



**MOUNT COLUMBUS SCHOOL**  
**DAKSHINPURI, NEW DELHI – 62**  
**SYLLABUS (2025-26)**  
**CLASS: IV**  
**TERM II**

**SUBJECT: ENGLISH**

**NAME OF THE BOOKS: ENGLISH CRUISE (READER)**  
**ENGLISH LANGUAGE PRACTICE BOOK**  
**THE ADVENTURES OF TOM SAWYER**

NAME OF THE CHAPTERS	ACTIVITY
<p><b><u>Literature</u></b></p> <p>Ch-7 The Angry Dragon  Ch-8 Sour Grapes (Recitation)  Ch-9 Along the Yellow Brick Road (Reading and Activity Only)  Ch-10 The Clever Old Woman  Ch-11 My Frog Recycles All His Trash  Ch-12 Gemma</p> <p><b><u>Grammar</u></b></p> <p>Ch-3 Simple Past Tense  Ch-4 Simple Future Tense  Ch-5 Present Continuous Tense  Ch-6 Past Continuous Tense  Ch-7 Future Continuous Tense</p> <p><b><u>Writing</u></b></p> <p>Notice Writing  Letter Writing</p> <p><b><u>Supplementary Reader</u></b></p> <p>The Adventures of Tom Sawyer  Ch-10, Ch-11, Ch-12, Ch-13, Ch-14, Ch-15, Ch- 16, Ch-17, Ch-18 and Ch-19</p>	<ul style="list-style-type: none"> <li>• <b>What's under the ice-berg?</b>  Student's will write or draw what might be under their "anger ice-berg" when they feel upset (like sadness, frustration or embarrassment). <b>(Life Skills)</b></li> <li>• Students will watch an <b>adventurous movie</b> of their choice and discuss the story with their classmates.</li> <li>• <b>The Wise Explorer of the North-East</b>  Students will carry a map of North-East India and difference scenarios will be given as a challenge related to the region.  <b>(Integrated with Social Science)</b></li> <li>• <b>Cleanliness drive</b> in school. <b>(Waste Segregation) (Life Skills)</b></li> <li>• Students will find about any rainforest of their country and an animal that lives in it.  <b>(Referring Page No.-149) (Integrated with EVS)</b></li> </ul>

पाठ्य पुस्तक	क्रियाकलाप
पाठ 7. चींटी	
पाठ 8. खो-खो का खेल	<ul style="list-style-type: none"> <li>• खो-खो के खेल के शारीरिक शिक्षा के अध्यापक की मदद से नियम बताना और मैच करवाना।</li> </ul>
पाठ 9. फूटा घड़ा	
पाठ 10. जैसलमेर की यात्रा	<ul style="list-style-type: none"> <li>• दिल्ली की प्रसिद्ध जगहों की एल्बम बनाना।</li> </ul>
पाठ 11. दूसरों के लिए	<ul style="list-style-type: none"> <li>• अच्छे कर्म' चिट्ठी बॉक्स- कक्षा में एक बॉक्स रखें, जिसमें बच्चे अपनी की गई अच्छी मदद के बारे में लिखकर डालें। हर हफ्ते सबसे अच्छी चिट्ठी को पढ़कर सराहा जाए।</li> </ul>
पाठ 12. समुद्रतट का सफाई अभियान	<ul style="list-style-type: none"> <li>• भारत के प्रमुख समुद्रतटों (गोवा, पुरी, मरीना बीच, कोवलम आदि) को भारत के नक्शे पर दिखाना।</li> </ul>
पाठ 13. दाँत का दर्द	<ul style="list-style-type: none"> <li>• दंत स्वास्थ्य एवं स्वच्छता के प्रति जागरूकता के लिए विद्यालय की नर्स के साथ संवादात्मक सत्र।</li> </ul>
पाठ 14. गिनती	<ul style="list-style-type: none"> <li>• साँप सीढ़ी का खेल खेलना</li> </ul>
नवीन हिंदी व्याकरण एवं रचना	
पाठ 8. विशेषण	
पाठ 10. काल	<ul style="list-style-type: none"> <li>• विशेषण मछली बनाकर फिश टैंक में तैराइए।</li> </ul>
पाठ 13. अनेक शब्दों के लिए एक शब्द	
पाठ 14. अनेकार्थक शब्द	
पाठ 15. श्रुतिसम-भिन्नार्थक शब्द.	
पाठ 16. ध्वन्यात्मक शब्द.	
पाठ 17. अशुद्धि-शोधन	<ul style="list-style-type: none"> <li>• 'हमारे मददगार' शीर्षक से अलबम में चित्र चिपकाकर एक वाक्य में उनके काम लिखिए।</li> </ul>
पाठ 18. अविकारी शब्द	<ul style="list-style-type: none"> <li>• विराम चिह्न का गुलदस्ता बनाना।</li> </ul>
पाठ 19. विराम-चिह्न	<ul style="list-style-type: none"> <li>• मुहावरों का प्रयोग करते हुए अपने मित्र के साथ कक्षा में संवाद।</li> </ul>
पाठ 20. गिनती	
पाठ 21. मुहावरे	
पाठ 23. कहानी-लेखन	
पाठ 24. संवाद-लेखन	
पाठ 25. पत्र-लेखन	
पाठ 27. अपठित गद्यांश	

