Syllabus for the Academic session 2025-26 Subject – Mathematics Class – 3

S. No	Ch No	Chapter Name	Targeted Competencies	Learning Outcomes /	Suggested Activities						
	General Note for Activities: All the activities should be conducted under the proper supervision of teachers.										
1	1	What's in the Name?	Recognizes and uses numerals to represent quantities up to 99 with the understanding of Indian place value system. Arrange numbers in ascending and descending order	 Reads and writes number up to 100 using place value. Compares numbers up to 100 for their value based on their place value. 	(Integration with sports) Children line up at the starting line. The teacher calls out a letter of the alphabet. If a child's name ends with that letter, they take one step forward. Each time a child takes a step, they record the total number of steps they've taken so far. The first to reach the finish line writes their total steps in their record notebook and further announces it. Once all children reach the finish line, they arrange themselves in the ascending or descending order of their steps they took, showing the numbers they wrote.						
2	2	Toy Joy	Recognizes basic geometric shapes and their observable properties	 Understands the concept of 2D and 3D Shapes. Able to visualize 2D shapes as faces of 3D objects. 	(Play-way Learning) Try to build houses, towers, rockets etc. using different shapes available around you. You may use wooden blocks of Khel Pitara, building blocks or cutouts of coloured paper shapes.						
3	3	Double Century	Recognizes and uses numerals to represent quantities up to 200 with the understanding of decimal place value system Arrange numbers in ascending and descending order	 Reads and writes number up to 200 using place value Compares numbers up to 200 for their value based on their place value. 	(Play-way Learning) Represent the numbers up to 200 such as 89, 110, 138, 174 etc. with matchsticks in the form of bundles and lose sticks.						

4	4	Vacation with my Nani-Maa	Performs addition and subtraction of 2-digit numbers fluently using flexible strategies of composition and decomposition	•	Analyses and applies an appropriate number operation in the situation/context Addition and subtraction of numbers up to 200 using different informal strategies.	 (Play-way Learning) 1.Find the numbers by counting on ginmala up to 1000 and perform four basic operations. 2. Count the number of students whose name starts with letter R, S, A etc. and represent the number using tally marks.
5	5	Fun with Shapes	Recognises basic geometric shapes and their observable properties	•	Is able to identify shapes such as triangles, squares and rectangles in different orientations. Is able to sort different 2D shapes on the basis of their characteristic features. Identifies and makes 2D shapes by paper folding, paper cutting on the dot grid, using straight lines etc. Describes 2D shapes by the number of sides, corners and diagonals.	 Integration with arts 1.Make some creative shapes using tangram. Ask your friend to guess it. 2.Make Rangoli on Dot Grid. 3.Make creative shapes on geoboard using rubber bands.
6	6	House of Hundreds - I	Recognises and uses numerals to represent quantities up to 500 with the understanding of decimal place value system Arrange numbers in ascending and descending order	•	Reads and writes number up to 500 using place value. Compares numbers up to 500 for their value based on their place value.	Integration with sportsFlag game to represent the numbers on number line.(page no. – 69 of textbook)(Play-wayLearning)Increase or decrease the number, on number slider.(page no68 of textbook)

7	7	Raksha	Recognises multiplication	as	•	Analyses and applies an	(Play-way Learning)
		Bandhan	repeated addition and division	n as		appropriate number	1	Practice of verbal counting by mock shopping. In
			equal sharing			operation in the		this activity, children practice verbal counting
						situation/context		through a fun mock shopping experience. A small
					•	Explains the meaning of		shop is set up in the classroom using toy items such
						division facts by equal		as empty food boxes, toy fruits, vegetables, and
						grouping/sharing and		stationery, each labeled with a price tag. Each child
						finds it by repeated		is given a fixed amount of toy play money. One by
						subtraction		one, children take turns visiting the shop, selecting
					•	Constructs and uses the		items, and adding the prices aloud as they "shop."
						multiplication facts		For example, they might say, "This pencil costs 5.
						(tables) of 2, 3, 4, 5 and 10		This eraser costs 3. So, 5 plus 3 is 8." After selecting
						in daily situations.		their items, they hand over the correct amount of
								play money to the shopkeeper.
							2	Give situation/multiplication facts to children for
								formation of questions on multiplication. For
								example- Situation/multiplication fact is 2×25 .
								Child says, "It's my birthday. I will distribute two
								candies each to my 25 classmates. How many
								candies will I need?"

