

Syllabus for session 2026-27

Class : IV

Sub : MATHS

Term I

Month	Chapter No	Name of Chapter	Targeted Competency	Targeted Learning Outcomes/ Objectives	Suggested Activities
April - May	1.	Chapter 1: Shapes Around Us	Recognises and creates symmetry (reflection, rotation) in familiar 2D and 3D shapes.	<ul style="list-style-type: none"> Find shapes that can be used for tiling. Observes, identifies and completes geometrical shapes based on symmetry. Students identify 2D/3D shapes, lines, angles, and symmetry. Identifies the Centre, radius and diameter of a circle. Understands the shapes with corners, faces, edges. 	<p>Integration with Sports:</p> <p>Draw a number line on floor. Students jump forward and backward.</p> <p>Art Integrated Learning:</p> <p>Observe various objects from different locations and draw their pictures.</p> <p>Make 3D shapes by paper folding.</p> <p>Making scenery using shapes and counting them.</p>
	2.	Chapter 2: Hide and Seek	Describes location and movement using both common language and mathematical vocabulary; understands the notion of map, images, front, back side and top views.	<ul style="list-style-type: none"> Identifies and differentiates between top view, side view and front view of objects. Identifies mirror images. Explores position of objects. 	<p>Art Integrated Learning:</p> <p>Design a site Map for school.</p> <p>Creates a means of transport by using waste material.</p> <p>Treasure Hunt: Solve stepwise math clues to reach the prize.</p> <p>Discussion and making of queue in assembly in ascending order of heights.</p>
July - September	3.	Chapter 3: Pattern Around Us	Recognizes, describes, and extends simple number patterns such as odd numbers, even numbers,	<ul style="list-style-type: none"> Create different Patterns Solves daily life problems related to money. Identifies even and odd numbers 	<p>Art Integrated Learning:</p> <p>Rangoli Patterns: Create geometric or symmetrical designs.</p> <p>Oral quiz for faster calculations</p> <p>Story telling using Flash Cards related to numbers.</p>
		Chapter 4: Thousands Around Us	Represents and compares commonly used fractions in daily life	<ul style="list-style-type: none"> Students develop logical thinking and solve real-life problems. Multiplies 2 and 3-digit numbers. Creates and solves simple real-life situations including money. 	

4.		(such as $\frac{1}{2}$, $\frac{1}{4}$) as parts of unit wholes. Recognizes and creates symmetry (reflection, rotation) in familiar 2D and 3D shapes.	<ul style="list-style-type: none"> • Solve problems in hundreds. • Is able to do approximation • Understands the concept of Number Line. • Students will learn the concept of Ascending and Descending order. 	<p>Mandala Math's: Draw circular patterns with repeated designs.</p> <p>Shape Animals/Objects: Make creative figures using geometric shapes.</p> <p>Integration with sports:</p> <p>Bingo Game.</p> <p>Number train.</p> <p>Experiential/Inclusivity:</p> <p>Explore how patterns are formed and create your own rules to design similar patterns</p> <p>Collect different kinds of leaves, observe and record their shapes, texture and colours.</p> <p>Take a close look at brick patterns on walls and buildings and discuss the observations.</p>
5.	Chapter 5: Sharing and measuring	Recognizes the concept of halves ($\frac{1}{2}$) and quarters ($\frac{1}{4}$) as parts of a whole. Recognizes and creates symmetry (reflection, rotation) in familiar 2D and 3D shapes.	<ul style="list-style-type: none"> • Identifies half, one-fourth and three-fourths of a given picture (by folding paper). • Represents fractions as half, one-fourth and three-fourths using symbols/numerals. • Identifies half, one-fourth and three-fourths. • Represents fractions using symbols and pictures. • Solves daily life problems related to distances. 	<p>Art Integrated Learning:</p> <p>Draw your dream playground with swings.</p> <p>Fraction Collage: Make pictures using fraction parts.</p> <p>Measure height of your family members at home.</p> <p>Experiential:</p> <p>Organise a community lunch in your classroom</p> <p>Shape bingo.</p> <p>Make a meter scale with the help of cardboard.</p> <p>Estimate and measure the length of different objects.</p>
6.	Chapter 6: Measuring Length	Performs simple measurement of length.	<ul style="list-style-type: none"> • Converts meters into centimeters and vice versa. • Estimates the length of an object and further measures it. • Solves problems involving daily life situations related to length and distance. 	

