SYLLABUS
CLASS - III
SESSION 2022-23

ENGLISH

TERM - I

Cycle : I

Code : 3E (01)

Contents

1. Language — Punctuation
2. Writing Skills - Picture Reading

Cycle II

Code 3E (02)

Contents

1. MCB - Lesson - A Dog Loves Cake
2. Reading Comprehension
3. Language — Nouns

Cycle III

Code 3E (03)

Contents

1. MCB : Puppy in the Well
2. Language —Nouns (contd.)
3. Listening Comprehension

Cycle IV

Code : 3E (04)

Contents

1. Reading Comprehension
2. Language — Verbs
3. Speaking Activity

Cycle V

Code : 3E (05)

Contents

1. MCB : Bear Hug
2. Writing Skill - Paragraph Writing

Cycle VI

Code : 3E (06)

Contents

1. MCB **:** Poem : On the Bridge
2. Writing Skill - Paragraph Writing

Cycle VII

Code : 3E (07)

Contents

1. Language — Collective Nouns
2. Reading Comprehension
3. Speaking Activity

Cycle VIII

Code : 3E (08)

Contents

1. Reading Comprehension
2. Listening Comprehension

Cycle IX

Revision for Term - I Exam

TERM - II

Cycle X

Code : 3E (10)

Contents

1. Language- Articles
2. Reading Comprehension
3. Writing Skill - Picture Story Writing in Sequence

Cycle XI

Code: 3E (11)

1. MCB—Lesson:

   The Bell of Atri
2. Listening Comprehension
3. Language - Pronouns

Cycle XII

Code : 3E (12)

Contents

1. MCB : The Toy Violin-1
2. Language - Homophones

Cycle XIII

Code : 3E (13)

Contents

1. Language - Singular/ Plural
2. Reading Comprehension
3. Speaking Activity

Cycle XIV

Code : 3E (14)

Contents

1. MCB - The Toy Violin-2
2. Reading Comprehension

Cycle XV

Code : 3E (15)

Contents

1. Language - Adjectives
2. Listening Comprehension
3. Speaking Activity

Cycle XVI

Code : 3E (16)

Contents

1. Language - Adjectives (contd.)
2. Writing Skill - Describing a Person
3. MCB : Poem : First and Last

Cycle XVII

Code : 3E (17)

Contents:

1. Writing Skill - Describing a Person (contd.)
2. Reading Comprehension

Cycle XVIII

Code : 5E (18)

Revision for TERM - II Exam

विषय : हिन्दी

पाठ्य पुस्तक – रिमझिम भाग-३,
कोड : 3H(01)
पाठ्यक्रम – भाषा :
१. सप्ताह के दिनों के नाम
२. महीनों के नाम,
३. वर्ण   ४. मात्रा

अतिरिक्त कार्य–
१. विभिन्न प्रकार के क्रिया कलापों द्वारा खेल-विधि से वर्णों की पहचान करवाना ।
२. सप्ताह के दिनों के नाम और महीनों के नाम लिखवाते हुए ''जुलाई'' माह का कैलेन्डर बनवाना।

कोड : 3H(02)
पाठ्यक्रम –
कविता– १. मन करता है
          २. तात्कालिक संभाषण

कोड : 3H(03)
पाठ्यक्रम –
१. पाठ– 'शेखीबाज़ मक्खी'
२. भाषा– संज्ञा, विशेषण

कोड : 3H(04)
पाठ्यक्रम–
१. अपठित अनुच्छेद
२. चित्र लेखन, अनुच्छेद पूर्ति

कोड : 3H(05)
पाठ्यक्रम–
१. पाठ– बहादुर बित्तो
२. भाषा– विपरीत शब्द

कोड : 3H(06)

पाठ्यक्रम –
१. हमसे सब कहते
२. सुनना– बातचीत ।
३. लिंग शब्द

कोड : 3H(07)
पाठ्यक्रम–
भाषा–
१. टिपटिपवा   २. वचन शब्द
३. लेखन–अनुच्छेद या वाक्य पूरे करना ।

कोड : 3H(08)
पाठ्यक्रम –
१. पाठ– कब आऊँ
२. अपठित अनुच्छेद पर आधारित कार्य

कोड : 3H(09)
पाठ्यक्रम – प्रथम सत्र में पढ़ाए गए **पाठ्यक्रम** की पुनरावृत्ति ।

कोड : 3H(10)
पाठ्यक्रम – मीरा बहन और बाघ

कोड : 3H(11)
पाठ्यक्रम – पाठ : सर्दी आई (कविता)
भाषा– विपरीत अर्थ वाले शब्द
पठन– अपठित अनुच्छेद पर आधारित कार्य ।

