

### **Standard I**

1. Addition (Vertical & horizontal single digits)
2. Subtraction (Vertical & horizontal single digits)
3. Circle even & odd numbers.
4. Finding more than & less than.
5. Random Multiplication (Tables : 2,3,5 & 10)
6. Put proper sign in the box.
7. Find smallest & greatest number.
8. Time
9. Match the following.
10. Counting the sides of closed figures

### **Standard II**

- Horizontal Addition / Subtraction (With carryforward/borrowing)  
Vertical Addition / Subtraction (Without carryforward/ borrowing)  
Addition / Subtraction (With 9, 10, 11, 12)  
Random Multiplication (Tables : 2 to 10)  
Find more than & less than.  
Complete the number pattern.  
Prepare 3 digit number from given group of digits.  
Time(Draw missing minute hand)  
Place value of Given circled digits  
Mix sums(Addition/Substraction/Multiplication/Division)

### **Standard III**

**Addition & Subtraction (with carry over and borrowing)**

**Multiplication & Division (Tables from 2 to 15)**

**Number Names, Expanded form, ascending & descending order.**

**Doubling and Halving of Numbers.**

**Roman Numerals (1 to 300)**

**Measurement conversions, kg, g, l, ml, cm, m (1 kg = 1000 g, 1m = 100 cm, 1/= 1000 m<sup>2</sup>)**

**Money ( to p and p to 3) 1 = 100 p**

**Time Hrs to mins**

**1Hr = 60 mins**

**Mins to seconds 1 min = 60 seconds**

**1 week 7 days**

**1 year = 365 days**

**1 day = 24 hours**

**Geometry Angles (acute, obtuse, right, straight)**

**Triangles, Square & Rectangles**

**Concept of Fractions**

### **Standard IV**

**Addition & Subtraction**

**Multiplication & Division**

**Tables from 2 to 20**

**Roman Numbers (1 to 2000)**

**Metric Measurement (Kg, G, M, CM, L, ML)**

**Fractions**

**Time (hrs, Mins, Seconds, days)**

**Angles (Acute, Obtuse, Straight, Right, Reflex)**

**Area & Perimeter (Square & rectangle)**

**Order of Operations DMAS ( /, \*, +, -)**

**Divisibility (2, 3, 4, 5, 6, 8, 9, 10, 11)**

**Calendar**

**Number Bonds**

**Standard V****Addition & Subtraction****Multiplication & Division, (Tables from 2 to 30)****Roman Numbers****Angles (acute, obtuse, right, straight, complete, reflex)****Complementary & Supplementary angles****Algebra (Substitution)****HCF & LCM****Area & Perimeter (Square & Rectangle)****Fractions****Percentage****Triangles (Equilateral, Isosceles, Scalene, Angle Property)****Squares of a number from 2 to 30****Average****DMAS ( /, \*, +, -)****Standard VI****Addition & Subtraction, Number pattern****Multiplication & Division, (Tables from 2 to 30)****Roman Numbers (1 to 3000)****Angles (acute, obtuse, right, straight, reflex)****Complementary & Supplementary angles****Algebra (Substitution, Simple equations)****HCF&LCM****Area & Perimeter (Square & Rectangle)****Fractions, Decimals, BODMAS****Percentage, Profit & Loss, Average****Triangles (Equilateral, Isosceles, Scalene, Angle Property)****Squares of a number from 2 to 35,****Cubing from 1 to 15****Integers (+, -, \*, +)****Ratio & Proportion, Unitary Method****Metric System****Symmetry**

## **Standard VII**

**Addition & Subtraction, Number pattern**

**Fractions, Decimals, BODMAS**

**Multiplication & Division. (Tables from 2 to 35)**

**Percentage, Profit & Loss, Average**

**Angles (acute, obtuse, right, straight, reflex)**

**Triangles(Equilateral, Isosceles, Scalene, Angle Property)**

**Complementary & Supplementary angles**

**Algebra (Substitution, Simple equations)**

**Squares of a number from 2 to 40, Cubing from 1 to 20**

**H.C.F & L.C.M**

**Integers (+, -, ×, ÷)**

**Area & Perimeter (Square & Rectangle)**

**Ratio & Proportion, Unitary Method**