CLASS IV CODING SPLIT-UP SYLLABUS 2025-2026

SL.NO.	MONTHS	NO. OF DAYS	NAME OF CHAPTER/TOPIC TO BE COVERED	ACTIVITIES
1	APRIL & MAY - 2025	10	• Counting Combinations I and II • Introduction of Sodoku grid	Art Integrated learning: • Making combinations using number counters. • Combining objects using tree diagram and line method. Experiential learning: • Filling a grid with colours (red, green, blue and yellow).
2	JUNE - 2025	15	• Puzzle Arithmagon. • Patterns in words. • Patterns in numbers.	Game based learning: • Solving Arithmagons through addition and subtraction. Story based learning: • Reading a rhyme and differentiating sound pattern and spelling pattern. Hands on experience: • Guessing the next number by addition and multiplication.
3	JULY - 2025	22	• Patterns in shapes. • Complex patterns: Symmetry and mirror symmetry. • Tangram.	Art Integrated learning: • Drawing of shapes that tessellate eg. Rangoli. Experiential learning: • Ask student to build structures using specific Creating own patterns using Octagons. • Creating image for symmetric pattern and asymmetric pattern. Art Integrated learning: • Use chart paper to create images like butterfly, swan, rocket and man.
4	AUGUST - 2025	20	• Arranging information tables. • Introduction to compression.	Hands on experience: • Arranging the birthday dated of 5 friends in a table format. Toy based games: • Creating rules for compressing data. Compressing a poem and rewriting.
5	SEPTEMBER - 2025	10	• Representing Information.	Art Integrated learning: • Making smiley using binary numbers.
6	OCTOBER - 2025	18	• Understanding Decomposition.	Hand on experience. • Moving of disks from the source pole to the destination pole.
7	NOVEMBER - 2025	19	• Following instructions: Robot Game. • Algorithm.	Toy based game: • Moving a toy from one column to the next. Aer Integrated learning: • Creating an Algorithm for drawing a square making salad.
8	DECEMBER - 2025	11	• Introduction to sorting.	Game based learning: • Sorting number cards on the basis of their number values.

9	JANUARY - 2026	19	• Basic conditionals.	• Setting rules for playing a game with conditionals. Experiential learning: • Creating own codes to write a program.
10	FEBRUARY - 2026	13	• Debugging	Toy game-based learning: • Debugging a loop. • Debugging algorithms.