



MOUNT COLUMBUS SCHOOL
DAKSHINPURI, NEW DELHI-110062
SESSION 2025-26
CLASS-VI
MID TERM SYLLABUS

ENGLISH

NAME OF THE BOOKS: THE ENGLISH CRUISE
GRAMMOLOGY
P.P PUBLICATION PRACTICE BOOK
LITTLE WOMEN

TOPICS	ACTIVITIES
<u>THE ENGLISH CRUISE</u> 1. The Barmecide's Feast (As Per PT-I) 2. <i>The Nightingale and The Glow-worm</i> (As Per PT-I) 3. Monday Morning Blues 4. <i>Child or Adult</i> 5. Goopy and Bagha begin Their Journey 6. <i>A visit to the Ballet</i> (Read Only) 7. Shivaji's Escape from Agra <u>GRAMMOLOGY</u> 4. Nouns and Kinds of Nouns (As Per PT-I) 6. Pronouns and Kinds of Pronouns 9. Adjectives and Degrees of Comparison 13. Simple Present Tense 14. Simple Past Tense <u>WRITING SKILLS</u> 26. Formal Letter (As Per PT-I) 28. Notice Writing <u>LITTLE WOMEN (Supplementary Reader)</u> 4. Getting ready for New Year's Eve 5. The boy next door 6. Jo visits the boy next door 7. Jo meets Laurie's grandfather 8. Mr. Laurence sends Beth a Present 9. Jo and Amy quarrel 10. Jo is sorry	<ul style="list-style-type: none">• Create a two-sided poster, one representing 'child' self and the other 'growing-up' self, and write a few lines on either side about how students feel like both on an A4 sized sheet.• Design a flowchart showing the events of the story 'Goopy and Bagha begin Their Journey' in the correct order.• The 'Noun Treasure Hunt' game will be conducted during the lesson to help students identify and categorize different kinds of nouns.• Create a beautiful drawing of a ballet dancer and write five key facts about ballet.• Draw a table listing the qualities of Chhatrapati Shivaji Maharaj and Hiraji Farzand in a well-framed manner.

BLUEPRINT**TIME: 150 Minutes****MARKS: 60**

	1 Mark	2 Marks	3 Marks	5 Marks	Total	Percentage (%) weightage
SECTION A (10 Marks)						16.67
Unseen Passage	10				10	
SECTION B (30 Marks)						50
Formal Letter				1	5	
Notice				1	5	
Grammar	20				20	
SECTION C (20 Marks)						33.33
Question & Answers		5			10	
RTC	4				4	
Value-Based Questions			2		6	
Total	34x1=34	5x2=10	2x3=6	2x5=10	60	100

हिंदी

पुस्तकों के नाम: हिंदी पाठ्यपुस्तक भाषा सेतु
हिंदी व्याकरण एवं रचना
रंगमंच की कहानियाँ

पाठ का नाम	क्रियाकलाप
<p>हिंदी पाठ्यपुस्तक भाषा सेतु हिंदी व्याकरण एवं रचना पाठ का नाम पाठ 1. भारत देश हमारा (PT-1) पाठ 1. भाषा, बोली, लिपि और व्याकरण (PT-1) पाठ 2. वर्ण-विचार (PT-1) पाठ 5. शब्द-संपदा (PT-1) पाठ 2. गोनू झा की बिल्ली (PT-1) पाठ 6. उपसर्ग (PT-1) पाठ 7. प्रत्यय (PT-1) पाठ 4. हँसते-हँसते जीना (PT-1) पाठ 4. शब्द विचार (PT-1) पाठ 5. आ रही रवि की सवारी पाठ 3. संधि पाठ 6. बकरी दो गाँव खा गई पाठ 7. डॉक्टर मुत्तु लक्ष्मी रेड्डी (पठन) पाठ 8. समास पाठ 8. मैं भागीरथी हूँ पाठ 9. संज्ञा पाठ 9. और भी हैं पाठ 10. लिंग और वचन पाठ 20. मुहावरे और लोकोक्तियाँ रंगमंच की कहानियाँ (पूरक-पुस्तिका) पाठ 1. होमवर्क का पहाड़ (PT-1) पाठ 3. इस हाथ ले, उस हाथ दे! पाठ 4. पंच परमेश्वर (पठन) लेखन पाठ 21. चित्र-वर्णन पाठ 23. अनुच्छेद लेखन पाठ 24. पत्र-लेखन पाठ 25. संवाद-लेखन पाठ 32. अपठित बोध</p>	<ul style="list-style-type: none">• सूर्य नमस्कार / योग गतिविधि: "सूर्य" से जुड़ी गतिविधि में बच्चों को सूर्य नमस्कार करना सिखाना। साथ में सूर्य के फायदे बताना जैसे—स्वास्थ्य, ऊर्जा, प्रकाश।• बकरी का मास्क / क्राफ्ट गतिविधि: छात्र रंगीन पेपर से बकरी का मास्क बनाएँगे। मास्क लगाकर संवाद बोलेंगे: "मैं तो घास चरने आई थी, गाँव वालों ने आपस में लड़ाई मचाई!"• गंगा नदी का उद्गम तथा अंत मानचित्र में इंकित करके बताइए तथा यह भी बताइए कि गंगा नदी पर कौन-कौन से प्रमुख बाँध बनाए गए हैं।

