

## CBSE Syllabus for Class 1 Maths

The CBSE Class 1 Syllabus for Maths is divided into the following:

1. Geometry
2. Numbers
3. Money
4. Measurement
5. Data Handling
6. Patterns

Now let us check out the detailed syllabus for each of them:

<b>GEOMETRY</b>	
<b>Shapes and Spatial Understanding</b>	Develop and use the vocabulary of spatial relationship (Top, Bottom, On, Under, Inside, Outside, Above, Below, Near, Far, Before, After)
<b>Solids Around Us</b>	Collect objects from the surroundings having different sizes and shapes like pebbles, boxes, balls, cones, pipes, etc. Sort, Classify and describe the objects on the basis of shapes, and other observable properties. Observe and describe the way shapes affect movements like rolling and sliding. Sort 2 – D shapes such as flat objects made of cards etc.
<b>NUMBERS</b>	
<b>Developing a Sense of Numbers, Counting and Operations of Numbers 1-9 and Zero</b>	Observe the object and make collections of objects. Arrange the collection of objects in order by – Matching and – One to one correspondence Count the number of objects in a collection. Make a collection of objects corresponding to a specific number. Recognize and tell numbers from 1 to 9. Use numbers from 1 to 9 in counting and comparison. (Real objects and repeated events like clapping to be used for counting) Read and write numerals from 1 to 9. Add and subtract using real objects and pictures. Add and subtract the numbers using symbols '+' and '-'. Approaches zero through the subtraction pattern (such as $3 - 1 = 2$ , $3 - 2 = 1$ , $3 - 3 = 0$ ).

<b>Numbers from (10 – 20)</b>	<p>Form Number sequence from 10 to 20.  Count objects using these numbers.  Group objects into a group of 10s and single objects.  Develop the vocabulary of a group of 'tens' and 'ones'. Shows the group of tens and ones by drawing.  Count the number of tens and ones in a given number.  Write the numerals for eleven to nineteen.  Write numerals for ten and twenty.  Compares numbers up to 20.</p>
<b>Addition And Subtraction (Upto 20)</b>	Add and subtract numbers up to 20.
<b>Numbers from 21– 99</b>	<p>Write numerals for Twenty-one to Ninety-nine.  Group objects into tens and ones.  Draw representation for groups of tens and ones.  Group a number orally into tens and ones.</p>
<b>Mental Arithmetic</b>	Add two single-digit numbers mentally

## **MONEY**

1. Identify common currency notes and coins.
2. Put together small amounts of money

## **MEASUREMENT**

<b>Length</b>	<p>Distinguish between near, far, thin, thick, longer/taller, shorter, high, low.  Seriate objects by comparing their length.  Measure short lengths in terms of non-uniform units (in the context of games e.g. 'Gilli Danda' and 'marble games').  Estimate distance and length, and verify using nonuniform units (e.g. hand span etc.)</p>
<b>Weight</b>	Compares between heavy and light objects.
<b>Time</b>	<p>Distinguish between events occurring in time using terms – earlier and later.  Get the qualitative feel of long &amp; short duration, of school days v/s holidays.  Narrate the sequence of events in a day.</p>

## **DATA HANDLING**

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

## **PATTERN**

1. Describe sequences of simple patterns found in shapes in the surroundings and in numbers, e.g. stamping activity using fingers and thumb.
2. Complete a given sequence of simple patterns found in shapes in the surroundings.