

SYLLABUS CLASS - III SESSION 2025-26

ENGLISH

TERM - I

Cycle : I

Code : 3E (01)

Contents

1. MCB - Lesson - A Dog Loves Cake
2. Writing Skills - Picture Reading

Cycle II

Code 3E (02)

Contents

1. Language — Punctuation
2. Reading Comprehension
3. Language — Nouns (Part 1)

Cycle III

Code 3E (03)

Contents

1. MCB : Puppy in the Well
2. Language — Nouns (Part 2)
3. Listening Comprehension

Cycle IV

Code : 3E (04)

Contents

1. Reading Comprehension
2. Language - Verbs
3. Speaking Activity

Cycle V

Code : 3E (05)

Contents

1. MCB : Bear Hug
2. Writing Skill - Paragraph Writing

Cycle VI

Code : 3E (06)

Contents

1. MCB : Poem : On the Bridge
2. Reading Comprehension

Cycle VII

Code : 3E (07)

Contents

1. Language — Homophones
2. Reading Comprehension
3. Speaking Activity

Cycle VIII

Code : 3E (08)

Contents

1. Reading Comprehension
2. Listening Comprehension

Cycle IX

Revision for Term - I Exam

SYLLABUS**Comprehension** - Unseen Passage**Language** -

1. Nouns (Part I & II)
2. Verbs
3. Homophones

Literature -

1. Puppy in the Well
2. Bear Hug
3. On the Bridge

Writing Skill -

1. Picture Reading
2. Paragraph Writing

All the work done in the FC, Workbook, PC and MCB.***TERM - II*****Cycle X****Code : 3E (10)****Contents**

1. Language- Pronouns
2. Reading Comprehension
3. Writing Skill - Picture Story Writing in Sequence

Cycle XI**Code: 3E (11)**

1. MCB—Lesson:
The Bell of Atri
2. Listening Comprehension
3. Language - Articles

Cycle XII**Code : 3E (12)****Contents**

1. MCB : The Toy Violin -1
2. Speaking Activity

Cycle XIII**Code : 3E (13)****Contents**

1. Language - Adjectives
2. Reading Comprehension

Cycle XIV**Code : 3E (14)****Contents**

1. MCB - The Toy Violin - 2
2. Reading Comprehension

Cycle XV**Code : 3E (15)****Contents**

1. Language - Prepositions
2. Listening Comprehension
3. MCB : Poem : First and Last

Cycle XVI**Code : 3E (16)****Contents**

1. Reading Comprehension
2. Writing Skill - Describing a Person
3. Language - Idioms

Cycle XVII**Code : 3E (17)****Contents:**

1. Speaking Activity
2. Reading Comprehension

Cycle XVIII**Code : 3E (18)****Revision for TERM - II Exam****SYLLABUS****Comprehension - Unseen Passage****Language - 1. Articles**

2. Adjectives

3. Prepositions

4. Idioms

Literature -

1. The Toy Violin-1

2. The Toy Violin-2

Writing Skills -

1. Describing a Person

2. Picture Story Writing (in sequence)

All the work done in the FC, Workbook, PC and MCB.**विषय : हिन्दी****TERM - I****पाठ्यपुस्तक- वीणा भाग-३****कोड : 3H(01)****पाठ्यक्रम- भाषा :**

1. सप्ताह के दिनों के नाम
2. महीनों के नाम
3. वर्ण
4. मात्रा

गतिविधि-

1. विभिन्न प्रकार के क्रिया कलापों द्वारा खेल-विधि से वर्णों की पहचान करवाना ।
2. सप्ताह के दिनों के नाम और महीनों के नाम लिखवाते हुए बुकमार्क बनवाना।

कोड : 3H(02)**पाठ्यक्रम-**

- कविता- 1. चींटी
2. तात्कालिक संभाषण

गतिविधि-

चित्रों के द्वारा बताए कि चींटियों को क्या-क्या खाना पसंद है?

