

GRADE: 4

CAMBRIDGE INTERNATIONAL PRIMARY PROGRAMME (CIPP)

English

Book: Oxford Quest 2

TEXT	TEACHING FOCUS
<p>WATLING STREET</p>	<p style="text-align: center;">Reading and Analysing</p> <ul style="list-style-type: none"> • Finding information using topic sentences. • Identifying features of text types • Identifying features of a newspaper • Comparing newspapers to other text types • Considering how authors show the passing of time • Creating convincing characters and settings in historical narrative
	<p style="text-align: center;">Writing</p> <ul style="list-style-type: none"> • Writing instructions based on report to compare features of the text types • Planning and writing a newspaper report • Planning and writing a historical narrative.
<p>RHYME AND REASON</p>	<p style="text-align: center;">Reading and Analysing</p> <ul style="list-style-type: none"> • Different text types: poetry instruction and report • Reading and enjoying poems • Exploring language in poetry • Comparing and contrasting poem • Planning a poem • Features of instruction text • Features of report texts (print and IT) • Distinguishing fact and opinion in reports • Research
	<p style="text-align: center;">Writing</p> <ul style="list-style-type: none"> • Writing a poem

	<ul style="list-style-type: none"> • Planning and writing a report
LOCAL HISTORY DETECTIVE	<p style="text-align: center;">Reading and Analysing</p> <ul style="list-style-type: none"> • Features of report and explanation texts. • Linking paragraphs • Sumarising information • Making notes and forming paragraphs in explanatory texts
	<p style="text-align: center;">Writing</p> <ul style="list-style-type: none"> • Organising research • Planning and doing research • Writing up research in a report text for a wall chart. • Organising notes • Writing an explanatory texts
MOON STONES	<p style="text-align: center;">Reading and Analysing</p> <ul style="list-style-type: none"> • Language features of poem • Figurative language • Creating imaginary worlds in stories • Exploring the setting • Evaluating language use at different parts of the story • Reasons for starting new paragraphs and chapters • Impact of the setting on the rest of the story.
	<p style="text-align: center;">Writing</p> <ul style="list-style-type: none"> • Use existing poems as a model to write a poem • Planning and writing a collaborative chapter story. • Consider how the story is targeted at an age group and writing a review • Planning and writing an advert • Making notes or a planning skeleton

	<ul style="list-style-type: none"> • Planning and writing an argument text.
CINDERELLA STORIES	<p style="text-align: center;">Reading and Analysing</p> <ul style="list-style-type: none"> • Reasons for telling stories • Exploring universal themes • Issues in stories • Evidence of time, place and culture • Paragraphs and story shape. • Evaluating the effectiveness of an oral argument • Planning and speaking in a debate • Reading and talking about features and forms of poems • Introducing syllabic poetry
	<p style="text-align: center;">Writing</p> <ul style="list-style-type: none"> • Planning and writing an alternative end to a story • Planning and writing a persuasive letter • Writing a haiku
ALIEN TRAVEL AGENCY	<p style="text-align: center;">Reading and Analysing</p> <ul style="list-style-type: none"> • Features of non-fiction texts • Connectives or persuasive texts • Presenting information in persuasive texts • Language in persuasive texts • Organisation of an argument text • Connectives in an argument text • Specialist connectives
	<p style="text-align: center;">Writing</p> <ul style="list-style-type: none"> • Planning and writing an advert • Making notes or a planning skeleton • Planning and writing an argument text
Revision	

Book: Voyage Short Stories 2

TEXT	GENRE
THE GREY GANDER	Historical story – Tudors
WAVE – EATER	Historical Story – Vikings
MY NAME IS JIM	Historical story – World war 2
A CURSE ON YESTERDAY	Historical Story – Romans
UBBLE IN TROUBLE	Stories of imagined worlds/Science fiction
MONSTERS	Stories of imagined worlds/Science Fiction
FOOD FOR THOUGHT	Fantasy Adventure
THE BOY WHO MADE THINGS UP	Fantasy Adventure
HOW TO WIN AT FOOTBALL	Stories that Raise issues
DOPPEL GANGER.COM	Stories from other cultures
THE ROCK	Stories from other cultures
ZANZIBAR TREASURES	Stories from other cultures
REVISION	

