

## Karnataka Board Class 3 Maths Syllabus

### Geometry

(18hrs.)

#### Shapes & Spatial Understanding

- Creates 2D shapes through paper folding/ paper cutting and identifies them.
- Describes the various 2-D shapes by counting their sides, corners and diagonals.
- Makes shapes using straight lines and curves on the dot-grid.
- 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 familiar shape
- Distinguishes between shapes that tile and that do not tile.
- Intuitive idea of a map. Reads simple maps (not to scale)
- Draws some simple 3D objects, using ruler/ free hand.
- Explores the relationship between 3D and 2D by arranging coins one upon the other to get the cylinder bangles to get hollow cylinder etc.

### Numbers

(54 hrs.)

- Number sequence up to 1000
- Reads and writes 3-digit numbers.
- Expands a number w.r.t. place values.
- Counts in various ways.
  - starting from any number.
  - Skip counting
  - Back counting
  - Compares numbers.

- Forms greatest and smallest numbers using given digits.

### **Addition & 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 not exceeding 99.
- Multiplication**
- Explains the meaning of multiplication (as repeated addition).
  - Identifies the sign of multiplication.
  - Constructs the multiplication tables of 3, 4 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 number and two digit number mentally.
- Doubles two digit numbers mentally (result not exceeding two digits).

**Fractional Numbers**

- Identifies half, one fourth and three- fourths of a whole and relates to real life situation.
- Identifies the symbols,  $\frac{1}{2}$ ,  $\frac{1}{4}$ ,  $\frac{3}{4}$ .
- Explains the meaning of  $\frac{1}{2}$ ,  $\frac{1}{4}$  and  $\frac{3}{4}$ .

**Money****(7 hrs.)**

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

**Measurement****(25hrs.)****Length**

- Appreciates the need for a standard unit.
- Develops the skill of measurement of length using appropriate standard units of length by choosing between centimetres. And
- Metres. (No millimetres)
- Estimates the length of given object in Standard units and verifies by measuring.
- Uses a ruler
- Appreciates and expresses the relationship between 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 to the nearest hour.
- Sequences the events chronologically.

**Data Handling****(8 hrs.)**

- Records data using tally marks.
- Collects data and represents in terms of pictogram choosing appropriate scale and unit for display through pictogram.
- Draws conclusions from the data through discussion.

**Patterns****(8 hrs.)**

- 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 based on shape, colour and size. Identifies patterns in multiplication tables.