पाठ का नाम	क्रियाकलाप
<p>पाठ 9. प्रथमः पुरुषः (त्रिषु लिङ्गेषु)  पाठ 10. मध्यमः पुरुषः - एकवचनम्  पाठ 11. मध्यमः पुरुषः - द्विवचनम्  पाठ 12. मध्यमः पुरुषः - बहुवचनम्  पाठ 13. उत्तमः पुरुषः एकवचनम्  पाठ 14. उत्तमः पुरुषः - द्विवचनम्  पाठ 15. उत्तमः पुरुषः - बहुवचनम्  पाठ 16. संख्यावाचक-शब्दाः</p> <p>व्याकरणं  संख्यावाचक शब्दाः (21-50)  परिवारस्य सदस्यां नामानि  पशूनां नामानि  खगानां नामानि</p>	<ul style="list-style-type: none"> <li>चित्र वर्गीकरण खेल – छात्रों को विभिन्न व्यक्तियों (पुंलिंग, स्त्रीलिंग, नपुंसकलिंग) के चित्र दें और वे सही प्रथम पुरुष सर्वनाम (सः, सा, तत्) का चयन करेंगे।</li> <li>क्रिया मिलान खेल – छात्रों को क्रियाएँ दी जाएगी और वे मध्यम पुरुष एकवचन रूप में सही उत्तर देंगे, जैसे गच्छ (गम्), पठ (पठ्), लिख (लिख्)।</li> <li>संख्या क्रम खेल – छात्रों को गिनती की पंक्तियाँ दी जाएगी और वे लापता संख्याएँ संस्कृत में भरेंगे, जैसे त्रयोविंशतिः, , पञ्चविंशतिः।</li> <li>परिवार वृक्ष बनाओ – छात्र अपने परिवार का चित्र बनाकर संस्कृत में सदस्यों के नाम (पिता, माता, भ्राता, भगिनी आदि) लिखेंगे।</li> <li>चित्र बनाओ: छात्र अपने पसंदीदा पक्षी का चित्र बनाएंगे और संस्कृत में उसका नाम लिखेंगे।</li> <li>चित्र सह परिचय – छात्र अपने, अपने मित्र और अपने परिवार के चित्र बनाकर संस्कृत में 'अहम्', 'आवाम्', 'वयम्' का प्रयोग करेंगे।</li> </ul>

