

The beginnings of all things are small. – Cicero

CLASS II

City Montessori School, Lucknow

Syllabus 2026 – 2027

Class II

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1.	Moral Education	3
2.	Environmental Studies	5
3.	Art & Craft	6
4.	Computational Thinking & ICT	8

CLASS II

AIMS AND OBJECTIVES

MORAL EDUCATION:

1. To enable the students to develop good habits and character right from childhood.
2. To enable the students to learn basic manners and etiquette.
3. To enable the students to know and practice certain values like caring, sharing, generosity, friendliness, thankfulness, cooperation etc. during their growing years.
4. To enable them to appreciate the beauty of the creation and to be grateful to its creator (God).

ENGLISH:

1. To develop in pupils the ability to express themselves in intelligible and acceptable forms of English.
2. To encourage fluent self-expression – in speech and writing.
3. To develop the habit of micro-skills of listening.
4. To develop the ability to read aloud intelligibly and to read silently with understanding.
5. To form enduring reading habits and to extend the range of their ideas by the reading of factual and imaginative writing.
6. To enable the students to appreciate the literary work of various writers.
7. To enable the students to develop their phonetics, pronunciation and voice modulation skills.
8. To develop an elegant cursive handwriting.

HINDI:

1. To impart the knowledge of the structure of the language.
2. To enable the students to use idioms and phrases appropriately through their regular use and practice.
3. To develop the ability to use difficult literary terms appropriately and pronounce them correctly.
4. To enable the students to understand and to speak flawlessly.

ENVIRONMENTAL STUDIES:

1. To help the children to understand the world they live in.
2. To develop the qualities of cooperation, generosity and sympathetic outlook.
3. To develop the love for nature, travels and knowledge about other countries.
4. To develop a scientific attitude in the learners.
5. To acquaint the children with the wonderful achievements of science
6. To provide basic knowledge of the things around us.

MATHEMATICS:

1. To develop the skills in mathematical computations and calculations.
2. To develop a scientific attitude to analyse any situation logically.

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3. To develop the ability of presenting a thought with exactness and brevity.
4. To enable the pupils to put forth arguments when convinced about their correctness without hesitation.
5. To help the child to appreciate the geometrical and symmetrical shapes of the natural objects.

COMPUTATIONAL THINKING & ICT:

1. To develop logical and analytical thinking.
2. To enable the students to comprehend the concepts and practices of computer studies.
3. To help the students to comprehend and to apply the fundamental concepts.
4. To develop the detailed insight of applications of computer.
5. To develop the ability to solve problems using both structured and modular approach.
6. To create an awareness of ethical issues related to computing.
7. To appreciate the implications of computer in contemporary society.

MORAL EDUCATION

Name of the Textbook: Moral Education Lessons Grade 2
(Revised Edition 2026)

Author: Dr Foo M Mohajer

Publisher: Royale Publishers

MARCH – SEPTEMBER

Chapter Number	Name of the Chapter	Page
1	March - Obedience Activity: Ground Rules (Oral)	1-5
2	April - May - Love The Disobedient Baby Sparrow Activity: Speak the Language of Virtues	6-9
3	July - Forgiveness The Unkind Man and the forgiving Master Activity: Friendship chain / making cards based on Forgiveness. <u>CMS Mission Statement:</u> 'To be Good and Smart' (Oral)	10-13
4	August - God The Creator Lion's Footprints Activity: Skit on Theme of 'GOD is one, Religions are One'	14-17
5	September - The Oneness of Mankind Activity: Flower of One Garden (Page 23)	18-23
	REVISION	

In addition, the following virtues should be discussed while explaining the chapter: Helpfulness, Manners, Courtesy, Obedience, Thankfulness, Sharing, Caring, Cooperation, Friendship, Peacefulness, Unity, High Aim / Perfection, Courage, Perseverance, Will Power.

Note:

1. Project – Children will not maintain any Project file or scrapbook for written work. Oral expression on virtues – During the Prayer Assembly.
2. Co-operative Games – Two games minimum will be mastered by each child every month.
3. Flowers of One Garden, CMS song book, prayer book to be carried to the prayer assembly by every child.
4. Students are allowed to make use of crayons or colour pencils for colouring the prescribed pictures in their textbook.

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OCTOBER – FEBRUARY		
Chapter Number	Name of the Chapter	Page
6	October – Prayer GOD helps those who work hard Activity: Memorize Prayer on (Page 27)	24-27
7	November – Patience Activity: Making Cards for various festivals	28-31
8	December – Kindness Birds Appreciate Kindness Activity: Collage work on page 36	32-37
9	January – Truthfulness Kaikey, The Liar Activity: Act out the Story	38-43
	February – Revision of the Cooperative Games and Prayers given in the book.	
In addition, the following virtues should be discussed while explaining the chapters: Empathy, Kindness, Generosity, Responsibility, Happiness, Caring, Forgiveness and Fairness.		

MORAL EDUCATION IS A GRADED SUBJECT.