कोड : 3H(12)
पाठ्यक्रम –
भाषा–
१. वचन शब्द
२. लिंग शब्द

लेखन–
१. चित्र लेखन ⁄ अनुच्छेद लेखन
२. अनुच्छेद ⁄ वाक्य पूरे करना ।

कोड : 3H(13)

पाठ्यक्रम – कहानी की कहानी

कोड : 3H(14)

पाठ्यक्रम –

१. गिनती– १ से ३० तक (अंक और शब्द में)

२. पर्यायवाची शब्द

३. अनुच्छेद लेखन ।

कोड : 3H(15)

पाठ्यक्रम – पाठ – जब मुझको साँप ने काटा

अतिरिक्त कार्य–

नवीन शब्दों की सूची तैयार करना

पाठ पर आधारित भाषा कार्य

कोड : 3H(16)

पाठ्यक्रम –

पाठ – सबसे अच्छा पेड़ ।

कोड : 3H(17)

पाठ्यक्रम – पत्तियों का चिड़ियाघर (कविता)

भाषा–

१. अनेक शब्दों के लिये एक शब्द

२. लेखन–अनुच्छेद लेखन ⁄ चित्र लेखन ।

३. पठन–अपठित अनुच्छेद पर आधारित कार्य ।

रचनात्मक कार्य

१. 'चिड़िया घर की सैर' पर जाना आपको कैसा लगता है अपनी अध्यापिका को बताइए।

२. आपके विद्यालय में कितने तरह के पेड़-पौधे है। उनके बारे में कक्षा में बताइए।

कोड : 3H(18)

पाठ्यक्रम –

वार्षिक परीक्षा के लिए निर्धारित पाठों की पुनरावृत्ति करवाना।

MATHS

TERM - I

Code : 3M (01)&(02)

Topic : Place Value

Contents

1. Numerals upto 9999
2. Number names
3. Expanded form (3 ways)
4. Abacus — Reading & Showing numbers
5. Ordering of numbers
6. Standard numbers
7. Number series/ skip counting by 2, 5, 10, 100 and 1000
8. Ascending and Descending order
9. Successor and Predecessor
10. Place, Place value, face-value
11. Form the greatest and the smallest numbers from given digits.
12. Word Problems
13. Roman Numerals (1-20)
14. Even and odd numbers
15. Ordinals

Code : 3M (03)&(04)

Topic : Addition and subtraction

Contents

1. Addition of 4-digit numbers with/ without regrouping
2. Properties of addition
3. Subtraction
4. Properties of subtraction
5. Word problems of addition, subtraction and double operations

6. Place holder on addition and subtraction.

7. Mental Maths

Code : 3M (05)&(06)

Topic : Multiplication

Contents

1. Multiplication tables 2 to 12

2. Relation between addition and multiplication

3. Properties of multiplication

4. Multiplication of 2, 3 and 4 digit numbers by 1 or 2 digit multipliers (product less than 9999)

5. Short multiplication by 10, 100, 1000

6. Word Problems

7. Mental Maths

Code : 3M (07)

Topic : Shapes

Contents

1. Identify the 2-D shapes (square, rectangles, triangle, circle)

2. Patterns

3. Symmetry

4. Making shapes on dot grid

Code : 3M (08)

Topic : Measurement

Contents

1. Measures of length (km, m, cm)

2. Conversion of km to m, m to cm

3. Measures of mass (kg, g)

4. Conversion of kg to g

5. Measures of capacity (l, ml)

6. Conversion of l to ml

7. Mental maths

Code : 3M (09)

Revision cycle

TERM - II

Code : 3M (10,11&12)

Topic : Division

Contents

1. Division as equal grouping and sharing

2. Division as repeated subtraction

3. Properties of division

4. Multiplication & division facts

5. Division of a 4-digit number by a 1 digit divisor (upto 9)

   a) Division without remainder

   b) Division with remainder

6. Verification of division sums

7. Division by 10, 100, 1000

8. Word problems

9. Mental Maths

Code : 3M (13)