**SUBJECT: MATHEMATICS**

NAME OF THE BOOKS: MATHS MAGIC  
SPEED SOLVER: A PRACTICE BOOK ON MENTAL MATHS

NAME OF THE CHAPTERS	ACTIVITY
<p>Ch 9 Halves and Quarters  Speed Solver (Practice Book)- Pages 51 to 57  Ch 10 Play with Patterns  Speed Solver (Practice Book)- Pages 71 to 75  Ch 11 Tables and Share (Activity Based)  Speed Solver (Practice Book)- Pages 27 to 40  Ch 12 How heavy? How light?  Speed Solver (Practice Book)- Pages 80 to 84  Ch 13 Fields and Fences</p> <p>Ch 14 Smart Charts  Speed Solver (Practice Book)- Pages 100 to 103</p>	<ul style="list-style-type: none"> <li>Show <math>\frac{1}{2}</math> and <math>\frac{1}{4}</math> by paper folding</li> <li>Magic Triangle - Use number 1 to 9 to make your own magic triangle.</li> <li>Group Sharing Game</li> <li>Find out the age, height and weight of any five friends and make a table.</li> <li>Make different shapes by joining two squares on the squared sheet.</li> <li>Students can collect the data after asking his friends - Who likes to get wet in the rain?</li> <li>Make a pie chart by using the above information.</li> <li></li> </ul>

## **SUBJECT: EVS**

**NAME OF THE BOOK: FRIENDS OF THE EARTH ENVIRONMENTAL STUDIES**

<b>NAME OF THE CHAPTERS</b>	<b>ACTIVITY</b>
<b>Ch-12 Beaks, Claws and Nests</b>	<b>Create a nest by using materials like cotton, twigs, sticks, pebbles etc.</b>
<b>Ch-13 Water</b>	<b>Write and illustrate short story about a raindrop's journey from the sky to the ocean.</b>
<b>Ch-14 Air Around Us</b>	<b>Experiments to show properties of air.</b>
<b>Ch-15 Natural Resources</b>	<b>Map work- Students mark states rich in natural resources (coal in Jharkhand, forests in Kerala, etc.) on the political map of India.</b>
<b>Ch-16 Waste Management</b>	<b>Slogan writing on the topic "Waste to wealth".</b>
<b>Ch-17 Maps and Mapping</b>	<b>Students will draw a map of their neighbourhood, marking important places like their home, school, park, and market.</b>
<b>ACTIVITY BASED CHAPTERS</b>	
<b>Ch-8 Buildings and Bridges</b>	<b>Project work- Students will make a project on the different types of bridges.</b>
<b>Ch-18 The Solar System</b>	<b>Make a 3D model of solar system.</b>
<b>Ch-19 Travel with Animals</b>	<b>Role play on the riding animals, pack animals and draught animals.</b>
<b>Ch-20 Travel and Money</b>	<b>Money Math- Students will create a mini market in the class and bring fake currency notes to buy things and calculate the money they spent.</b>
<b>Ch-21 Communication</b>	<b>Write a letter to your grandfather or grandmother describing about the places you visited during your winter vacation.</b>

## **SUBJECT: COMPUTER**

**NAME OF THE BOOK: DIGICODE AI VER 2.1**

<b>NAME OF THE CHAPTERS</b>	<b>ACTIVITY/PRACTICAL</b>
<b>Ch-6, Visual Processing</b>	<b>1. Write the spots of the given objects. 2. Take Odd One Out from picture puzzle. 3. Find the mirror images from images.</b>
<b>Ch-7, Blocks in Scratch</b>	<b>1. Oceans are vital for the planet, providing oxygen, regulating the climate, and supporting a wide range of marine life. Create a Scratch project, add sprites of marine animals, backdrops and aquatic life representing ocean environment.</b>

