CLASS II (SESSION 2026-27)

UNIT- III SYLLABUS

SUBJECTS	BOOK NAMES	DETAILS
ENGLISH	The English Treasure Applied English Grammar	1. The Little Pine Tree 2. Let Dogs Delight 1. Is, Are, am+ing 2. Has, Have, Had 3. How Words
MATH	Math Booster	1. Division of Numbers 2. Measurement
EVS	Grow with Evs	1. Plants around Us 2. Animals around Us 3. Our Country
COMPUTER	Computer with AI	1. More on Tux Paint
HINDI	Adhunik Sahajh	1. आसमान गिर रहा 2. फसलों की दावत 1. क्रिया 2. विलोम शब्द
BENGALI	Megh mala Bhasa Taranga	1. হাট 2. ছেলেবেলা 3. বুদ্ধির পরীক্ষা 4. রোদ্দুর 1. বচন 2. বিপরীত শব্দ
MORAL SCIENCE	Wellness Wonder	1. Importance of Cleanliness 2. Cultivating Good Habits
G.K	Know and Grow	Pg- 39- 47

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CLASS II (SESSION 2026-27)

UNIT- IV SYLLABUS

SUBJECTS	BOOK NAMES	DETAILS
ENGLISH	The English Treasure	1. The Golden Axe 2. Making Butter 3. Elisa
	Applied English Grammar	1. Prepositions 2. Connecting Words 3. Punctuation 4. Vocabulary
MATH	Math Booster	1. Money 2. Days and Months of a Year
EVS	Grow with Evs	1. Our Culture 2. Landforms 3. Water bodies
COMPUTER	Computer with AI	1. Internet
HINDI	Adhunik	1. गुल्लक 2. मैं हूँ छाता
	Sahajh	1. अनेक शब्दों के लिए एक शब्द 2. समान अर्थ वाले शब्द
BENGALI	Megh mala	1. আমরা ঘাসের ছোটো ছোটো ফুল 2. পাইথনের কবলে 3. কাজের লোক 4. টাকার আপদ
	Bhasa Taranga	1. প্রায় সমোচ্চারিত ভিন্নার্থ শব্দ 2. সমার্থক শব্দ
MORAL SCIENCE	Wellness Wonder	1. Cooperation Working Together 2. Know Your Environment
G.K	Know and Grow	Pg-48-56

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CLASS II (SESSION 2026-27)

TERM- II SYLLABUS

SUBJECTS	BOOK NAMES	DETAILS
ENGLISH	The English Treasure	1. Why Nobody Pets the Lion? 2. Rumpelstiltskin 3. The Story of the Kangaroo 4. The Medas Touch
	Applied English Grammar	1. Reading Comprehension 2. Sentence Completion 3. Sentence Making 4. Answering Questions 5. Sequencing 6. Dialogue Writing 7. Letter Writing
MATH	Math Booster	1. Time 2. Data Handling 3. Geometry 4. Patterns 5. Measurement
EVS	Grow with Evs	1. Our Universe 2. Time 3. Directions 4. Seasons and Clothes 5. Animals around Us 6. Our Culture
COMPUTER	Computer with AI	1. Coding Games (Scratch Jr) 2. AI around Us
HINDI	Adhunik	1. पानी का जादू 2. बहादुर दोस्त

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	Sahajh	3. कौन Pg -87 गिनती 1. दिन और महीने 2. कहानी -लेखन 3. वाक्य - लेखन 4. श्रवण व वाचन कौशल
BENGALI	Megh mala Bhasa Taranga	1. নরহরি দাস 2. রাজা রামমোহন রায় 3. মা 4. বনভোজন 5. পৃথিবী ও সূর্য 6. প্রথম পুরস্কার 1. শুদ্ধ বানান 2. এককথায় প্রকাশ 3. অনুচ্ছেদ রচনা
MORAL SCIENCE	Wellness Wonder	1. Developing Moral Strength 2. Helping Others 3. Importance of Cleanliness Pg-102 & 104
G.K	Know and Grow	Pg-57 to 73 Test Paper IV- VI

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AI & ROBOTICS SYLLABUS

GRADE 2 – LOGICAL THINKING & SIMPLE ROBOTS

Chapter 1: Patterns and Sequencing

Duration: 6 Classes

Topics

- Patterns
- Order of Actions

Project

- Pattern Card Game



Chapter 2: Logical Thinking

Duration: 6 Classes

Topics

- If-Then Situations
- Problem Solving

Activity

- Everyday Decision-Making Game

Chapter 3: Machines Around Us

Duration: 6 Classes

Topics

- Simple Machines
- Uses of Machines

Activity

- Identify Machines Used at Home and School

Chapter 4: Simple Robot Models

Duration: 6 Classes

Topics

- Robot Parts
- Robot Jobs

Activity

- Draw and Label a Simple Robot

