CLASS: I

SUBJECT: AI (Artificial Intelligence)

S.No	Name of Chapter	No of Days/ Periods	Learning Outcomes	Methodology
1	Computer – A Magic Machine	6 days/ 6 Periods	 To develop the interest of students in learning computers. To enable them to understand computers as a machine. Helping students differentiate between natural and manmade things Assisting the students to differentiate between manual and electronic machines Helping them distinguish between different types of machines by giving relatable examples. Explaining the different characteristics and used of computers 	1) Quiz - Related to Topic 2) Integration- Integration is done with Art & Craft (Students will learn to color as well as learn about computer system) 3) TOY PEDAGOGY (Based on Computer Games) Tux Typing Game (This activity increase the cognitive skills and spatial intelligence in students) 4) Lab Activity-
2	Computer- Its Parts and Uses	6 days/ 6 Periods	 To make students familiar with the different parts of computer Make them understand the purpose of different parts of a computer. To know about some additional devices that can be connected to the computer. To make students identify the various places where computers can be used To list the different uses of computer 	1) Quiz - Related to Topic 2) TOY PEDAGOGY/Lab Activity (Based on Computer Games) Education Suite GCompri s • Find Your Left & Right hands (This activity enhance the cognitive skills of students) Lab Activity – WordPad/Notepad

S.No	Name of Chapter	No of Days/Period	Learning Outcomes	Methodology
3.	The keyboard and Mouse	6 days/ 6 Periods	 To make students familiar with the different parts of computer Understand the various features of a Keyboard Classify the different types of keys on the keyboard Learning the different functions of Alphabet Keys, Number Keys, Special Keys, Function Keys and Arrow Keys on the Keyboard Identify and using the special keys on the Keyboard To familiarize the students with the different functions of mouse To learn about the different parts of mouse Making them aware about the mouse should be handled correctly. Making them understand the different consequences of 	1) Quiz - Related to Topic 2) Art Integration-Draw the keys on the drawing sheet (This Activities enhance Art and Craft Integration skill) 3) TOY PEDAGOGY/La b Activity Educational Suite GCompris:- (Type the falling letters from the sky before they reach the ground) These activities aid in developing
4.	Paint	6 days/ 6 Periods	 Understanding Paint as a colourful drawing program developed by Microsoft which is used to draw, color and edit pictures and shapes. Practicing the steps to start ans save a Ms-Paint Program Identify the various tools of Tool box and Colr Box Practicing the use of various tools in the tool box such as Pencil, Eraser, Brushes. Practicing the various tools of the shapes Group such as Line, Rectangle, Oval, Fill with color, Polygon, Curve, Text tool. Using the Ms Paint program to create a drawing of a kite. 	1) Quiz /Oral Test - Related to Topic 2) Art Integration Students will learn about shapes and their use in creating a drawing 3) Lab Activity- Ms Paint Draw a hut by using different tools This activity promote creativity and innovation of the students and aids in developing fine motor skills

CLASS: I

SUBJECT(**AI-** Artificial

Intelligence)

S.No	Name of Chapter	No of	Learning Outcomes	Methodology
	•	Days/Periods	9	
5.	Data and Memory	6 days/ 6 Periods	 Knowledge about how a computer actually works. To understand the concept of data and information and how they are different from each other. To understand the need of memory in a computer. Understanding the similarity and differences between human memory and computer memory 	1) Quiz /Oral Test - Related to Topic 2) TOY PEDAGOGY/Lab Activity Education Suite GCompris:- • Select correct date on the calendar (This memory game promotes critical thinking, concentration and attention)
6	Tux Paint - Introduction	6 days/ 6 Periods	 Making students have fun by painting in the computer using Tux Paint Identify various components of the Tux Paint program Identify the uses of different tools to draw and color in the application Learning to open , save and quit an application 	1) Quiz /Oral Test - Related to Topic 2) Art Integration- Join the dots and complete the picture (Students would learn joining the dots to complete a picture, color it and make it in Tux Paint) 3) Lab Activity Draw the various shapes using tools (This lab activity promotes creativity and innovation of the students)

S.N o	Name of Chapter	No of Days/Period	Learning Outcomes	Methodology
7	Patterns and Puzzl es	6 days/ 6 Periods	 To develop the interest of students in learning computer To enable them to think logically To enable them to solve the instructions more efficiently To enable them to understand the workflow of communication process 	1) Quiz /Oral Test - Related to Topic 2) TOY PEDAGOGY / Lab Activity (Based on Computer Games)
8	Let's Draw with AI	6 days/ 6 Periods	 To develop the interest of students in learning computer To develop the interest of students in learning Computer. To enable them to differentiate between natural and artificial things. To make them understand how a computer can copy human behavior. To enable them to draw using Auto 	1) Quiz /Oral Test - Related to Topic 2) TOY PEDAGOGY / Lab Activity (Based on Computer Games)

English Curriculum Class-I

Sr No.	Topic	No. of Days	Learning Outcomes	Methodology
1	Use a/an	5	 To able to identify vowels and consonants. To understand the usage of a/an. To correct their errors and sentences 	 vowel cards different objects Poem on vowels AIL(draw and colour the pictures related to a/an)
2	One and many	5	 ➤ To identify the difference between singular and plural. ➤ To change a singular into plural. 	 Different objects Practical demonstration AIL(make one and many cards) Matching the card activity
3	Arrange in alphabetical order	5	 To list the letters of the alphabet in order. To understand how to put words in alphabetical order 	 Toy pedagogy Picture cards Practical demonstration
4	Pattern Q/Ans	10	 To know correct sentence formation. To enhance their grammatical skills. To develop their writing 	 Practical demonstration Different objects
5	Creative	15	 To recognise the elements needed to produce a piece of creative writing. To use grammar elements 	Group discussionFlash cardsWord web
6	Lesson - 1 The Red Raincoat	7	 To read the text with correct pronunciation. To enhance their vocabulary. To imagine and visualize 	Role playDrawing related to chapter

7	Noun	5	 To understand what are naming words. To identify noun in a sentence. To use listening skills and subtle clues to solve answers 	AAA	Paper folding activity Story narration Quiz
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8	Opposites	3	 To understand the words with totally different meaning. To improve basic vocabulary skills. To indentify pairs of opposites 	 Practical demonstration AIL(make opposite cards)
9	Picture composition	15	 Build up their imagination and compose by looking at the picture. Learn correct sentence formation. To enhance their 	Group discussionDraw and colour the picture
10	Lesson -2(First day of Rani's School)	7	 To read the text aloud with correct pronunciation, expression and fluency. To recognise new words and their meanings. To answer factual questions based on the lesson 	 Group discussion Story telling Role play
11	Poem Rainbow	3	 ➤ To Predict the poem from the picture. ➤ To imagine and 	Group discussionStory tellingRole play
12	Prepositions	6	 To recognise prepositions. To state the definition of preposition. To learn the rules and 	 Role play Practical demonstration, Flash cards Toy pedagogy
13	Use is /am/are	6	 To learn usage of is /am/are. To frame meaningful sentences. To enrich their grammatical skills 	 Story narration Flash cards Toy Pedagogy Rhyme
14	Change the gender	3	 To acquaint them with masculine and feminine. To enhance their vocabulary. To enrich their grammatical skills 	 Practical demonstration Flash cards Ouiz
15	Comprehension passage	15	> To develop their reading skills.	Group discussion

			 To enhance their reading skills. To learn new vocabulary To imagine and 	> Story narration
16	Lesson - 3 The Blue Jackal	7	visualize. To get an idea behind the chapter.	Story narrationDrawing of pictureWord web
17	Pronouns	6	 To understand the meaning of pronoun. To learn the usage of pronoun . To develop their grammatical skills 	 Story narration Pronoun cards Practical demonstration, Quiz
18	Contractions	5	 To learn the meaning of contractions. To identify short form of helping verb. To read and spell common contraction formed from a 	 Role play , Conjunction cards, Practical demonstration
19	Lesson-4 The Good Dragon	7	 To know idea behind the chapter. To imagine and visualize. To enhance their reading 	 Story map, Story narration, Word web(picture related to lesson)
20	Poem I love you Mom and Dad	3	 To enable to sing the rhyme with rhythm. To understand that a poem has staza not paragraph. To enhance their reading 	Card makingRecitation
21	Adjectives	6	 To identify describing words., To use an adjective appropriately. To able to identify an adjective in a sentence 	 Toy pedagogy, Word web, Story narration, Flash cards
22	Use has/have	5	 To learn the usage of has /have To develop their writing skills. To enhance their vocabulary and reading 	Flash card,Quiz,Practical demonstration
23	Lesson - 5 Rapunzel	7	To learn newvocabulary.To know idea behind the	Story narrationRole play,Word web