Topic : Fractions

Contents

1. Concept of fraction as a part of a whole and of a collection

2. One-half, one-third, one-quarter of region

3. Numerator and denominator

4. Fraction in words and figures

5. Identification and shading of fractions

6. Naming fraction

7. Finding fractions

Code : 3M (14&15)

Topic : Money

Contents

1. Indian currency — Rs and Paise
2. Writing amounts of money in words & figures
3. Conversion of rupees into paise
4. Conversion of paise into rupees
5. Addition and subtraction in rupees and paise
6. Word problems
7. Reading and interpreting bills

Code : 3M (16)

Topic : Time and Calendar

Contents

1. Reading and showing time on a clock in 3 ways
2. Express time using a.m. and p.m.
3. Estimating time
4. Reading the calendar to find a particular day, date

Code : 3M (17)

Topic : Data Handling

Contents

1. Inference from given data
2. Pictograph

Code : 3M (18)

Topic : Revision

Assignment

Revision cycle

EVS

Cycle -01

Code : 3EVS(01)

Chapter : Poonam's Day Out

1. Classification and identification of animals on the basis of their habitat
   a. Living on land
   b. Living on trees
   c. Living in water
   d. Living in air
2. Sounds produced by them
3. Feeding Habits

Cycle -02

Code : 3EVS(02)

Chapter : The Plant Fairy

1. Plants and their uses
2. Seasonal shedding of leaves
3. Different plants have different types of leaves
4. Differences between a bush and a tree
5. Parts of a plant

Cycle -03

Code : 3EVS(03)

Chapter : Animals Our Friend

1. Taking care of the animals
2. Usefulness of animals
3. Interdependence of living beings in nature
4. Feeding habits of animals

Cycle -04

Code : 3EVS(04)

Chapter : Flying High

1. Classification of birds on the basis of how they fly

2. Different types of beaks and its uses

3. Types of birds you see around your area

4. Do they like some trees more than others

5. What do they eat

6. Recognition of birds by their feathers

7. The different sounds they make

Cycle -05
Code : 3EVS(05)
Chapter : Water 'O' Water

1. Uses of water

2. Forms of water

3. Natural Sources of water

4. Manmade sources of water

5. Water Cycle

Cycle -06
Code : 3EVS(06)
Chapter : From Here To There

1. Modern and ancient means of transport

2. Need to travel

3. Changes in the means of transport

Cycle - 07
Code : 3EVS(07)

1. Futuristic concepts in the field of travel

2. Air and noise pollution

3. Emergency vehicle

Cycle -08
Code : 3EVS(08)
Chapter : Families can be Different

1. Diversity in family types

2. Small (Nuclear) Family and Big (Joint) family

3. Family Tree (Three generations)

Cycle -09
Code : 3EVS(09)
Revision Cycle

Cycle -10
Code : 3EVS(10)
Chapter : Left Right

1. Map

2. Symbols

3. Directions

Cycle -11
Code : 3EVS(11)
Chapter : Work We do

1. People at work

2. Their importance

3. Their way of life

4. People/ children deprived of schooling

5. Role of family members

Cycle -12
Code : 3EVS(12)
Chapter : A House Like This

1. Need for shelter

2. Factors that determine the design and structure of a house

3. Different types of houses

   (Igloos, houses with sloping roof, Houseboats, stilt house, tents, multi-storeyed, buildings, bungalows, flats, huts etc.)

Cycle -13
Code : 3EVS(13)
Chapter : Drop by Drop

1. Scarcity of water
2. Difficulties faced by villagers due to scarcity of water

Cycle -14
Code : 3EVS(14)

1. Wastage of water
2. Reusage of water
3. Methods to conserve water

Cycle - 15
Code : 3EVS(15)

Chapter : Sharing our Feelings

1. Sensitizing students towards the specially able people.
2. Braille
3. Problems of Old Age
4. Taking care of elders in the family

Cycle -16
Code : 3EVS(16)

Chapter : What is Cooking

1. Importance of cooking
2. Various utensils used for cooking
3. Materials used for making utensils for cooking
4. Raw and cooked food
5. Different methods of cooking
6. Fuels used by different burners

Cycle -17
Code : 3EVS(17)

Chapter : Story of Food

1. Gender role in the society
2. Animal sources of food
3. Plant sources of food
4. Medicinal plants
5. Parts of plant as food items.

