

PART A – MATHEMATICAL REASONING

NUMBER CASTLE

Numerals, Skip Counting, Face Value, Place Value, Expanded Form, Number Name, Number Sense, Even and Odd Numbers

LEAST AND LARGE

Ascending order, Descending order, Comparing numbers using symbols

COMPUTATION ROBOTS

Addition, Subtraction, Multiplication, Division

CELEBRATION WITH DECI-FRAC

Properties of Fraction, Equal and Equivalent Fractions, Types of Fractions, Decimals

METRIC FRIENDS

Length and its Conversions, Weight and its Conversions, Capacity and its Conversions

TIME WORLD

Reading Time in 12 Format, Drawing Time

MONEY MAN

Identification of coins and notes, Conversion factors, Calculating Money

SHAPES IN WONDERLAND

Plane Figures, Open Figures, Closed Figures, Point, Line, Ray, Congruent Figures, Similar Figures, Different Shapes

HANDLING DATA

Pictograph, Bar Graph

PART B-LOGICAL REASONING

PATTERNS, NUMBER SERIES, RANKING TEST, GROUPING OF FIGURES AND FIGURE MATRIX, MIRROR IMAGES, EMBEDDED FIGURES, HIGHER ORDER THINKING QUESTIONS