



GYANJYOTI PUBLIC SCHOOL

Affiliated to CBSE, New Delhi (10+2)


Syllabus for the session 2024-25

STD II

SUBJECT	PRE-MID (20 MARKS)	MID TERM (80 MARKS)
ENGLISH	Ch 1: The Grateful Gull (Dramatization method) Ch 2: No One Can See Me! (Field visit) Page 17 : If I Could Be a Fairy Poem (Role play)	Ch 3: The Lost Laugh (Dramatization method) Ch 4: Grandma Walks to Park (TBLT) Page 38: Have you seen the Cuckoo Bird? (Poem) { Audio – Visual method } Chapter 2 (From Pre Mid Term)
ENGLISH GRAMMAR	Ch 1: Common Nouns and Proper Nouns (Demonstrative and interactive method) Ch 2: Singular and Plural Nouns Ch 3: Pronouns (Demonstrative method) Ch 4: Demonstrative Pronouns (Interactive method using real life objects) *(Game based learning) Creative Writing – Paragraph Writing	Ch 5: Verbs (Demonstrative method) Ch 6: Has, Have and Had Ch 8: The Simple Present Tense Ch 9: The Present Continuous Tense *(Game based Learning) Creative writing – Picture Composition and Paragraph Writing Reading : Comprehension (Unseen Passage and Poem)
LANGUAGE 2 (BENGALI) সহজ পাঠ দ্বিতীয় ভাগ	প্রথম পাঠ দ্বিতীয় পাঠ তৃতীয় পাঠ চতুর্থ পাঠ (Interaction, Read with action, Dramatization, Role play, Play way method, Story telling, Audio visual)	পঞ্চম পাঠ ষষ্ঠ পাঠ সপ্তম পাঠ (Interaction, Read with action, Dramatization, Role play, Play way method, Story telling, Audio visual) • চতুর্থ পাঠ(From mid term)
BENGALI GRAMMAR নবোদয় ব্যাকরণ	অধ্যায় ১: ভাষা (Interaction with Brainstorming) অধ্যায় ২: ভাষা সৃষ্টি হল কী করে	অধ্যায় ৪: লেখ্য ভাষা (TBLT) অধ্যায় ৫: ব্যাকরণ (TBLT)

	(Description with Interaction) अध्याय ७:सामाजिक भाषा (Role play) <ul style="list-style-type: none"> बच्चानुवाद (Classroom activity) 	अध्याय ११: अनुच्छेद रचना (Processe writing) <ul style="list-style-type: none"> अध्याय ७ सामाजिक भाषा(From mid term)
LANGUAGE 2 (HINDI)	गुलमोहर हिंदी पाठ्य पुस्तक पाठ 1 प्रार्थना(recitation) पाठ 2 नन्ही सुनहरी (explanation)	गुलमोहर हिंदी पाठ्य पुस्तक पाठ 3 बापू(drama) 4.होली(colour identification) 5. मददगार कौन(Discussion) 6. सहेत भरी टोकरी(class activity)
HINDI GRAMMAR	गुलमोहर हिंदी व्याकरण पाठ 1भाषा और उनके रूप(discussion) पाठ 2 स्वर ध्वनियां और उनके वर्ण (discussion)	गुलमोहर हिंदी व्याकरण पाठ 3 व्यंजन ध्वनियां और उनके वर्ण(practice) पाठ 4 स्वर के मात्रा चिन्ह(practice) पाठ 5 सयुक्त व्यंजन और उनका लेखन(discussion) पाठ 6 शब्द (explanation)
MATHEMATICS	Ch-1: Number upto 1000. (Peer Learning) Ch-3: Addition (Activity Based) Ch-4: Subtraction (Activity Based)	Ch-1: Number up to 1000. (Peer Learning) Ch-3: Addition (Activity Based) Ch-4: Subtraction (Activity Based) Ch-5: Multiplication (Project Method) Ch-6: Multiplication with 1 Digit (Play way Method) Oral: Ch-5 Multiplication Project on Addition and Subtraction of 2digit Number
EVS	Ch. 1- About me (only classroom activity will not come in exam) Ch. 2- Human body (demonstration and play way method) Ch. 3- My wonderful family (discussion method)	Ch. 4- We need food (classroom discussion and interaction method) Ch. 5- Clothes we wear (classroom discussion and interaction method) Ch. 6- We need shelter (group discussion and digital class) Ch. 7- Be safe and healthy (play way method)(written + oral) Ch. 8-My school (project based learning)

COMPUTER	--	Theory – (20 marks) Ch 1: Computer: A Smart Machine (Classroom Discussion and Brainstorming Method) Ch 2: Computer and its Parts (Using ICT Tools) Practical – (30 marks) Ch 3: Operating a Computer (Using ICT Tools) Ch 6: Working in MS Paint (Practical based learning)
G.K.	--	<ul style="list-style-type: none"> • Language and literature(Ch 1,2,3,4,5,) • Plants and Animal (Ch 6,7,8,9,10,11,12,13,14,15) • India our motherland (Ch 16,17,18,19,20,21,22,23,24) • Sports and Games (Ch 25,26,27) Assessment-1
ART & CRAFT		Pg no 4 to 21