Cycle -18
Code : 3EVS(18)

Revision Cycle

COMPUTERS

Code : 3 Comp (01)
Contents

Chapter 1 : Introduction to MS Paint

Learning Objectives

- How to start MS Paint ?
- Parts of MS Paint screen.
- Introduction to tools/shapes of MS Paint.

Activity

- Demo on how to start MS Paint.
- Chidren to identify parts of the screen.
- To acquire the knowledge of diferent parts of the MS Paint screen.
- Lab Activities to be done.

Code : 3 Comp (02)
Contents

Chapter 2 : Advanced Features of MS Paint

Learning Objectives
- To identify the various tools/ shapes - Pencil Tool, Fill with colour Tool, Eraser and Brush Tool.

Activity
- Activity based learning in the Lab.

Code : 3 Comp (03)
Contents
Chapter 2 – Advanced Features of MS Paint (Continued)

Learning Objectives
- Introduction to use various brushes in Paint to draw and add artistic touch to the picture.
- To develop and create figures using the above tools/brushes of MS Paint.

Activity
- Lab Activities to be done.

Code : 3 Comp (04)
Contents
Chapter 2 – Advanced Features of MS Paint (Continued)

Learning Objectives
- Introduction to Text tool.
- To acquire appropriate skills in adding Text to MS Paint figures.

Activity
- Lab Activities to be done.

Code : 3 Comp (05)
Contents
Chapter 3 – Important Tools of MS Paint

Learning Objectives
- Introduction to the shapes group comprising of Line Tool, Rectangle & Rounded Rectangle and Oval Tool.
- To develop and create figures using on the shape tools of MS Paint.

Activity
- Lab Activities to be done.

Code : 3 Comp (06)
Contents
Chapter 3 – Important Tools of MS Paint (Continued)

Learning Objectives
- Introduction to Font Face.
- Changing font face by making Text Bold, Italics, Underline and use of Strikethrough.

Activity

• Lab Activities to be done.

Code : 3 Comp (07)

Contents

Chapter 4 – Editing a Picture in MS Paint

Learning Objectives

• Use of Select command from the image group.

• Use of rectangular selection to help the child use copy & paste command.

• To learn how to crop a picture.

• To learn how to rotate & flip a picture.

• To learn how to resize a picture.

• Learning about the rectangular selection, free form selection, cut, copy, and paste.

Activity

• Lab Activities to be done.

Code : 3 Comp (08 & 09)

Contents

• Project

• Recap of all features taught in MS Paint in Term - I

• Practical Exam

Code : 3 Comp (10)

Contents

Chapter 5 –Introduction to Scratch

Learning Objectives

• To acquire the knowledge of Scratch Software.

• To develop an understanding of Parts of scratch screen.

Activity

• To open scratch screen.

• To know about the scratch interface.

Code : 3 Comp (11)

Contents

Chapter 5 – Introduction to Scratch (Continued)

Learning Objectives

• To learn various buttons/functions of all the icons.

Activity

Scratch programme activities to be done on the computer.

Code : 3 Comp (12)

Contents

Chapter 6 – Changing A Sprite and Stage in Scratch.

Learning Objectives

• How the cat sprite can change costume?

- Stage (background) can be changed.

Activity

Scratch programme activities to be done on the computer.

Code : 3 Comp (13)

Contents

Chapter 6 – Changing A Sprite and Stage in Scratch. (Continued)

Learning Objectives

- Changing the Sprite costume using Paint Editor.

Activity

- Scratch programme activities to be done on the computer.

Code : 3 Comp (14)

Contents

Chapter 7 : Learning about Motion and control Blocks Block

Learning Objectives

- Motion Block helps us to move the Sprite on the Scratch screen
- Control Block starts a Script or keeps it running.

Activity

Scratch programme activities to be done on the computer.

Code : 3 Comp (15)

Contents

Chapter 8 : Giving A Script and Statge To Sprtite

Learning Objectives

- To give a Script to Sprite to animate it.
- To animate the Stage in Scratch.

Activity

Scratch programme activities to be done on the computer.

Code : 3 Comp (16)

Contents

Chapter 9 : Exploring The Looks Blocks

Learning Objectives

- To change the appearance of a Sprite or a Stage.
- To learn various color effects.

Activity

Scratch programme activities to be done on the computer.

Code : 3 Comp (17 & 18)

Contents

- Project
- Recap of all features taught in Scratch in Term - II
- Practical Exam

Learning Objectives

- To undertake a project to check the knowledge in scratch.