

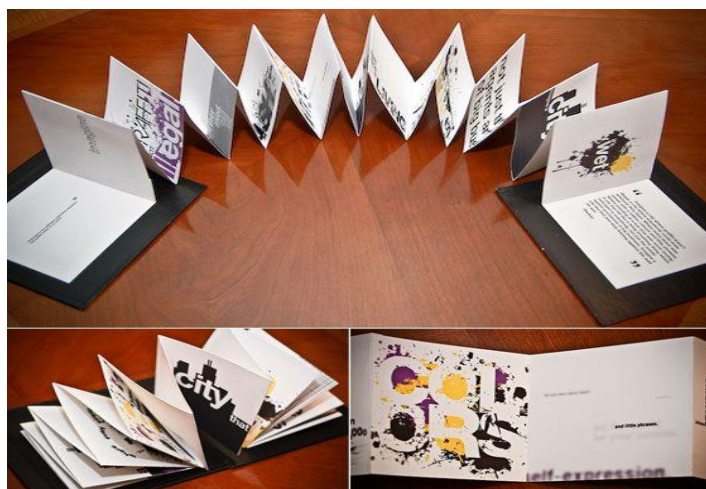
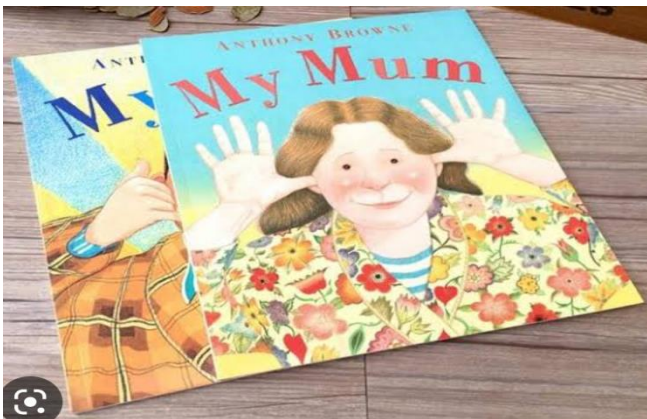
## P4 CURRICULUM INPUTS APRIL – MAY 2023

### ENGLISH

- Recalls the definition of noun and revisits the classification of noun into its various types- proper, common and collective.
- Identifies collective noun and lists them down from the story.
- Learns to use collective noun in their creative writing.
- Reads and comprehends the text “A Bottle of Dew” from the Multiple Reader, Open Windows.
- Attempts questions and answers them independently.

#### **Portfolio Activity:**

Students will prepare a booklet on their mother's childhood. They can cover their mother's various activities that she liked doing, her favourite games, places she liked, etc. or any other memory from her childhood. Children can paste or draw few pictures as well. Try to make the booklet neat and colourful. Few sample of booklet has been attached below.



## हिन्दी

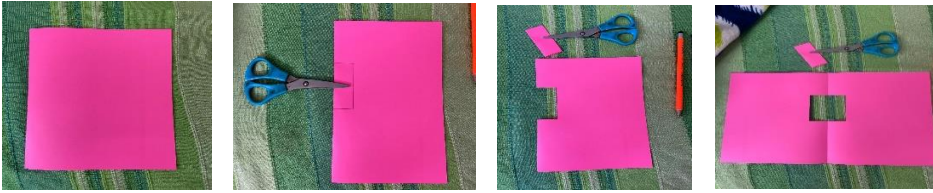
- **‘वर्णमाला खिड़की गतिविधि’** द्वारा सभी स्वरों और मात्राओं की ध्वनियों की शुद्धता से पहचान करना।
- वर्ण-विचार (अनुस्वार, अनुनासिक, आगत स्वर, संयुक्त व्यंजन, द्वित्व व्यंजन, संयुक्त अक्षर और र के रूप) के सभी नियमों की पहचान करना।
- शब्दों का वर्ण -विच्छेद करने का अभ्यास करना ।
- अपठित गद्यांश द्वारा तथ्यात्मक प्रश्नों को प्रश्न अनुरूप पूर्ण वाक्य में लिखना सीखना।
- सस्वर पठन द्वारा स्वर, स्पष्ट उच्चारण व हाव-भाव सहित पठनाभ्यास करना।
- विभिन्न पाठ्य-पुस्तकों से पढ़ना ।
- नियमित रूप से श्रुतलेख करना ।

### **‘वर्णमाला खिड़की बुकलेट’ बनाने हेतु मुख्य बिंदु-**

- सर्वप्रथम कुछ रंगीन पत्रिकाओं पर व्यंजन लिखकर उनके फ्लैशकार्ड बनाइए।



- अब १३ रंगीन पत्रिकाएँ लेकर उन्हें बीच में से काटकर खिड़की का रूप दीजिए।



- प्रत्येक खिड़की के साथ एक मात्रा लिखकर दर्शाइए।



- तत्पश्चात् सभी व्यंजनों के फ्लैशकार्ड को एक-एक करके प्रत्येक मात्रा की खिड़की के साथ रखकर उसका शुद्ध उच्चारण कीजिए ।



