



# GYANJYOTI PUBLIC SCHOOL

Affiliated to CBSE, New Delhi (10+2)

## Syllabus for the session 2024-25

### STD III

SUBJECT	PRE-MID (20 MARKS)	MID TERM (80 MARKS)
ENGLISH	Ch 1: Day for Night in Ultapur (Demonstrative method using model) Ch 10: The Storm at Night (Demonstrative and interactive) Page 19: Poem - Morning (Simulation and dramatization)	Ch 2: Safe Again (Art & Craft) Ch 3: A Day in the Meadow (Dramatization) Ch 4: The Great Escape (Dramatization and Role play) Page 49: Poem -The Brook (Demonstration through model) Ch 10 (From Pre Mid Term)
ENGLISH GRAMMAR	Ch 1: Nouns and Gender Ch 2: Countable and Uncountable Nouns Ch 3: Pronouns Ch 4: Verbs *(Game based learning) Creative Writing: Paragraph writing	Ch 7: The Simple Present Tense Ch 8: The Present Continuous Tense and Present Perfect Tense Ch 9: The Simple Past Tense Ch 4: Verbs ( From Pre Mid Term) *( Game based Learning) Creative Writing: Picture composition and Paragraph writing
LANGUAGE 2 (BENGALI) অপরাজিতা ৩	আমার ছেলেবেলা (Reading) বোম্বাগড়ের রাজা (Recitation) পুতুল ভাঙ্গা (Memorization, Interaction, Acting, Recitation, Reading, Speaking, Writing , Working on developing listening skills)	চড়াই আর বাঘের কথা (Dramatization) বাতাসিয়া লুপ (Poetry Reading) পিঁপড়ে (Interaction Method) দুইরানি (Interaction Method) বোম্বাগড়ের রাজা (From Pre-Mid)
BENGALI GRAMMAR নবোদয় ব্যাকরণ	অধ্যায়: ১.ভাষা ( Revision with brainstorming ) ২. ধ্বনি ও বর্ণ ( Revision with brainstorming ) ৩. শব্দ, পদ ও বাক্য (Task based Language Teaching with Example) ৯. বিপরীতার্থক শব্দ (By the example of Practical knowledge)	অধ্যায়: ৪. পদের শ্রেণীবিভাগ (Task based Language Teaching with Example) ৫. লিঙ্গ (By the example of Practical knowledge) ৬. বচন (By the example of Practical knowledge) ১৪. পত্রলিখন (Task based Language Teaching with Example) ১৫. রচনা (Discussion and Explanation with the help of examples)
LANGUAGE 2 (HINDI)	गुलमोहर हिंदी पाठ्य पुस्तक Ch -1( सबसे प्यारा हिंदुस्तान)recitation Ch-2( सुंदर कौन) explanation	गुलमोहर हिंदी पाठ्य पुस्तक Ch-3 (नाद) drama Ch-4 ( ऋतुएं) activity with drawing Ch-5 ( सच्ची मित्रता) drama Ch-6( ऐसे बनी गुझिया) explanation

