SYLLABUS
CLASS - III
SESSION 2023-24

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
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

विण

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।

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 है। 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 tex.

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 excercises .
- 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 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 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.