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ENVIRONMENTAL STUDIES

Name of the Textbook: ICSE Understanding Our Environment
(Term I & Term II)

Authors: Dr (Fr) Thomas T.O. CMI
Ms Nalini Arora

Publisher: Arya Book Depot

TERM I		
MARCH – SEPTEMBER		
Chapter Number	Name of the Chapter	Page
	March – May	
3	Living in a Family*	17
2	My Body Parts*	9
4	Caring and Sharing	24
1	About Me*	7
	July	
5	Playing Games	31
13	Neighbourhood Services*	93
14	Our Helpers - We Need Them*	100
	August	
8	Water	53
10	Clothes We Wear*	69
12	Safety at Home And Outside	86
	September	
9	We Need Shelter	61
11	Air Around Us*	77
	ELP topic for Term I: Games We Play	
	REVISION	

TERM II		
OCTOBER – FEBRUARY		
Chapter Number	Name of the Chapter	Page
	October	
2	Plants Around Us	13
	November	
7	Communication*	55
9	Direction and Time	70
	December	
4	Animals Around Us	29

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5	Animals are Useful*	40
	January	
6	Our Transport System	47
	February	
1	Cleanliness*	7
8	Up Above the Sky	62
	ELP topic for Term II: Festivals	
	REVISION	

***The chapters are to be taken orally and no written work is expected for these chapters.**

Written work for the other chapters may be done in the textbook itself.

Notebook will not be maintained.

Experiential Learning Project (ELP) topic prescribed for each term will continue throughout the term, at regular intervals. The structure will follow the given guidelines.

1. **Hands-on activity:** Incorporating hands-on activities, experiments, and fieldwork to engage students in experiential learning.
2. **Inquiry-based learning:** Foster curiosity and critical thinking by encouraging students to observe, ask questions and investigate.
3. **Interdisciplinary:** By integrating concepts of Mathematics, Language & Technology.
4. **Safety and ethics:** Emphasizing the importance of safety protocols and ethical considerations during fieldwork and experiments.
5. **Monitoring and Feedback:** Assessing progress of the students regularly, providing constructive feedback and encouraging self-reflection.
6. **Celebrating achievements of the students.**

EVS IS A GRADED SUBJECT.

ART & CRAFT

Name of the Textbook: New Let's Draw and Colour with
Alphabet Part 2 – Revised Edition

Publisher: Newman Publishing House

ART & CRAFT IS A GRADED SUBJECT.

- Monthly break-up of the syllabus may be done by the teachers at the branch level.

Note: The activities mentioned below are to be done during the session 2026-27.

Learning Focus:

Each unit engages learners in:

- **Experiencing** – exploring ideas, artworks, materials and techniques
- **Making** – creating using appropriate tools and processes
- **Reflecting** – sharing and identifying improvements
- **Thinking & Working Artistically** – generating ideas and refining work
- **Presentation** – displaying and celebrating completed artworks

Month	Theme	Key Concepts	Learning Plan & Outcome
March	Observation & Detail	Contour, detail, shading	<ul style="list-style-type: none">• Slow drawing from a leaf/shell/toy.• Try blind contour for noticing.• Add simple shading• Outcome: <i>Nature Specimen Page</i>
April	Shape to Form	Overlap, big/small, simple shadow	<ul style="list-style-type: none">• Create a layered paper scene using cut-out shapes.• Show depth by placing bigger shapes in front and smaller shapes at the back.• Add a simple shadow on one side using a darker shade.• Outcome: <i>My Story Scene</i> (flat layered picture or simple shoebox scene).
July	Colour Mixing Plus	Secondary colours, tints, shades, limited palette	<ul style="list-style-type: none">• Create colour recipe cards (how you mixed).• Paint a scene using 2–3 colours.• Outcome: <i>Two-Colour Jungle</i>
August	Print & Repeat	Motif, repeat pattern, alignment	<ul style="list-style-type: none">• Foam printing; create border & all-over pattern• Outcome: <i>Paper Textile Panel</i>

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September	Texture & Mixed Media	Contrast, layering, focal area	<ul style="list-style-type: none"> • Create textured base (Collage/texture tools) then paint/draw into it. • Use Contrast • Outcome: <i>Monsoon Mixed-Media Landscape</i>
October	Portraits & Identity (Who am I?)	Proportion guides, symbolism	<ul style="list-style-type: none"> • Portrait drawing (simple guides) + symbolic collage background • Outcome: <i>Identity Portrait</i>
November	Movement	Gesture line, rhythm, sequence frames	<ul style="list-style-type: none"> • Gesture sketches from action photos. • Create a 3–6 frame motion strip/flip book • Outcome: <i>Action Sequence Panel</i>
December	Sculpture & Construction	Stability, armature, balance	<ul style="list-style-type: none"> • Cardboard engineering/clay armature • Outcome: <i>Creature on a Stand</i>
January-February	Design Challenge	User needs, clarity, improvement	<ul style="list-style-type: none"> • Design a poster for a class event or simple packaging • Improve through peer-feedback. • Outcome: Improved Design (show changes)

Note: Students' work may be displayed during Open Days, Town Halls, Parent-Teacher Meetings and Model Class Presentations to showcase and celebrate their creativity and artistic progress.

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COMPUTATIONAL THINKING & ICT

Name of the Textbook: Tekie.AI Grade 2 (Term I and II)

Publisher: Uolo Ed Tech Pvt. Ltd.

TERM I

MARCH – SEPTEMBER

Chapter Number	Name of the Chapter	Page
	March – May	
1	What Can Computers Do?	1
2	Meet Your Computer	17
	July	
3	Let's Learn To Type	33
4	Computer Mouse in Action	48
	August	
5	Understanding Files	61
	September	
6	Start Drawing with MS Paint	76
	REVISION	

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OCTOBER – FEBRUARY

Chapter Number	Name of the Chapter	Page
	October	
1	Let us Colour with Paint	1
2	AI in Daily Life	17
	November	
3	Introduction to Coding	26
	December	
4	Introduction to Sprite	39
5	Events and Actions	55
	January	
6	Loops in Coding	68
	February	
	REVISION	

Written work for all the topics will be done in the textbooks.

NOTE: CONTINUOUS EVALUATION TO BE FOLLOWED IN CLASSES I AND II.