

ACADEMIC STANDARDS AND LEARNING INDICATORS

CLASS : IV MATHS

Area	Key concepts	AS ₁ (Problem Solving)	AS ₂ (Reason & Proof)	AS ₃ (Communication)	AS ₄ (Connection)	AS ₅ (Representation)
Geometry	<ul style="list-style-type: none"> • Shapes and special understandings 	<ul style="list-style-type: none"> • Pupil can identify 3D shapes in objects • Can identify edges and corners of 3D shapes • Can identify the side view, top view, front view of 3D-objctes • Can identify the nets of cuboid and cube shaped boxes • Can identify 2D-shapes in objects (3D) • Can understand the meaning perimeter and solve the problems regarding perimeter of 2D shapes 	<ul style="list-style-type: none"> • Pupil can distinguishes among 3D-shapes based on their ability to roll and slide • Can give reasons for the sequences for patterns 	<ul style="list-style-type: none"> • Pupils can describes the 3D shapes objects features. • Can explain about the pattern • Can give example for 3D – objects (i.e. cube, cuboid) 		<ul style="list-style-type: none"> • Make picture using known 2D shapes • Can make shapes using dotted board • Pupil can explore line symmetry through reflective paper cutting and paper folding etc • Can draw the nets for cube and cuboid.
NUMBERS	<ul style="list-style-type: none"> • Numbers up to 1000 	<ul style="list-style-type: none"> • Pupils can solve the problems related to 2-3 digit numbers using word problems • Can expand 2,3 digit numbers by using place values 	<ul style="list-style-type: none"> • Can compare 2 and 3 digit numbers and give reasons • Can arrange the given numbers in ascending and descending order 	<ul style="list-style-type: none"> • Can read and write 2,3 digit numbers 		<ul style="list-style-type: none"> • Represents 2-3 digits numbers on number line • Represents the 2-3 digit numbers through objects and pictures (currency)

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	<ul style="list-style-type: none"> • ADDITION & SUBTRACTION 	<ul style="list-style-type: none"> • Can solve addition and subtraction problems up to 999 in different situations (through contextual situations, pictures word problems and numerals) • Can solve the addition and subtraction problems horizontally and vertically(in different methods) 	<ul style="list-style-type: none"> • Can estimate sums and differences of 2,3 digit numbers and give reasons • Can verify the results of addition or subtraction of given numbers 	<ul style="list-style-type: none"> • Can write a situation / problem regarding addition and subtraction in mathematical expression by using symbols. • Can frame new word problems sclated to addition and subtraction 	<ul style="list-style-type: none"> • can solve the problems having both addition and subtractions 	<ul style="list-style-type: none"> • can represent the addition and subtraction on number line.
	<ul style="list-style-type: none"> • Multiplication 	<ul style="list-style-type: none"> • Can solve the problems related to multiplications of 1,2 digit numbers with 1 & 2 digit values • Can solve the multiplication problems in different methods (using standard algorithm, distributive law) • Can multiply the numbers 2 & 3 digit numbers by 10s and 100s 	<ul style="list-style-type: none"> • Estimate the results of multiplication and give reasons 	<ul style="list-style-type: none"> • Can write a situation / problem regarding multiplication in the mathematical expression by using symbols. • Can make word problems on multiplications 	<ul style="list-style-type: none"> • Can solve multiplication problems involving different concepts and operations. 	<ul style="list-style-type: none"> •
	<ul style="list-style-type: none"> • Divisions 	<ul style="list-style-type: none"> • Can solve the problems on division of 2 & 3 digit numbers by 1 & 2 digit values (with remainder and without remainder) 	<ul style="list-style-type: none"> • Can estimate the result of the division problems without doing the process, and verify it 	<ul style="list-style-type: none"> • Can write the conceptual problems into mathematical form • Can make new problems on 	<ul style="list-style-type: none"> • Can identify the relation between division and multiplication • Can solve the problems on 	

