## SYLLABUS CLASS - III

SUBJECT - MATHS

| Month | Syllabus | Lesson | $\frac{\text { Concept/Key }}{\text { Area }}$ | Suggested Activities | Expected Learning Outcomes | $\begin{aligned} & \text { Suggested } \\ & \text { Resources } \end{aligned}$ | Values/Skills | Period |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| April/ May | -Geometry (Shapes) <br> -Patterns (symmetry) | Lesson-1 <br> Where to <br> look <br> from | $\bullet$ Understanding of shapes. <br> -Understanding of top view and side view. <br> -Identification and making of patterns. <br> - Knowledge about different geometrical shapes. | - Observe different shapes of objects available in the class / school / garden etc. for eg. Notebook, eraser, pencil, flower, bricks, leaves etc. <br> -Draw pictures of objects from the top and from the side. <br> -Create shapes to know about symmetry for eg. kite, boat, alphabets, leaf etc. <br> - Match mirror halves of regular/ irregular figures. <br> - List alphabets which are symmetrical. <br> - Make Rangoli designs using dot grid. <br> - Prepare paper mask of different animals | -Draws different shapes. <br> - Identifies/understands shapes and symmetries. <br> -Identifies 2D, 3D shapes. <br> - Identifies the mirror halves. <br> -Draws different patterns using dots. <br> -Creates shapes through paper cutting and paper folding. <br> - Integration with EVS and Art and Craft. | - Objects from classroom situations. E.g. water bottle, pencil box, chair, table, flower, etc. <br> - Flashcards of alphabets. | -Develops creative thinking and estimation. | 16 |


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| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | - Numbers <br> -Patterns | Lesson-2 Fun with numbers | -Understands numbers upto 1000. <br> - Understands even and odd nos. <br> -Comparison of numbers. <br> - Understands number names and numerals. <br> - Ordering of numbers. <br> - Understands skip counting. <br> - Understands number patterns. <br> - Solves word problems. | -Count dots, flowers stars, squares, triangles etc. in a circle/ square/ rectangles. <br> -Form different 3 digit numbers using flash cards. <br> -Make pairs of different objects (pebbles, leaves, bricks, buttons, chalks, toffees etc.)understanding of-if in pair number is even/If any one is left then odd number. <br> -Write numbers in figures and words. <br> -Smallest and greatest 3 digit numbers. <br> - Skip counting in 2's, 5's, 10's, 50's and 100's. <br> - Concept of place and place value with the help of Abacus or bundles of 100's, 10's and loose items. <br> -Write symbols > = < and compares the numbers. <br> - Number games with the help of 3 digit number flash cards. Hopping games• <br> - Practise questions from question banks <br> - Worksheet | - Reads and writes numbers upto 1000. <br> - Reads and writes numbers in figures and in words <br> -Writes numbers in expanded form. <br> - Compares the numbers/ ordering of numbers. <br> -Identifies the place and place value of given digit in a number. <br> - Counts and writes numbers based on skip counting, back ward counting, forward counting. <br> -Understands even and odd numbers, greater or lesser, ascending/ descending order. <br> -Adds and subtracts with re-grouping and without re-grouping. <br> -Forms greatest and smallest numbers using given digits <br> - Integrations with EVS and languages. | - Flash cards of numbers. <br> - Abacus. <br> - Bundles of sticks. | - Formulates idea/concept of compariosn and order of number, place value. Solves problems in real life context. | 19 |


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| June/ July | -Addition and subtraction | Lesson-3 <br> Give and Take | - Addition and subtraction of $2 / 3$ digit numbers. <br> -Estimation and comparison. <br> -Addition and subtraction by breaking the numbers. <br> - Solving word problems. <br> - Solves puzzles based on addition and subtraction. <br> -Estimation. | - Addition and subtraction of 2 digit numbers using 10 * 10 number grid. <br> - Narrate a story and ask questions based on addition and subtraction. <br> -Card games: Prepare some number cards on pieces of cardboard. Make different shapes for different place values. <br> - Find the odd one out. <br> -Write the missing number. <br> -Word problems from their daily life on addition and subtraction of numbers upto three digits. <br> - Practise questions from question banks <br> - Worksheet | -Adds and subtracts $2 / 3$ digit numbers without grouping with grouping. <br> - Adds $2 / 3$ digit numbers using expanded notation (split and add). <br> -Mental Maths (Simple addition in mind). <br> - Solves word problems related to addition and subtraction. <br> - Solves puzzles on addition and subtraction. <br> - Understands that sum/in all/ altogether are for addition. | - Flash cards of numbers. Puzzle games on addition and substraction. Age and class apropriate work sheets. | -n <br> Estimation Creative thinking Computation ability. | 16 |


