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# India



## Skills available for India class III maths curriculum

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## 3.G Geometry

### 3.G.A Shapes & Spatial Understanding

#### 3.G.A.1 Creates shapes through paper folding, paper cutting.

#### 3.G.A.2 Identifies 2-D shapes

Name the two-dimensional shape (II-O.1)

Select two-dimensional shapes (II-O.2)

Identify two-dimensional shapes (III-Q.1)

#### 3.G.A.3 Describes the various 2-D shapes by counting their sides, corners and diagonals.

Count and compare sides and vertices (III-Q.2)

#### 3.G.A.4 Makes shapes on the dot-grid using straight lines and curves.

#### 3.G.A.5 Creates shapes using tangram pieces.

#### 3.G.A.6 Matches the properties of two 2-D shapes by observing their sides and corners (vertices).

Identify two-dimensional shapes (III-Q.1)

Is it a polygon? (III-Q.6)

#### 3.G.A.7 Tiles a given region using a tile of a given shape.

#### 3.G.A.8 Distinguishes between shapes that tile and that do not tile.

#### 3.G.A.9 Intuitive idea of a map. Reads simple maps (not necessarily scaled)

Maps (III-Q.9)

#### 3.G.A.10 Draws some 3D-objects.

## 3.N Numbers

**3.N.A Number Sequence up to 1000****3.N.A.1 Reads and writes 3-digit numbers.**

Write numbers in words (III-A.6)

**3.N.A.2 Expands a number w.r.t. place values.**

Place value models up to hundreds (III-B.1)

Place value names up to hundreds (III-B.2)

Place value names up to thousands (III-B.3)

Value of a digit (III-B.4)

Convert to/from a number (III-B.5)

Convert between place values (III-B.6)

Convert from expanded form (III-B.7)

Convert between standard and expanded form (III-B.8)

Place value word problems (III-B.9)

**3.N.A.3 Counts in different ways - starting from any number.**

Number lines - up to 100 (II-A.4)

Even or odd (III-A.1)

Even or odd: arithmetic rules (III-A.2)

Skip-counting puzzles (III-A.3)

Number sequences (III-A.4)

Guess the number (III-U.1)

**3.N.A.4 Compares numbers.**

Comparing numbers (III-A.7)

**3.N.A.5 Forms greatest and smallest numbers using given digits.**

Which number is greatest/least? (III-A.8)

Put numbers in order (III-A.9)

Largest/smallest number possible (III-U.2)

**3.N.B Addition and Subtraction****3.N.B.1 Adds and subtracts numbers by writing them vertically in the following two cases:****3.N.B.1.a without regrouping.**

Add a two-digit and a one-digit number - without regrouping (II-G.2)

Solve using properties of addition (III-R.4)

**3.N.B.1.b with regrouping.**

Add two numbers up to three digits (III-C.1)

Addition input/output tables - up to three digits (III-C.2)

Complete the addition sentence - up to three digits (III-C.4)

Balance addition equations - up to three digits (III-C.5)

Add three or more numbers up to three digits each (III-C.6)

Addition: fill in the missing digits (III-C.9)

Subtract numbers up to three digits (III-D.1)

Subtraction input/output tables - up to three digits (III-D.2)

Complete the subtraction sentence - up to three digits (III-D.4)

Balance subtraction equations - up to three digits (III-D.5)

Subtraction: fill in the missing digits (III-D.7)

**3.N.B.2 Uses the place value in standard algorithm of addition and subtraction.**

Addition patterns over increasing place values (III-C.8)

Subtraction patterns over increasing place values (III-D.6)

**3.N.B.3 Solves addition and subtraction problems in different situations presented through pictures and stories.**

- Add two numbers up to three digits - word problems (III-C.3)
- Add three or more numbers up to three digits - word problems (III-C.7)
- Subtract numbers up to three digits - word problems (III-D.3)
- Multi-step word problems (III-S.10)
- Age puzzles (III-U.4)
- Find two numbers based on sum and difference (III-U.5)
- Find two numbers based on sum, difference, product and quotient (III-U.6)

**3.N.B.4 Frames problems for addition and subtraction facts.****3.N.B.5 Estimates the sum of, and difference between, two given numbers.**

