



First Term Curriculum
Subject- Mathematics
Class- II
Session- 2025-26

Month	April	May	June	July
Concepts	Ch-1 2 Digit Numbers Ch- 4 3-Digit Numbers	Ch- 4 3-digit numbers (Contd.) Ch-2 Addition up to 99	Ch- 5 Addition and Subtraction of 3-digit numbers (Only addition) Ch- 3 Subtraction up to 99	Ch- 5 Addition and Subtraction of 3-digit numbers (Only subtraction) Ch -10 Geometry
Learning Outcomes	Students will be able to <ul style="list-style-type: none">Recognize and write numbers up to 1000.Identify numbers as successor and predecessor.Compare and order numbers.	Students will be able to <ul style="list-style-type: none">Apply place values for writing greatest / smallest numbers using 3 digits.Add 2 and 3- digit numbers.	Students will be able to <ul style="list-style-type: none">Solve simple daily life problems/ situations based on addition of 3 digit numbers with and without carryover.Subtract 3-digit numbers.Learn multiplication tables- 2 to 5	Students will be able to <ul style="list-style-type: none">Solve simple daily life problems/ situations based on subtraction of 3 digit numbers with and without borrowing.Distinguish between straight lines and curved lines.Describe basic 2D and 3D shapes based upon their characteristics.
Skills	Logical and Analytical Thinking /Numeracy and Computational Skills /Personal Development	Logical and Analytical Thinking/Numeracy and Computational Skills/Personal Development	Logical and Analytical Thinking/Numeracy and Computational Skills/ Personal Development	Logical and Analytical Thinking/Numeracy and Computational Skills/ Spatial and Visual understanding/ Personal Development
Activities	Competency-skill based activity/ Experiential learning activity: <ul style="list-style-type: none">Number Riddles	Competency-skill based activity/ Experiential learning activity: <ul style="list-style-type: none">Place Value PuzzlesDice Sum Challenge	Competency-skill based activity/ Experiential learning activity: <ul style="list-style-type: none">Subtraction Treasure Hunt	Competency-skill based activity/ Experiential learning activity: <ul style="list-style-type: none">Shape Hunt
Art Integration	English, Hindi, EVS, Art, ICT, Physical Education			
Assessments	<ul style="list-style-type: none">Periodic TestsNotebook maintenanceQuiz/Questionnaire/GamesCW/HW AssignmentWorksheets <p>Main Book: Cambridge Maths Milestone</p> <p>Publisher: Cambridge University Press (Enhanced Edition)</p>			



Month	August	September	October	November	December
Concepts	Ch- 11 Patterns Ch- 6 Multiplication	Ch- 9 More about Multiplication	Ch-7 Division	Ch-8 Measurement Ch -12 Time	Ch -13 Money Ch- 14 Data Handling
Learning Outcomes	Students will be able to <ul style="list-style-type: none"> Observe, extend and create patterns of shapes and numbers. Learn multiplication tables- 6 to 9 do multiplication as repeated addition. 	Students will be able to <ul style="list-style-type: none"> Multiply 2 digit and 3 digit numbers by 1 digit number. Use the multiplication in daily life situations. 	Students will be able to <ul style="list-style-type: none"> Acquire understanding of division. Explain the meaning of division. Solve simple daily life problems/ situations based on division. 	Students will be able to <ul style="list-style-type: none"> Estimate and measure length, weight and capacity of container using non standard units. Express weight, length and capacity in standard units Read time to half past the hour. Identify the days of the week and months of the year. Read a calendar. 	Students will be able to <ul style="list-style-type: none"> Identify the value of currency notes. Add and subtract money. To interpret and represent data in tabular form
Skills	Logical and Analytical Thinking/Numeracy and Computational Skills/Spatial and Visual understanding/Personal Development	Logical and Analytical Thinking/Numeracy and Computational Skills/Personal Development	Logical and Analytical Thinking/Numeracy and Computational Skills/Personal Development	Logical and Analytical Thinking/Spatial and Visual understanding/Academic and life skill /Personal Development	Logical and Analytical Thinking/ Academic and life skill /Personal Development
Activities	Competency-skill based activity/ Experiential learning activity: <ul style="list-style-type: none"> Patterns with bindi 	Competency-skill based activity/ Experiential learning activity: <ul style="list-style-type: none"> Roll and Multiply 	Competency-skill based activity/ Experiential learning activity: <ul style="list-style-type: none"> Bingo game 	Competency- skill based activity/ Experiential learning activity: <ul style="list-style-type: none"> Read and Discover What's the time? Mr Wolf 	Competency-skill based activity/ Experiential learning activity <ul style="list-style-type: none"> Market Scene Count and Compare
Art Integration	English, Hindi, EVS, Art, ICT, Physical Education				
Assessments	<ul style="list-style-type: none"> Periodic Tests Quiz/Questionnaire/Games Notebook maintenance C.W./ H.W. Assignment Worksheets Main Book: Cambridge Maths Milestone Publisher: Cambridge University Press (Enhanced Edition)				