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| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| July | -MEASURE MENT <br> - Standard and non standard unit of length | Lesson - 4 <br> Long and short | - Distinguish between standard and non standard units of length. <br> - Estimation and comparison. <br> - Understanding the unit of length. <br> - Find distance between two points. | - Measure the length of different objects( Book, Table stick, black board etc) with fingers, hand span, pace and cubit and compare the length -Repeat the above activity using scale, measuring tape and compare <br> - Find shortest/ longest route between two points. <br> Make a metre rope. <br> -Find out the height of fellow students, objects etc. <br> - Reading the map scale. <br> - To find shortest/longest route between two points <br> - Word Problems <br> - Which of these will be in cm and which will be in metres. Size of objects and units to be used. | - Measures length using appropriate standard units (cm, m, km). <br> - Knows how to use a ruler. <br> - Estimates and then verify by measuring. <br> - Understands why we need standard unit of length. <br> - Finds distance between two points. | - Measuring tape, <br> - Height bar <br> - Rope <br> - Shoe string <br> - Thread <br> - Map of city | - Accuracy Estimation Conversion of units | 16 |


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| August | - Geometry (Shapes) | Lesson - 5 <br> Shapes and <br> Designs | - Understanding of shapes <br> - Understanding of straight and curved lines <br> - Understanding of corners, sides and diagonals <br> - Understanding of 2D and 3D shapes. <br> - Making different patterns using shapes <br> - Puzzles (tengram) | - Draw and colour different geometrical shapes, <br> - Cut out different shapes from cardboard.Make patterns and designs with these shapes, <br> - Observe car wheel, trunk of tree, leaves brick, sun, moon, flower, chick, kite, chalk box, pencil box etc and find faces, edges, vertices, and find out whether edges are straight line or curved, <br> - Make tangram with paper squares and create different designs using them. <br> - Observe patterns in the border( saris/shawls/ rugs/ mats/ Bed covers etc) Which geometrical shapes one observes in these borders? <br> Is any shape repeating in a particular pattern? Are the shapes made of curved/straight/ or both. <br> - Riddles and games like treasure hunt <br> - Paper cutting/ paper folding to make weaving pattern. <br> - Worksheet | - Draws different figures using different shapes. <br> - Understands the meaning of edges and corners. <br> - Understands the difference between straight and curved lines. Draws shapes of animals, people and things from pieces of tangram ( 5 pieces and 7 pieces). <br> - Recognizes and identifies the shapes in weaving pattern <br> - Creates weaving patterns using different geometrical shapes. <br> - Identifies positions ( up, down,front, behind) Distance (near,far) Size (small, big, tall, short)corners and shapes. | - Tangram <br> - Models of geometrical shape (cube, cuboids, cone, cylinder, sphere). | - Understands the nuances of two dimentional and three dimentional shapes. Appreciates various geometrical patterns and models. | 10 |


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| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Subtraction by regrouping on a number line Column method. | Lesson - 6 <br> Fun with Give and Take | - Understanding of addition and subtraction facts. <br> -Understanding of use of number line in addition and subtraction. <br> - Understanding of patterns in numbers. <br> - Solving word problems Puzzles / Riddles | - Frame questions based on day to day life and ask children to estimate the answer. <br> - Riddles and outdoor from activities Ringing the bottle, climbing stairs, straws on a table (blow and count). <br> - Subtraction on number line. <br> - Subtraction by column method. <br> - Complete the pattern of numbers involving addition/subtraction. <br> - Word problems on life situations Situation/story is given and child is asked to frame a question. <br> - Puzzles / Riddles. <br> - Practise question from question bank or other similar text. <br> - Work sheets. | - Compare the numbers. <br> - Subtracts $2 / 3$ digit numbers. <br> - Subtracts by regrouping/borrowing <br> - Subtracts by column method. <br> - Mental maths (Simple subtraction orally). <br> - Subtracts and checks the answer by addition. <br> - Understands the subtraction of 2 digit numbers using number line. <br> - Understands appropriate operation to solve the word problem. <br> - Solves problems presented by pictorial representation. <br> - Understands which number is to be placed above and why? <br> - Understands that take away, differentiate, left are for subtraction | - Flash cards of numbers. <br> - Abacus. <br> - Bundles of sticks. | - Develops accuracy in addition and subtraction <br> - Logical thinking <br> - Improves Reasoning and ability to calculate mentally. | 16 |