- Estimate sums (III-T.4)
- Estimate sums: word problems (IV-B.9)
- Estimate differences (IV-C.6)
- Estimate differences: word problems (IV-C.7)

**3.N.C Multiplication****3.N.C.1 Explains the meaning of multiplication (as repeated addition).**

- Relate addition and multiplication (III-R.9)

**3.N.C.2 Identifies the sign of multiplication.**

- Multiplication sentences (III-H.1)

**3.N.C.3 Constructs the multiplication tables of 2, 3, 4, 5 and 10**

- Multiply by 0 (III-F.1)
- Multiply by 1 (III-F.2)
- Multiply by 2 (III-F.3)
- Multiply by 3 (III-F.4)
- Multiply by 4 (III-F.5)
- Multiply by 5 (III-F.6)
- Multiply by 6 (III-F.7)
- Multiply by 7 (III-F.8)
- Multiply by 8 (III-F.9)
- Multiply by 9 (III-F.10)
- Multiply by 10 (III-F.11)
- Multiplication facts up to 10: find the missing factor (III-G.11)
- Multiplication facts up to 10: select the missing factors (III-G.12)
- Squares up to  $10 \times 10$  (III-G.13)

**3.N.C.4 Uses multiplication facts in situations.**

- Multiplication word problems (III-H.4)
- Multiplication word problems: find the missing factor (III-H.5)

**3.N.C.5 Multiplies two digit numbers using standard algorithm and Lattice multiplication algorithm.**

- Multiply numbers ending in zeroes (III-H.2)
- Multiplication input/output tables (III-H.3)
- Multiply one-digit numbers by two-digit numbers (III-H.6)
- Multiply one-digit numbers by two-digit numbers: word problems (III-H.7)
- Lattice multiplication (III-H.11)

**3.N.D Division****3.N.D.1 Explains the meaning of division from context of equal grouping and sharing.**

- Division word problems (III-L.3)

**3.N.D.2 Relates division with multiplication.**

Relate multiplication and division (III-R.10)

**3.N.D.3 Completes division facts:****3.N.D.3.a by grouping**

Divide by 1 (III-J.1)

Divide by 2 (III-J.2)

Divide by 3 (III-J.3)

Divide by 4 (III-J.4)

Divide by 5 (III-J.5)

Divide by 6 (III-J.6)

Divide by 7 (III-J.7)

Divide by 8 (III-J.8)

Divide by 9 (III-J.9)

Divide by 10 (III-J.10)

Division facts for 2, 3, 4, 5, 10 (III-K.1)

Division facts for 6, 7, 8, 9 (III-K.4)

Division facts up to 10 (III-K.7)

Division facts up to 10: find the missing number (III-K.10)

Divisibility rules for 2, 5 and 10 (III-L.4)

**3.N.D.3.b by using multiplication tables.**

Complete the division table (III-L.1)

Division input/output tables (III-L.2)

Relate multiplication and division (III-R.10)

**3.N.E Mental Arithmetic****3.N.E.1 Adds and subtracts single digit numbers and two digit numbers mentally.**

Add two numbers up to three digits (III-C.1)

Addition input/output tables - up to three digits (III-C.2)

Add two numbers up to three digits - word problems (III-C.3)

Complete the addition sentence - up to three digits (III-C.4)

Balance addition equations - up to three digits (III-C.5)

Add three or more numbers up to three digits each (III-C.6)

Add three or more numbers up to three digits - word problems (III-C.7)

Addition patterns over increasing place values (III-C.8)

Addition: fill in the missing digits (III-C.9)

Subtract numbers up to three digits (III-D.1)

Subtraction input/output tables - up to three digits (III-D.2)

Subtract numbers up to three digits - word problems (III-D.3)

Complete the subtraction sentence - up to three digits (III-D.4)

Balance subtraction equations - up to three digits (III-D.5)

Subtraction patterns over increasing place values (III-D.6)

Subtraction: fill in the missing digits (III-D.7)

**3.N.E.2 Doubles two digit numbers mentally (result not exceeding two digits).**

Multiply by 2 (III-F.3)

## 3.MON Money

**3.MON.1 Converts Rupee to Paise using play money.**

Count coins and notes - up to 500-rupee note (III-N.1)

