



Mathematics → Classes III

Mathematics is about a certain way of thinking and reasoning.

Class III →

Geometry

SHAPES & SPATIAL UNDERSTANDING

- ❖ Creates shapes through paper folding, paper cutting.
- ❖ Identifies 2-D shapes
- ❖ Describes the various 2-D shapes by counting their sides, corners and diagonals.
- ❖ Makes shapes on the dot-grid using straight lines and curves.
- ❖ Creates shapes using tangram pieces.
- ❖ Matches the properties of two 2-D shapes by observing their sides and corners (vertices).
- ❖ Tiles a given region using a tile of a given shape.
- ❖ Distinguishes between shapes that tile and that do not tile.
- ❖ Intuitive idea of a map. Reads simple maps (not necessarily scaled)
- ❖ Draws some 3D-objects.

NUMBERS

NUMBER SEQUENCE UPTO 1000

- ❖ Reads and writes 3-digit numbers.
 - ❖ Expands a number w.r.t. place values.
 - ❖ Counts in different ways - starting from any number.
 - ❖ Compares numbers.
 - ❖ Forms greatest and smallest numbers using given digits.
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ADDITION AND SUBTRACTION

- ❖ Adds and subtracts numbers by writing them vertically in the following two cases: - without regrouping. - with regrouping.
- ❖ Uses the place value in standard algorithm of addition and subtraction.
- ❖ Solves addition and subtraction problems in different situations presented through pictures and stories.
- ❖ Frames problems for addition and subtraction facts.
- ❖ Estimates the sum of, and difference between, two given numbers

MULTIPLICATION

- ❖ Explains the meaning of multiplication (as repeated addition).
- ❖ Identifies the sign of multiplication.
- ❖ Constructs the multiplication tables of 2, 3, 4, 5 and 10
- ❖ Uses multiplication facts in situations.
- ❖ Multiplies two digit numbers using standard algorithm and Lattice multiplication algorithm.

DIVISION

- ❖ Explains the meaning of division from context of equal grouping and sharing.
- ❖ Relates division with multiplication.
- ❖ Completes division facts: - by grouping - by using multiplication tables

MENTAL ARITHMETIC

- ❖ Adds and subtracts single digit numbers and two digit numbers mentally.
 - ❖ Doubles two digit numbers mentally (result not exceeding two digits).
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Money

- ❖ Converts Rupee. to Paise using play money.
- ❖ Adds and subtracts amounts using column addition, and subtraction without regrouping.
- ❖ Makes rate charts and bills.

Measurement

LENGTH

- ❖ Appreciates the need for a standard unit.
- ❖ Measures length using appropriate
- ❖ Standard units of length by choosing between centimetres. and metres.
- ❖ Estimates the length of given object in standard units and verifies by measuring.
- ❖ Uses a ruler
- ❖ Relates centimetre. and metre.

WEIGHT

- ❖ Weighs objects using non standard Units.
- ❖ Appreciates the conservation of weight.

VOLUME

- ❖ Measures and compares the capacity of different containers in terms of non-standard units.
- ❖ Appreciates the conservation of volume.

TIME

- ❖ Reads a calendar to find a particular day and date.
 - ❖ Reads the time correct to the hour.
 - ❖ Sequences the events chronologically.
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Data Handling

- ❖ Records data using tally marks.
- ❖ Collects data and represents in terms of pictograph choosing appropriate scale and unit for display through pictographs.
- ❖ Draws conclusions from the data by discussing with the teacher.

Patterns

- ❖ Identifies simple symmetrical shapes and patterns.
 - ❖ Makes patterns and designs from straight lines and other geometrical shapes.
 - ❖ Identifies patterns in the numerals for odd and even numbers and in adding odd and even numbers.
 - ❖ Partitions a number in different ways.
 - ❖ Identifies patterns in his surroundings
 - ❖ Identifies patterns in multiplication with, and dividing by 10s.
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