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| Sept. | - Time. <br> - Patterns | Lesson-7 Time goes on | - Understanding of hour, minutes, seconds. <br> - Understanding of days, week, month, year. <br> - Knowledge about use of clock Knowledge about use of calendar. <br> - Understanding of patterns in a calendar. | - Activity how many times? <br> - Different activities in one minute? <br> Eg.Jumping, running, clapping, <br> skipping,writing. <br> - Tongue twisters in a minute. <br> - Topsy turvy time. <br> - Prepare a chart /time of your daily routine. <br> -Make a calendar of your own. <br> - Make a clock. <br> - Make a class time table. <br> - Make a chart month wise giving details of your friend/ relatives/ parents/ family/anniversaries. <br> - Mark who is oldest, who is youngest in your family. <br> - Mark who is oldest, who is youngest in your family. <br> - Calculate the age of a person seeing the birth certificate. <br> - Listing days / dates / months of various festival of India ( in order of month). <br> - Represent a story on time line. <br> - Patterns in calendar. <br> - Net resources <br> - worksheets | - Calculates the time taken to complete an activity. <br> - Understands the use of time. <br> - Understands the use of clock. <br> - Understands the use of calendar. <br> - Draws a clock. <br> - Sequences the events chronologically. <br> - Makes own time line. <br> - Solves problems based on time and calculate. <br> - Discovers pattern through a calendar. | - Clock <br> - Calendar <br> Charts | - Understands and appreciates value of time <br> -Punctuality | 12+8 |


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| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Oct | - Measurem ent Weights | Lesson - 8 Who is heavier | - Understanding of weight. <br> - Understanding of heavier/ lighter. <br> - Comparison of weights. <br> - Knowledge about balance. <br> - Guess the weight. <br> - Making of toy balance. <br> - Unit of weights. | - Using a toy balance compare the weight of few objects like eraser, pencil, sharpener, notebook, pencil box etc. <br> - Find out your own weight? <br> - group activity on heavy and light objects. <br> - Compare 1 Kg flower and 1 Kg stone[weight and volume] listing things we buy mostly in Kg's/gms and miligrams. <br> - Guess weights of object and match. <br> - The objects which will weigh more. <br> - Guess the weight? and then find out by actually weighing it? <br> - Paste the pictures of different types of balance. | - Compares the items which is heavier? <br> - Understands the use of balance. <br> - Knows the units of measuring weight ( $\mathrm{Kg}, \mathrm{gm}$ ). <br> - Understands the meaning of half a Kg , pinch of salt. <br> - Lists the things according to weight. <br> - Compares heavy / light. | - Balance <br> - Weights | - Estimation <br> -develops an idea about weight of the object and its relation with size and space occupied. | 16 |


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| Nov | - Numbers Multiplicateion. <br> -Patterns. | Lesson-9 How many times | - Understanding of multiplication (as repeated addition). <br> - Identification of sign of multiplication. <br> - Understanding of construction of multiplication. <br> -Understanding of patterns in multiplication. <br> - Solving word problems. | - How many altogether? <br> - Multiplication as repeated addition <br> - Write repeated addition as multiplication <br> - Multiply using expanded notation <br> - Column method of multiplication <br> - Multiplication by zero <br> - Write the multiplication facts <br> - Multiplication by $10,100,1000$. <br> - Multiplication by 1 <br> - Games can be played to teach tables of 2's, 4's, 5's, by skip counting. <br> - Complete the factor tree. <br> - How much do these things cost? <br> - Some word problems on multiplication <br> - Practise questions from question banks <br> - Worksheet | - Counts the objects in each collection (in rows/in columns). <br> - Draws the objects in rows/ columns. <br> - Identifies the sign of multiplication. <br> - Relates multiplication as repeated addition. <br> - Guesses and estimates the products. <br> - Multiplies with 2 digit numbers <br> - Completes the pattern based on multiplication. <br> - Multiplies any number by 10, 100, 1000 etc. <br> - Solves word problem related to multiplication. <br> - Multiplication by zero• | - Flash cards of numbers. Multiplicatipn grid <br> - Sticks. <br> - Marbles <br> - Chalk pieces <br> - stones | - Understand relationship between addition and multiplication. | 15 |


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|  | - Geometry Geometrical shapes. -Patterns. <br> - Numbers. | Lesson - 10 <br> Play with <br> Patterns | - To observe and understand the pattern. <br> - To identify pattern in his surroundings. <br> - Making of pattern. <br> - Drawing patterns. <br> - Recognises the basic unit for generating pattern. | - Observes the pattern around them eg. Grill of windows, tiles, print on a cloth, border of saree etc. <br> - Continues the pattern by observation. <br> - Creates pattern. <br> - Does completes different shapes to create a pattern. <br> - Colour and complete a pattern. <br> - Patterns consisting of shapes, alphabets, numbers and pictures can be given to students to observe them and complete them. <br> - Make a grid and colour all odd/even numbers. <br> - Message can be written using alphabets, numbers and numbers coding and decoding. <br> - Arrange the names of 10 of your friends in alphabetical order. <br> - Worksheet <br> - Net resources | - Identifies simple symmetrical patterns. <br> - Makes patterns and designs from straight lines and other geometrical shapes. <br> - Identifies patterns in the numerals for odd and even numbers and in adding odd and even numbers. <br> - Identifies patterns in his surroundings. <br> - Realizes the role of creating a pattern. <br> - Decodes the secret messages based on patterns. <br> - Integration with art and craft . | - Flash cards of alphabets, numbers. <br> - Cut out of different geometrical shapes. | - Identification and creation of various pattern. | 12 |