			To know how to deliver dialogues	
24	Punctuation	5	 To learn the usage of punctuation marks. To identify punctuation in a sentence. To strengthen their 	Punctuation cards,Quiz
25	Doing words	6	 To acquaint them with doing words. To learn correct usage of verb. To learn new vocabulary 	 Flash cards, Recitation, Simon Says Game
26	Lesson -6 Friendship Land	7	 To imagine and visualize. To know the importance of friend in our life. To enhance their 	 Story narration Drawing of picture, Word web Story map
27	Poem We are at the park	3	 To sing the rhyme with rhythm. To identify rhyming words. To learn describing 	RecitationNarrating their own experiences
28	Lesson - 7 The Royal toothache	7	 To imagine and visualize. To know about the oral hygiene. To read the text with correct pronunciation 	Story narration ,Story map,Role play
29	Conjunctions	6	 To acquaint them with conjunctions. To learn how to join two words correctly . To enhance their grammatical skills 	 Flash cards, Practical demonstration, Story narration
30	Lesson -8 The Three Monkeys	7	To imagine and visualize.,To learn new vocabulary.	 Draw pictures related to story, Toy pedagogy, Story narration
31	Poem The little plant	3	 To understand the importance of plants. To know the growth of a plant. 	 Sow a seed activity, Poster on Grow more trees , Recitation

Class 1

Subject - EVS

Sr. No	Topic	No. Of days	Learning outcomes	Methodology
		/period		
1.	My self	10	 •to able to speak few lines about myself. • to introduce others also. • to learn new vocabulary 	Practical demonstration Making I Card activity Paste pictures of favourite objects.
2.	Our Body	10	• to understand the importance and function of each body part. • to learn new vocabulary. •to understand the importance of hygiene.	 Practical demonstration Mirror activity Story narration Flash card of various body parts Word web Drawing of body parts
3.	Our Sense Organs	10	 to identify the five sense organs of body. to understand the importance of sense organs to draw sense organs 	•Story narration. • Feely bag activity. • Blindfold activity • Taste activity. • Game "Simon Says"

4.	Growing up	10	 to know about living and nonliving things to differentiate between living and non-living things. to understand the 	• sowing a seed activity • pasting pictures of different age groups •flash cards of animals and their young ones
			· ·	young ones

			• to gain knowledge of young ones of animals	• drawings of living and nonliving things
5.	Types of families and learning things in families	10	 to identify different types of families • to tell which type of family they belong to to to understand the importance and role of every family member to know the relation with various members to know more about family to realise the importance of sharing and caring 	•A family tree •paste the pictures of family members •make a table of birth date of your family members •card making

6	Staying healthy	10	• to know how to stay healthy •to understand the importance of healthy eating habits . •to differentiate between healthy and junk food •to describe the health benefits of physical activities	 mimicking real-life situations like polishing shoes hand wash activity brushing activity draw things which help us to keep ourselves clean .
7.	Good habits and good manners	10	 to know about good manners and habits to understand healthy eating 	•Practical demonstration of table manners • story narration •poster making

			• to know how to live a civilised life by using good habits and manners	
8.	Safety rules	10	•to know the safety rules to be followed at various places • to understand the need to follow safety rule	•Story narration •make a first aid box •flash cards • practical demonstration with live objects

9.	Traffic lights	10	 to recognise traffic lights and signs. to understand the importance of traffic rules 	•visit to a traffic park. •making of traffic lights using cartons. •screening of special film on road safety •flash cards of different traffic rules signs
10.	My neighbourhood and people who help us	10	 to recognise the places in close vicinity of their house. to know the importance of neighbourhood and their services. to know about community helpers. to identify the work done by different people and understand the importance of the job of specific community helpers. 	•Role play activity •interview the school helping staff. •thank you cards or notes.

11.	Clothes we wear	10	•to know about different types of materials used to make clothes. •to describe which type of clothes to be worn during different seasons. •to differentiate between uniform and casual dresses .	•Cut outs of clothes •flash cards of different season •draw a picture of sheep and decorate it using wool •speak about favourite season
12.	Festivals	10	 to know about different festivals. to understand the importance of festivals. to differentiate between national and religious festivals. 	•flash cards related to festivals. •card making. •learn and sing patriotic song.
13.	Types of houses	10	• to tell the importance of the house in life. •to identify different types of houses. •to tell about the material used to construct a house .	 making the kutcha house using twigs, mud, and sticks. flash cards of different houses. model of different types of houses .

14.	Food	10	• to know about the importance of food in our life. •to differentiate between healthy and junk food.	 •fire free cooking(salads, charts, sprouts etc.) • Make an inventory and categorize them into healthy and junk food.
			•to identify different sources of food	•poster on healthy food .

			•to identify different sources of food.	•poster on healthy food .
15.	Water	10	 to know about the importance of water in our life. to know about different sources of water on Earth. to understand the need of saving water. 	•discussion •flash cards of various sources of food. •slogans on saving water. •filtering water using a filter paper. •showing rain harvester. •pledge on Save Water.
16.	Plants	10	•to know about the importance of plants in our life. •to identify herbs, shrubs and trees.	•visit to garden •collection of different types of leaves. • sowing a seed. •poster on Save Plants
17.	Animals	10	•to learn about different types of animals. •to identify and differentiate land animals, water animals and amphibians. •to know about the food of different animals.	 making animal masks. flash cards of different types of animals. feeding stray animals and birds. toy pedagogy. (soft toys like elephant, lion, snake etc.)

18.	Means of transport	10	•to know about different means of transport. •to classify various means of transport. •to describe the importance of each type of transport .	• toy pedagogy. (car, truck, motorcycle etc.) •making different vehicles using paper(origami). •flash cards of different means of transport
19.	Means of communication	10	• to know about different means of communication .to describe the importance of each type of transport .	• making a toy telephone using paper cups and string. •a short message or letter to a friend. •dumb charade game. •pasting different means of communication .
20.	Our earth and the sky above the earth	10	•to know about heavenly bodies. •to understand the difference between landforms. •to know about different vegetation grown on plains and mountains. •to know about the rainbow and its seven colours .	 model of the earth. making models of mountains, plains, etc using clay and paper. poster on Save the Earth .

Maths Curriculum

Class – I

Sr. No.	Topic	No. of Days	Learning Outcomes (the students will be able	Methodology
1	Counting 1-1000	24	 To identify and read the number To associate the number with quantity of the 	Number cardsGanit mala,Counting chart
2	Ordinal Numbers	5	 Describe the position of object, Write the ordinal number in sequence. 	Story narration ,Flash cards,Conducting race
3	Number Names	12	 To understand the value of number , Match the number with number name, To develop proper understanding of number system. 	Number cards,Number name cards
4	Days of the week and months of the year	8	 Name the days of the week and months of the year, To understand the meaning of yesterday and tomorrow 	Flash cards,Spin wheel,Calendar
5	Addition	15	 To understand the meaning of addition To identify the symbol of addition. 	CountablesStory narrationDice
6	Subtraction	15	 Identity the symbol of subtraction, Recognise the greater and the smaller number. 	Story narrationCountables
7	Shapes(2d and 3d)	12	 Identity and name the various shapes, Find out the difference between 2d and 3d 	Jodo strawsCut out of various shapesLive objects
8	Rolling /Sliding	4	 Identify various shapes, understand the meaning of rolling and sliding Find out the difference between rolling and 	• Live objects

Before, after , inbetween	6	 Understand the meaning of before , After and in between, Know the meaning of one more and one more 	Number cardsLive objects(chalk,duster)
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10	Put the sign >,<,=	4	 Identify the number as greater and smaller Compare the number	Story narrationAlligator (toy pedagogy)Number cardSign card
11	Place Value	6	 Understand the concept of ones /tens Identify the place value of any digit in a given number 	AbacusStrawsCountables
12	Expanded form	6	 Know the meaning of expand Learn that how a number is expanded 	CountablesStrawsSpoons
13	Tables 0-10	24	 Identity the symbol of multiplication Know the method to form a table 	Story narrationIce tray and beans
14	Time	6	 Read the time on the clock Identify the hands of clock Learn the value of time 	Clock,Stamp pad,Stamp of clock
15	Arrange in ascending and descending order	6	 Identify the numbers as greatest and smallest number Know the meaning of ascending and descending, arrange the numbers in ascending and descending 	Live objects(bottle,chalk,pencil) ,Number cards
16	Money	6	 Identify the coins and notes Understand the value of money and to count money 	Story narrationIndian currency
17	Length,weight and capacity	6	 Know the meaning of length Weight and capacity Measure the length and weight of various objects 	Scale,Measuring tapeBalanceContainer
18	Multiplication	6	 Identify the symbol of multiplication Use tables in multiplication 	Story narrationCountables
19	Data handling	6	 Collect record and interpret data Describe and classify different objects 	Countables (pencil,erasers)
20	Division	12	 Know that division is repeated subtraction, Identify the sign of division Use tables in division 	Story narrationLive objects(pencil, erasers)
21	Fractions	6	 Identify a part of the whole, Understand the term of numerator and denominator 	Fraction kitModel of pizza