प्रश्न-पत्र का प्रारूप

समय: 2.5 घंटे

पूर्णांक: 60

क्रम संख्या	पाठ्य क्रमानुसार इकाइयां	इकाई पर आवंटित अंक	अंक वार प्रश्नों की संख्या			कुल प्रश्न	प्रतिशत
			1 अंक	2 अंक	5 अंक		
1	अपठित गद्यांश	16	8	4	- -	2	26.67
2	व्याकरण परिचय पाठ 1. भाषा, बोली, लिपि और व्याकरण... पाठ 2. वर्ण-विचार पाठ 3. संधि पाठ 4. शब्द विचार पाठ 5. शब्द- संपदा पाठ 6. उपसर्ग पाठ 7. प्रत्यय पाठ 8. समास पाठ 9. संज्ञा पाठ 10. लिंग और वचन पाठ 20. मुहावरे और लोकोक्तियाँ	14	14		-	1	23.33
3	पाठ्यपुस्तक पाठ 1. भारत देश हमारा पाठ 2. गोनू झा की बिल्ली पाठ 4. हँसते-हँसते जीना पाठ 5. आ रही रवि की सवारी पाठ 6. बकरी दो गाँव खा गई पाठ 8. मैं भागीरथी हूँ पाठ 9. और भी हैं रंगमंच की कहानियाँ (पूरक-पुस्तिका) पाठ 1. होमवर्क का पहाड़ पाठ 3. इस हाथ ले, उस हाथ दे	12 8	4	4 4		3	33.33
4	लेखन पाठ 21. चित्र-वर्णन पाठ 23. अनुच्छेद लेखन पाठ 24. पत्र-लेखन पाठ 25. संवाद-लेखन पाठ 32. अपठित बोध	10	-		2	2	16.67
5	योग	30	1X26=26	2X12=24	5X1=5	05	100

संस्कृत

पुस्तक का नाम- अमृतम् संस्कृत पाठमाला (प्रथमः भाग)

पाठ का नाम	क्रियाकलाप
<p>अमृतम् संस्कृत पाठमाला (प्रथमः भाग)</p> <p>पाठ 1 पुनरावृत्ति: (PT-1)</p> <p>पाठ 2 अकारान्त पुल्लिङ्ग (PT-1)</p> <p>पाठ 3 आकारान्त स्त्रीलिङ्ग: (PT-1)</p> <p>पाठ 4 अकारान्त नपुंसकलिङ्ग:</p> <p>पाठ 5 प्रथम-पुरुषः</p> <p>पाठ 6 अस्मद्-युष्मद्-प्रयोगः (उभयलिङ्ग)</p> <p>पाठ 7 कर्तृ-कारकम् (प्रथमा विभक्तिः)</p> <p>व्याकरणम्</p> <ul style="list-style-type: none">पुस्तक अकारान्त नपुंसकलिङ्ग शब्द रूपबालक शब्द रूप (अकारान्त पुल्लिङ्ग) (PT-1)अस्मद् (मै) शब्द रूप'दृश्' (पश्य) धातु रूप (लट् लकार, लृट् लकार)घ्रा (जिघ्र) धातु रूप (लट् लकार, लृट् लकार)'गम्' (गच्छ) धातु रूप (लट् लकार, लृट् लकार) (PT-1)संख्यावाचक शब्दाः (21-50)संख्यावाचक शब्दाः (01-20) (PT-1)शरीरस्य अङ्गानि नामानिवर्णानां नामानिखगानां नामानि (PT-1)पशूनां नामानि (PT-1)अव्यय (PT-1)समय (PT-1)अपठित गद्यांशम्चित्र वर्णनंसंवाद लेखनं और पत्र लेखनं	<p>वाक्य निर्माण खेल – दिए गए अकारान्त नपुंसकलिङ्ग शब्दों से सही वाक्य बनाने की प्रतियोगिता।</p> <p>परिचय लेखन – विद्यार्थी स्वयं का या मित्र का परिचय देते हुए अस्मद्-युष्मद् शब्दों का प्रयोग करेंगे।</p> <p>कहानी पूरी करो – कर्तृ-कारक वाले वाक्यों से अधूरी कहानी पूरी करना।</p> <p>मानव शरीर का पोस्टर - प्रत्येक विद्यार्थी को एक मानव शरीर की आकृति बनानी होगी। शरीर के मुख्य अंगोंको पहचानकर उनके संस्कृत नाम सही स्थान पर लिखने होंगे।</p> <p>रंगों की दुनिया - एक टेबल पर विभिन्न रंगों की वस्तुएँ रखी जाएँगी। विद्यार्थी बारी-बारी से आएँगे और वस्तु के अनुसार सही संस्कृत नाम वाली पर्ची उठाएँगे और सही मिलान करेंगे।</p>