Which picture shows more? (III-N.2)

Purchases - do you have enough money - up to 1,000 rupees (III-N.3)

### **3.MON.2 Adds and subtracts amounts using column addition, and subtraction without regrouping.**

Add and subtract money - word problems - up to 10 rupees (II-L.8)

### **3.MON.3 Makes rate charts and bills.**

Price lists (III-N.9)

## **3.MEA Measurement**

### **3.MEA.A Length**

#### **3.MEA.A.1 Appreciates the need for a standard unit.**

Metric mixed units (III-P.5)

#### **3.MEA.A.2 Measures length using appropriate standard units of length by choosing between centimetres, and metres.**

Which metric unit of length is appropriate? (III-P.2)

#### **3.MEA.A.3 Estimates the length of given object in standard units and verifies by measuring.**

#### **3.MEA.A.4 Uses a ruler**

#### **3.MEA.A.5 Relates centimetre and metre.**

Compare and convert metric units of length (III-P.3)

Conversion tables (III-P.4)

### **3.MEA.B Weight**

#### **3.MEA.B.1 Weighs objects using non standard Units.**

Compare and convert metric units of mass (IV-K.3)

#### **3.MEA.B.2 Appreciates the conservation of weight.**

Light and heavy (III-P.6)

### **3.MEA.C Volume**

#### **3.MEA.C.1 Measures and compares the capacity of different containers in terms of non-standard units.**

Compare and convert metric units of volume (IV-K.4)

#### **3.MEA.C.2 Appreciates the conservation of volume.**

Holds more or less (III-P.7)

### **3.MEA.D Time**

#### **3.MEA.D.1 Reads a calendar to find a particular day and date.**

Read a calendar (III-O.8)

#### **3.MEA.D.2 Reads the time correct to the hour.**

Match analogue clocks and times (III-O.1)

Match digital clocks and times (III-O.2)

Read clocks and write times (III-O.3)

Time patterns (III-O.7)

#### **3.MEA.D.3 Sequences the events chronologically.**

Reading schedules (III-O.9)

Timelines (III-O.10)

## **3.DH Data Handling**

**3.DH.1 Records data using tally marks.**

Frequency charts (IV-H.6)

**3.DH.2 Collects data and represents in terms of pictograph choosing appropriate scale and unit for display through pictographs.**

Interpret pictographs (III-M.3)

Create pictographs (III-M.4)

**3.DH.3 Draws conclusions from the data by discussing with the teacher.**

Interpret line plots (III-M.1)

Create line plots (III-M.2)

Interpret pictographs (III-M.3)

Create pictographs (III-M.4)

Venn diagrams with three circles (III-M.7)

Interpret data in tables (III-S.9)

Find the order (III-U.3)

## 3.P Patterns

**3.P.1 Identifies simple symmetrical shapes and patterns.**

Reflection, rotation and translation (III-Q.7)

Symmetry (III-Q.8)

**3.P.2 Makes patterns and designs from straight lines and other geometrical shapes.****3.P.3 Identifies patterns in the numerals for odd and even numbers and in adding odd and even numbers.**

Even or odd (III-A.1)

Even or odd: arithmetic rules (III-A.2)

**3.P.4 Partitions a number in different ways.**

Review - ways to make a number - sums to 10 (II-E.2)

Ways to make a number using addition (II-G.8)

Ways to make a number using subtraction (II-H.8)

Addition and subtraction - ways to make a number - up to 20 (II-S.2)

Addition and subtraction - ways to make a number - up to 100 (II-S.7)

**3.P.5 Identifies patterns in his surroundings**

Repeating patterns (II-D.1)

Make a repeating pattern (II-D.5)

Find the next row in a growing pattern (II-D.6)

Number sequences (III-A.4)

Repeating patterns (III-V.1)

Growing patterns (III-V.2)

Find the next shape in a pattern (III-V.3)

Complete a repeating pattern (III-V.4)

Make a repeating pattern (III-V.5)

Find the next row in a growing pattern (III-V.6)


Addition patterns over increasing place values (IV-B.6)

**3.P.6 Identifies patterns in multiplication with, and dividing by 10s.**

Multiply numbers ending in zeroes (IV-D.20)

Division patterns over increasing place values (IV-E.13)

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