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				division (grouping & equal sharing) <ul style="list-style-type: none"> • Can explain the division by using the terms divisor, divided quotient & remainder 	division involving concepts and different situations.	
	<ul style="list-style-type: none"> • Fractional numbers 	<ul style="list-style-type: none"> • Can identify the half, one fourth, and three fourth of a hole. • Can identify other fractions such as $\frac{3}{2}$, $\frac{5}{2}$, $\frac{5}{4}$ etc... • Can add and subtract like fractions (institutively) 	<ul style="list-style-type: none"> • Can compare the fractions $\frac{1}{2}$, $\frac{1}{4}$ and $\frac{3}{4}$ and give reasons. 	<ul style="list-style-type: none"> • Can write fractional numbers half ($\frac{1}{2}$), one fourth ($\frac{1}{4}$) and three fourth ($\frac{3}{4}$) of a hole. • Explain the meaning of $\frac{1}{2}$, $\frac{1}{4}$, $\frac{3}{4}$ 	<ul style="list-style-type: none"> • Can understand the relationship between division and fraction 	<ul style="list-style-type: none"> • Can represent the fractions $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ through pictures.
	<ul style="list-style-type: none"> • Patterns 	<ul style="list-style-type: none"> • Can identify the sequence in the given number patterns and carry forward the pattern 	<ul style="list-style-type: none"> • Find the sequence in the pattern and give proper reason. • Can verify the given pattern. 	<ul style="list-style-type: none"> • Can create new patterns on their own. 		
Day to day mathematics	<ul style="list-style-type: none"> • Involving in the daily life situations regarding money, length, capacity, weight and space. 	<ul style="list-style-type: none"> • Can solve the problems of day to day life situations selected to money, length, capacity, weight and space etc. 	<ul style="list-style-type: none"> • Can estimate the results of day to day life problems and give appropriate reasons. 	<ul style="list-style-type: none"> • Can create word problems related to day to day life situations involving different concepts / situations. 	<ul style="list-style-type: none"> • Solves day to day life problems using different methods and concepts (using more than 2 concepts / multiple stage of solving 	

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Measurement	<ul style="list-style-type: none"> Length 	<ul style="list-style-type: none"> Can solve the problems related with length in different contextual situational problems in different methods. Can measure the lengths of the objects in m and cms 	<ul style="list-style-type: none"> Can estimate length of the objects and distance between to given location from a point 	<ul style="list-style-type: none"> Can express the lengths of the objects in different units cm,m Can convert the units of length meter to centimeter Can create new problems / word problems on lengths 	<ul style="list-style-type: none"> Can solve the problems on lengths involving various concepts(+, -, ÷) in day to day life 	
	<ul style="list-style-type: none"> Weight 	<ul style="list-style-type: none"> Can solve the problems involving weight using kgs and grams. 	<ul style="list-style-type: none"> Can estimate weights of an object and verifies it using a balance Can identify the relationship between kg and gram 	<ul style="list-style-type: none"> Can use and convert kgs to grams (vice versa) Can appreciate the conservation of weights Can create new problems on weight 	<ul style="list-style-type: none"> Can solve the problems on weight involving various concepts / operation (+, -, x, ÷) in day to day life. 	
	<ul style="list-style-type: none"> Capacity 	<ul style="list-style-type: none"> Can solve the problems involving capacity using liter and ml. 	<ul style="list-style-type: none"> Can estimate capacity of a container and verifies it by measuring Can identify relationship between liter andml. 	<ul style="list-style-type: none"> Can use and convert liter and ml (vice versa) Can appreciate the conservation of capacity Can create new problems on capacity 	<ul style="list-style-type: none"> Can solve the problems on capacity involving various concepts / operations (+, -, x, ÷) in day to day life. 	

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	<ul style="list-style-type: none"> • Time 	<ul style="list-style-type: none"> • Can solve the problems involving time. • Can select the date to the day on the calendar. 	<ul style="list-style-type: none"> • Can understand the selection slip between hours and minutes. • Can identify correct time in the given clocks and gives reason. • Can distinguish between gen year and leaf year. 	<ul style="list-style-type: none"> • Can appreciate the conservation of time. • Can create new problems on time. 	<ul style="list-style-type: none"> • Can solve the problems on time involving various concepts / operations. 	<ul style="list-style-type: none"> • Can represent the time in clock (hours – minutes).
Data Handling	<ul style="list-style-type: none"> • Collecting data and organizing data (using tally marks). • Reading bar graph and picto graph. 	<ul style="list-style-type: none"> • Can organize the raw data into classified data. • Can solve the problem / interpretation of data and draw conclusions. 	<ul style="list-style-type: none"> • Can analyse the data. 	<ul style="list-style-type: none"> • Can explain inferences of the given data. 	<ul style="list-style-type: none"> • Can use concept of picto graphs in daily life situations. 	<ul style="list-style-type: none"> • Can represent the data in tally marks. • Can read and represent the data in tabular form. • Can read the bar graphs. • Can read the picto graphs.

‘Problem Solving’ means engaging in a task for which the solution method is not known in advance. In order to find a solution, one must draw on one’s knowledge, and through this process, one develops new mathematical understanding. Solving problems is not only a goal of learning mathematics but also a major means of doing so. When one arrives at the correct solution there is naturally a great deal of satisfaction and sense of self-confidence which gets generated. And that, surely, is one of the things that any teacher is trying to inculcate in a student.