

# SYLLABUS CLASS - III SESSION 2024-25

<b>ENGLISH</b>
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**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
3. Reading Comprehension

**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**

**SYLLABUS****Comprehension** - Unseen Passage**Language** -

1. Nouns
2. Verbs
3. Collective Nouns

**Literature** -

1. Puppy in the Well
2. Bear Hug
3. Poem: On the Bridge

**Writing Skill** -

1. Picture Reading
2. Paragraph Writing

**All the work done in the FC, Workbook, PC and MCB.****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. Reading Comprehension
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 : 3E (18)****Revision for TERM - II Exam****SYLLABUS****Comprehension - Unseen Passage****Language - 1. Pronouns**

2. Adjectives

3. Homophones

4. Singular and Plural

**Literature - MCB**

1. The Toy Violin-1

2. The Toy Violin-2

3. Poem : First and Last

**Writing Skills -**

1. Describing a Person

2. Picture Story Writing (in sequence)

**All the work done in the FC, Workbook, PC and MCB.****HINDI****विज्ञान****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 कैलेंडर 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।**

**प्रथम सत्र पाठ्यक्रम****भाग-क (पढ़ना)**

दिए गए अनुच्छेद/कहानी को पढ़कर प्रश्नों के उत्तर ।

**भाग-ख (भाषा)**

१. विपरीत शब्द
२. लिंग शब्द
३. वचन शब्द

**भाग-ग (साहित्य) पाठ-**

१. टिपटिपवा
२. कब आऊँ
३. कविता-‘हमसे सब कहते’

**भाग-घ (लेखन)**

१. अनुच्छेद लेखन

**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 हैं। उनके बारे में कक्षा में बताइए।

**कोड : 3H(18)**

**पाठ्यक्रम -**

वार्षिक परीक्षा के लिए निर्धारित पाठों की पुनरावृत्ति करवाना।

**द्वितीय सत्र पाठ्यक्रम****भाग-क (पढ़ना)**

अपठित अनुच्छेद

**भाग-ख (भाषा)**

१. अनेक शब्दों के लिए एक शब्द
२. पर्यायवाची शब्द
३. गिनती

**भाग-ग (साहित्य) पाठ-**

१. जब मुझको साँप ने काटा
२. सबसे अच्छा पेड़
३. पत्तियों का चिड़ियाघर (कविता)

**भाग-घ (लेखन)**

१. चित्र लेखन
२. अनुच्छेद लेखन

**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. Even and odd numbers
13. 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. 3D shapes – cube, cuboid, cylinder, sphere and cone (terms – vertex, edge, face)
3. Patterns
4. Symmetry
5. Making shapes on dot grid

**Code : 3M (08)****Topic : Measurement****Contents**

1. Measures of length (km, m, cm)
2. Measures of mass (kg, g)
3. Measures of capacity (l, ml)
4. Mental maths

**Code : 3M (09)****Revision cycle*****Syllabus for Term - I***

Chapter : Addition and Subtraction

Chapter : Multiplication

Chapter : Shapes

Chapter : Measurement

All the work done in book, notebook and workbook related to place value.

**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, Patterns****Contents**

1. Inference from given data
2. Pictograph

**Code : 3M (18)****Topic : Revision****Assignment**

## Revision cycle

*Syllabus for Term - II*

Chapter : Division

Chapter : Fractions

Chapter : Money

Chapter : Time and Calendar

All the work done in book, notebook and workbook related to the above topics.

**EVS****Cycles - 2023-2024 (Term - 1)****CLASS – III****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 : Our Friends - Animals

