

ARMY PUBLIC SCHOOL R K PURAM

Holistic Personality Development Integrated School Curriculum

Subject :- Mathematics

Class :- V

MATHEMATICS CLASS V			
Sno	Name of the unit	Activities	Value
1	Large numbers	<p>1.Card game: a.cards and containers group activity with cards(game) forming the numeral with the number cards given for the number given b. cards and containers cards for different digits in a number and containers for the places they belong in both national and international. 2..Even trade game 1 pen(100)=10 pencils (10 each) 3.Rounding to the nearest tens and hundreds of the strength of different sections, classes and different levels in a school</p>	<p>Global outlook Reasoning and logical thinking Creative thinking Long term vision</p>
2.	Operations with numbers	<p>a)Role play Real life situation (shop keeper and the customer) b)Ppts on decision making in real life situation (which operation to be used) c)Framing the questions with the situations explained</p>	<p>Problem solving skills Decision making Time intelligence Reasoning/logical thinking honesty</p>
3.	Multiples and factors	<p>a)Grouping of articles in equal groups (possible—composite numbers) (not possible—(prime numbers) b)Representing a platform on a chart with different colours and lengths (Usage of LCM in real life situations) c)cutting of papers of different</p>	<p>Innovative mind set, curiosity, logical thinking, creative thinking, Decision making</p>

4.	Fractions	<p>lengths into pieces of equal width that are as wide as possible(usage of HCF in real life situations)</p> <p>d)solutions attained with magic squares</p> <p>a)cutting different length paper strips from sheets of same size proportionately(equivalent fractions)</p> <p>b)sharing different but proportional portions of things (equivalent fractions)</p> <p>c)PPTs on life situations where fractions are involved like different plants in a garden.</p>	<p>Creative and critical thinking</p> <p>Reasoning and logical thinking</p> <p>Caring and sharing</p> <p>Problem solving</p>
5.	Decimals	<p>a)Colouring of a grid for the given decimals with different colours and also make a good design</p> <p>b)Cutting paper strips of different lengths and presenting the length in decimals like 3cm5 mm =3.5cm</p> <p>c) Role play :Real life situations in which measurement of length ,mass and capacity are involved</p>	<p>Innovative mind set, problem solving, reasoning/ logical thinking</p> <p>Decision making</p> <p>Curiosity</p>
6.	Metric measures and temperature	<p>a)Jugs of different sizes and capacity of water(with different units) needed for different activities</p> <p>b)Measurement of height and weight of children involving two different units</p> <p>c)measuring the body temperature of students and also the temperature of the environment with different instruments</p>	<p>a)Environment awareness and conservation of water</p> <p>b)Physical fitness with height and weight</p> <p>Measurements</p> <p>c)stamina, body strength</p> <p>d)confidence</p> <p>e)concern for others</p>

7	Geometry	<p>1) To make closed geometrical shapes using different match sticks.</p> <p>2) To measure the angles made by different parts of the body while doing Asanas</p> <p>3) Identify the parallel and perpendicular lines in the day to day life situations (eg railway tracks , parallel and cross roads)</p> <p>4) To draw different patterns/designs using circles</p>	<p>Creative thinking, Reasoning/ logical thinking , Curiosity Teamwork Application</p>
8	Area and Volume	<p>1) To calculate the cost and the number of tiles required to tile the hall for the given dimensions.</p> <p>2) To find the cost of painting the base of the rectangular water tank for the given dimensions.</p> <p>3) To make models of cube, cuboid, cylinder, pyramid etc</p> <p>4) To calculate the Area of irregular shapes by counting squares (on graph sheet)</p>	<p>Innovative mindset, Critical thinking, Problem solving, Logical thinking</p>
9	Percentages	<p>1) To draw a 10 x10 grid on a sheet of paper and shade a part of it and express it as a percentage</p> <p>2) To calculate the percentage of marks obtained by four different students and arrange them in ascending order</p> <p>3) Paste cut outs of advertisements showing 25% off on electronic goods.</p> <p>4) To calculate 15% off on scholastic books</p> <p>5) PPT</p>	<p>Decision making , Critical thinking, Problem solving, Self Awareness</p>

10	Money	<p>1) To calculate the profit or loss percent incurred by a shop owner on selling the goods</p> <p>2) Role play of a bank</p> <p>3) To visit a departmental store check out the cost of things and prepare a bill</p>	<p>Curiosity, Logical thinking, Self Awareness, Global outlook, Decision making Teamwork</p>
11	Time	<p>1) To read the Railway time table</p> <p>2) To calculate the distance between two major cities</p> <p>3) To calculate the total time taken to travel</p> <p>4) To find the number of trains in that route</p>	<p>Critical thinking, Time intelligence, Decision making Problem solving skills</p>
12	Representing Information in Graphical Form	<p>1) To collect the data regarding different books in the school library and represent them in bar and circular graph</p> <p>2) To conduct a survey in the class and collect information for their favourite drink and favourite game and represent it in the form of bar and circular graph</p> <p>3) PPT</p>	<p>Reasoning / logical thinking, Teamwork, Self Awareness, Curiosity</p>
13	Number Patterns	<p>1) To find the sum of consecutive numbers using the pattern</p> <p>2) To find the triangular number pattern and square number pattern</p>	<p>Logical thinking, Innovative mindset, Reasoning, Identifying, Decision making</p>

14.	Algebra	a)Treasure hunt: goodies are kept hidden at different places. number and type of goodies at few of the places are made known. students are expected to form simple algebraic expressions to find the goodies at unknown place. b)a game to find the no of four wheelers and two wheelers by drawing just the wheels, when total no of vehicles is known and variables are given to four wheelers and two wheelers	curiosity for the unknown creative thinking reasoning and logical thinking problem solving Decision making
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