<p><b>HINDI GRAMMAR</b></p>	<p>गुलमोहर हिंदी व्याकरण Ch-1 ( भाषा और व्याकरण ) explanation Ch-2( ध्वनि और वर्ण ) oral drill</p>	<p>गुलमोहर हिंदी व्याकरण Ch-3 (संयुक्त व्यंजन ) discussion Ch-4 ( शब्द और वाक्य) oral drill Ch-5 ( शब्द भंडार)project Ch-6 ( संज्ञा) explanation Ch-15( अपठित गद्यांश) p-77-78 class room activity <b>Ch -16 ( कहानी - लेखन ) discussion</b> Ch-17 ( चित्र वर्णन) explanation</p>
<p><b>MATHEMATICS</b></p>	<p>Ch-1: 4 Digits Number (Demo with Match Sticks ) Ch-2: Addition (Playing Method) Ch-3: Subtraction (Activity Method)</p>	<p>Ch-2: Addition (Playing Method) Ch-3: Subtraction (Activity Method) Ch-4: Multiplication (Practical with Cards) Ch-5: Division (Practical Based Method ) Ch-6: Fraction (Practical Based Demo)  Oral and Project: Ch-6 Fraction</p>
<p><b>EVS</b></p>	<p>Chapter 2 : Caring for others(Activity:Dramatization and demonstration) Chapter 3 : People around us(Activity: Dramatization and demonstration). Chapter 5 : Plants around us (Activity: Identification of different types of plants ) Chapter 6 : Leaves in our lives (Activity: Collecting and identification of different types of leaves and discussion of their uses).</p>	<p>Chapter 10: Source of food (Activity: Identification of grains,rooty and leafy vegetables). Chapter 11: Cooking and eating (Activity: Preparing non-fire food : Sprouts salad ). Chapter 12 : Our houses (Activity: Drawing of different types of houses) Chapter 15 : We need water ( Activity: Digi class) Chapter 16 : Water in our lives (Activity : Project of water cycle). Oral- Ch-10 Sources of Food</p>
<p><b>COMPUTER</b></p>	<p>--</p>	<p><b>Theory – (20 marks)</b> Ch 1: Introduction to IPO (Classroom Discussion and Brainstorming Method) Ch 2: Computer Hardware and Software (Using ICT Tools) <b>Practical – (30 marks)</b> Ch 5: Know More about MS Paint (Practical based learning) Ch 6: Introduction to MS Word (Practical based learning)</p>
<p><b>G.K.</b></p>		<p><b><u>Plants and Animal</u></b> Ch-1,3,5,9,10,(Demonstration Method) <b><u>India our motherland</u></b> Ch-14,16,18,19,20(Identification)</p>

		<u>Sports and games</u> Ch-22,23,24 (Identification) <u>Art and Entertainment</u> Ch-29(Identification) <b>Oral-2,7, 15,</b> <b>Identification - 3</b>
<b>ART &amp; CRAFT</b>		Pg no 3 to 24



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### Syllabus for the session 2024-25

#### STD III

SUBJECT	POST-MID (20 MARKS)	FINAL TERM (80 MARKS)
<b>ENGLISH</b>	Ch 5: A wonderful Gift ( Through Art and Craft) Page 74: Poem – The Umbrella Brigade (demonstration)	<u>Final</u> Ch 6: The Champion of Quiet (Game based) Ch 7: Noi Saves a Whale (Audio – Visual method) Ch 9: One Plastic Bag ( Art & Craft based) Page 49: Brook ( From Mid Term)
<b>ENGLISH GRAMMAR</b>	Ch 11: Adjectives Ch 13: Articles Past Continuous Tense and Past Perfect Tense Creative Writing: Paragraph writing	Ch 12: Adverbs Ch 14: Prepositions Ch 15: Conjunctions (Only And, But, Or and So) Ch 16: Sentences and Parts of a sentence <ul style="list-style-type: none"> <li>• Identification of sentences</li> <li>• Use of Negative Sentences</li> </ul> *(Game based Learning) Creative Writing: Paragraph writing and story

