CLASS V CODING SPLIT-UP SYLLABUS 2025-2026

MONTHS	NO. OF DAYS	NO. OF PERIODS	MARKS	UNIT/CHAPTER	ACTIVITIES
APRIL TO SEPTEMBER - 2025	45	50	50	CHAPTER – 1: Sudoku: 4x4 CHAPTER – 2: Sudoku: 6x6	Art Integrated learning: • Shape Sudoku: Use geometric shapes (circles, square, triangles etc.) to fill the grid. • Utilize pictures of animals, fruits or other recognizable objects.
				CHAPTER – 3: Counting combination – I CHAPTER – 4: Counting combination – II	Experiential Learning: • Committee selection challenge. • Divide students into groups and provide a list of people (e.g. 10 girls and 15 boys) Art Integrated learning: • Challenge them to form committees with specific constraints such as selecting 7 people with at least 3 girls. • This activity encourages calculating combinations and analyzing different cases.
				CHAPTER – 5: Counting combination – III	Experiential Learning: • Building with blocks. • Ask student to build structures using specific numbers of blocks noting how many different ways they can arrange them if the order does not matter.
				CHAPTER – 6: Symmetry	Art Integrated learning: • Paper folded in half, paints like brushes. • Place a few drops of paint on one side of the folded paper and press the paper together to reveal a symmetrical pattern. • Encourage students to create butterfly using shapes or other symmetrical designs.
				CHAPTER – 7: Processing information	Experiential learning: • Explain short-term memory, sensory memory and long-term memory through diagram.
NOVEMBER -2025 TO FEBRUARY - 2026	45	25	50	CHAPTER – 8: Binary Number System CHAPTER – 9: Binary Numbers: decimal to Binary CHAPTER – 10: Binary Numbers. Binary top decimal	Art Integrated learning: • Use grid paper or create digital grids and color in squares representing 0s and 1s to form pictures.
				CHAPTER – 11: Relations: How are things related.	Art Integrated learning: • Make family tree and paste picture of family members.
				CHAPTER – 12: Graphs and Trees	Art Integrated learning: • Create a tree using your school as an eg. School principal will be at the top level and you will feature at the bottom level. Your tree could have Principal, Vice, HoDs the classes in each section, class teacher and students.
				CHAPTER – 13: Basic Conditional	Experiential learning: • Everyday scenarios. • Action and consequences. • Not doing home-work results not being able to play. • Plant dies if not watered.
				CHAPTER – 14: Algorithm: Help Robby - Find the odd numbers.	Experiential learning: • The last bit of an odd number is always 1, while for an even number, it's 0.