कोड : 3H(03)**पाठ्यक्रम-**

1. पाठ- प्रकृति पर्व
2. भाषा- संज्ञा, विशेषण

गतिविधि-

1. अपने पसंदीदा त्योहार का एक कार्ड बनाइए।
2. विशेषण का पेड़।

कोड : 3H(04)**पाठ्यक्रम-**

1. अपठित अनुच्छेद
2. चित्र-लेखन, कहानी पूर्ति

कोड : 3H(05)

पाठ्यक्रम-

1. पाठ- चतुर गीदड़ (केवल कहानी पूर्ति)
2. भाषा- विपरीत शब्द

गतिविधि-

1. फ्लैश कार्ड का खेल।
2. विपरीत शब्द पर आधारित कविता बनाइए।

कोड : 3H(06)

पाठ्यक्रम-

1. हम अनेक किन्तु एक
2. सुनना- बातचीत ।
3. लिंग शब्द

गतिविधि- भारत के नक्शे पर भारत की विभिन्न वेश-भूषाओं के चित्र चिपकाइए।

कोड : 3H(07)

पाठ्यक्रम-

भाषा-

1. कितने पैर 2. वचन शब्द
3. लेखन-अनुच्छेद या वाक्य पूरे करना ।

गतिविधि-विभिन्न प्रकार के जीवों के पैरों के चित्र बनाकर उनके नाम लिखिए।

कोड : 3H(08)

पाठ्यक्रम-

1. पाठ- पेड़ों की अम्मा
2. अपठित अनुच्छेद पर आधारित कार्य

गतिविधि-पद्मश्री पुरस्कार प्राप्त किसी एक व्यक्ति पर आठ वाक्य लिखिए।

कोड : 3H(09)

प्रथम सत्र में पढ़ाए गए पाठ्यक्रम की पुनरावृत्ति।

प्रथम सत्र परीक्षा पाठ्यक्रम

भाग - क (पठन)

1. अपठित अनुच्छेद

भाग - ख (भाषा)

1. विपरीत शब्द
2. लिंग शब्द
5. वचन शब्द

भाग - ग (साहित्य)

1. पाठ - कितने पैर
2. पाठ - पेड़ों की अम्मा
3. कविता - हम अनेक किन्तु एक

भाग - घ (लेखन)

1. रिक्त स्थान भरिए
2. अनुच्छेद लेखन

TERM - II

कोड : 3H(10)

पाठ्यक्रम- 'अपना-अपना काम'

गतिविधि- यदि आप अपनी इच्छा से एक दिन कुछ भी बन सको, तो आप क्या बनना चाहोगे? कक्षा में सबके सामने अपने विचार व्यक्त करिए।

कोड : 3H(11)

पाठ्यक्रम- पाठ : 'सीखो' (कविता)

गतिविधि- "बुझो तो जाने" पाठ के आधार पर एक पहेली बनाना और कक्षा में सबसे पूछना ।

भाषा- विपरीत अर्थ वाले शब्द

पठन- अपठित अनुच्छेद पर आधारित कार्य ।

कोड : 3H(12)

पाठ्यक्रम -

भाषा-

1. वचन शब्द
2. लिंग शब्द

गतिविधि- किसी एक लिंग शब्द का कटआउट चिपकाना

लेखन-

1. चित्र लेखन / अनुच्छेद लेखन
2. अनुच्छेद / वाक्य पूरे करना ।

कोड : 3H(13)**पाठ्यक्रम-** 'किसान की होशियारी'**गतिविधि-**

1. भूमि के ऊपर और नीचे पैदा होने वाली फसलों के चित्र चिपकाना।
2. कल्पना कीजिए और आठ वाक्यों में लिखिए कि अगर कहानी में भालू की जगह बन्दर होता तो किसान क्या करता?

कोड : 3H(14)**पाठ्यक्रम-**

1. गिनती- 1 से 30 तक (अंकों और शब्दों में)
2. पर्यायवाची शब्द
3. अनुच्छेद लेखन ।

कोड : 3H(15)**पाठ्यक्रम-** पाठ - 'बीरबल की खिचड़ी'

गतिविधि- अकबर और बीरबल की कोई भी छोटी सी कहानी लेकर उसकी एक कहानी की किताब बनाना।

कोड : 3H(16)**पाठ्यक्रम-**

पाठ - 'चन्द्रयान'

गतिविधि- वैज्ञानिकों ने सूरज पर कोई यान भेजा है कल्पना के आधार पर आपस में संवाद कीजिए।