	7.	Chapter 7: The Cleanest Village	Formulates and solves simple mathematical problems related to measurements. Performs simple transactions using money up to 1000 rupees.	<ul style="list-style-type: none"> • Read, write, compare, and order numbers up to 1,000. • Perform addition, subtraction, multiplication, and division accurately. • Solve simple word problems involving all four operations. 	<p>Grocery shopping list and estimation of expenditure.</p> <p>Checklist for school bag.</p> <p>Oral addition and subtraction flash card quiz.</p> <p>Experiential/Inclusivity:</p> <p>Organize an imaginary Mela.</p>
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The given syllabus along with revision must be completed before Mid-Term Examination

Term II

Month	Chapter No	Name of Chapter	Targeted Competency	Targeted Learning Outcomes/ Objectives	Suggested Activities
October – December	8.	Chapter 8: Weigh it, Pour it	Performs simple measurement of weight of objects in the immediate environment.	<ul style="list-style-type: none"> • Performs simple measurement of volume of objects in the immediate environment. • Solves daily life problems related to weight using four basic arithmetic operations. • Estimates the weight of various objects and verifies them with actual measurement. • Students can sort objects into light, medium and heavy categories. 	<p>Art Integrated Learning:</p> <p>Measure Classroom Objects: Desk, door, bottle with ruler/tape.</p> <p>Distance Estimation Game: Estimate distance between two points, then measure.</p> <p>Make a list of uses of water and the quantity (in ltrs) used for it.</p> <p>Experiential/Inclusivity:</p>
	9.	Chapter 9: Equal Groups	Understands and visualises arithmetic operations and the relationships among them, knows addition and multiplication tables at least up to 10×10 (pahade) and applies the four basic operations on whole numbers to solve daily life problems.	<ul style="list-style-type: none"> • Recognizes multiplication as repeated addition and division as equal sharing. • Identifies patterns in multiplication and division with tables. • Is able to use the words Double, Half etc. • Divides, multiply numbers by another number (10,100,1000) using different methods. 	<p>Capacity Race: Fill containers with water to match a target measurement.</p> <p>Estimation Game: Estimate lengths, weights, or quantities, then measure to check accuracy.</p> <p>Make a toy using waste material.</p> <p>Math's quiz of conversions.</p> <p>Number Bingo game.</p> <p>Game - Word problems in a Box.</p>

	10.	Chapter 10: Elephants, Tigers, and Leopards	Formulates and solves simple mathematical problems related to quantities, shapes, space and measurements.	<ul style="list-style-type: none"> Estimates numbers to nearest Tens, Hundreds etc. Adds, Subtracts, Multiplies in hundreds and thousands Arrange for Ascending and Descending order. 	Map of India with various attributes.
	11.	Chapter 11: Fun with Symmetry	Identifies and differentiates between top view, side view and front view of objects.	<ul style="list-style-type: none"> Draws top view, front view and side view of simple objects. Understands the concept of mirror image. Learn, identify, create patterns on grid with symmetry. 	Art Integrated Learning: Draw the picture of any object (e.g., table, duster) from side, top and front view. Make birds, animals, and insects using paper folding and craft. Make a geoboard in classroom and make shapes on it using rubber bands.
	12.	Chapter 12: Ticking Clocks and Turning Calendar	Performs simple measurement of time in minutes, hours, days, weeks and months.	<ul style="list-style-type: none"> Reads clock time in hours and minutes and expresses time in a.m. and p.m. format. Relates 24-hour clock with respect to 12-hour clock. Calculates time intervals using addition and subtraction. Solves daily life problems related to time using four basic arithmetic operations. 	Art Integrated Learning: Make a clock with cardboard showing hour and minute hands and show time of any activity (e.g., lunch break). Make a list of manufacturing and expiry dates of 10 edible items and note the duration in days/months/years.
January - March	13.	Chapter 13: The Transport Museum	Students can add, subtract, multiply, divide with in terms of 0,1,10,100 etc. Students can group and ungroup with numbers.	<ul style="list-style-type: none"> Can solve word problems related to distance, money etc. Can multiply, divide in terms of hundreds and thousands. Understands the relationship of zeros with division and multiplication. 	Art Integrated Learning: Field trip cost calculation with the help of teacher. Class Survey: Favourite fruit/ colour; record data. Draw Bar Graphs: Use collected data and color bars. Pictograph Creation: Represent data visually with icons/ pictures. Imagine that the class is planning a field trip to a museum, zoo or amusement park.
	14.	Chapter 14: Data Handling	Organizes, represents, interprets and analyses data using tables and bar graphs.	<ul style="list-style-type: none"> Students collect, organize, represent, and interpret data. Represents collected information in tables and bar graphs and draws inferences from them. 	

The given syllabus along with revision must be completed before 31st Jan 2027