CLASS 2 SUBJECT----EVS

Sr no.	Topic	NO. of	Learning Outcomes(child will be	Methodology/ Suggestive
	_	days	able to	activities
1	My self	4	* introduce him/ her self * To speak about few lines *To learn new vacabulary	*Activity (My favourites) *modern(smart board) *Making I- card activity
2	Our Body	10	* know about their internal and external body parts *To understand the importance and function of each body part * To learn new vocabulary	*activity (paste pictures each of 5 internaland external body parts) *modern (smart board) game quiz *flash cards
3	Types of family	10	* diffrentiate between nuclear ,big and joint family * know the different relations *To learn new vocabulary	*discussion about their families
4	Living life with the members of the family	10	* learn the ways of taking care their family members *know the importance of sharing * To learn new vocabulary	*group discussion (various things they performed all together) *activity(draw or paste of one source of recreation)

5	Staying healthy	8	*learn the mantras of healthy life * importance of yoga , exercise *To learn new vocabulary	*smart board * group discussion of relation betweeen good health and good habits * Flash cards
6	Good habits and good manners	10	* know importance of good habits and good mannes in life * To learn new vocabulary	*flash card *modern (smart board) *activity(list of your daily routine)
7	Safety rules	8	* know the safety rules and their importance * know how to follow these safety rules * To know new vocabulary	*questioning, group discussion *activity(5 ways to save water at your level)
8	Traffic rules	10	* identify the road signs and follow them sincerely * recognise road signs * To know new vocabulary	*flash card *quiz *modern (smart board) *role play
9	Our neighbourhood	10	* know different kinds of public places and some phn no in case of any emergency * To learn new vocabulary * importance of public places	*play role * discussion * modern(smart board) *visit to nearby places
10	People who help us	10	*know different helpers at differet places * importance of every professions *respect of every profession *To learn new vocabulary	*flash cards * modern(smart board) *live examples * discussion
11	Weather and seasons	10	*differentiate between weather and season *know different kinds of seasons in India * To learn new new vocabulary	*flash cards

12	Our festivals	10	*know the reason of celebrating of festivals *different kinds of festivals and their importance * To learn new vocabulary	*activity(paste or draw picture of your favourite festival) *modern(smart board) * flash cards
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13	Types of houses	8	*know different types of houses in different areas *new vocabulary *importance of houses	*flash cards *game quiz (smart board) * group discussion
14	Food	10	*know importance and sources of food * know the importance of balanced diet * To learn new vocabulary	*activity(fruit salad) *modern (smart board) * live examples * flash cards
15	Water	8	*know different sources of water * know his/her responsibilities to save water * To learn new vocabulary	*questioning * group discussion * activity(5 ways to save water at your level) * flash cards
16	Air	10	*know inhaled and exhaled gas *properties of air *new vocabulary	*experimential * discussion * modern (smart board) *activity(balloon)
17	Plant world	10	*know different typesof plants * parts and uses of plants *new vocabulary * love nature	*activity(nature walk) * draw or paste a picture of plant and label it) *modern (smart board) * flash cards
18	Food and shelter of animals	10	*know food eaten by animals *their habitat *know the reason of diiferent habitat for different animals *new vocabulary	*flash cards * modern (smart board) * activity(paste 5 pictures each of wild and pet animals)

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19	Means of transport	8	*know different types of means of transport * its importance * new vocabulary * different fuel for different means of transport	*flash cards * activity (one 3-D model each of land , air, water transport by using paper) *modern (smart board) * quiz
20	Means of communication	10	*differentiate between personal and mass means of communication * its importance * new vocabulary *come to know that connectivity become so easier because of these electronic gadgets.	*real things(letter , post card , newspaper etc.) * group discussion *activity(make a letter by using coloured paper and write a letter to your friend) * Flash cards
21	Earth	10	*know the movement of earth * get the reason of formation of day and night *changes of seasons * new vocabulary	*live objects (globe *brain storming questions *quiz * role play * modern (smart board),
22	The sky	8	* know new vocabulary *heavenly bodies * concepts of luminous and non luminous objects	*flash cards(heavenly bodies) *modern (smart board) * quiz game * brain storming questions * group discussion

CLASS: II

SUBJECT: AI (Artificial Intelligence)

S.No	Name of Chapter	No of Days/ Periods	Learning Outcomes	Methodology
1	Computer at Various Places	6 days/ 6 Periods	 Brief discussion about the different places where we come across computers. To understand the various places where computer are used and what purpose do they serve at those places. Making students understand the role of computers in Schools, Offices, Banks, Homes, Railway Stations, Hospitals, designing, defense and research etc. 	1) Quiz - Related to Topic 2) Integration- Integration is done with Art & Craft 3) TOY PEDAGOGY (Based on Computer Games) Tux Math's (This activity uses pictures to enhance visual spatial skills of the students) 4) Lab Activity- Ms Word – Typing using Caps Lock & Spacebar Key (Enhance subject Enrichment Skill)
2	Computer Devices	6 days/ 6 Periods	 Learning what is meant by computer devices and what are its three types: Input devices, Output devices, Storage Devices Understanding the features of different Input devices such as keyboard, mouse, joystick, microphone, scanner Understanding the features of different output devices such as monitor, printer and speakers Understanding the features of different storage devices such as hard disk, CD, ROM, DVD, Pen drive 	1) Quiz - Related to Topic 2) Integration- Integration is done with Art & Craft 3) TOY PEDAGOGY/Lab Activity (Based on Computer Games) Education Suite GCompris Find the letter (This activity aids in the development of aesthetic and linguistic intelligence skill)

CLASS-II ARTIFICIAL INTELLIGENCE

S.No	Name of Chapter	No of	Learning Outcomes	Methodology
3.	Fun with the Tux Paint	6 days/ 6 Periods	 Understanding Tux Paint as af ree drawing program used to draw different shapes and drawings Learning the steps to open a new drawing in Tux Paint Creating a scenery in Tux Paint using various tools such as lines tool, Paint Tool, Fill Tool, Stamp Tool, Magic tool and Save Tool. Creating different scenes of a story and running them one after the other as a slide show. 	1) Quiz - Related to Topic 2) Art Integration—Students will use various tools of Tux Paint in making colorful sceneries and images on the Drawing Canvas. 3) Lab Activity—Tux Paint (Draw the shapes using different tools) / Enhance creativity and innovation in students
4.	Word	6 days/ 6 Periods	 Understanding what is meant by word processor and the purpose it serves. Familiarizing oneself with the various types of word processors such as Microsoft Word, Writer, Google Doc. Etc. Understanding Microsoft Word as a word Processor program used for creating documents, Identify various components of Word window. Familiarizing oneself with the different ways of formatting text such as Change style, size and color of fonts in word. Understanding how to enter and select text in a document. Practicing the steps to Save, Open and close a word document 	1) Quiz /Oral Test - Related to Topic 2) Subject Integration- (English) Students will be able to complete a few lines about themselves and then type the same. 3) Lab Activity- MS-Word (S/W) (Type the lines Pg 43) / This activity develops self awareness and enhance fine motor skills of students

CLASS: II

SUBJECT(**AI- Artificial Intelligence**)

S.No	Name of Chapter	No of	Learning Outcomes	Methodology
5.	More on Paint	6 days/ 6 Periods	 Understanding Paint as a colorful drawing program developed by Microsoft which is used to draw, color and edit pictures and shapes. Practicing the steps to start and save Ms-Paint Program Identifying the various tools of Toolbox and Color Box. Practicing the use of various tools in the toolbar such as Pencil, Eraser, Brushes. Practicing the various tools of the shapes Group such as Line, Rectangle, Oval, Fill with color, Polygon, Curve, Text Tool. Using the Ms-Paint program to create a drawing of a kite. 	1) Quiz /Oral Test - Related to Topic 2) Art Integration- Students will learn to Crete drawing and color it using tools available in Paint 3) Lab Activity Ms- Paint • Draw a colorful drawing of hut in Paint by using various tools (The activity enhance fine motor skills of the students and promotes creativity among them)
6	Arrangement of Patterns	6 days/ 6 Periods	 To develop the interest of students in learning computer To enable them to think logically To enable them to solve the instructions more efficiently To enable them to understand the workflow of communication process Understanding about growing and repeating patterns Understanding decomposition Core-Decode using secret codes 	1) Quiz /Oral Test - Related to Topic 2) Subject Integration- (Mathematics) The students would be able to identify 2D shapes using GCompris (IT Tool) 2) Lab Activity (Based on Computer Games- Sudoku) This game requires Logical Ability (Students would learn about decomposition which enhances their understanding of computational thinking)