कोड : 3H(17)**पाठ्यक्रम-** 'भारत'**भाषा-**

1. अनेक शब्दों के लिये एक शब्द
2. लेखन-अनुच्छेद लेखन / चित्र लेखन ।

3. पठन-अपठित अनुच्छेद पर आधारित कार्य ।

गतिविधि-

1. रंग-बिरंगे कागज से अपने लिए मुकुट बनाना।
2. विभिन्न राज्यों की पोशाक पहनकर उस राज्य के बारे में कुछ पंक्तियाँ बोलना।
3. अनेक शब्दों के लिए एक शब्द का चक्र बनाना।

कोड : 3H(18)**पाठ्यक्रम-**

वार्षिक परीक्षा के लिए निर्धारित पाठों की पुनरावृत्ति करवाना।

द्वितीय सत्र परीक्षा पाठ्यक्रम**भाग - क (पठन)**

1. अपठित अनुच्छेद

भाग - ख (भाषा)

1. अनेक शब्दों के लिए एक शब्द
2. गिनती
3. पर्यायवाची शब्द

भाग - ग (साहित्य)

1. पाठ - बीरबल की खिचड़ी
2. पाठ - चन्द्रयान
3. कविता - भारत

भाग - घ (लेखन)

1. रिक्त स्थान भरिए
2. चित्र वर्णन

MATHS

TERM - I**Code : 3M (01)&(02)****Topic : Place Value****Contents**

1. Numerals upto 9999
2. Number names
3. Expanded form (3 ways)
4. Abacus – Reading & Showing numbers
5. Ordering of numbers
6. Standard numbers
7. Number series/ skip counting by 2, 5, 10, 100 and 1000
8. Ascending and Descending order
9. Successor and Predecessor
10. Place, Place value, face-value
11. Form the greatest and the smallest numbers from given digits.
12. Even and odd numbers
13. Ordinals

Code : 3M (03)&(04)**Topic : Addition and subtraction****Contents**

1. Addition of 4-digit numbers with/ without regrouping
2. Properties of addition
3. Subtraction
4. Properties of subtraction
5. Word problems of addition, subtraction and double operations
6. Place holder on addition and subtraction.
7. Mental Maths

Code : 3M (05)&(06)**Topic : Multiplication****Contents**

1. Multiplication tables 2 to 12
2. Relation between addition and multiplication
3. Properties of multiplication
4. Multiplication of numbers by 1 or 2 digit multipliers (product less than 9999)
5. Short multiplication by 10, 100, 1000
6. Word Problems
7. Mental Maths

Code : 3M (07 & 08)**Topic : Measurement****Contents**

1. Measures of length (km, m, cm)
2. Measures of mass (kg, g)
3. Measures of capacity (l, ml)
4. Mental maths

Code : 3M (09)**Revision cycle****Syllabus for Term - I**

Chapter : Place Value

Chapter : Addition and Subtraction

Chapter : Multiplication

Chapter : Measurement

All the work done in book, notebook and workbook related to place value.

TERM - II**Code : 3M (10,11&12)****Topic : Division****Contents**

1. Division as equal grouping and sharing
2. Division as repeated subtraction
3. Properties of division
4. Multiplication & division facts
5. Division of a 4-digit number by a 1 digit divisor (upto 9)
 - a) Division without remainder
 - b) Division with remainder
6. Verification of division sums
7. Division by 10, 100, 1000
8. Word problems
9. Mental Maths

Code : 3M (13 & 14)**Topic : Fractions****Contents**

1. Concept of fraction as a part of a whole and of a collection
2. One-half, one-third, one-quarter of region
3. Numerator and denominator
4. Fraction in words and figures
5. Identification and shading of fractions
6. Naming fraction
7. Finding fractions

Code : 3M (15 & 16)**Topic : Time****Contents**

1. Reading and showing time on a clock in 3 ways
2. Express time using a.m. and p.m.
3. Estimating time

Code : 3M (17)**Topic : Smart Charts****Contents**

1. Inference from given data
2. Pictograph

Code : 3M (18)**Topic : Revision Cycle*****Syllabus for Term - II***

Chapter : Division

Chapter : Fractions

Chapter : Time

Chapter : Smart Charts

All the work done in book, notebook and workbook related to the above topics.

