

MOUNT COLUMBUS SCHOOL DAKSHINPURI, NEW DELHI – 62 **SYLLABUS (2025-26)**

CLASS: III TERM II

ENGLISH

NAME OF THE BOOKS: ENGLISH CRUISE (READER) ENGLISH LANGUAGE PRACTICE BOOK

ROBINSON CRUSOE

Literature

Ch-7 The Red Flower

Ch-8 The Cocoon (Recitation & Activity Only)

CHAPTER

Ch-9 Boond: To the Mountains and Back

Ch-10 A Visit to Mawlynnong

Ch-11 My Brother's Wheelchair

Ch-12 The King Who Stopped the River (Reading & Activity Only)

Grammar

Ch-8 Nouns-Possessives

Ch-10 Adjectives – Describing Words

Ch-11 Verbs -Doing Words

Ch-12 Tenses of Verbs

Ch-13 Adverbs

Writing

Story Completion Letter Writing

Supplementary Reader

Robinson Crusoe

Ch-1, Ch-2, Ch-3, Ch-4, Ch-5, Ch-6 and Ch-7

ACTIVITY

My Own Terrarium Students will make a terrarium using a container. (Art **Integrated**)



Life-Cycle of a Butterfly Students create a visual chart depicting the four stages: egg, larva (caterpillar), pupa (cocoon), and adult butterfly. (Integrated with EVS)



Students will make a poster on how to save water in everyday life. (Art Integrated and SDG)



- A cleanliness drive will be organized in the school, where students will pick up litter and clean their classrooms. (Life Skills)
- Paralympics Sports Challenge Simple games like seated basketball or blindfold walking will be organized. (Integrated with Physical Education)
- Prepare map of India and locate rivers like Ganga, Yamuna, Brahmaputra, and Narmada. (Integrated with EVS)

पुस्तकों के नाम: मिठास नवीन हिंदी व्याकरण एवं रचना

नवान ।हदा व्याकरण एव रचन	
पाठ	क्रियाकलाप
<u>मिठास</u>	
पाठ ७- खेली ऐसी होली	• रंगोली बनाना- रंग-बिरंगे फूलों से रंगोली बनवाई जाएगी।
पाठ ८- बरतनवाला पेड़	• कागज और रंगों की मदद से एक पेड़ का मॉडल बनाएं और उस
पाठ ९- एकता में बल है	पर कागज के बर्तन टाँगें।
पाठ १०- आसमान गिरा!	• विद्यार्थी ' एकता में बल है ' कहानी का कक्षा में मंचन करेंगे।
पाठ 11- समझ गई विनी	 कक्षा में बारी-बारी से छात्र किसी काम को करने का अभिनय करेंगे जैसे, एक बच्चा नाचने का अभिनय करेगा, बाकी पहचानकर
पाठ १२- ऐसा है कंगारू	बताएँगे - नाचना ।
पाठ १३- गिनती	 स्वच्छता पर पोस्टर बनाकर उस पर चित्र और नारे लिखें। पोस्टर में विनी के अनुभव को चित्रित करें।
नवीन हिंदी व्याकरण एवं रचना पाठ ६- लिंग (स्त्री-पुरुष)	 देश के राष्ट्रीय प्रतीकों को A4 साइज शीट पर चिपकाना तथा उनका नाम लिखना।
पाठ ७- वचन (एक-अनेक)	• गिनती के खेल- बच्चों के साथ गिनती के खेल खेलना । जैसे कि "गिनती की दौड़" या "गिनती का मैच"।
पाठ ८- सर्वनाम (सबका नाम)	
पाठ ९- विशेषण (कैसा-कितना)	 मेरा दिन – सर्वनाम से: छात्रों को अपनी दिनचर्या के बारे में सिर्फ सर्वनामों से बोलें (मैं उठा, वह आया, तुम गए)।
पाठ १०- क्रिया (काम वाले शब्द)	• स्पर्थ और विशेषण- वस्तु छूकर बताएं — कैसी है? (मुलायम,
पाठ 11- समानार्थी शब्द (समान अर्थ वाले शब्द)	ਰੰਤੀ)।
पाठ 12- विलोम शब्द (उलटे अर्थ वाले शब्द)	 क्रिया अभिनय (एक्टिंग गेम)- एक छात्र कोई क्रिया करके दिखाए (क्रूदना, ताली बजाना, दौड़ना) और बाकी बच्चे पहचानें।
पाठ १४- अनेकार्थक शब्द (अनेक अर्थ वाले शब्द)	• समानार्थक शब्द चेन- पहला बच्चा शब्द बोले (<i>राजा</i>), अगला
पाठ 15- अशुदधि-शोधन	समानार्थक जोड़ें (<i>सम्राट</i>)।
पाठ १६- विराम-चिह्न	• विलोम शब्द पहेली-" मैं दिन के बाद आता हूँ, मैं कौन हूँ?" (रात))" मैं छोटा नहीं, बल्कि हूँ" (बड़ा)
पाठ २२- कहानी पठन और लेखन	 खेल-खोजो और जोड़ो – वाक्यों में गुम हुए विराम चिन्ह खोजकर
पाठ २३- वार्तालाप	सही स्थान पर जोड़ना।
पाठ २४- पत्र-लेखन	 ऋतु संवाद- एक छात्र ऋतु बनेगा दूसरा त्योहार दोनों आपस में संवाद करेंगे।
पाठ २६- अपठित गद्यांश	