MATH

Book: New Heinemann Math 4

UNITS	SUB - UNITS
<p>NUMBERS TO 10,000</p>	<ul style="list-style-type: none"> • 10,100,50 more/less • Numbers between and 1,2,10 more/Less • Numbers between and 100, 500, 1000 more/less • Place value, Adding/subtracting 1,10,100,1000. • Comparing and ordering • Number names, ordinal numbers. • Estimating, rounding to the nearest 100, 10
<p>ADDITION TO 1000</p>	<ul style="list-style-type: none"> • Doubles / Near doubles • Two digit numbers, with Total less than 100. • Adding several small numbers, using and applying. • A 2-digit number and a multiple of 10, bridging 100 • Multiples, near multiples of 10, Bridging 100 • 2 Digit Nos. Bridging 100 • A 3 Digit No. and a multiple and a near multiple of 10 • Doubles / near doubles of 10

<p>NUMBER PROPERTIES</p>	<ul style="list-style-type: none"> • Adding to make the next multiple of 100 • Using and applying • 3 Digit Numbers with bridging • Using and Applying • Multiples of 2, 3, 4, 5 and 10 • Negative numbers, temperature
<p>LENGTH</p>	<ul style="list-style-type: none"> • The Quarter meter. • Metres and centimeter • Estimating and measuring in m and cm. • Perimeter.
<p>2D SHAPE</p>	<ul style="list-style-type: none"> • Describing and visualizing 2D shapes. • Classify polygons using various criteria
<p>MONEY</p>	<ul style="list-style-type: none"> • Amounts with notes and coins • Rounding to the nearest rupee • Conversions • Using and applying
<p>TIME</p>	<ul style="list-style-type: none"> • Calendar Dates • Five minute times past/to the hour, an/pm • One minute times past/ to the hour. • Five minute times past / to the hour, durations • Using and applying, timetables estimating and measuring
<p>DATA HANDLING</p>	<ul style="list-style-type: none"> • Extracting information • Tally chart

<p>SUBTRACTION TO 1000</p>	<ul style="list-style-type: none"> • Near multiples of 10 from a 2-digit number. • 2-digit number from a 2 digit number • using and applying checking answers • using and applying Odd/Even numbers • Single digit, bridging a multiple of 100/10 • Multiples / near multiples of 10, with bridging. • Three digit multiples of 10 • Using and applying, Addition and Subtraction. • 2/3 digit numbers, with exchange • Using and applying
<p>FRACTION WEIGHT</p>	<ul style="list-style-type: none"> • Mixed nos. • Equivalence • Use read and write using standard metric units
<p>MULTIPLICATION</p>	<ul style="list-style-type: none"> • Divide and multiply any integer up to 1000 by 10. • Table facts and multiplication by 10, 100. • Multiplication beyond tables using mental strategies.
<p>DIVISION</p>	<ul style="list-style-type: none"> • By 2,3,4,5 and 10 • By 8 • By 6 • By 9 • By 7 • By 6, 7, 8 and 9. • Linking multiplication and division • 2 digit numbers beyond the tables

	<ul style="list-style-type: none"> reminders using and applying, rounding
MONEY	<ul style="list-style-type: none"> Amounts with notes and coins Rounding to the nearest rupee Conversions Using and applying
3D SHAPE	<ul style="list-style-type: none"> Identifying shapes, faces, vertices and edges Constructing and visualizing shapes
ADDITION AND SUBTRACTION TO 10,000	<ul style="list-style-type: none"> Adding multiples of 100, with bridging Using and applying Subtracting a single digit, small differences Using and applying
DECIMALS	<ul style="list-style-type: none"> Understand decimal notation and place value for tenths and hundredths Recognize equivalence between decimal and fraction forms
CAPACITY	<ul style="list-style-type: none"> Use read and write metric units and know the relationship between them Litres/ Millilitres, relation ships Using litres and millilitres
POSITION, MOVEMENT AND ANGLE	<ul style="list-style-type: none"> Grid references and co-ordinates The 8 point compass Clockwise and anti clockwise terms
AREA DATA HANDLING	<ul style="list-style-type: none"> Square centimetres, cm² Half square centimeters Pictograms