EVS

TERM - I**Cycle -01****Code : 3EVS(01)**

Chapter : Going to Mela

1. Modes of Transport
2. Emergency vehicles and their purpose
3. Safety and cleanliness at public places
4. Map reading and directions

Cycle -02**Code : 3EVS(02)**

Chapter : Celebrating Festivals

1. Popular festivals celebrated in various parts of India
2. Spring festivals - Tulip festival, Vishu Kani
3. Celebrating festivals brings people together
4. To understand the traffic rules and symbols

Cycle -03**Code : 3EVS(03)**

Chapter : Family and Friends

1. Family and its role
2. Relationship among family members
3. Types of family
4. Importance of family
5. Importance of friends, work and play.

Cycle -04**Code : 3EVS(04)**

Chapter : Getting to Know Plants

1. Different parts of a plant

2. Functions of different parts of a plant
3. Types of plants (herbs, shrubs, creepers, climbers and trees)

Cycle -05**Code : 3EVS(05)**

Chapter : Getting to Know Plants

1. Difference between :
 - a. tree and a shrub
 - b. climber and herbs
2. Different types of leaves
3. Grasses and its examples

Cycle -06**Code : 3EVS(06)**

Chapter : Plants and Animals Living Together

1. Animals use plants for food and shelter
2. Soil and its composition
3. Feeding habits of different animals

Cycle -07**Code : 3EVS(07)**

Chapter : Plants and Animals Living Together

1. Insects and other creatures living in the soil
2. Role of different animals in ecosystem
3. Lifecycle of a butterfly

Cycle -08**Code : 3EVS(08)**

Chapter : Living in Harmony

1. Animals in our house - pets, pests

2. Interdependence between plants and animals
3. Humans depend on plants and animals for food, oxygen and other materials
4. Taking care of plants and animals

Cycle -09

Code : 3EVS(09)

Revision Cycle

Syllabus for Term - I

1. Getting to know plants
2. Plants and Animals living together
3. Living in Harmony

Term - II

Cycle -10

Code : 3EVS(10)

Chapter : Food We Eat

1. Importance and value of food
2. Different types of food according to the regions
3. Sources of food
4. Diverse range of foods obtained from various sources

Cycle -11

Code : 3EVS(11)

Chapter : Food We Eat

1. Balanced diet
2. Importance of nutrients
3. Seasonal food items
4. Importance of consuming healthy food
5. Importance of cooking food

Cycle -12

Code : 3EVS(12)

Chapter : Making Things

1. Different materials and their uses
2. Process of Making Pots
3. Patterns in Nature
4. Brick Making

Cycle -13

Code : 3EVS(13)

Chapter : Making Things

1. Constructing houses using natural resources
2. Need of a House
3. Different types of Houses
4. Introducing new designs and styles to construct houses
5. Safety Equipments

Cycle -14

Code : 3EVS(14)

Chapter : Water - A Precious Gift

1. Rain - main source of water
2. Natural source of water
3. Manmade source of water
4. Public distribution of water

Cycle -15

Code : 3EVS(15)

Chapter : Water - A Precious Gift

1. Challenges regarding quality and quantity of water
2. Storage of water
3. Wastage of water
4. Reuse of water
5. Methods to conserve water

COMPUTERS

*TERM - I***Cycle -15 & 16****Code : 3EVS(16)**

Chapter : This World of Things

1. Where do materials come from ?
2. Transparent, translucent and opaque materials
3. Properties of materials
4. Biodegradable and Non-biodegradable materials
5. Natural and artificial materials
6. Living and Non-living things

3COMP(1)**CHAPTER - 1 MS Word - An Introduction****Learning Objectives:**

- How to start MS Word?
- Word Screen layout
- Opening a new document.
- Creating a document.
- Division of Word screen.

Cycle -17**Code : 3EVS(17)**

Chapter : Taking Charge of Waste

1. Sorting of waste and its importance
2. Value of reuse and recycling
3. 3 R's (Reduce, Reuse, Recycle)
4. Maintaining cleanliness and safety in our homes and neighbourhood

Activities:

- Open a blank new document and close it. To be able to quit Word.
- All Lab Activities given in the assignment.