- अंत में सभी १३ मात्राओं की खिड़की वाली पत्रिकाओं को क्रमानुसार लगाकर बुकलेट तैयार कीजिए।



## MATHEMATICS

- Recapitulates numbers up to 4 digits.
- Relates the previous knowledge to numbers up to 6 digits.
- Understands the difference between Place Value and Face Value.
- Uses place value chart – Indian number system.
- Practices ascending – descending order, expansion of numbers, successor – predecessor and number names of 6-digit numbers.
- Forms the largest and the smallest numbers using the given digits.
- Rounds off of numbers to nearest 10, 100 and 1000.
- Finds pattern of numbers and objects.
- Identifies tessellation

## THEME – ADDITION AND SUBTRACTION

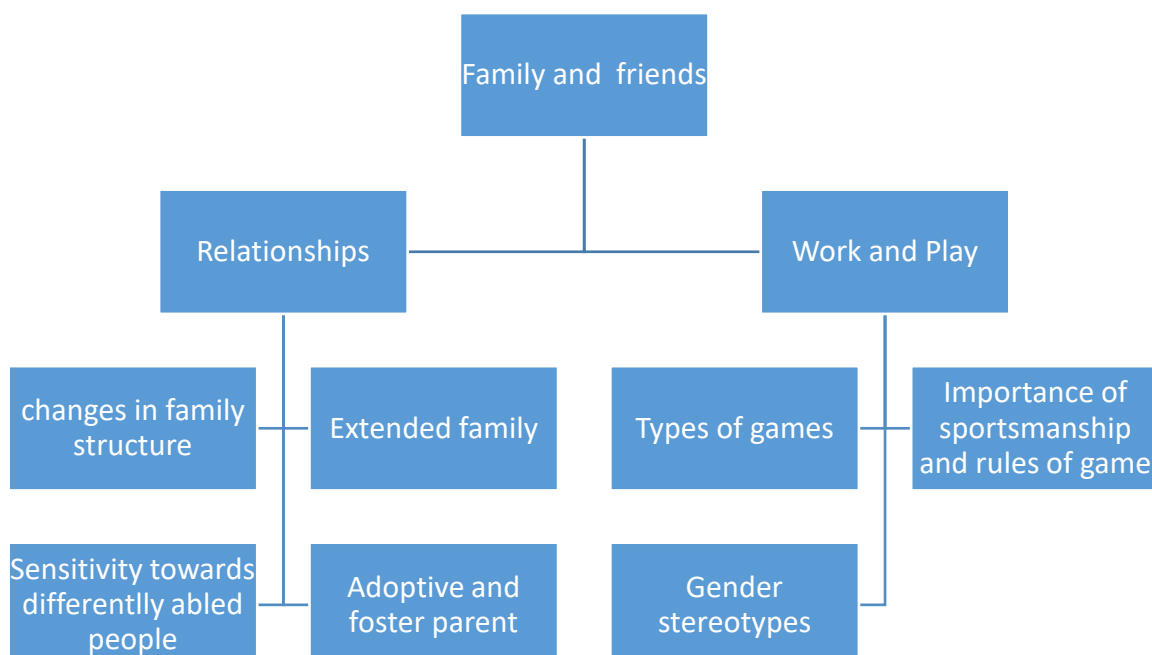
- Practices algorithm of addition and subtraction of large numbers.
- Comprehends and solves word problems related to Addition and Subtraction based on real life situations.
- Revisits Multiplication Tables up to 15.

## PORTFOLIO ACTIVITY:

The students will play this game with their friends or parents. They will make a place value chart in their notebook. Each player will record the number obtained after throwing the dice in the place value chart.

Whichever number appears on the dice, both the players write the number in any of the desired column (without showing to the other person and this exercise will be repeated 6 times). Once all the columns are filled, they will compare their 6-digit numbers and the one who has the greater number will win the round.

## EVS



- Understands the importance of family and family members.
- Differentiates between immediate and extended family.
- Identifies relationships with and among family members in the extended family.
- Enlists the occasions on which he/she meets his/her extended family members.
- Tells the values they have got from their family members.
- Explains and give reasons for changes in the family structure.
- Understands the concept of adoption.
- Analyses and give reasons for different situations related to changes in family structure and adoption and foster parenting.
- Enlists different types of games played at school and at home.
- Explains the need to develop sportsmanship.
- Recognises the need to follow the rules of the game.
- Shows sensitivity towards gender stereotypes in games and sports.

**ACTIVITY –**

Design a board game with your classmates in a group of 6-7 and bring it to school with the play manual.

PLAY MANUAL consists of

The number of players that can play the game.

Rules of the game.

Tokens/chips etc.-equipment required for the game.

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