SOCIAL SCIENCE

Book: Heinemann Explore Science 4 & V Concepts

BOOK	UNITS
Explore Science	MOVING AND GROWING
Explore Science	HABITATS
V Concepts	THE RAINFOREST
Explore Science	KEEPING WARM
V Concepts	ARCHAEOLOGY
Explore Science	SEPARATING SOLID AND LIQUIDS
Explore Science	GASES AROUND US
V Concepts	INVENTIONS AND MACHINES
Explore Science	CIRCUITS AND CONDUCTORS
Explore Science	CHANGING SOUNDS
V Concepts	LEARNING

FRENCH

Book: Petit Pas-1

UNITS	SUB-UNITS
FRANCE	<ul style="list-style-type: none"> • Revision of conversations & numbers • Pronunciation of Alphabets
UNIT 3	<ul style="list-style-type: none"> • Nationalities & countries • Textual Exercises • Workbook
UNIT 4	<ul style="list-style-type: none"> • Presenting a friend • Professions • Classroom Conversations • Workbook • Animals • Textual Exercises
UNIT 5	<ul style="list-style-type: none"> • Introduction to adjectives • Colours and shapes • Textual exercises • Workbook
UNIT 6	<ul style="list-style-type: none"> • Definite articles • Introduction to Avoir • Textual exercises
UNIT 7	<ul style="list-style-type: none"> • What I like and dislike? • Fruits • Vegetables • Vocabulary of food • Workbook

<p>UNIT 8</p>	<ul style="list-style-type: none"> • Numbers • Il y a • Months of the year • Days of the week • Workbook
<p>UNIT 9</p>	<ul style="list-style-type: none"> • Ma famille • Aimer with pronouns • Parts of the body • Workbook • Activity • Textual exercises
<p>INDIA AND FRANCE</p>	<ul style="list-style-type: none"> • Plotting France and Paris on maps , Introduction to Avoir : I have ,he has , she has • Songs • Skits • Conversations
<p>UNIT 10</p>	<ul style="list-style-type: none"> • Culture • Eating habits • Festivals • Textual vocabulary

HINDI
Book: Gunjan-4 & Master Saheb

UNITS	SUB-UNITS	
पुस्तक गुंजन — ४	व्याकरण	परिकलन — लिखित का वार्तालाप लेखन
काम की महिमा	नाम शब्द, स्त्री पुरुष — ८ शब्द	आपका व मम्मी का वार्तालाप १० —१२ वाक्यों में लिखो।
महाराजा रणजीत सिंह	एक — अनेक ८ शब्द, कैसा कितना ५ वाक्य	टेलिफोन वार्तालाप.जन्मदिन निमंत्रण / किसी कारण से पाठशाला जाने में असफल
सच्चा हीरा	करना है कुछ काम— अभ्यास नाम की जगह— अभ्यास गद्यांश	
तीन शर्ते हिन्दी दिवस	समान अर्थवाले शब्द— ५ उलटे अर्थवाले शब्द — ५	चित्र वर्णन
केरल का निमंत्रण	शब्द समूह के लिए शब्द ५	दक्षिण—भारत के खाद्य पदार्थ की जानकारी
मास्टरसाहब पेज ३, ४, ६,७, ८, १०	उलटे/समान अर्थ वाले शब्द दिन, महिनों के नाम स्त्री पुरुष — १०	श्रुतभाव ग्रहण
मास्टरसाहब पेज ११, १४, १५, १६,	एक — अनेक १० शब्द, कैसा कितना ५ वाक्य	संवादलेखन शिक्षक व छात्रा — १० वाक्य
मास्टरसाहब पेज १८, १९, २०,२२, २३,२४	नाम की जगह — १० वाक्य	गद्यांश (अपठित)
मास्टरसाहब पेज २६,२७, २८, २९,३२	समान अर्थवाले शब्द—१०	निबंध — (परिवार का प्रिय सदस्य) क्यों वो प्रिय है। चित्र भी लगाये।
मास्टरसाहब पेज ३३, ३४, ३६,३७, ३८,४०	शब्द समूह के लिए एक शब्द — १०	पत्रलेखन(अनौपचारिक),गद्यांश, श्रुतभाव ग्रहण