CLASS: II

SUBJECT(**AI-** Artificial Intelligence)

S.No	Name of Chapter	No of	Learning Outcomes	Methodology
	_	Days/Periods	_	
7	Fun with Scratch Jr.	6 days/ 6 Periods	 Understand Scratch Jr. program and its working Identify various components of Scratch Jr. Screen Use motion block to move sprite Change sprite character and background of the stage Create program on Scratch Jr. 	1) Quiz /Oral Test - Related to Topic 2) Art Integration Students will use scripts for the selected sprites to make them move and talk on the stage
				2) Lab Activity Joined up blocks of both sprites (This activity enhance logical thinking and problem solving ability of students)
8	Understanding AI	6 days/ 6 Periods	 To develop the interest of students in learning computer To enable them to differentiate between natural and artificial things. To make them understand how a computer can copy human behavior. To enable them to draw using Auto Draw. To make them understand what a computer can do through AI Application of AI 	1) Quiz /Oral Test - Related to Topic 2) TOY PEDAGOGY / Lab Activity (Based on Computer Games) Tic-Tac-Toe (This activity enhance the situation based decision making capability of students)

Sr. No.	Topic	No. of Periods	Learning Outcomes(students will be able to know)	Methodology
1	Ls 1 - The Turtle and the flowers	12	Inculcate: reading skills, speaking skills, Moral value: Don't be selfish	flash cards, smart board, Role play
2	Nouns	4	about Naming words.(person,place, thing and animal)	flash cards, smart board, live objects
3	Singular and Plural	4	different rules for changing singular in to plural.	role play,flash cards,live objects, smart board
4	Change the gender	4	know about masculine and feminine gender	flash cards,smart board, demonstration
5	Ls-2 The Giant and his garden	12	Inculcate: reading, speaking & story telling skills, Moral value: Sharing gives us joy	smart board, story narration
6	Poem-Summer Time Rock	4	Inculcate: poem recitation skills, poem composition, usage of rhyming words	smart board and flash cards
7	Common and proper noun	4	difference between common and proper noun.	birthday party scene and discussion
8	use of is/am/are	4	use of is/am/are and enhance vocabulary skills.	flash cards, smart board
9	Use has/have	4	use of has/ have and enhance vocabulary skills.	flash cards, smart board
10	Prepositions	4	identify and use prepositions to write complete sentences.	live objects,smart board,flash cards
11	Ls-3 The Jungle Book	12	Inculcate: reading skills, visualization, Moral value: Caring for others	smart board, story narration,role play
12	Antonyms	4	opposite words are also called antonyms, increase their vocabulary skills.	flash cards,live objects
13	Material noun	4	about material noun like gold, silver, jute.	smart board,real objects
14	Punctuation	4	the usage of capital letter, full stop and question mark.	smart board,flash cards
15	Ls-4 A crow in the house	12	Inculcate: reading, speaking, listening skills, story narration, Moral value: love foe birds	smart board, story narration
	poem -Food so precious	4	Inculcate – poem recitation skills, importance of food	smart board, story narration on importance of healthy
17	Verbs	4	the correct usage of verbs in sentences.	role play,smart board, flash cards
18	Compound words	4	what are compound words, enhance vocabulary	smart board, flash cards
19	Articles(a,an,the)	4	identify articles(a,an the) and use them correctly.	smart board, flash cards
20	Ls-5 Four friends and the hunter	12	Inculcate: speaking, reading & listening skills, Moral value: Unity is Power	story narration, smart board
21	Adjectives	4	about adjectives and how they are used to describe a noun	story narration,live objects, smart board

22	Homophones	4	about the words which pronounce and	smart board,flash cards
22	Tromophones	4	sound same but spells different.	smart board, nash cards
22	Use of was/were	4		smart board
23	Use of was/were	4	usage of was and were in sentences.	smart board
24	Ls-6 Pixie likes apples	12	inculcate moral value Helping is Caring.	story narration,smart board
25	Poem- The boy who never told a lie	4	inculcate moral value that we should always speak the truth.	smart board,
26	Pronouns	4	define and identify pronouns in text and use them effectively in writing.	flash cards,smart board
27	Pattern question answer	4	about simple present tense and its usage in sentences	discussion
28	Ls-7 Say No to Germs	12	inculcate moral value that Health is wealth.	story narration, smart board
29	Similes	4	concept of simile and compare and contrast the different types of similes.	smart board
30	Change the Number in sentence	4	change the singular noun into plural form in sentence form.	smart board,,
31	Contractions	4	that a contraction is a short form of 2 words.	story narration, smart board
32	Ls-8 The Dream of little Tuk	12	Dream turns into reality through hardworking thought will be developed.	story narration, smart board
33	Adverbs	4	more about the verb.	smart board
34	Poem- Dan is an Astronaut	4	about space and Astronaut.	smart board
35	Change the gender in sentences	4	about masculine and feminine gender in sentence form.	smart board
36	Conjunctions	4	how can we join two words or sentences.	smart board

Sr. No.	Topic	No. of Days
1	Counting upto 1000	1 week
2	Write in words and figures	1 week
3	put the sign	1 week
4	What comes before, after and between	10 days
5	Ascending and Descending order	1 week
6	Place value and face value	1 week
7	Even and odd numbers	1 week
8	Expanded and short form	1 week
9	Skip counting	10 days
10	Ordinal numbers	1 week
11	Making largest and smallest 3-digit number	1 week
12	Addition	15 days

13	Subtraction	15 days
14	Multiplication	15 days
15	Patterns	10 days
16	Division	15 days
17	Measurement	10 days
18	Fractions	1 week
19	Time and calendar	1 week
20	Money	1 week
21	Data Handling	1 week

Learning Outcomes

Children will be able to recognize numbers upto 1000

Children will be able to write numerals in words and vice versa

Children will be able to compare numbers and know about the place value of each digit

Children will be able to find the before, after and between of given number

Children will be able to arrange the numbers in ascending and descending order

Children will be able to tell the place and face value of each digit in a 3-digit number

Children will be able to recognize whether the number is odd or even

Children will be able to expand a 3+digit number into ones, tens and hundreds

Children will be able to skip the numbers by 2's, 3's, 5's, 10's and 100's

Children will be able to write the ordinal form of cardinal numbers

Children will be able to form 3-digit largest and smallest number from hiven digits

Children will be able to add the digits in multiple rows and columns by carry over method and solve the word problem

Children will be able to subtract the numbers by borrowing method and solve word problems

Children will be able to multiply the numbers and solve the word problems

Children will be able to know about number patterns, alphabet patterns, increasing and picture patterns

Children will be able to divide the numbers and solve word problems

ill be able to know about different measurement units of length, weight, distance and volume and

Children will be able to write fraction for a shaded figure and shade the figure according to given fraction

Children will be able to read a calendar and watch time on a digital and analog clock

Children will be able to recognize the different forms of money and solve sums

Children will be able to read data in a tabular form and give answers of the questions

Methodology

Ganitmala, Number charts

flash cards, smart board

flash cards, smart board

flash cards, smart board, number charts

blocks, live objects, smart board

abacus, place value chart, smart board

beads, flash cards, smart board

Dennis blocks, number cards, smart board

Number cards, number blocks, smart board

flash cards, smart board

place value chart, number cards, smart board

addition machine model, abacus, beads, real objects, smart board

Real objects, abacus, smart board

smart board, quiz, table charts

Number blocks, alphabet blocks, real objects, smart board

Flash cards, smart board, quiz

Real objects, smart board, standard units of measurements

fraction kit, real objects, smart board model of clock, stamp,

calendar, smart board

fake money, smart board, role play activity role play activity,

real objects, smart board

CLASS : III
SUBJECT: AI (Artificial Intelligence)