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

**Cycle -03****Code : 3EVS(03)**

Chapter : The Plant Fairy

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

**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 : Story of Food

1. Gender role in the society
2. Animal sources of food
3. Plant sources of food

**Cycle -06****Code : 3EVS(06)**

Chapter : Story of Food

1. Medicinal plants

2. Parts of plant as food items.

**Cycle -07****Code : 3EVS(07)**

Chapter : What is Cooking

1. Importance of cooking
2. Various utensils used for cooking
3. Materials used for making utensils for cooking

**Cycle -08****Code : 3EVS(08)**

Chapter : What is Cooking

1. Raw and cooked food
2. Different methods of cooking
3. Fuels used by different burners

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

Revision Cycle

**Syllabus for Term - I Exam**

1. Flying High
2. Story of Food
3. What is cooking

**Cycle -10****Code : 3EVS(10)**

Chapter : Left Right

1. Map
2. Symbols
3. Directions



**Cycle -11****Code : 3EVS(11)**

Chapter : From Here To There

1. Different means of transport
2. Need to travel
3. Changes in the means of transport

**Cycle -12****Code : 3EVS(12)**

Chapter : Water 'O' Water

1. Uses of water
2. Forms of water
3. Natural Sources of water

**Cycle -13****Code : 3EVS(13)**

Chapter : Water 'O' Water

1. Manmade sources of water
2. Water Cycle

**Cycle -14****Code : 3EVS(14)**

Chapter : Drop by Drop

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

**Cycle -15****Code : 3EVS(15)**

Chapter : Drop by Drop

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

**Cycle -16****Code : 3EVS(16)**

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 -17****Code : 3EVS(17)**

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 -18****Code : 3EVS(18)**

Revision Cycle

**Syllabus for Final Exam**

1. A House Like This
2. Water 'O' Water
3. Drop By Drop

## Computers Cycles

### Class-III

#### 3COMP(1)

#### CHAPTER - 1 MS Word – An Introduction & MS Word screen layout

##### Learning Objectives:

- How to start MS Word?
- Word Screen layout
- Opening a new document.
- Creating a document.
- Division of Word screen.

##### Activities:

- Open a blank new document and close it. To be able to quit Word.
- All Lab Activities given in the assignment.

#### 3COMP(2)

#### CHAPTER - 1 MS Word – An Introduction & MS Word screen layout (contd.)

##### Learning Objectives:

- Learning to use features of Word.
- What is word wrap?

##### Activities:

- All Lab Activities given in the assignment.

#### 3COMP(3)

#### CHAPTER - 2 Formatting and Editing a document

##### Learning Objectives:

- Changing Font size, colour, style and Font.
- Using Bullets and Numbers for categorizing.
- What is Subscripting and Superscripting?

##### Activities:

- Making a birthday card menu on MS-Word
- *Type the text and follow the instructions.*
- All Lab Activities given in the assignment.

#### 3COMP(4)

#### CHAPTER - 2 Formatting and Editing a document (contd.)

##### Learning Objectives:

- What is Editing?
- What is inserting and deleting?
- How do we cut, copy and paste in a document?
- What is moving text in Word?

##### Activities:

- All Lab Activities given in the assignment.

#### 3COMP(5)

#### CHAPTER - 2 Formatting and Editing a document (contd.)

##### Learning Objectives:

- Undo and redo the last feature in Word.
- Change case option for text.

##### Activities:

- All Lab Activities given in the assignment.

#### 3COMP(6)

#### CHAPTER - 3 MS Word : Inserting Objects, Drawings and Advance Features of Word

##### Learning Objectives:

- Inserting Clipart, Wordart, Shapes in the document

- Use of Borders and shading will enable the children to beautify their document.
- Use of Page color to give a background colour to the document.

#### Activities:

- Make a poster on the given topics using Shapes, WordArt, Clipart, text box, header and footer.
- **All Lab Activities given in the assignment.**

#### 3COMP(7)

#### CHAPTER-3 MS Word : Inserting Objects, Drawings and Advance Features of Word (Cont.)

#### Activities:

- Make a poster on the given topics using the following features :
  1. Borders and Shading
  2. Page color
  3. Shapes and Text box
  4. WordArt and Clipart

#### 3COMP(08 & 09)

- Revision of the features taught for Practical Assessment.
- Recap of features taught and reinforcement with lab work exercises .
- MS-Words Projects

#### Term - II

#### Code : 3 Comp (10)

#### Contents

Chapter 4 -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 4 – 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 5 – 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 5 – 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 6 : Learning about Motion, Control and Sound Block

**Learning Objectives**

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

**Activity**

Scratch programme activities to be done on the computer.

**Code : 3 Comp (15)****Contents**

Chapter 7 : Giving A Script and Stage 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 8 : 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
- Practice Sheets

**Learning Objectives**

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