

CLASS III CODING SPLIT-UP SYLLABUS 2025-2026

MONTH	NO. OF DAYS	NO. OF PERIODS	MARKS	NAME OF THE CHAPTER/TOPIC TO BE COVERED	TEACHING AIDS/E-CONTEXT/INNOVATIVE PRACTICES TO BE ADOPTED
APRIL TO JUNE - 2025	48	20		<ol style="list-style-type: none"> 1. PUZZLE: Fit numbers in a grid. 2. PUZZLE: Number Pyramid 3. Counting Combinations. 4. Pattern in words. 	<ul style="list-style-type: none"> • Group Activity: Solve number fitting puzzles in teams. • Solving Pyramid through addition. • Filling different combinations of two numbers that add up to the same number. • Reading a rhyme and differentiating sound pattern and spelling pattern.
JULY TO SEPTEMBER - 2025	42	26		<ol style="list-style-type: none"> 5. Finding Patterns: Word search. 6. Storing information 7. Arranging information 8. Understanding Tables 9. Drawing Maps 	<ul style="list-style-type: none"> • Pattern hunt using wall or floor designs. • Word search puzzles on text. • Sorting game using real objects (toys, picture names) into correct groups. • Arranging given items and give correct information. • Printed chart of airport timetable. • Data detectives. • Create a treasure hunt using picture.
OCTOBER TO DECEMBER - 2025	37	21		<ol style="list-style-type: none"> 10. Maps understanding scale. 11. Solving simple problems. 12. Decomposition: Splitting into smaller tasks. 13. Tower of Hanoi 14. Algorithm 	<ul style="list-style-type: none"> • Using rulers, pre-made map cards with distances marked. • Solving basic word problems Eg. Puzzle, number riddles. • Step-by-step activity charts. • Number the pictures in order. • Step by step picture cards. Eg. Making a sandwich.
JANUARY TO FEBRUARY - 2026	30	23		<ol style="list-style-type: none"> 15. Algorithm: Drawing patterns using loops. 16. Representing Information: Defining a code. 17. Program: Representing Information as code. 18. Program: Loops 19. Program: Conditionals 	<ul style="list-style-type: none"> • Creating Algorithm for drawing a hexagon using a loop. • Flashcards with letters and secret code. • Picture puzzle. • Loop race: How many times can you repeat a task in 1 minute. • Repeating arrow picture.