मराठी

Book: Marathi Bhasha-1

अभ्यासक्रम	
१ स्वर ओळख अ—आ	
२ स्वर ओळख इ— ऊ	
३ कविता — येरे येरे पावसा	
१ स्वर ओळख ए—ऐ	
२ स्वर ओळख ओ औ अं अः	
३ स्वर ओळख ऋ अँ आँ	
४ कविता — चांदोबा चांदोबा	
१ व्यंजन ओळख — क — घ	
२ व्यंजन ओळख — च — झ	
३ व्यंजन ओळख — ट — ण	
४ कविता — आपडी थापडी	
५ कविता — कट्टी	
१ व्यंजन ओळख — त — न	
२ व्यंजन ओळख — प — ब	
३ व्यंजन ओळख — भ — र	
४ व्यंजन ओळख — ल — स	
५ कविता — कविता— जुळे कोण?	
६ चित्रवर्णन — पावसाळा	
१ व्यंजन ओळख ह — ञ	
१ मात्रा—स्वर—अक्षर यांचा संबंध	
२ बाराखडी	
१ अंक — १—१० अंक — अक्षरात	
२ शरीराचे अवयव	

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| १ कविता — कुलूप
२ कविता — पाउस
३ चित्रवर्णन — बाग |
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| १ पक्षी ओळख
२ पाळीव प्राणी
३ कविता — कोण? कोण? |
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| १ कविता — भिंगरबाहुली
२ कविता — कावळ्याची शाळा
३ दिशा |
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| १ वन्य प्राणी
२ वाहनांची नावे |
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COMPUTERS

UNITS	SUB UNITS
<p><u>UNIT-I</u> EVOLUTION OF COMPUTERS</p>	<ul style="list-style-type: none"> • History of computers • Generations of computers • Computer memory • Bits and Bytes • Limitations of a computer
<p><u>UNIT-II</u> WINDOWS ACCESSORIES</p>	<ul style="list-style-type: none"> • Introduction to Windows Accessories • Explaining Accessories: <ul style="list-style-type: none"> ○ Calculator ○ Notepad ○ Windows Media Player ○ Games ○ MS Paint ○ Accessibility options <ul style="list-style-type: none"> ✦ Magnifier ✦ On-Screen Keyboard
<p><u>UNIT-III</u> MULTIMEDIA</p>	<ul style="list-style-type: none"> • What is Multimedia? • Elements of multimedia: <ul style="list-style-type: none"> ○ Text ○ Pictures ○ Movies ○ Animation ○ Sound • Uses of multimedia: <ul style="list-style-type: none"> ○ At Home ○ In Schools ○ In Business ○ In Advertising ○ In Movies ○ Virtual reality

<p><u>UNIT-IV</u> MICROSOFT WORD</p>	<ul style="list-style-type: none"> • Introduction to MS Word • Word screen • Working with files in Word • Typing, inserting and deleting text through keyboard • Editing features of MS Word • Formatting features of MS Word
<p><u>UNIT-V</u> ADVANCED LOGO</p>	<ul style="list-style-type: none"> • LOGO recap <ul style="list-style-type: none"> ○ LOGO screen ○ Recap of primitives: <ul style="list-style-type: none"> ✦ FD ✦ BK ✦ RT ✦ LT ✦ HOME ✦ CS ✦ CT • Drawing numbers and alphabets using LOGO primitives • More LOGO primitives: <ul style="list-style-type: none"> ○ PENUP ○ PENDOWN ○ PENERASE ○ HIDE TURTLE ○ SHOW TURTLE ○ REPEAT • Drawing geometric figures using LOGO: <ul style="list-style-type: none"> ○ Triangle ○ Square ○ Pentagon ○ Hexagon

UNIT-VI

MICROSOFT POWERPOINT

- Introduction to MS PowerPoint
- PowerPoint window
- Working with files in PowerPoint
- Exiting PowerPoint