

KUKADI VALLEY PUBLIC SCHOOL & JR. COLLEGE
A/P- Yedgaon, Tal- Junnar, Dist - Pune.

Annual Action Plan 2024-25

Class - V

Subject	Chapter number	FM 1 Chapters	Number of Lps	Chapter number	FM 2 Chapters	Number of Lps	Chapter number	FM3 Chapters	Number of Lps
Eng	1	1. King Alfred and the Beggar	12	5	5. Ajay's Space Adventure	12	9	9. About Ben Adhem	12
	2	2. The Dog and His New Master	12	6	6. The Bangle Sellers	12	10	10. Right Mind and Wrong Mind	12
	3	3. My Corner	12	7	7. Tenali Raman- The Great Court Jester	12	11	11. Conquering the Highest	12
	4	4. Androcles and the Lion	12	8	8. Abdul Hamid- A Tale of Determination and Bravery	12	12	12. Paper Boats	12
Math	1	1. Foundational Numeracy	48			48			48
	2	14. Lines and Angles	10	7	15. Circles and Triangles	9	13	10. Metric Units	9
	3	17. Symmetry	8	8	16. Quadrilaterals and their Constructions	8	14	2. Roman Numerals	10
	4	3. Large Numbers	8	9	6. Fractions	10	15	11. Time	8
	5	4. Order of Operations	10	10	7. Decimals	11	16	12. Money	9
	6	5. LCM and HCF	7	11	8. Ratio	8	17	13. Perimeter, Area and Volume	9
Science	1	7. States of Matter	52	12	9. Percentage	9	18	18. Data Handling	45
	2	8. Light	8	5	2. The Nervous System	7	8	6. Disease	9
	3	5. Plant Life	7	6	3. The Skeletal and Muscular System	9	9	9. Machines- Simple and Compound	10
	4	1. Circulatory System	6	7	4. The Excretory System	9	10	10. From Crafts to Spacecrafts	7
SS	1	6. The Indus Valley Civilisation	29	5	9. Indian Constitution	25			26
	2	8. The Egyptian Civilisation	9	6	10. Economic Activity and Decision-making	8	8	2. Heritage: Non-material	8
	3	4. Earth: What's Inside?	8	7	1. Heritage: Material	9	9	3. Heritage: Human	8
	4	What Changes the Earth's Surface?	7	7		9	10	7. Globes and Maps	9
Hindi	1	सिखते और खेलते फूल	31	5	कर्मवीर	26	9	बरतन और नसीबुद्दीन	25
	2	सोने की सराही	13	6	धरक प्रसाद	13	10	पक्षी की पचायत	12
	3	माँ करूँ एक कहानी	14	7	नाकबंदी राजकुमारी	13	11	जगमोल रत्न	13
	4	जगत्काल का सातवाँ दिन	13	8	श्रीलंका का दीर्घ उत्सव	13			12
COMPUTER	1	Computer Science	53	8	Understanding Variables and Operators	51			37
	1	MS Word Document Layout	5	9	Decision Making in Coding	4	16	Machine Learning for Kids	6
	2	MS PowerPoint Working with Graphics	5	10	Loop Adventure	5	Unit 4		6
	3	Introduction to MS Excel	6	11	Working with Sprite Clone	3			6
Unit 2	4	Working with Excel	7			7	17	Robots: Our Machine Friends!	6
	5	Introduction to Internet	7			5	18	Fun begins with Electronics	6
			7	Unit 3	Artificial Intelligence	5	19	Say Hi to Elektra	6
			7	12	Understanding intelligence and AI	4	20	Explore Breadboard and Common Sensor	4
Unit 2			12			4	20	Explore Breadboard and Common Sensor	4
	6	Coding Skills	13			5	21	Control LED Buzzer with Code	5
Unit 2	6	Scratch Recap	8	14	Detect Thumb and Finger with Code	5	22	Code Colourful Bulbs and LCD Display	7
	7	Recording and Managing Sounds	5	15	Controlling Code with Speech Translation	6	23	Drive Car with your code	6
			44			44		23	6
			44			44			40
									128