

KENDRIYA VIDYALAYA SANGATHAN - JABALPUR REGION  
SPLIT UP SYLLABUS FOR PRIMARY CLASSES  
MONTH AND TERM WISE  
SESSION 2024-25

Class - 4

SUB: MATHS

S. No	MONTH	CHAPTER	FOCUSSED SKILLS/ COMPETENCIES/ THEME	TARGETED LEARNING OUTCOMES	Assignment / project based on multidisciplinary approach (may be taken up as subject enrichment activities)	NUMBER OF PERIODS
1.	APRIL/ MAY	1. Building with bricks	<p>Knowledge Understanding basic concept Ability to compute . Problem solving. application</p> <p>Theme- Geometry</p>	<p>1. Knows the difference between 2D and 3D shapes like square , rectangle, cube , cuboids 2. Makes different wall and floor pattern, jaalies and jharokhas . 3. Understands Indian and International place value chart 4. Draw lines of symmetry in different patterns.</p>	Draw different jaali patterns .	20
		2. Long and short	<p>Knowledge Understanding Computation Estimation Problem solving ability</p>	<p>1. Knows different units of length. 2. Understands the relation between cm. , metre and km. 3. Converts higher units to lower units and vise versa. 4. Estimates and learns to compare own height with the</p>	Make /prepare kite.	10

			Theme- Number and number operations.	height of other.		
2.	JUNE/ JULY	3. A trip to Bhopal	<p>Identification Understanding Computation Problem solving ability</p> <p>Theme-Number and number operations, mental arithmetics.</p>	<p>1.Understands the properties of addition and subtraction.</p> <p>2. Solve number puzzles</p> <p>3. Makes the greatest and smallest number from the given number.</p> <p>4. knows how to find the difference between two digit and three digit numbers.</p> <p>5. Solves basic problems related to every day life based on numbers.</p>	<p>Make a collage of different cave paintings.</p>	18
		4. Tick-tick-tick	<p>Understanding Computation Problem solving ability</p> <p>Theme- Time</p>	<p>1. Reads calendar and clock in various format.</p> <p>2. Writes time in 12 hours and 24 hours format</p> <p>3. Convert time from 12 hours to 24 hours.</p> <p>4. Solve problems related to time</p>	<p>1. Make a model of clock.</p> <p>2.Quiz based on time.</p>	14
			<b>PERIODIC TEST 1</b>			

3.	AUGUST	5. The way the world looks	Knowledge Understanding Computation Problem solving ability 1. understanding concepts of different views of objects from your surroundings. 2. visualization of objects from different angles. 3. directions. Theme-Shapes and spatial understanding.	1. Identifies different views of an objects.  2. Read school map, city map and other maps.  3. Draws simple maps and shapes. 4. Applies the concept of maps and shapes in real life.	1. Draw a road map from your school to home.	8
		6. The junk seller	Knowledge Understanding Computation Problem solving ability Theme-Numbers-number and operations. MONEY TOTAL COSTS	1. Understands factors of a multiple. 2. Reads and prepares bills. 3. Applies concept in real life 4. Solves problems related multiplication.	Role play	15
4.	SEPTEMBER	7. Jugs and mugs	Knowledge Understanding Application Problem solving ability  Theme- Measurement (volume)	1. Understands the concept of volume /capacity 2. Knows the unit of capacity. 3. Estimates the volume of container. 4. Measures the capacity of a container. 5. Solves problem related to capacity.	Making your own measuring bottle of different volume.	12

			<b><u>HALFYEARLY</u></b> <b><u>EXAM</u></b>			
		8.Carts and wheel	<p>Knowledge Understanding Identification Computation</p> <p>Theme- shape and spatial understanding.</p>	<p>1. Understands the concept of circle and curve.</p> <p>2. Knows the use of compass.</p> <p>3. Identifies radius and diameter.</p> <p>4. Draw circle and shape with the help of circle.</p>	<p>1. Making design with circles (rangoli)</p> <p>2. Making spinning top with with circle.</p> <p>3. Make model of wheels and carts.</p>	12
5.	OCTOBER	9. Halves and quarter.	<p>Knowledge Understanding Computation Problem solving ability</p> <p>Theme- Numbers ( fractional numbers)</p>	<p>1. Understands the concept of half and quarter using chapati ,cake etc.</p> <p>2. Estimates fraction of a whole</p> <p>3. Understands fraction as division.</p> <p>4. Knows concept of equivalent fraction.</p> <p>5. Solve problem related to fraction.</p>	<p>1. Make a working model to understand quarter and halves.</p> <p>2. Making a design using fractions of coloured paper.</p>	15

6.	NOVEMBER	10. Play with patterns	<p>Knowledge Identification Understanding Logical thinking</p> <p>Theme- Patterns. 1. Identifies patterns in square number and triangular number. 2. Identifies geometrical patterns based on symmetry.</p>	<p>1. Identifies patterns . a) Explores patterns in number/alphabets/shapes etc. b) Codes and decodes patterns. 2. Generates patterns involving number operation. 3. Applies rule to floor patterns. 4. Computes the given patterns using addition , subtraction , multiplication and division.</p>	<p>1. Make some alphabet and number patterns with rule. 2. Secret message 3. Floor patterns.</p>	8
		11. Tables and shares	<p>Knowledge Understanding Computation Problem solving ability</p> <p>Theme- Numbers and operation.</p>	<p>1. Understanding factors of a multiple. 2. Reads and prepare bills. 3. Applies concept of in real life. 4. Solves problem related to multiplication.</p>	<p>Make necklace using beads to show equal sharing.</p>	18
7.	DECEMBER	12. How heavy ? How light ?	<p>Knowledge Conversion Understanding Problem solving ability</p>	<p>1. Compare the items which are heavy/ heavier/ heaviest. 2. Estimate weights of familiar objects in classroom. 3. Differentiate things bought in grams and kilograms.</p>	<p>Making different balance.</p>	12

			<b><u>PERIODIC TEST 2</u></b>			
8.	JANUARY	13. Field and fences	Knowledge Computation Understanding Problem solving ability	1. Calculate the total length of the boundary of regular and irregular shapes. 2. Knows the concept of perimeter. 3. Finds the number of squares inside a regular shape. 4. Solves day to day life problem related to area and perimeter.	Making different shapes on a square sheet and finding area and perimeter.	20
9.	February	14. Smart charts	Knowledge Computation Understanding Application	1. Draws conclusions and inference from the data. 2. Solve simple problems using chart/data.	1. Making bar graph using colourful strips of paper 2. Making pictograph using smiles.	12
10.	MARCH	<b>REVISION AND SESSION ENDING EXAMS</b>				