S.No	Name of Chapter	No of Days/ Periods	Learning Outcomes	Methodology
1	Computer and its components	6 days/ 6 Periods	 Understanding the concept of computer system as a combination of Hardware and Software. Familiarizing oneself with computer terms such as Data, Information, and Process. Hardware, Software. Analyzing the working of the computer based on IPO Understand the various characteristics of a computer such as its fast speed, large storage capacity etc. Analyzing the meaning of software and its two types. 1) System software 2) Application Software Understanding how hardware and software complementary to each other. 	1) Quiz - Related to Topic 2) Art Integration- Make a Collage on input, output and storage devices (This activity Enhance Art Integration Skill) 3) TOY PEDAGOGY / Lab Activity (Based on Computer Games) Education Software GCompris:- Tux Typing/Maze (This activity enhances the cognitive and fine motor skills in students)
2	Windows Operating System	6 days/ 6 Periods		1) Quiz - Related to Topic 2) Integration- Integration is done with Art & Craft 3) TOY PEDAGOGY/Lab Activity (Based on Computer Games) Education Suite GCompris Find the letter (This activity aids in the development of aesthetic and linguistic intelligence skill)

CLASS: II

SUBJECT(**AI-** Artificial Intelligence)

S.No	Name of Chapter	No of	Learning Outcomes	Methodology
3.	Paint 3D	6 days/ 6 Periods		1) Quiz - Related to Topic 2) Art Integration—Students will use various tools of Tux Paint in making colorful sceneries and images on the Drawing Canvas. 3) Lab Activity—Tux Paint (Draw the shapes using different tools) ✓ Enhance creativity and innovation in students
4.	Word Processor (Ms Wod)	6 days/ 6 Periods	 Understanding what is meant by word processor and the purpose it serves. Familiarizing oneself with the various types of word processors such as Microsoft Word, Writer, Google Doc. Etc. Understanding Microsoft Word as a word Processor program used for creating documents, Identify various components of Word window. Familiarizing oneself with the different ways of formatting text such as Change style, size and color of fonts in word. Understanding how to enter and select text in a document. Practicing the steps to Save, Open and close a word document 	1) Quiz /Oral Test - Related to Topic 2) Subject Integration- (English) Students will be able to complete a few lines about themselves and then type the same. 3) Lab Activity- MS- Word (S/W) (Type the lines Pg 43) ✓ This activity develops self awareness and enhance fine motor skills of students

CLASS: II

SUBJECT(AI- Artificial Intelligence)

S.No	Name of Chapter	No of	Learning Outcomes	Methodology
5.110	Traine of Chapter	Days/Periods	Learning Outcomes	Wiemodology
5.	Internet	6 days/ 6 Periods	>	1) Quiz /Oral Test - Related to Topic 2) Art Integration- Students will learn to Crete drawing and color it using tools available in Paint
				3) Lab Activity Ms- Paint • Draw a colorful drawing of hut in Paint by using various tools (The activity enhance fine motor skills of the students and promotes creativity among them)
6	Step wise Thinking	6 days/ 6 Periods		1) Quiz /Oral Test - Related to Topic 2) Subject Integration- (Mathematics) The students would be able to identify 2D shapes using GCompris (IT Tool) 2) Lab Activity (Based on Computer Games- Sudoku) This game requires Logical Ability
				(Students would learn about decomposition which enhances their understanding of computational thinking)

CLASS: II

SUBJECT(**AI-** Artificial Intelligence)

S.No	Name of Chapter	No of	Learning Outcomes	Methodology
		Days/Periods		
7	Scratch 3	6 days/ 6 Periods		 Quiz /Oral Test - Related to Topic Art Integration Students will use scripts for the selected sprites to make them move and talk on the stage
				2) Lab Activity Joined up blocks of both sprites (This activity enhance logical thinking and problem solving ability of students)
8	AI vs. Human Intelligence	6 days/ 6 Periods		1) Quiz/Oral Test - Related to Topic 2) TOY PEDAGOGY / Lab Activity (Based on Computer Games) > Tic-Tac-Toe (This activity enhance the situation based decision making capability of students)

CLASS - III

SUBJECT - SCIENCE

S.No.	Name of the Lesson	No. of Periods/ Days	Learning Outcomes	Methodology
1	Food and Feeding Habits of Animals	17	Students will be able to:- 1. identify herbivores,	Role play activity will be conducted for explaining food-chain.
			carnivores and omnivores. 2. know about pet animals and domestic animals. 3. describe different ways of eating in animals. 4. to know food habits of	Activity:-1. Draw the picture of your favourite animal that you want to keep as pet and write how you will take care of your pet.
			animals.5. explain kinds of food animals eat.6. know eating habits of animals.7. explain food chain.	Activity:-2 Tabulate animals according to their feeding habits.

2	Keeping Safe	18	Students will be able to:-	Various flash cards related to road
			1. know about the safety rules to be followed: i) while travelling in a bus. ii) on the road. iii) in the playground. iv) at home. v) in the classroom.	safety signs will be shown to the students. Activity:- Draw any five road safety signs in your notebook. Project Work:- Make a First-aid box with the help of a
			2. first aid.	shoe-box and other required material.
			 3. know the need of first aid box. 4. give first aid to an injured person in case of an emergency. 5. describe reasons for accidents. 6. understand the need of safety rules. 	

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3	Housing and	19	Students will be able to:-	Small pieces of different types of
	Clothing			fabrics will be shown to the students.
			1.identify different types of	
			houses.	Project work:-
			2. list features of a good house.	Draw your dream house and write few
			3.describe ways to clean	lines about it.
			house.	
			4. tell special types of houses.	Research work:-
			5. describe properties of a	Collect at least 3 different kinds of
			good house.	fibres and make a cloth miniature using
			6. explain the primary	them and paste it on A4 size sheet.
			functions of clothing.	
			7.describe importance of	
			clothes for humans.	
			8.describe fibres and its types	
			9.differentiate between natural	
			and synthetic fibres.	
			10. list examples of natural	
			and man-made fibres.	
			11. analyse the role of weather	
			and occasion in clothing	
			choices.	

4 Soil Soil Students will be able to: 1. know what is soil. 2. describe the formation of soil. 3. name the contents of soil. 4. identify different types of soil. 5. differentiate types of soil. 6. list uses of soil 6. list uses of soil 7 Things Around Us Things Around Us Students will be able to: 1. know about living and nonliving things. 2. differentiate between living and nonliving things. 3. identify living and nonliving things. 4. detivity: Trake three different types of soil and observe each type of soil and describe its texture and properties. Based on your observation, write which type of soil would be the best for :- Growing plants Making utensils and pots. Various Non-living things will be shown to the students. Activity: Categorise all the things around you (in Natural living, Natural non-living and Non-living things). Activity: Categorise all the things around you (in Natural living, Natural non-living and Non-living things). Research Work: Find out the life-span of the following:-Housefly, Tortoise, Peacock, Cow, Banyan tree					
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2. describe the formation of soil. 3. name the contents of soil. 4. identify different types of soil. 5. differentiate types of soil. 6. list uses of soil Waking utensils and pots. Things Around Us Take three different types of soil and observe each type of soil and o					soil will be shown to the students.
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5. differentiate types of soil. 6. list uses of soil 7 Take three different types of soil and observe each type of soil and ob				4. identify different types of	
6. list uses of soil 8. description observe each type of soil and describe its texture and properties. Based on your observation, write which type of soil would be the best for :- 8. Growing plants 8. Making utensils and pots. 7. Various Non-living things will be shown to the students. 8. List uses of soil 9. Various Non-living things will be shown to the students. 8. Activity:- 9. Categorise all the things around you (in Natural living, Natural non-living and Non-living things). 9. Activity:- 9. Categorise all the things around you (in Natural living, Natural non-living and Non-living things). 9. Activity:- 9. Categorise all the things around you (in Natural living, Natural non-living and Non-living things). 1. In the properties. Based on your observation, write which type of soil and describe its texture and properties. Based on your observation, write which type of soil and describe its texture and properties. Based on your observation, write which type of soil would be the best for :- 8. Growing plants 8. Making utensils and pots. 8. Activity:- 9. Categorise all the things around you (in Natural living, Natural non-living and Non-living things). 1. June 10. Living things around you (in Natural living, Natural non-living and Non-living things). 1. June 10. Living things around you (in Natural living, Natural non-living and Non-living things). 1. June 10. Living things around you (in Natural living, Natural non-living and Non-living things). 1. June 10. Living things around you (in Natural living, Natural non-living and Non-living things). 1. June 10. Living things around you (in Natural living, Natural non-living and Non-living things). 1. June 10. Living things around you (in Natural living, Natural non-living and Non-living things). 1. June 10. Living things around you (in Natural living, Natural non-living and Non-living things). 1. June 10. Living th				soil.	Project Work:-
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2.differentiate between living and non-living things. 3.identify living and non-living things. 4.identify natural and human-made things. 5. learn characteristics of living things. 6. Name living and non-living Activity: Categorise all the things around you (in Natural living, Natural non-living and Non-living things). Research Work: Find out the life-span of the following:-living things. Housefly, Tortoise, Peacock, Cow, Banyan tree		Us		1know about living and non-	shown to the students.
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living things. 4. identify natural and human- made things. 5. learn characteristics of living things. Housefly, Tortoise, Peacock, Cow, Mon-living things). Research Work:- Find out the life-span of the following:- Housefly, Tortoise, Peacock, Cow, Banyan tree				and non-living things.	Categorise all the things around you (in
4.identify natural and human- made things. 5. learn characteristics of living things. 6. Name living and non-living Research Work:- Find out the life-span of the following:- Housefly, Tortoise, Peacock, Cow, Banyan tree				3.identify living and non-	Natural living, Natural non-living and
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5. learn characteristics of Find out the life-span of the following:- living things. Housefly, Tortoise, Peacock, Cow, 6. Name living and non-living Banyan tree				4.identify natural and human-	
living things. 6. Name living and non-living Housefly, Tortoise, Peacock, Cow, Banyan tree				made things.	Research Work:-
6. Name living and non-living Banyan tree				5. learn characteristics of	Find out the life-span of the following:-
				living things.	Housefly, Tortoise, Peacock, Cow,
things				6. Name living and non-living	Banyan tree
				things	