प्रश्न-पत्र का प्रारूप

समय: 150 मिनट

पूर्णांक: 60

क्र म सं ख्या	पाठ्य क्रमानुसार इकाइयां	इकाई पर आवंटित अंक	अंक वार प्रश्नों की संख्या					कुल प्रश्न	प्रतिशत (100%)
			1 अंक	2 अंक	3 अंक	4 अंक	5 अंक		
1	अपठित गद्यांश	5				-	1	1	8.33
2	व्याकरणम् <ul style="list-style-type: none"> शब्द रूप धातु रूप संख्यावाचक शब्दाः (21-50) शरीरस्य अङ्गानि नामानि वर्णानां नामानि खगानां नामानि / पशूनां नामानि अव्यय समय 	2 2 3 3 3 3 2 2		4	4		-	8	33.33
3	पाठ्यपुस्तक <p>पाठ 1 पुनरावृत्ति: (PT-1)</p> <p>पाठ 2 अकारान्त पुल्लिङ्ग (PT-1)</p> <p>पाठ 3 आकारान्त स्त्रीलिङ्ग: (PT-1)</p> <p>पाठ 4 अकारान्त नपुंसकलिङ्ग:</p> <p>पाठ 5 प्रथम-पुरुष:</p> <p>पाठ 6 अस्मद्-युष्मद्-प्रयोगः (उभयलिङ्ग)</p> <p>पाठ 7 कर्तृ-कारकम् (प्रथमा विभक्तिः)</p>	2 2 3 3 3 4 4 4				5	1 -	6	41.67
4	लेखन चित्र वर्णनं, संवाद लेखनं और पत्र लेखनं	10	-			-	2	2	16.67
	योग	60		2X4=8	3X4=12	4X5=20	5X4=20	17	100

MATHEMATICS

NAME OF THE BOOK: MATHS MASTER

CHAPTERS	ACTIVITIES
CH-3 Negative Numbers and Integers CH-4 Playing With Number CH-10 Perimeter, Area and Volume CH-13 Understanding Elementary Shapes	Card Frengy activity for Positive and Negative Integers. LCM and HCF of two given numbers on a grid paper. Create from Waste activity to understand the concept of perimeter, area and volume Treasure hunt activity to recognize and categorize basic elementary shapes.
CH-1 Knowing Our Numbers CH-2 Whole number CH-12 Basic Geometry	AS PER PT I

BLUEPRINT

TIME: 150 Minutes

MARKS: 60

S. No.	Name of the Chapters	Objective Questions (1Mark)	Very Short Questions (2Marks)	Short Questions (3Marks)	Source Based Questions (4Marks)	Long Questions (5Marks)	Total Marks	Percentage (%) Weightage
1	CH-1 Knowing Our Numbers	1	1	-	-	-	03	5.0
2	CH-2 Whole number	1	-	1	-	-	04	6.67
3	CH-3 Negative Numbers and Integers	2	1	1	-	-	07	11.66
4	CH-4 Playing With Number	2	1	1	1	-	11	18.33
5	CH-10 Perimeter, Area and Volume	2	1	1	-	1	12	20
6	CH-12 Basic Geometry	2	1	1	-	1	12	20
7	CH-13 Understanding Elementary Shapes	2	1	1	1	-	11	18.33
	Total	12x1=12	6x2 = 12	3x6 = 18	2x4 = 8	2x5=10	60	100