3COMP(2)**CHAPTER - 1 MS Word - An Introduction (contd.)****Learning Objectives:**

- Learning to use inserting Shapes.

Activities:

- All Lab Activities using Shapes.

Cycle -18**Code : 3EVS(18)**

Revision Cycle

Syllabus for Term - II

1. Food we eat
2. Making things
3. This world of things

3COMP(3)**CHAPTER - 2 Features of MS Word (Font Group)****Learning Objectives:**

- Changing Font size, colour, style and Font.
- Using Bullets and Numbers.

Activities:

- Making a birthday card menu on MS-Word
- **Type the text and follow the instructions.**
- All Lab Activities given in the assignment.

3COMP(4)**CHAPTER - 2 Features of MS Word (contd.)****Learning Objectives:**

- What is Editing?
- How do we copy and paste in a document?

Activities:

- All Lab Activities given in the assignment.

3COMP(5)**CHAPTER - 2 Features of MS Word****Learning Objectives:**

- Lab activities will facilitate the learning of formatting and editing

Activities:

- All Lab Activities given in the assignment.

3COMP(6)**CHAPTER - 3 More about MS Word****Learning Objectives:**

- Inserting Picture, Wordart, Shapes in the document
- Use of Borders will enable the children to beautify their document.
- Use of Page color to give a background colour to the document.

Activities:

- Make a poster on the given topics using Shapes, WordArt, Picture, text box, header and footer.
- **All Lab Activities given in the assignment.**

3COMP(7)**CHAPTER- 3 More about MS Word (Cont.)****Activities:**

- Make a poster on the given topics using the following features :
 1. Borders
 2. Page color
 3. Shapes and Text box
 4. WordArt and Picture

3COMP(08)

- Revision of the features taught for Practical Assessment.
- Recap of features taught and reinforcement with lab work exercises .
- MS-Words Projects
- Question Bank in MS Word

TERM - II**Code : 3 Comp (09)****Contents****Chapter 4 -Introduction to Scratch****Learning Objectives**

- To acquire the knowledge of Scratch Software.

- To develop an understanding of Parts of scratch screen.

Activity

- To open scratch screen.
- To know about the scratch interface.

Code : 3 Comp (10)

Contents

Chapter 4 – Introduction to Scratch (Continued)

Learning Objectives

- To learn various buttons/functions of all the icons.

Activity

Scratch programme activities to be done on the computer.

Code : 3 Comp (11)

Contents

Chapter 5 – Changing A Sprite and Stage in Scratch Learning about Motion, Control & Sound Block.

Learning Objectives

- How the cat sprite can change costume?
- Stage (background) can be changed.

Activity

Scratch programme activities to be done on the computer.

Code : 3 Comp (12)

Contents

Chapter 5 – Changing A Sprite and Stage in Scratch

Learning Objectives

- Changing the Sprite costume using Paint Editor.

Activity

- Scratch programme activities to be done on the computer.

Code : 3 Comp (13)

Contents

Chapter 5 : Changing A Sprite and Stage in Scratch (Continued)

Learning Objectives

- Motion Block helps us to move the Sprite on the Scratch screen
- Control Block starts a Script or keeps it running.

Activity

Scratch programme activities to be done on the computer.

Code : 3 Comp (14)

Contents

Chapter 6 : Learning about Motion, Control & Sound Block.

Learning Objectives

- To give a Script to Sprite to animate it.
- To animate the Stage in Scratch.

- Adding sound to ypur Sprite by giving it in the Script.

Activity

Scratch programme activities to be done on the computer.

Code : 3 Comp (15)

Contents

Chapter 7 : Exploring The Looks
Blocks Use of Next Background,
Next Costume & Adding a
Dialogue.

Learning Objectives

- To change the appearance of a Sprite or a Stage.
- To learn various color effects.

Activity

Scratch programme activities to be done on the computer.

Code : 3 Comp (16 & 17)

Contents

- Project
- Recap of all features taught in Scratch in Term - II
- Practice Sheets

Learning Objectives

- To undertake a project to check the knowledge in scratch.
- Question Bank on Scratch