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Syllabus for the session 2024-25		
STD II		
SUBJECT	POST-MID (20 MARKS)	FINAL TERM (80 MARKS)
ENGLISH	Ch. 6: Bumoni's Banana Trees (Field visit and role play) Page 62: Poem – The Sun (Demonstration using model)	Ch7: I Found a Frog (Demonstration using model) Page 83: Poem – The Raindrops (Musical recitation) Ch. 9: Jane and the Chimps (Audio Video method)
ENGLISH GRAMMAR	Ch. 10: The Simple Past Tense and Past continuous Tense (Interactive and storytelling method) Ch. 11: Adjectives (Demonstrative method)	Ch. 14: Articles Ch. 15:Preposition Ch. 16: Conjunctions Ch. 17: Sentences and Parts of a Sentence *(Game based learning)

	Ch. 13: Adverbs (Demonstration through role play) *(Game based Learning) Creative Writing – Paragraph Writing	Creative Writing – Picture Composition, Paragraph writing and Story writing (Sentence Completion) Reading : Comprehension (Unseen Passage and Poem)
LANGUAGE 2 (BENGALI) সহজ পাঠ দ্বিতীয় ভাগ	অষ্টম পাঠ নবম পাঠ দশম পাঠ (Interaction, Read with action, Dramatization, Role play, Play way method, Story telling, Audio visual)	পাঠ দ্বাদশ পাঠ ত্রয়োদশ পাঠ একাদশ (Interaction, Read with action, Dramatization, Role play, Play way method, Story telling, Audio visual) • দশম পাঠ (From post mid)
BENGALI GRAMMAR নবোদয় ব্যাকরণ	অধ্যায় ৬: ধ্বনি ও শব্দ (Interactive Method) অধ্যায় ৭: ধ্বনি শব্দ পদ বাক্য (Inductive Method) অধ্যায় ৯: বচন(Inductive Method) • বঙ্গানুবাদ (Classroom activity)	অধ্যায় ৮: পদের শ্রেণীবিভাগ (Inductive Method) অধ্যায় ১০: লিঙ্গ (Interactive Method) অধ্যায় ১১: অনুচ্ছেদ রচনা (Processe writing) অধ্যায় ৯ :বচন(From post mid)
LANGUAGE 2 (HINDI)	গুলমোহর হিন্দি পাঠ্য পুস্তক পাঠ 7 कर भला, तो हो भला(discussion) পাঠ 8 चंदा का कुर्ता(recitation)	গুলমোহর হিন্দি পাঠ্য পুস্তক পাঠ 9 भविष्यवाणी(story telling) পাঠ 10 हरिद्वार की सैर(discussion) পাঠ 11 नकल नहीं अकल (discussion) পাঠ 12 लगी आग(recitation) गिनती (practice) पंचकोष आकलन(practice) हुनर हाट (practice)
HINDI GRAMMAR	গুলমোহর হিন্দি ব্যাকরণ পাঠ 7 पर्यायवाची शब्द (practice)	গুলমোহর হিন্দি ব্যাকরণ পাঠ 8 विलोम शब्द (practice)

	पाठ 8 विलोम शब्द (practice)	पाठ 11 नाम एक या अनेक:वचन(explanation) पाठ 12 नाम के स्थान पर आने वाले शब्द: सर्वनाम(discussion) पाठ 13 नाम की विशेषता बताने वाले शब्द: विशेषण(discussion) पाठ 14 कार्य संबंधी शब्द: क्रिया(discussion) पाठ 15 वस्तु वर्णन((object description) पाठ 16 कहानी लेखन
MATHEMATICS	Ch-2: Even and Odd Number (Activity Based) Ch-7: Division (Ex:7 A,B,C,D) (Group Activity) Ch-8: Measurement (Activity Based)	Ch-7: Division(Ex:7 E,F,G) (Activity Based) Ch-9: Money (Collaboration Learning) Ch-10: Time and Calendar (Interactive Method) Ch-11: Geometry (Activity Based) Ch-12: Pattern(Ex: 12A) (Play way Method) Oral: Ch-10 Time and Calendar Project: Ch-9 Money
EVS	Ch. 9- Neighbour and Neighbourhood(interaction method and audio visual method) Ch. 10 – People we need(play way method) Ch. 11- Celebrating festivals (group activity and art integration project)	Ch. 12- Direction, travel and communications(Written + oral)(demonstrative and lab activity) Ch. 13- Weather and season (written + oral)(inquiry method) Ch. 14- The world of plants.(outdoor activity) Ch. 15- The world of animals (play way method) Ch. 16 ,Ch. 17 and Ch. 18 will not come in any of the exam just for knowledge it will be discussed in digital classes.
COMPUTER		Theory – (20 marks) Theory – (20 marks) Ch. 4: Handling a Mouse and Touchpad (Using ICT Tools,

		Brainstorming Method) Ch. 5: Keyboard (Using ICT Tools) Practical – (30 marks) Ch. 6: Working in MS Paint (Practical based learning) Ch. 7: More on Scratch Jr (Practical based learning)
G.K.	–	<ul style="list-style-type: none"> • Art and Entertainment(Ch. 28,29,30) • Science and technology(Ch. 31, 32,33,34) • Our Surrounding (Ch. 35,36,37,38) • Our Environment (Ch. 39,40,41) • World around us(Ch. 42,43,44,45) <p>Assessment-2</p> <p>.Mental ability and logical reasoning .21st century skills: life skills and values</p>
ART & CRAFT		Pg no 22 to 45

N.B.: Under any circumstances the syllabus may change as per the change of CBSE curriculum.