

MATHEMATICS

CLASS: IV

R. No.	CHAPTER/ TOPIC	SUB - TOPIC	FACTS	ACTIVITY
1	Number & Numeration	Revising(Ones, Tens, Hundreds and Thousands) Indian and International systems & Periods of both systems Read and Write 6 digit numbers in both systems Comparing numbers by place values in two systems Order of numbers(AO & DO) Formation of Greatest and Smallest numbers Successor and Predecessor Skip and Counting in Ten Thousands and Lakhs Rounding Off a number to nearest thousands	Generalization Total no. of 1 digit numbers =9 Total no. of 2 digit numbers =90 Total no. of 3 digit numbers =900 (Total no. of 4 digit numbers = 4 digit largest number - 3 digit largest number.) Game on Tambola.	Divide total class into GROUPS 1. Counting: Do counting up to a number or skip counting by 2, 3, 5 etc 2. Place value: Identifying the place value of the digit in a number. 3. Comparing: Comparing two large numbers and identifying which one is greater. 4. Ordering: Arranging the numbers in ascending or descending order. 5. Quiz: Prepare and conducted by the students only.
2	Roman Numerals	Rules for writing Roman Numerals	1. Repetition of a Roman numeral means addition.(I&X repeated maximum three times) 2. When a smaller numeral is written on the right of a greater numeral, we add them. The sum represents the numeral. 3. When a smaller numeral is written on the left of a greater numeral, we subtract the smaller one from the greater, The difference represents the numeral. 4. If a smaller numeral comes between two larger numerals it is first subtracted from the bigger numeral on the right and the result is added to the numeral on the left.	
3	Addition	Addition without regrouping. Addition with regrouping. Finding missing digits.	Properties of Addition: 1. When we add 0 to any number, the sum is the number itself. 2. When we add 1 to any number, we get the next number, ie its successor. 3. Commutative property: If the order of two numbers to be added is changed the sum remains the same. 4. Associative property: The sum of three or more numbers does not change even when their grouping is changed.	
4	Subtraction	Subtraction without borrowing. Subtraction with borrowing. Finding missing digits. Combining Addition and Subtraction.	Properties of Subtraction: 1. When we subtract 0 from any number, the difference is the number itself. 2. When we subtract 1 from any number, we get the previous number or its predecessor. 3. When we subtract a number from itself, the difference is 0.	
5	Multiplication	Revising Multiplication of large numbers. Multiplication by 10, 100, 1000..... Finding missing digits by multiplication. Distributive method Multiplication using lattice squares.	Properties of Multiplication: 1. The product of a number and 0 is always 0. 2. The product of a number and 1 is always the number itself. 3. Commutative property: If the order of two numbers which are to be multiplied is changed, the product remains the same. 4. Associative property: If the grouping of numbers in a multiplication is changed, the product remains same.	

6	Division	<p>Parts of Division. Division with 10, 100, 1000 Relation between multiplication and division. Division through estimation method.</p>	<p>Properties of division: 1. When a number is divided by itself, the answer is 1. 2. When a number is divided by one, answer is the number itself. 3. When zero is divided by any number, the answer is zero. 4. Dividing a number by 0 is not possible.</p>	<p>Remember: In division The remainder is always less than the divisor. The quotient, divisor and remainder are always less than the dividend.</p>
7	Multiples & Factors	<p>Multiples, Common multiples, Even and Odd numbers, LCM, Factors, Common factors, HCF, Tests of divisibility, Prime and Composite Numbers, Prime Factorization, Factor tree method, Division method. HCF by prime factorization and LCM by prime factorization, LCM of prime factorization by single division method.</p>	<p>Properties of Multiples: 1. A number can have infinite multiples. It means that there is no limit of the multiples we can get because we can keep on multiplying. 2. Every number is a multiple of 1. 3. The first and the smallest multiple of a number is the number itself. 4. A multiple of a number is exactly divisible by it. 5. Every multiple of a number is greater than or equal to the number itself. Properties of Factorization: 1. 1 is the factor of every number. 2. The greatest factor of every number is the number itself. 3. The factors of a number are equal to or less than the number. 4. When a number is divided by its factor, the remainder is 0.</p>	
8	Fractions	<p>Fraction, Parts of fraction, Types of fractions, Equivalent fractions, Comparison of fractions, like and unlike fractions, converting mixed into improper vice versa, Subtraction and Addition on like and unlike fractions.</p>	<p>Properties of Equivalent Fractions: 1. We can get an equivalent fraction by multiplying the numerator and denominator with the same number. 2. We can also get an equivalent fraction by dividing with the same number.</p>	
9	Decimals	<p>Place values of decimal system, parts of decimal fraction, Representing decimals diagrammatically, Converting decimals to fractions and vice versa, like and unlike decimals, comparing decimals.</p>		
10	The metric System	<p>Units of length, weight, capacity, conversion of units, Fundamental operations on metric system.</p>		
11	Geometry	<p>Revising 2-D and 3-D shapes, lines, line segment, ray, types of straight lines, curved lines, measuring line segment, drawing of line segment, curves, polygon, circle, terms related to a circle (centre, diameter, radius, chord, arc, circumference, semicircle). tangrams, tessellation, symmetry, reflection symmetry, horizontal and vertical symmetry, nets (cube, cuboid), three dimensional objects, 3Ds on 2Ds.</p>		
12	Perimeter & Area	<p>Perimeter, perimeter of shapes, perimeter of polygons, finding sides, area, finding area, area of regular and irregular shapes using squared paper. Formula for finding the area of rectangle and square.</p>		
13	Time	<p>Reading clock, am and pm, types of clocks, hours to minutes and vice versa, duration of time, calendar conversion, weeks into days and days, months to days and vice versa, days into hours and minutes and vice versa.</p>		
14	Money	<p>Fundamental operations of money, bills.</p>		
15	Number Pattern	<p>Pattern with consecutive numbers, pattern on fundamental operations, pattern in even and odd numbers.</p>		
16	Data Handling	<p>Pictograph, Bar graphs (Horizontal and Vertical)</p>		