcomes	Read and write decimals Convert fractions into decimals and vice-versa Compare decimals Perform addition and subtraction with decimal numbers	 Convert meter into centimeter and vice-versa Estimate the length of an object/distance between two locations, weight of various objects, volume of liquid, etc., and verify 	 Read clock time in hours and minutes and express the time in a.m. and p.m. Relate 24 hr. clock with respect to 12 hr. clock 	 Explore the area and perimeter of simple geometrical shapes
•	line segment. Identify the Center, radius , diameter, chord and	and capacity by using	 Calculate time intervals/ duration of familiar daily life events by using forward or backward counting/ addition and subtraction. Convert rupees into paise and vice- versa. Apply operations for solving real- life problems on money 	and irregular shapes Reading and Interpreting Bar Graphs/ Pie Charts
	by reflection. Understanding/ nowledge / Application	Understanding/knowledge /Application	Understanding/knowledge / Application	Understanding/ knowledge/, Application.
ae le	Competency -skills based ctivity/ Experiential earning activities: Square Grids Paper Paper Folding	Competency -skills based activity/ Experiential learning activities: Individual Activity	Competency -skills based activity/ Experiential learning activities: • Model • Individual Activity	Competency -skills based activity/ Experiential learning activities: • Measure my books and notebooks • Survey
Assessments	Periodic Test Quiz/Questionnaire Notebook maintenance C.W./ H.W. Assignment			