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## SYLLABUS 2021 – 2022

**CLASS - 2**

**SUBJECT : MATHEMATICS**

UNIT	CONTENT
<b>TERM I</b>	
<b>1.Geometry</b>	1.1 Introduction to 3D Shapes (Learn and Practice) 1.2 Identification of 2D Shapes and 3D objects (Learn and Practice)
<b>2.Numbers</b>	2.1 Predecessor , successor and in between numbers (Learn and Practice) 2.2 Grouping (Learn and Practice) 2.3 Place value (Learn and Practice) 2.4 Comparing numbers (Learn and Practice) 2.5 Number names (Learn and Practice) 2.6 Addition (Learn and Practice) 2.7 Subtraction (Learn and Practice)
<b>3.Patterns</b>	3.3 Patterns in colours (Learn and Practice)
<b>4.Measurement</b>	4.1 Measuring length using uniform non standard tools (Learn and Practice) 4.2 Standard units of measuring length (Learn and Practice)
<b>5.Time</b>	5.1 Days of the week (Learn and Practice) 5.2 Months of the year (Learn and Practice) 5.3 Seasons (Learn and Practice)
<b>6. Information processing</b>	6.1 Systematic listing (Learn and Practice) 6.2 Selection (Learn and Practice) 6.3 Collection of Data (Learn and Practice)

<b>TERM II</b>	
<b>1.Geometry</b>	1.1 Properties of 2D Shapes (Learn and Practice) 1.2 Identification of objects by blind folding (Learn and Practice)
<b>2.Numbers</b>	2.1 Comparison and formation of numbers (Learn and Practice) 2.2 Ordering of numbers (Learn and Practice) 2.3 Number name (Learn and Practice) 2.4 Addition upto 99 with regrouping (Learn and Practice) 2.5 Subtraction upto 99 with regrouping (Learn and Practice)

<b>3.Patterns</b>	3.1 Block patterns (Learn and Practice) 3.2 Patterns in shapes (Learn and Practice)
<b>TERM III</b>	
<b>1.Numbers</b>	1.1 odd and Even numbers (Learn and Practice) 1.2 Ordinal and cardinal numbers(Learn and Practice) 1.3 Repeated Addition (Learn and Practice) 1.4 Repeated Subtraction (Learn and Practice)
<b>2.Patterns</b>	2.1 Patterns in numbers (Learn and Practice)
<b>3. Measurement</b>	3.1 Comparison of weight (Learn and Practice) 3.2 Measuring weight using simple balance (Learn and Practice) 3.3 Measuring capacity (Learn and Practice)
<b>4.Money</b>	4.1 Notes and coins (Learn and Practice)
<b>5.Time</b>	5.1 Calculating time (Learn and Practice)
<b>6.Information Processing</b>	6.1 Representation of data and drawing inferences (Learn and Practice) 6.2 Relationship (Learn and Practice)