



MOUNT COLUMBUS SCHOOL
DAKSHINPURI, NEW DELHI – 62
SYLLABUS (2025-26)
CLASS: V

TERM II
ENGLISH

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

CHAPTER	ACTIVITY
<p><u>Literature</u> Ch-7 Think to Win Ch-8 Let's Talk Rubbish Ch-9 The Poor Scribe and The Moneylender Ch-10 A Brush with Mithila Art Ch-11 Dad and the Cat and The Tree (Recitation) Ch-12 A Crumb for the Bird (Reading)</p> <p><u>Grammar</u> Ch-6 The Present Perfect Tense Ch-7 The Past Perfect Tense Ch-8 The Future Perfect Tense Ch-11 Conditional Sentences Ch-12 The Preposition Ch-13 The Conjunctions</p> <p><u>Writing</u> Diary Entry Letter Writing</p> <p><u>Supplementary Reader</u> <i>The Three Musketeers</i> Ch-16, Ch-17, Ch-18, Ch-19, Ch-20, Ch-21, Ch-22, Ch-23, Ch-24, Ch-25, Ch-26, Ch-27 Ch-28 and Ch-29</p>	<ul style="list-style-type: none"> • Eco-Obstacle Race – Players will complete the race while carrying a small recyclable object in their way e.g.- cardboard, bottles etc. (Integrated with Physical Education) • Waste Segregation Challenge – Students will sort waste into biodegradable and non-biodegradable bins. (Life Skills) • If you were given one hundred rupees, what things would you be able to buy from the market? Make a list along with their prices. Will you have money left over? (Integrated with Mathematics) • Students will create a painting of Warli by using natural colours (Beetroot, Turmeric, Flowers, Charcoal etc.) (Art Integrated) • Tenses Flipbook - Students will create a flipbook to illustrate verbs in the past, present, and future tenses in a fun and interactive way.

हिंदी

पुस्तक का नाम : मिठास

हिंदी व्याकरण एवं रचना

पाठ्य पुस्तक	क्रियाकलाप
मिठास पाठ 7. सच्ची शिक्षा पाठ 8. खेलो ऐसे खेल पाठ 9. कुछ कर दिखलाते पाठ 10. थॉमस अल्वा एडिसन पाठ 11. कुछ नहीं पाठ 12. रानी चेन्नम्मा पाठ 13. प्रेम प्रकृति से हो पाठ 14. नई लड़की पाठ 15. गिनती हिंदी व्याकरण एवं रचना पाठ 8. सर्वनाम पाठ 9. विशेषण पाठ 10. क्रिया पाठ 11. काल पाठ 13. शब्द-युग्म पाठ 14. अविकारी शब्द (अव्यय) पाठ 17. मुहावरे और लोकोक्तियाँ पाठ 18. श्रुतभाव ग्रहण पाठ 21. संवाद-लेखन पाठ 22. पत्र-लेखन पाठ 25. अपठित गद्यांश	"महाभारत से संबंधित कथाओं का कक्षा में वर्णन। भारतीय खेलों के बारे में प्रश्नोत्तरी आयोजित करना। "सद्वचनों का वृक्ष" - एक बड़ा पेड़ बनाकर संतों के प्रेरणादायक उद्धरण लिखवाना और उसे पत्तियों के आकार में काटकर पेड़ पर चिपकाना। विभिन्न वस्तुओं (पारदर्शी, आर्ध पारदर्शी, और अपारदर्शी) के माध्यम से प्रकाश के मार्ग को देखना नाटक मंचन अंग्रेज़ों से आजादी दिलाने के लिए कई महिलाओं ने योगदान दिया था उन पर एक पोस्टर बनाओ। प्राकृतिक और मानव निर्मित वस्तुओं का वर्गीकरण 'मेरा राज्य मेरी परंपरा' विषय पर पीपीटी तैयार कीजिए। सर्वनाम रिले रेस क्रिया चैलेंज - हर बच्चा बारी-बारी से एक कागज का टुकड़ा निकालेगा। उस कागज पर जो क्रिया शब्द लिखे हों,, उसका अभिनय करना होगा, बिना शब्दों का प्रयोग किए। कौन बनेगा करोड़पति: काल क्विज मुहावरों का प्रयोग करते हुए अपने मित्र के साथ कक्षा में संवाद।