THE ABOVE-MENTIONED SYLLABUS ALONG WITH REVISION MUST BE COMPLETED BEFORE MID TERM EXAMINATION

8	8	Fair Share		•	Develops understanding of parts within whole. Develops understanding of halves and quarters in continuous whole and in discrete quantities.	(Experiential Learning) Take a piece of paper (square, rectangular or circular) and showcase different ways of making halves and quarters by paper folding.
9	9	House of Hundre ds - 2	Recognises and uses numerals to represent quantities up to 1000 with the understanding of decimal place value system Arrange numbers in ascending and descending order	•	Reads and writes number up to 1000 using place value. Compares numbers up to 1000 for their value based on their place value.	(Play-way Learning) In pairs, you will play a quick number game. In each round, both players will say a number loudly at the same time. Compare the numbers: the player who says the larger number earns a point. Play ten rounds in total. After all the rounds, the player with the most points wins the game!

10	10	Fun at class party!	Performs simple measurements of length	•	Estimates & measures length and distance using standard units. Measures and compares different objects around them using standard and non-standard units.	(Experiential Learning) 1.Measure different objects around them using non- standard units such as such as handspan, footsteps etc. 2.Look for objects around yourself whose length is one metre, less than one metre & more than one metre
11	11	Filling and Lifting	Performs simple measurements of weight and volume of objects in their immediate environment	•	Weighs objects using standard units Compares the capacity of different containers in terms of non-standard units Estimates & measures weight and volume using standard units	(Experiential Learning) 1.Identify various vessels at your home that can hold exactly one litre of water, more than 1 litre and less than 1 litre of water. 2.Collect different objects from your surrounding and arrange them in order of lightest to heaviest.
12	12	Give and Take	Performs addition and subtraction of two- or three-digits numbers fluently using flexible strategies of composition and decomposition	•	Adds and subtracts small amounts of money with or without regrouping Applies number operation of addition and subtraction as per context. Is able to use number line and dienes block for solving various problems with different strategies	(Integration with arts and Experiential learning) Provide opportunities such as roleplay of mock shopping scene to discuss and solve daily life problems related to addition and subtraction.
13	13	Time goes on	Performs simple measurements of time in minutes, hours, days, weeks and months	•	 Reads the time and date correctly using a clock/ watch Identifies a particular day and date on a calendar Is able to measure the duration of different 	 (Integration with arts) Make a clock with cardboard and use it to play with your friends. (Integration with ICT) Make use of a digital clock (you may use mobile phone, tablet or K-yan for the same) and keep a track of the

				events that take minutes, hours, days, months to complete. timings of major activities of your playing, sleeping etc.) in 24hour cle	day (such as eating, ock format.
14	14	The Surajku nd Fair	Develops adequate and appropriate vocabulary for comprehending and expressing concepts and procedures related to quantities, shapes, space, and measurements Formulates and solves simple mathematical problems related to quantities, shapes, space, and measurements	 Extends pattern/ symmetry of simple shapes, numbers. Is able to observe different patterns such as patterns in cloth, tiling on the floor, Rangoli around them. Is able to see the differences between symmetrical and non- symmetrical objects around them. Is able to create different tessellations by joining different shapes. (Play-way Learning) Along with your friend start collect around you. Classify them as asymmetrical and discuss the classification. (Integration with arts) Draw and complete the symmetric 181 of textbook) for example 	ing different objects symmetrical and reason for this al rangolis. (page –

The above-mentioned syllabus along with revision must be completed before the Annual Examination.