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| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Dec | - Measurem ent Volume | Lesson -11 Jugs and Mugs | - Measures and compares the capacity of containers in terms of non standard units. <br> - Getting rough idea how much one litre is. <br> - Estimation and comparison. | - Measuring the capacity of 1 litre water bottle using different containers. <br> - Collect some old cups, mugs, jugs, glass, bowl etc. and check which of these hold more than 1 litre and which of these hold less than 1 litre. <br> - Draw drawings of some containers. <br> - Compare between two jugs and identify which one holds more water. <br> - Filling pot holes in the play ground using pebbles/sand in mugs of same size. <br> - Find out how many glasses of water you drink in a day. <br> - Create sand patterns with capacity. <br> - Which of the following will you measure in litres and millilitres eg. a tank of water? <br> - Worksheets | - Understands that only liquids can be measured by containers of known capacity. <br> - Compares different containers in terms of capacity. <br> - Gets the idea of half, twice, four times etc. <br> - Estimates and guess the quantity. <br> - Solves word problems related to capacity (liquids) <br> - Integration with EVS and Art and Craft | - Different types of containers Measuring flux/container | -Comparison <br> -Estimation <br> -Conservation of water | 11 |
| Jan | - Numbers Division - Mental Maths. | Lesson - 12 <br> Can we <br> Share | - Meaning of division from context of equal grouping and sharing. <br> - Relates division with multiplication. <br> - Completes division facts. <br> - by grouping <br> - by using multiplication table. | - Some objects are given to the children and asked to divide them equally. <br> - Division as repeated subtraction. <br> -Division as inverse of multiplication. <br> - Questions based on pictorial representation are framed and solved. <br> - Reads, understands and solves problems in different situations in day to day life. | - Divides objects equally into groups. <br> - Knows the symbol of division. <br> - Writes the corresponding division facts of a given multiply cation facts. <br> - Divides the children using multiplication table. <br> - Solves questions based on division using multiplication table. <br> - Solves word problems. <br> - Frames verbal problem. <br> - Puzzles. <br> - Divides by 10, 100. | - Marbles <br> - Stones <br> - Chalk pieces <br> - Leaves <br> - Toffees, etc. Puzzle games on division and multiplication. | Sharing Equal distribution. Logical thinking Reasoning. | 20 |


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| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | - Data Handling. | $\begin{aligned} & \text { Lesson - } 13 \\ & \text { Smart } \\ & \text { Charts } \end{aligned}$ | - Records data using tally marks. <br> - Collection of data and representation through pictographs Conclusion from the data | - Collection of objects and grouping them. <br> - Number of boys / girls in a class. <br> - Count the number of vehicles passing, in front of your school. <br> - Recognize the pattern and draw inferences <br> Compare the data with given information <br> - Make your own smart chart about things around you? <br> eg. Favourite game Favourite food | - Counts the number of similar objects and make the table. <br> - Records data using tally marks. <br> - Records the data in terms of pictograph by choosing appropriate scale and unit. <br> - Presents in the form of bar charts and tables <br> - Draws inferences and conclusions from the data. <br> - Solves problem based on data given. <br> - Answers the questions based on pictorial representation of data. |  | -Recognition <br> - Observation <br> -Classification <br> -Collection of data. | 7 |
| Feb | - Money <br> - Numbers <br> (Basic <br> Operations) <br> - Patterns | Lesson - 14 <br> Rupees(') <br> and <br> Paisa | - Knowledge about rupees and Paisa. <br> - Addition and subtraction of Rupees( ${ }^{\prime}$ ) and Paisa. <br> - Making of rate charts and Bills. <br> - Word problems on money | - Collect different coins /Rupees ('). <br> - Make patterns with coins. <br> - Learn the various names of currencies used in neighbouring countries. <br> - Visit the market buy $5 / 6$ things and make a bill. <br> - Addition and subtraction of money. <br> - Word problems on rupees and Paisa <br> - Practise questions from question banks | - Converts Rupees(') to paisa and vice - versa. <br> - Understands the need and value of money. <br> - Writes money in short and long form. <br> - Buys and sells things. <br> - Prepares a bill. | - Notes and coins of different denominations Money game. | - Value for money. <br> - Confidence. <br> - Develops mathematical attitude. | 12+12 |