		writing – Sentence completion  *TBLT – Task Based Language/Literature Teaching
<b>LANGUAGE 2 (BENGALI)</b> <b>অপরাজিতা ৩</b>	মশা (Recitation with action) নেকড়ে ও ছাগলছানা ( Dramatization) সবজালা দাদা ( Interaction method with loud reading)	মনের বাঘ (Recitation with actions) ছবির বন্ধু (Story telling) দেশ সেবা (Story telling with example) পারাপার (Recitation) নেকড়ে ও ছাগলছানা (From Post Mid)
<b>BENGALI GRAMMAR</b> <b>নবোদয় ব্যাকরণ</b>	অধ্যায়: ৭. পুরুষ (Task based Language Teaching with Example) ১০. সমার্থক শব্দ (With examples) ১১. এককথায় প্রকাশ (With examples) ১২. শুদ্ধ বানান শেখা (With examples)	অধ্যায়: ৮. সন্ধি (সূচনা-সূত্র: ১,২,৩) (Inductive method) ১৩. বাক্যে ছেদচিহ্নের ব্যবহার (Practice based) ৭. পুরুষ (From Post-Mid) ১০. সমার্থক শব্দ (From Post-Mid) ১৪. পত্রলিখন (Task based Language Teaching with Example)  ১৫. রচনা (Discussion and Explanation with the help of examples)
<b>LANGUAGE 2 (HINDI)</b>	গুলমোহর হিন্দি পাঠ্য পুস্তক  Ch-7 ( সম্রাট পানী পী रहा है) discussion  Ch-8 (पार्क हाथ से निकल गया)recitation	Ch-9 ( सोने की खन)drama  Ch-10 ( गुलदस्ता) class room activity  Ch-11( जादू का ब्रूथ ) explanation  Ch-12(बीज और पौधा) recitation
<b>HINDI GRAMMAR</b>	গুলমোহর হিন্দি ব্যাকরণ  Ch-7( लिंग)project  Ch-8 (वचन) explanation	গুলমোহর হিন্দি ব্যাকরণ  Ch-9 (सर्वनाम) oral drill  Ch-10( विशेषण) explanation  Ch-11( क्रिया) oral drill  Ch-12( अशुद्धि - शोधन) practise  Ch-13 (मुहावरे ) explanation

		<p>Ch-15( अपठित गद्यांश) p-78</p> <p>Ch-16( कहानी लेखन)explanation</p> <p>Ch-17( चित्र वर्णन) discussion</p>
<b>MATHEMATICS</b>	<p>Ch-7: Measurement (Practical Based)</p> <p>Ch-8: Money (Practical Based)</p>	<p>Ch-8: Money (Practical Based)</p> <p>Ch-9:Time (Demo of Analog and Digital Clock)</p> <p>Ch-10: Geometry (Lab Activity)</p> <p>Ch-11: Patterns (Smart Classroom)</p> <p>Ch-12: Data Handling (Explanation)</p> <p>Oral: Ch-10 Geometry</p> <p>Project: Ch-9 Time</p> <p>Ch-12 Data Handling (will not come in written exam)</p>
<b>EVS</b>	<p>Chapter 7 : The world of animals (Activity: Watching movie, Zootopia).</p> <p>Chapter 8 : Tiny Animals (Activity: Digital class).</p> <p>Chapter 9: Birds we see (Activity: Project of collecting different types of feathers).</p> <p>Chapter 13 : Animal in our homes(Activity: Identification of domestic and wild animals from chart).</p>	<p>Chapter 4 : Playing is fun( Activity: Observation and playing indoor-outdoor games).</p> <p>Chapter 14 : Maps and direction (Activity: Preparing the sketch of GPS and their house)</p> <p>Chapter 18 : Means of communication (Activity: Letter writing on post card and stamp pasting)</p> <p>Chapter 19 : Clothes we wear (Activity: Identification of different fabrics and fibres).</p> <p>Chapter 20 : Potters Wheel (Acitivity: Making artificial clay models,pots and display).</p> <p>Oral- Ch-4</p>
<b>COMPUTER</b>	--	<p><b>Theory – (20 marks)</b></p> <p>Ch 3: Keyboard and Mouse (Classroom Discussion and Brainstorming Method)</p> <p>Ch 4: Operating System (Using ICT Tools)</p> <p><b>Practical – (30 marks)</b></p> <p>Ch 7: Introduction to Scratch 3.0 (Practical based learning)</p> <p>Ch 8: Movements of a Sprite (Practical based learning)</p>
<b>G.K.</b>		<p><b>Language &amp; Literature</b></p> <p>Ch- 35.(Interactive method)</p> <p><b>Science and Technology</b></p>

		Ch-40,41,43.(Interactive method) <u><b>Our surroundings</b></u> Ch-44, 45, 46(Group activity) <u><b>Would Around us</b></u> Ch-50, 52, 53,54(Picture Identification)  <b>Oral-40,46</b> <b>Identification -54</b>
<b>ART &amp; CRAFT</b>		Pg no 25 to 48

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