6	Parts of a Plant	18	Students will be able to:-	Role play will be conducted in the class to show the journey from a seed to a
			1.Identify parts of a plant-	plant.
			root, stem, leaf, flower, fruit	Activity:-
			and seed.	Draw a plant in your science notebook
			2. describe the functions of	and label it's all parts.
			parts of a plant	and moet it is an parts.
			3. describe germination of a	Project Work:-
			seed.	Make pictures of different animal using
			Secu.	dry leaves.
				dry leaves.
7	Birds	17	Students will be able to:-	Various flash cards related to the beaks
,	Di us	17	Students will be use to:	and claws of different birds will be
			1. identify different parts of a	shown to the students.
			bird's body.	3.33 (1.11 0.5)
			2. describe wings movements	Activity:-1.
			and feathers of birds.	Draw and colour the picture of your
			3. list types of beaks and claws	favourite bird and label its body parts.
			of birds.	and and and an early parts.
			4. differentiate different types	Activity:-2
			of nests of birds.	List at least five birds and draw the
				types of beak and claws they have.
				types of count and charactery mare.

8	Our Body is a	15	Students will be able to:-	Different types of models related to
	Wonderful			different types of organ system will be
	Machine		1.describe the functions of	shown to the students, like: digestive
			sense organs.	system, respiratory system and skeletal
			2. describe different organ	system.
			systems and their functions in	
			human body.	Activity:-
			3. know organisation of human	Draw the pictures of sense organs and
			body.	write their functions also.
				Research work:-
				Research at least five amazing facts
				about human body.
9	Measurement	17	Students will be able to:-	Different instruments related to the
				measurement of length, mass, capacity,
			1. understand the importance	time and temperature will be shown to
			of measurement.	the students.
			2.know how to measure	A 10 10 4
			length, mass, capacity, time	Activity:-1
			and temperature.	Prepare a height and weight chart of
			3. know different units of	your family.
			length, mass, capacity, time and temperature	Activitys 2
			and temperature	Activity:-2 Draw 2-2 instruments used to measure
				length, mass, capacity, time and
				temperature.
				temperature.
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Light, Sound and Force	18	Students will be able to:-	Demonstration of the effects of force on shape, size, position and direction
		1. list luminous and non-	will be shown to the students using
		luminous objects.	ball, balloon, toy car and scissors.
		2. describe force and its	
		effects.	Activity:-1
		3. describe sound, noise and	Draw and Colour luminous and non-
		friction.	luminous objects two each.
		4. know about shadow.	
			Activity:-2
			Go out on a sunny day and closely
			observe your shadow at least 5 times of
			the day (7am, 10am, 12 noon, 3pm,
			6pm). Observe when your shadow is
			longest and when it is shortest.
Air, Water and	17	Students will be able to:-	Properties of air will be demonstrated
Weather			in the class using balloon and candle.
		1. know the importance of air.	
		2. know the importance and	Activity:-
		sources of water.	Draw and colour your favourite season
		3. describe water cycle.	on an A4 sheet.
		4. know about different types	
		of weather.	Research Work:-
		5. know about different types	Read the minimum and maximum
		of seasons.	temperature of last 15 days from the
			newspaper and make a weather chart.
	and Force Air, Water and	and Force Air, Water and 17	Air, Water and Weather 1. list luminous and non-luminous objects. 2. describe force and its effects. 3. describe sound, noise and friction. 4. know about shadow. Students will be able to:- 1. know the importance of air. 2. know the importance and sources of water. 3. describe water cycle. 4. know about different types of weather. 5. know about different types

12	The Earth and its Companions	18	Students will be able to:-	Demonstration of day and night using ball and torch will be given to the
			1. name the planets in the	students.
			solar system.	
			2. know the shape of the Earth	Activity:-
			3. describe rotation and	Look at the moon, daily at a fixed time
			revolution of the Earth.	for 15 days. Draw how the moon looks
			4. identify the phases of moon.	like on each day. Label your drawing
			5. know about the stars and	as Day 1,Day 2, Day 3 and so on till
			constellations.	Day 15.
				Research Work:-
				Research about any two Indian
				astronauts, paste their pictures on A4
				size sheet and also write the found
				information.

CLASS - III

SUBJECT: MATHEMATICS

	NAME OF	NO. OF			
S.	THE	DAYS OR	LEARNING OUTCOMES	METHODOLOGY	
NO.	CHAPTER	PERIODS			
			understand the concept of four digit	Draw colourful Abacus to	
			numbers till 1000	represent four digit numbers.	
1	FOUR DIGIT	15	understanding of expanded form and		
*	NUMBERS	13	standard form	Draw a beautiful Indian place value	
			formation of four digit greatest and	house till thousands	
			smallest number		
				Number card activity to form	
			Addition of three digit and 4 digit	different numbers and find out	
2	ADDITION	15	numbers till 1000	their sums.	
_	ADDITION	15	Add by rounding of the numbers	Addition tower	
			Add in expanded form	Roll the Dice activity to enhance	
			word problems related to Addition	students understanding	
			subtraction of three digit and 4 digit		
			numbers till 1000	Fun game activity with Flash cards	
3	SUBTRACTIO	15		Roll the Dice activity to enhance	
	N		properties related to subtraction	students understanding	
			estimate the difference	Story Framing related to Subtraction	
			word problems related to subtraction		
		1 15		Block game activity will be used to	
			multiply 3 digit and 4 digit numbers with	strengthen the concept of repeated	
4	MULTIPLICAT		and without carrying	addition	
	ION		repeated addition for multiplication	Draw a colourful Multiplication	
			real life word problems related to	wheel	
			multiplication	Latera direction of annual transition	
			division of the condition of district	Introduction of concept by using	
			division of three digit and 4 digit numbers	counters	
				Draw colourful Fact family related	
5	DIVISION	15	way a a tank a subtwa atia ya fa ya dissinia ya	•	
			repeated subtraction for division	to Division and multiplication	
			real life word problems related to	Number game activity to learn	
			division	more about division	
			the concept of whole and fraction		
			how to road and write fractions such as	Use of Fraction bit for moding the	
6	FRACTION	15	how to read and write fractions such as	Use of Fraction kit for making the	
			half one third one fourth etc	concept clear	
			real life word problems related to	Make a beautiful Fraction bird by	
			fraction	using different fractions.	
			Standard units of length	Use of paper plates or cardboard to	
			scale for measurement of length	represent different fractions.	
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CLASS – III CURRICULUM PLANNER FOR 2023-24 SUBJECT : MATHEMATICS

s. NO.	NAME OF THE CHAPTER	NO. OF DAYS OR PERIODS	LEARNING OUTCOMES	METHODOLOGY
7	LENGTH	15	conversion of units related to length	Scavenger Hunt :To search for objects in the class that can be measured in cm and m
			addition and subtraction of units of length real life word problems related to length	Mapping with cubes by placing cubes between points A and B
8	WEIGHT	15	standard units of weight conversion of units related to weight addition and subtraction of units of weight	Measure and Compare the weight of students with the use of weighing machine Students will be asked to record the weight of their family members and write in Ascending or descending order Collection of different grocery items of different weight and make
			real life word problems related to weight	a comparative chart of the same
9	CAPACITY	15	understand the concept of capacity	Showing containers of different capacity to introduce the concept. Students will be asked to note down the capacity of different containers at their home and note
			standard units of capacity scale for measurement of capacity conversion of units of capacity real life word problems related to capacity	them collect the water bill of family and tell what information does it contain and later discuss in the classroom.
10	TIME	10	understand the face of a clock	Working clock will be shown to the students for introducing the concept Make a time table to write down
			understand two hours and two minutes understand the difference between a.m. and p.m. estimating the time	daily activities Make a beautiful Analog clock with the help of Cardboard and popsicle sticks.
	money		how to read an amount	To tell students about the importance of Saving Money
			how to count money	Make a menu list with different Price list

