

# CBSE Maths Syllabus For Class 1

## 1. Geometry

### a. Shapes and Spatial Understanding

Develops and employs a spatial relational vocabulary (Top, Bottom, On, Under, Inside, Outside, Above, Below, Near, Far, Before, After)

### b. Solids Around Us

Collects things of various sizes and shapes from the environment, such as stones, boxes, balls, cones, pipes, and so on. Sorts categorise and characterise items based on their forms and other observable characteristics. Observe and describe how shapes impact rolling and sliding motions. Sorts 2 - D forms, such as flat cards and other flat things.

## 2. Numbers

### a. Developing a sense of Numbers, Counting and Operations of Numbers 1-9 and Zero

- Observe object and makes collections of objects.
- Arranges the collection of objects in order by
  - Matching and
  - One to one correspondence
- Counts the number of objects in a collection.
- Makes collection of objects corresponding to a specific number.
- Recognises and speaks numbers from 1 to 9.
- Uses numbers from 1 to 9 in counting and comparison. (Real objects and repeated events like clapping to be used for counting)
- Reads and writes numerals from 1 to 9.
- Adds and subtracts using real objects and pictures.
- Adds and subtracts the numbers using symbols '+' and '-'.

### b. Numbers from (10 – 20)

- Forms Number sequence from 10 to 20.
- Counts objects using these numbers.
- Groups objects into a group of 10s and single objects.
- Develops the vocabulary of a group of 'tens' and 'ones'.
- Shows the group of tens and ones by drawing.
- Counts the number of tens and ones in a given number.
- Writes the numerals for eleven to nineteen.
- Writes numerals for ten and twenty.
- Compares numbers upto 20.

### c. Addition And Subtraction (Upto 20)

- Adds and subtracts numbers upto 20.

### d. Numbers from 21 – 99

- Writes numerals for Twenty-one to Ninety-nine. Groups objects into tens and ones.
- Draws representation for groups of tens and ones.
- Groups a number orally into tens and ones.

**e. Mental Arithmetic**

- Adds two single-digit numbers mentally.

**3. Money**

- a. Identifies common currency notes and coins.**
- b. Puts together small amounts of money.**

**4. Measurement**

**a. Length**

- Distinguishes between near, far, thin, thick, longer/taller, shorter, high, low.
- Seriates objects by comparing their length.
- Measures short lengths in terms of non-uniform units (in the context of games e.g. ‘Gilli Danda’ and ‘marble games’).
- Estimates distance and length, and verifies using nonuniform units (e.g. hand span etc.)

**b. Weight**

- Compares between heavy and light objects.

**c. Time**

- Distinguishes between events occurring in time using terms -earlier and later.
- Gets the qualitative feel of long & short duration, of school days v/s holidays.
- Narrates the sequence of events in a day.

**5. Data Handling**

- Collects represent and interpret simple data such as measuring the arm length or circumference of the head using a paper strip.

**6. Patterns**

- Describes sequences of simple patterns found in shapes in the surroundings and in numbers, e.g. stamping activity using fingers and thumb.
- Completes a given sequence of simple patterns found in shapes in the surroundings and in numbers.