SCIENCE

NAME OF THE BOOK: SCIENCE ERA

CHAPTER	ACTIVITY/EXPERIMENT
CH- 2 Components of Food (PT I)	-
CH- 12 Electricity and Circuits (PT I)	-
CH -4 Sorting Materials Into Groups	<p><u>ACTIVITY</u></p> <ul style="list-style-type: none"> * Classify and tabularize the different materials on the basis of their appearance. * Create a short poem or song in Hindi or English that incorporate different materials and their properties. * Create a scavenger hunt where students find items around the classroom/school and classify them as: floats or sinks, soluble or insoluble, conductor or insulator <p><u>Experiment</u>- To determine which of the given objects are lustrous and non-lustrous.</p>
CH -7 Getting to Know Plants	<p><u>ACTIVITY</u></p> <ul style="list-style-type: none"> * Show and tell about the different types of plants by bringing specimens. * Prepare and recite a poem in Hindi describing about the functions of the Stem/ flower/ leaf. * Leaf scribbling to show various parts of the leaf. * Create a 3D model showing different parts of the flower. * Discuss the role of fruits and seeds in the plants. <p><u>Experiment</u> - To study the parts of flower/ leaf.</p>
CH -10 Motion and Measurement of Distances	<p><u>ACTIVITY</u></p> <ul style="list-style-type: none"> * Discuss the transport system evolution. * Measure the length of different objects like book, table, bench etc. with the help of cubit, handspan etc. * Observe and document about physical quantities, units and its types. (By video) * Demonstrate the different types of motion by using real life objects. * Group activity- Create your own amusement park with the help of drawings or pictures of different rides on chart paper or cardboard. After the set-up of amusement park, give class presentation about each ride and types of motion associated with that ride. <p><u>Experiment</u>- To measure the length of curved line.</p>
CH – 6 Changes Around Us (ACTIVITY BASED)	<ul style="list-style-type: none"> * Draw and explain a series of illustrations showing an object undergoing different types of changes and make a mind map on different types of changes. Measure the changes in the length, plot the graph of it.

CH 6: FOOD: CHANGES AROUND US (Will be covered through activities)

BLUEPRINT**TIME: 150 Minutes****MARKS: 60**

S.No.	CHAPTERS	MCQs/Very Short Questions (1 Mark)	Short Questions (2 Marks)	Source based Questions (4 Marks)	Long Questions (5 Marks)	Total Marks	Percentage (%) Weightage
1	CH- 2 Components of Food (PT I)	2	1	-	-	04	6.66
2	CH- 12 Electricity and Circuits (PT I)	2	1	1	-	08	13.33
3	CH -4 Sorting Materials Into Groups	3	2	1	1	16	26.67
4	CH -7 Getting To Know Plants	3	2	1	1	16	26.67
5	CH -10 Motion and Measurement of Distances	3	2	1	1	16	26.67
	TOTAL	1X13=13	2X8=16	4X4=16	5X3=15	60	100

SOCIAL SCIENCE
BOOK – AWARENESS SOCIAL SCIENCES (SUMAN GUPTA)

CHAPTER	ACTIVITIES
Ch-4, Understanding Timelines and sources of History. Ch-9 Elements of Democracy. Ch-10 Local Government in Rural Areas. Ch-1 Locating places and Reading Maps (As per PT-1) Ch-8 Family and Community (As per PT-1)	<ul style="list-style-type: none">• Make a pottery of ancient India using hard clay.• Make a model of EVM machine.• Role play will be conducted in the class in order to show the functioning of panchayat system.
ACTIVITY BASED Ch-2 Realms of the Earth: Continents and Oceans.	<ul style="list-style-type: none">• Maps regarding continents and oceans will be done in the class.