CLASS - III CURRICULUM PLANNER FOR 2023-24 SUBJECT : MATHEMATICS

s. NO.	NAME OF THE CHAPTER	NO. OF DAYS OR PERIODS	LEARNING OUTCOMES	METHODOLOGY
11	MONEY	10		Fake currency notes will be shown
				in the class to strengthen the
			conversion of money	concept
			addition and subtraction of money	Find out and note down the
			Word problems related to money	currency names of any ten
				Showing three dimensional shapes
			understand the difference between 2-D	like cube, cuboid, Cone etc to
			and 3-D shapes	introduce the concept
12	SHAPES	10		Students will be asked to make a
12	IZ SHAPES	IAFLS 10	understand the parts and properties of	collage of three- dimensional
			three dimensional shapes	objects.
			Difference between flat and curved	To make 3- D shapes with the help
			surface	of colourful papers.
			understand the concept of pattern as	Create a colourful Rangoli with the
			repeated rules	help of different patterns
13	PATTERNS	7	Patterns such as increasing, Decreasing,	
13	FATILINIS	,	number or shapes.	Students will be asked to create
			Addition properties of Even and Odd	their own number pattern
			numbers.	
				Cut out a bar graph from
			Reading and understanding of pictograph	Newspaper or Magazine and paste
	DATA		construction of pictograph	it on an A4 sheet sheet.Later
14	HANDLING	7		Ask your friend to tell about
	HANDLING			cartoon characters they like the
			Reading and understanding of data	most and then on the basis of data
			handling	prepare a Pictograph.

CURRICULUM PLANNER FOR 2023-24

CLASS: III

SUBJECT: SOCIAL SCIENCE

S.No	Name of	No of	Learning Outcomes	Methodology
	Chapter	Days/		
1	The Earth and its Neighbour	Periods 12	 Understanding the concept of solar system. List key concepts and components of Earth and solar system. Understand the importance of sun and other heavenly bodies Develop their mental ability. 	1) Role play activity for rotation and revolution of moon and the earth. 2) Make a wall hanging of different phases of moon. 3) Research work Paste pictures of any three Astronauts and write few interesting facts about them. 4) TOY PEDAGOGY Model of solar system will be used to make the students aware about it.
2	The water we drink	12	 Understand that water exists in three forms: solid, liquid and gaseous. Know the properties and importance of water. Understand the natural process of water cycle. Become an active and aware participant of the society. 	1) Draw a poster on save water. 2) Make pla cards like: save water, turn off the tap when not in use, do not waste water etc. and paste them in kitchen, washroom and washing area to create awareness. 3) TOY PEDAGOGY Real objects like: glass of water, ice cubes, boiled water etc.

S.No	Name of	No of	Learning Outcomes	Methodology
	Chapter	Days/Periods		
3	Our Environment	10	 Understand the meaning and importance of Environment. Know about types of Pollution. Understand how we can prevent our environment from pollution. Become aware and make themselves an active participant of the society. 	 Various video clips will be shown to the students. slogan writing to save our planet. make a paper bag and encourage your family members to use it in daily . TOY PEDAGOGY Toys of land transport will be shown to the students to clear the concept of air pollution.
				✓

S.No	Name of	No of	Learning Outcomes	Methodology
	Chapter	Days/Periods		
4	Political Division of India	11	 Know about the political division of India. Develop their mental growth. Create love to their own country. Know about various states and union territories of India. Understand the importance of various land forms of India. 	1) Mark the union territories in the political map of India and fill them with different colours. 2) Find out the following: * The largest state of India. * Population of India. * Names of seven sister's states of our country.
5	Major land forms of the earth	10	 know about the physical features of India. Identify various land forms of India such as: hills, mountains, plains, deserts, rivers, islands etc. 	1) Make a chart on various physical features of India.

 Become aware about geographical conditions of India. Know about various islands of India. 	2) Draw the pictures of mountains, valley, plateaus, islands and rivers on an A4 size sheet and colour it beautifully.
	3) A big map will be shown to the students to clear the concept of physical features of India.

S.No	Name of	No of	Learning Outcomes	Methodology
	Chapter	Days/Periods	<u> </u>	
6	Indian food	10	 Know about different types of food crops, pulses, fruits and vegetables. Understand the importance of transportation. Become aware about various seasonal crops/fruits and vegetables. Identify different kinds of food grains grown in India. Develop their mental ability. 	1) Paste different pulses and grains on a chart paper according to their states. For example: Bajara in Rajasthan, Rice in Kerela, Tamil Nadu and West Bengal etc. 2) Make two Menu cards: One for vegetarian food and other for Nonvegetarian food items. 3) TOY PEDAGOGY Samples of various food grains will be shown to the students to make the concept more clear.
7	Indian Dresses	12	 Know about different Indian Dresses. Understand that due to different land forms, social differences, cultural and religious differences, we wear different types of clothes. Become aware that for different occasions we wear different types of dresses. Understand the importance of uniform. 	1) Quiz will be conducted to make the concept clear. 2) Collect samples of different types of clothes like silk, cotton, wool, synthetic, jute etc and paste them in your notebook. Also write few lines about each one of them.

S. 1	Name of Chapter	No of Days/Periods	Learning Outcomes	Methodology
8	Indian Festivals	12	 Know about the meaning and importance of each religion. Identify the festivals that are celebrated by people of different religion. Understand the importance of festivals. Name and describe the different festivals that are celebrated in India. Understand the difference between national, religious and harvest festivals. Speak about the birthdays of famous personalities. 	1) Quiz will be conducted to describe and to make the students identify about different festivals of India. 2) Prepare greeting cards for different festivals. 3) Collect the pictures of Independence day and Republic day from newspaper and paste them in your notebook.
9	Our Occupations	12	 Know the meaning of occupation. Understand the importance of different occupations. Become aware about different occupations in our society. Develop their reasoning ability. Become an active participant of the society. 	1) Make a list of at least ten persons who pursue different occupations around your school and in your neighbourhood. 2) Write ten lines about the occupation you like the most. 3) Role play activity
10	Delhi : The capital of India	10	 Know about the capital of India. Gain an in depth knowledge of the history of Delhi. Become aware of different places of interest of Delhi. Develop their mental and reasoning ability. Understand that we should respect the different monuments of our country. 	1) Make a list of at least five places of tourist of attraction of Delhi. 2) Quiz will be conducted. 3) Various slides of different monuments of Delhi will be shown through smart board.
11	Mumbai: The commercial capital of India.	10	 Know about the commercial capital of India: Mumbai. Understand the meaning of the term commercial. Know the importance of industries. Become aware about various tourist places in Mumbai. 	 Role play activity (of journalist and any famous celebrity from film industry). Mark the states sharing boundaries with Maharashtra on the map of India.

12	Kolkata : The city of Durga Pooja	12	 Know about the city of Durga Pooja. Gain an in depth knowledge of the history of Kolkata. Become aware of the main attraction of Kolkata i.e. Howrah Bridge. 	3) Collect pictures of tourist places in Mumbai from newspapers and magazines and paste them on an A4 size sheet. 1) Various video clips will be shown through smart board. 2) Paste the pictures of various food dishes and sweets of Kolkata which are enjoyed by all people. 3) Interaction method 4) Flash cards.
13	Chennai : The city of beautiful temples	10	 Understand the importance temples . Know about the history of various temples of Chennai Become aware of varoius places of interest in Chennai. Know about the festivals being celebrated in Chennai. 	1)Group discussion method. 2) videos through smart board. 3) flash cards will be shown. 4) Research work on various temples. 5)Make a collage to show the culture of Chennai including language, music and dance forms.
14	Other famous cities of India	10	 Know about different famous cities of India. Become aware that Chandigarh is the capital of two states: Punjab and Haryana. Develop their mental ability. Know about various forts in Jaipur. Get linked with the history of India. 	1)Group discussion 2) Previous knowledge testing. 3) worksheets will be given. 4) slides will be shown in smart board. 5) Mark the following states in the map of India: Chandigarh Lucknow Patna Jaipur Hyderabad Bengaluru
15	People who help us	12	 Understand the meaning of community helpers. Become aware of the people who help us in the society in many ways. Understand the role and importance of each community helper in the society. Develop their mental ability. 	1)Story narration will be done. 2) Interaction method 3) Role play activity of various community helpers. 4) Quiz will be conducted.