संस्कृत




पुस्तक का नाम- कस्तूरी प्रवेशिका

पाठ का नाम	क्रियाकलाप
कस्तूरी प्रवेशिका पाठ 9. करण-कारकम् पाठ 10. सम्प्रदान-कारकम् पाठ 11. अपादान-कारकम् पाठ 12. सम्बन्धम् पाठ 13. अधिकरण-कारकम् पाठ 14. सम्बोधनम् पाठ 15. लृट् लकारः (भविष्यत्कालः) पाठ 16. संख्यावाचकाः विशेषणाः व्याकरणं संख्यावाचक शब्दाः (21-50) परिवारस्य सदस्यां नामानि पशूनां नामानि खगानां नामानि	<p>संसाधन प्रयोग - विद्यार्थी किसी क्रिया के लिए उपयोग किए गए साधन का नाम बताएँगे।</p> <p>अभिनय खेल - विद्यार्थी संवाद के माध्यम से सम्प्रदान कारक का उपयोग करेंगे।</p> <p>अपादान वाक्य निर्माण- विद्यार्थी अपादान कारक का उपयोग कर वाक्य बनाएँगे।</p> <p>परिवार का परिचय - विद्यार्थी अपने परिवार के सदस्यों का परिचय संस्कृत में देंगे।</p> <p>पशु/ पक्षी ध्वनि पहचान खेल - कक्षा का एक छात्र किसी पशु की ध्वनि निकालेगा, और दूसरे छात्र को उस पशु का संस्कृत नाम बताना होगा।</p> <p>गणित और संस्कृत: विद्यार्थी संस्कृत में संख्याओं का उपयोग कर गणितीय प्रश्न हल करेंगे।</p> <p>परिवार वृक्ष बनाना - छात्र पितृ, मातृ, भ्राता, भगिनी, पितामहः, पितामही आदि शब्दों का उपयोग करके परिवार वृक्ष बनाएँगे।</p> <p>संख्या-खोज पहेली - छात्रों को 1 से 50 तक के संस्कृत संख्यावाचक शब्दों की एक तालिका दी जाएगी। वे इन शब्दों को एक पहेली में छिपे हुए अक्षरों से खोजेंगे।</p>

MATHEMATICS

NAME OF THE BOOKS: MATHS MASTER

SPEED SOLVER: A PRACTICE BOOK ON MENTAL MATHS

CHAPTER	ACTIVITY
Ch 8 Measurement	Hands on activity: Health Camp 
Ch 9 Money	Banking System: Students can create a simulated banking system, where they can deposit, withdraw and transfer money.
Ch 11 Time	Time conversion: Teacher will provide students with times in different format (e.g., 12-hour, 24-hour) and they have to convert in different Format.
Ch 13 Geometry	Geometry in Nature  To prove that the sum of the interior angle of a triangle is to 180 degree.
Ch 14 Patterns (Activity Based)	Symmetry Greetings Card 
Ch 15 Mensuration	Building Design Students will design a building, considering the area, perimeter, and volume.
Ch 16 Data Handling	Students will measure the height of any 5 other students of their class, note down the observation. Then, create a bar graph based on the information. Page no. 120 (Speed solver)
Speed solver (Practice book)- Pages 102 to 119 Speed solver (Practice book) - Pages 53 to 97.	

EVS

NAME OF THE BOOK : FRIENDS OF THE EARTH

CHAPTER	ACTIVITY
Ch-13 Preserving Food	• Read the food labels of five packaged food items like milk, biscuits, bread, potato chips, butter, pulses and spices. Write the manufacturing date, use/best before and method of food preservation of each item. Find out more details about any one preservation method. Present the information in a chart using pictures and drawings.
Ch-15 Water	• Make a model of the sources of water using cardboard, clay and colourful sheets.
Ch-16 Balance in Nature	• Make a poster on Food Chain.
Ch-17 Fossil Fuels	• Create a poster to spread awareness about conserving non-renewable sources of energy.
Ch-19 Maps and Mapping	• Make a Plan of your own dream house on an A4 size sheet.
Activity Based Chapters	
Ch-14 Our Houses	• Making model of any one type of house
Ch-18 Natural Calamities and Emergency	•Conduct a Mock drill to learn survival skills for disaster like earthquake occurs.
Ch-20 India	•Make a collage on monuments related to National Heritage of India
Ch-21 Harvesting Season	• Make a model on the tools used in farming using newspapers and aluminium foil.