BLUEPRINT**TIME: 150 Minutes****MARKS: 60**

No.	Name of the Chapters	MCQs (1 Mark)	Short Answer (2 Marks)	Short Answer (3 Marks)	Source Based Answers (4 Marks)	Long Answer (5 Marks)	Map based (5)	Total Marks	Percentage(%) Weightage
1	Ch-1 Locating places and Reading Maps	2	1	1				7	11.67
2	Ch-4, Understanding Timelines and sources of History.	2	1	2			1	15	25
3	Ch-8 Family and Community	2	1	1	1			11	18.33
4	Ch-9 Elements of Democracy	2	1	1	1			11	18.33
5	Ch-10 Local Government in Rural Areas.	2	1	1	1	1		16	26.67
	Total	1X10=10	2X5=10	3X6 = 18	4X3=12	1X5=05	1x5=5	60	100

ARTIFICIAL INTELLIGENCE

NAME OF THE BOOK: ARTIFICIAL INTELLIGENCE

UNIT/TOPIC	ACTIVITY/PRACTICAL
Unit 1: What is Intelligence?	As Per PT I
Unit 2: Game Coding in Scratch	<ul style="list-style-type: none">• Activity 1: Developing Games with AI Elements<ul style="list-style-type: none">○ Link: Scratch Coding Games• Activity 2: Creating an AI-Powered Character<ul style="list-style-type: none">○ Link: Scratch AI Scripts• Activity 3: Exploring AI in Game Design<ul style="list-style-type: none">○ Link: AI in Game Design Resources• Activity 4: Designing AI-Driven Puzzles<ul style="list-style-type: none">○ Link: Logic Puzzles for Kids• Activity 5: Simulating AI Opponents in Games<ul style="list-style-type: none">○ Link: Scratch AI Opponents
Unit 3: What is Artificial Intelligence?	<ul style="list-style-type: none">• Activity 1: Testing AI Chatbots<ul style="list-style-type: none">○ Link: AI Chatbots Demo• Activity 2: Exploring AI Image Recognition<ul style="list-style-type: none">○ Link: AI Image Recognition Tools• Activity 3: Creating Simple AI Animations<ul style="list-style-type: none">○ Link: Scratch AI Animations• Activity 4: Analyzing AI Applications in Daily Life<ul style="list-style-type: none">○ Link: AI in Everyday Life• Activity 5: Discussing the Ethics of AI<ul style="list-style-type: none">○ Link: AI Ethics Discussion

BLUEPRINT

TIME: 90 Minutes

MARKS: 30

Chapter Name	Objective Type Questions	Short Answer Type Questions	Long Question	Total Questions
	1 Mark Each	2 Marks Each	4 Marks Each	
Unit 1: What is Intelligence?	2	2	1	
Unit 2: Game Coding in Scratch	2	2		
Unit 3: What is Artificial Intelligence?	6	2	1	
Total Marks	1x10=10	2x6=12	4x2=8	30 Marks

INFORMATION TECHNOLOGY

NAME OF THE BOOK: DECODE IT

Chapter	Activity/Practical
Ch 1 Algorithm and Flowchart	As per PT I
Ch 3 MS PowerPoint : Animation and Transition	As per PT I
Ch 2 Computer language and programming techniques	Write a pseudocode to accept five numbers and finally display the greatest number of them all.
Ch 6 MS Excel: Formatting, formulas and functions	Student Report Card (Apply formatting, formulas, and charts.) Sports Tournament Score Sheet (Use formulas and charts to present data) Find the Average of Marks (Use formulas and functions (SUM, AVERAGE) & Arrange Students in Alphabetical Order) Link (Click here to explore the details)
Ch 7 MS Excel: working with data	
Ch 8 MS Excel: Presenting data in chart	

BLUEPRINT

TIME: 90Minutes

MARKS: 30

Chapter Name	Objective Type Questions	Short Answer Type Questions	Long Question	Total Questions
	1 Mark Each	2 Marks Each	4 Marks Each	
Ch 1 Algorithm and Flowchart	1	1		2
Ch 3 MS PowerPoint : Animation and Transition	1	1		2
Ch 2 Computer language and programming techniques	2	1		3
Ch 6 MS Excel: Formatting, formulas and functions	2	1	1	4
Ch 7 MS Excel: working with data	2	1	1	4
Ch 8 MS Excel: Presenting data in chart	2	1		3
Total Marks	1x10=10	2x6=12	4x2=8	30 Marks

ARTS

BOOK – EXPLORING SPREAD COLOURS

TOPIC	PAGE NO.
1. Fruits	20-21
2. Landscape	22-23
3. Pattern design	24-25
4. Pencil shading (bird)	27
5. Pencil shading (flower)	28
6. Pencil shading - fruits and vegetables	30-31

CRAFT

1. Greeting Card Making
2. Clay Craft