16	How we travel	10	 Know about meaning and importance of transport. Understand the importance of transport in our daily life. Become aware that how transport help us to travel from one place to another. Know about various means of transport: land transport, air transport, water transport and animal transport. 	1)Group song and group activity will be done. 2) Story narration 3) Video clips in smart board. 4) Prepare a chart on road signs. 5)Draw the traffic signals in your notebook write what do they mean.
17	How we communicate	11	 Meaning of communication. Know the importance of communication in our day to day life. Become aware of various means of communication. Participate in an active listening exercise. Understand the components of communication. 	1)Active listening exercise 2) Group Discussion method 3) Dumb shrads will be played. 4) Explanation method. 5) Make a birthday card for ypur friend and it to him / her by post. 6) Logo of different tele communication services will be shown through flash cards.
18	Our local bodies	12	 Know the meaning of government. Know about the structure of local government. Understand the process of election. Appreciate the distribution of powers in local bodies. Research on functions of local government. 	1)Power point Presentation. 2) Group discussion method. 3) Organize group activity on providing public facilities. 4) Elicit about local self government through questioning. 5) Display the videos related to organisation Of elections and Gram Sabha.
19	Our Government	12	 Understand the meaning and importance of government. Explain the purpose of government. Describe different types of government. Identify the types of personalities who are included in government. 	1)Bring voter card 2) model of ballot box. 3) Pictures of Prime Minister and President of India. 4) Explanation and discussion method. 5) Role ay of Mock Election. 6) Make some rules to make your class more disciplined.

820	Inventions of Early Man	8	>	Understand the difficulties of Early man to fulfill the basic needs of life.	1)Story narration method
	of Early Man		A A A	man to fulfill the basic needs of life. Understand that how fire was invented. Develop their mental ability. Become aware that how the wheels were invented by Early man.	method 2) various slides will be shown in smart board. 3) Draw a wheel and colour it beautifully. 4) Activity of rubbing two stones. 5) write five points that how modern life is different from the
					life of early man.

Curriculum Plan (2023-24)

Class 3 Subject - English

	LANGUAGE						
S. No	Name of the chapter	No. of days/periods	Learning outcomes	Methodology/Activity/AIL/ Toy pedagogy/Role play			
1.	Alphabetical order	3	 Tell what alphabetical order is. List the words in alphabetical order. Tell the importance of alphabetical order. Enhance their writing skills 	 Arrange the given words in alphabetical order Write names of 10 birds/animals and then arrange them in alphabetical order 			
2.	Articles	4	 Tell about vowels and consonants. Differentiate between definite and indefinite articles. Use articles correctly. Enhance their speaking and writing skills. 	Write a picture composition and underline articles used in it.			
3.	Nouns	8	 Differentiate between common and proper nouns Understand correct subject – verb agreement in relation to collective nouns. 	 Game – name, place, animal, thing Make a paper boat. Write the people, things, animals you would like to take along and place you would like to go in it. Then telling about common and proper nouns. 			

			 Change the number of the given nouns Change masculine to feminine and vice versa 	• Flash cards pairing activity for genders and singular/plurals
4.	Pronouns	5	 Identify pronouns in the text Identify singular and plural pronouns Tell what pronouns are and replace nouns with pronouns Enhance listening, speaking, reading and writing skills 	 Word web The class will be divided into two groups. One child from a group will come forward and speak a sentence and one child from other group will replace the nouns of that sentence with pronouns. Replacing nouns with pronoun.
5.	Prepositions	10	 Identify prepositions Use correct prepositions to describe a picture Enhance their speaking and writing skills 	 Help to draw a landscape by giving instructions. Finding and writing differences between two pictures.
6.	Adjectives	10	 Tell what adjectives are. Identify adjectives. Fill in the blanks with adjectives. Use possessive adjectives correctly. Enhance their speaking and writing skills. 	 Toy pedagogy. Noun adjective activity.
7. (a)	Simple Present Tense	6	 Understand that simple present tense is used to describe routine, habits, general truth, and is permanent. Use simple present tense 	 Write your daily routine. Framing simple present tense sentences using flash cards of verbs and a set of pronouns.

			properly in context. • Share information about their daily routine and even their friends routine. • Enhance their speaking and writing skills.	
7. (b)	Present Continuous Tense	8	 Tell about present continuous verb. Recognize the present continuous verb. Use present continuous verb in a sentence. Differentiate between simple present and present continuous tense. Enhance their speaking, listening and writing skills. 	 Flash card activity. Describing the picture.
9.	Countable and Uncountable Nouns	7	 Differentiate between countable and uncountable nouns. Use of any and some in the sentences. Enhance their speaking and writing skills. 	 Complete the chart. Look at the picture and write questions using - is there any/are there any.
10.	Possessive Pronouns	8	 Tell about possessive pronouns. Use possessive pronoun to show possession. Enhance their listening, speaking, 	Flash card activity.

			reading, and writing skill.	
11.	Simple Past Tense	10	 Differentiate between simple past and simple present tense. Speak and write sentences in past tense. Change present verbs to past tense. 	 Narration of any incidence. Flash card activity.
12.	Present Continuous Tense	9	 Differentiate present, past, and future tense. Speak using present continuous tense. Enhance their reading, speaking, and writing skills. 	Picture description.
13.	Degrees of Adjectives	9	 Tell what adjective is. Underline the adjectives. Use correct degree of adjective to complete the sentence. Tell comparatives and superlatives. 	 Comparing activity. Toy pedagogy.
14.	Future Tense	9	 Tell what future tense is. Use will, be going to, in the sentences Make sentences in positive, negative and question forms 	 Narration of any incidence Write 10 lines on how you will spend your winter vacation this year. Framing Future tense sentences using flash cards of verbs and a set of pronouns.

S. No	Name of the chapter	No. of days/periods	Learning outcomes	Methodology/Activity/AIL/ Toy pedagogy/Role play
1.	New Friends	6	 Students will be able to read and understand the story, attempt reference to context, understand the usage of homophones and meanings of words in context. enhance listening, speaking and writing skills. 	 Introduction, Activity. (EL) Role Play Activity. (AIL)
2.	Kaka and Munni	6	• Students will be able to read and understand the story, attempt reference to context, understand the usage of synonyms, know about animals or birds, sound.	 Story Narration. Toy Pedagogy. Draw the picture of your pet and write about it. (AI)
2.(a)	Paper Boats (Poem)	4	 Understand the poem and its finer nuances. Attempt factual and inferential questions based on the poem. enhance their speaking and writing skills. 	 Making of paper boat (AIL). Poem writing.
3.	Shikari's cycling adventure	6	• Understand the story and attempt reference to context, factual and inferential questions.	Picture prediction and comparison with actual story.writing activity.

			 Understand and use vocabulary and logical sentences. Understand and use phrases and their meanings.
4.	Amogh's Picnic	6	 Understand the story and attempt reference to context, factual and inferential questions. Enhance their vocabulary. Match idioms with the meanings. Read and understand the story. Understand and use the phrases of their meaning. Picture prediction activity. Healthy menu making. No fire cooking activity, No fire activity. Healthy menu making. No fire cooking activity. Value of their prediction activity. Healthy menu making. No fire cooking activity. Understand activity. Understand and use the phrases of their meaning.
4. (a)	Little White Lily	4	 Understand the poem and its finer new answers. Attempt factual and inferential questions based on the poem. Enhance their speaking and listening skills. Research work. Group recitation. Rhyming words
5.	The Trojan Horse	6	 Understand the story and attempt reference to context, factual and inferential questions about the lesson. Research work. Speaking, activity on teamwork. Drawing a story map. Invitation writing. Invitation writing.
6.	Why the jellyfish has no shell	5	 Understand the story and attempt reference to context, factual Change the ending to the story. Diary entry.

6.(a)	In the times of corona	3	and inferential questions about the lesson. • Understand and use words, phrases and meaning, animal movements. • enhance their listening, speaking and writing skills. • Understand the poem and its finer meaning. • enhance their
			speaking and
7.	The adventures of Tom Sawyer	8	 Understand the story and attempt reference to context, factual and inferential questions about the lesson. Understand and use antonyms, synonyms, and word pairs. enhance their listening speaking and writing skills. Role play activity. Complete the dialogues. Understand and use antonyms, synonyms, and word pairs.
8.	Robin Hood	8	 Understand the story and attempt reference to context, factual and inferential questions about the lesson. understand and use prefixes and suffixes, people and their professions. enhance their listening, speaking and writing skills. Change the ending. Story writing Sequencing the main events.

8.(a)	Some one	6	 understand the poem and its finer nuances. Understand the cases of rhyme scheme and repetition. enhance their listening and speaking skills. 	 Group recitation. Rhyming words.
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