	<ol style="list-style-type: none"> <li>2. Create a simple animation where a character moves across the screen, such as a sprite walking or flying.</li> <li>3. Design a simple quiz game that asks questions and checks answers.</li> <li>4. Create a scene where a sprite performs different actions or changes costumes.</li> </ol>
<b>Ch-8, Introduction to Kodu Game Lab</b>	<ol style="list-style-type: none"> <li>1. Find out about a few more user-friendly and creative games like Kodu and discuss them in class.</li> <li>2. Create the following scene in Kodu Game Lab: <ul style="list-style-type: none"> <li>• Add some apples to the world and make some of them green.</li> <li>• Code the bot so that it looks for apples and eats them. If there is a green apple, it turns away.</li> </ul> </li> </ol>
<b>Ch-9, AI Timeline</b>	<ol style="list-style-type: none"> <li>1. Write down the names of the five AI devices and their uses.</li> <li>2. Think Tank- Suppose, AI could take you to the different time periods in history. What era would you visit first, and what would you learn from the AI guides?</li> <li>3. Computers help build smart cities and improve city services, making them more efficient and eco-friendlier. Name the India's first smart city and how computers are contributing to it.</li> <li>4. Fourth of July Fireworks</li> </ol> <p>This is a fun game that helps to celebrate 4th of July, without harming the environment.</p> <p>To play the game, follow the given steps:</p> <p>Step 1: Visit the following link-</p> <p><a href="https://artsandculture.google.com/experiment/3wFbmusK9c852w">https://artsandculture.google.com/experiment/3wFbmusK9c852w</a></p> <p>Step 2: Select a venue from the given choices and follow the instructions and press the number keys on top of the alphabet keys to shoot the firecrackers.</p>
<b>Ch-10, AI &amp; Non-AI Robots</b>	<ol style="list-style-type: none"> <li>1. AI GAME - Thing Translator is an AI-based game which takes a photo of an object and identifies it. To play this game, follow the given steps:</li> </ol> <p>Visit the following link to play the game:</p> <p><a href="https://thing-translator.appspot.com/">https://thing-translator.appspot.com/</a></p> <p>Step 1 -Place an object in front of the camera and choose a language.</p> <p>Step 2- Click on Capture button.</p>

	<p>2. AI Task- Scan the QR code or visit the following link to watch the video and write four lines about the video in Word:</p> <p><a href="https://www.youtube.com/watch?v=wGWVKkYEHBE">https://www.youtube.com/watch?v=wGWVKkYEHBE</a></p> <p>3. Prepare a Word document on any two robots that are useful in everyday life. Use images of the robots wherever required.</p>
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### **SUBJECT: MORAL SCIENCE**

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

<b>NAME OF THE CHAPTERS</b>
<b>Ch-7: Keshav's Story of Compassion</b>
<b>Ch-8: Ronnie and the Harvest Festival</b>
<b>Ch-9: From Fear to Confidence: Tina's Story</b>
<b>Ch-10: Ants and Bees: A Tale of Cooperation</b>
<b>Ch-11: Young Patriots of Greenfield</b>
<b>Ch-12: Pankaj's Path to Success</b>

### **SUBJECT: GENERAL KNOWLEDGE**

**NAME OF THE BOOK: STERLING GENERAL KNOWLEDGE**

<b>NAME OF THE CHAPTERS</b>
<b>Theme 8: Language and Literature</b>
<b>Theme 9 Cultural Glimpse</b>
<b>Theme 10: Arts and Stage</b>
<b>Theme 11: Play and Player</b>
<b>Theme 12: Go Beyond</b>
<b>Theme 13: Scratch Your Brain</b>

## **SUBJECT: ART**

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

<b>TOPIC</b>	<b>PAGE NO.</b>
1. Black and white	23
2. Baby birds	25
3. Traditional rangoli	26
4. Mickey mouse	27
5. Floral fantasy	28
6. Wise owl	29
7. Garden flowers	30
8. Donald duck	31
9. Light source	32
10. Human eye	33
11. Eid celebration	35
12. Creative garden	36-37
13. Green village	38-39
14. Apple art	40
15. Angry sun	43
16. Earth day	45
17. Madhubani Art	47

## **SUBJECT: CRAFT**

<b>TOPICS</b>
<ul style="list-style-type: none"><li>• Paper lanterns</li><li>• Pressed flower art</li><li>• Recycled plastic crafts</li><li>• Newspaper craft</li><li>• Christmas ornaments making</li><li>• Origami (paper folding)</li></ul>