SUBJECT- MATHEMATICS

NAME OF THE BOOK: MATHEMATICS DISCOVER AND LEARN

CHAPTER	ACTIVITY
Ch-7 Understanding Measurement	Measuring Gardens - Draw various things we can see in
Ch-8 More About Time	a garden like wiggly worms, plants and flowers. Estimate the length, measure it and convert into other units.
Ch-9 Money	Wrist watch - Make a wrist watch by using kitchen
Ch-10 Shapes and patterns	roll, stickers, gems, washi tape etc.
Ch-11 Data Handling	Money wallet - Make a cash memo or bill of your recent purchase.
	Tangram Puzzle- Make a tangram by using different cardboards.
Speed Solver (Practice Book)- Pages 62 to	Weather Chart - Make a tally chart and pictograph to
66,80 to 92	represent weather in your city for the next 15 days.
Speed Solver (Practice Book)- Pages 51 to 61, 67 to 74	

SUBJECT- EVS

NAME OF THE BOOK: FRIENDS OF THE EARTH

CHAPTER	ACTIVITY
Ch-11 Our Feathered Friends Ch-14 Food We Eat Ch-16 Water Ch-17 Air We Breathe Ch-10 The Syrp, the Forth and the Moon	 Construct a birdhouse for your feathered friends. Use an old shoe box or any other waste box. Students will draw food pyramid and they will also prepare their 1-day meal chart.
Ch-19 The Sun, the Earth and the Moon	 Make a water sprinkler and explain how it is useful. Lab Experiment- To show oxygen is needed for burning things. (2 glass, matchstick and candles) Experiment- To show how rotation causes days and nights.
ACTIVITY BASED Ch-12 Tiny Creatures Ch-13 Games We Play	 Reading and class discussion. Prepare a poster to spread awareness on 'How to prevent Mosquitoes Diseases'. Conduct a Kho-Kho match in the school playground.
Ch-15 Cooking Food Ch-18 Seasons and Weather	 Bring different food items and explain the method in which particular food is cooked. (Boiling, Baking, Roasting etc) Write a poem about your favourite season.

SUBJECT - COMPUTER

NAME OF THE BOOK: LEARNING ARC

CHAPTER	ACTIVITY
Ch-5 Problem Solving with RoboMind Ch-6 Visual Coding with Scratch Ch-7 Introduction to Word Processing Ch-8 TupiTube-My First Animation	 Visit the computer lab and do the following: Open the RoboMind program. Get familiar with uses and function of remote-control buttons Open map, pass Beacons map and help Robo remove all the beacons in the way to the tile with white spot. Instruct the Robo to paint the tiles black and white while moving.
	 Program the robot to draw a specific shape (e.g., square, triangle, or star) using a series of movement commands. Building a House- Program the robot to build a simple house on the grid by using commands like Move, Turn Left,
	 Create a simple animation where a character moves across the screen. Open Scratch and select a sprite (e.g., a cat). Use the "glide" block to make the sprite move from one side of the screen to the other.
	 Create an interactive virtual pet that responds to actions. Choose a pet sprite (e.g., a dog or cat). Use the "when [key] pressed" block to make the pet perform actions. Add sound effects for the pet's actions. Use "if-else" to have the pet react to certain events.
	 Animate Your Name-Create simple text animation. <u>Steps:</u> Each student types their name in a colorful style. Add frames to make the letters move — bounce or rotate.
	 Jumping Frog Adventure Steps: Draw a simple frog (or use a ready-made character). Create frames to make the frog "hop" forward. Add a background like a pond or grass.
	• Sounds and Emotions Match-Up-Play short sound clips (e.g., laughing, a thunderstorm, a robot beep).

<u>SUBJECT – MORAL SCIENCE</u>

NAME OF THE BOOK: HEART AND SOUL (A JOURNEY IN VALUE EDUCATION)

CHAPTER

Ch-7 The Clean-up Crew

Ch-8 The Little Blackbuck

Ch-9 The Lost Watch

Ch-10 The Magic of a Tidy Room

Ch-11 Polite Moments with Sita

Ch-12 Zippy's Greedy Mistake

SUBJECT – GENERAL KNOWLEDGE

NAME OF THE BOOK: STERLING GENERAL KNOWLEDGE

CHAPTER	
Theme 8- Language and Literature	
Theme 9- Cultural Glimpse	
Theme 10- Arts and Stage	
Theme 11- Play and Players	
Theme 12- Go Beyond	
Theme 13- Scratch Your Brain	

SUBJECT – ART & CRAFT

NAME OF THE BOOK: MY BOOK OF VISUAL ART & CRAFT

	THE BOOK. WIT BOOK OF VISUALIANT & CRAFT
ART	CREATIVE CRAFT ACTIVITIES
 Healthy Food Silhouette Painting Warli Art Pretty Girl Floating Swan Positive and Negative Effect Pongal Festival Princess Castle Shaded Sparrow Underwater Scene Dancing Peacock The Alien Beautiful Hibiscus 	 Collage Art Diwali Lantern Photo Frame Making Nature Collage Paper Quilling Art Christmas Day Activity