COMPUTER

NAME OF THE BOOK: DIGICODE AI VER 2.1

CHAPTER	PRACTICAL/ACTIVITY
Ch-6, Creating Shapes in Scratch	<ol style="list-style-type: none">1. Modify the script you had created to draw a circle. Press the Go button and you will the shape given in screenshot. (Page no. 79)2. Create the code to draw the HEXAGON in Scratch.3. Count and write the number of sides and degree of turn in the different shapes.
Ch-7, Advanced Blocks & Game Creation	<ol style="list-style-type: none">1. Open Scratch. Create a script using a sensing block and conditional block where a penguin ask questions to a bear.2. Create a script for the BIRTHDAY PARTY for two Sprites. Change the backdrop to party. See what happens when you run the script.3. Amora wants the Sprite in her project to say 'ouch' when it touches the mouse pointer. Help her to achieve her project.
Ch-8, AI in Popular Apps	<ol style="list-style-type: none">1. Identify the apps and their names.2. Your family buys a new lamp that uses very little electricity and turns on and off using sensors. Explore on the Internet with the help of any AI tool, how does this help the Earth?3. Use different tools or apps like Paint 3D, Word, etc. of your choice and do the following:<ul style="list-style-type: none">• Design the layout of an app of your choice.• Prepare a report on "The most used topics for Instagram posts."• Prepare a short note on the reasons why politicians and actors use 'X' (formerly known as Twitter) more than other platforms.4. Open web browser and play the game-Animal Mystery. To play the game visit https://www.gamestolearnenglish.com/animal-mystery/
Ch-9, Trending Robots	<ol style="list-style-type: none">1. Think Tank- What if you could deploy robots equipped with AI to protect endangered species from poachers and habitat destruction? How would these robots patrol protected areas and intervene in threatening situations?2. Identify any two problems in your society for which you can suggest a robot. Write a description of the problems. Draw the shapes of the robots and give a name to each robot.3. Fossil fuels, deforestation, and industry increase greenhouse gases, raising global temperatures and affecting ecosystems. Discuss how robots could help with climate action, like monitoring pollution or planting trees, and identify suitable robots for these tasks.4. Given games allow children to design robots using different parts. Step 1: Visit the following link or scan the QR code to play the game: https://www.abcya.com/games/make_a_robot Step 2: Click on the PLAY button. Now, place the different parts of robots to design a robot of your choice.
Ch-10, Chatbots	<ol style="list-style-type: none">1. Visit your school's enquiry department with your parents and ask them about the frequently asked questions. Now, think of a chatbot that your school can use. Mention the questions that can be answered by the school chatbot.2. Rajan wants to learn English and some new words every day, but he is not able to do so properly. Can you suggest a chatbot that can help him?3. Suppose today is your birthday, and you have invited all your friends, and they all mostly like fast food. You have your hands covered in cake and want to order Domino's pizza for your friends. Which Domino's chatbot will you use to place the order?4. In a Word document, write any four lines about a chatbot that you like the most in this chapter.

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

MORAL SCIENCE

NAME OF THE BOOK – HEART &. SOUL (A JOURNEY IN VALUE EDUCATION)

CHAPTER
7: Keshav's Story of Compassion
8: Ronnie and the Harvest Festival
9: From Fear to Confidence: Tina's Story
10: Ants and Bees: A Tale of Cooperation
11: Young Patriots of Greenfield
12: Pankaj's Path to Success

ART

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

TOPIC	PAGE NO.
1. Happy Diwali	23
2. African mask	24
3. Fruit basket	27
4. Pretty glass	30
5. Yoga postures	31
6. Fresh orange	33
7. Animated walker	35
8. Wild companions	36
9. Loyal friends	37
10. Flying superman	38-39
11. Shades of apple	40
12. 3D art	41
13. Bird of paradise	42
14. Merry Christmas	45
15. Tribal dance	46

CRAFT

TOPIC
<ul style="list-style-type: none">• Button art• Diwali lanterns• Puppets making• Cardboard craft• Wall hanging• Christmas craft activity