



**THE WISDOM GLOBAL SCHOOL**  
**SYLLABUS - FINAL ASSESSMENTS (2025-26)**  
**CLASS - II**

SUBJECTS	NAMES OF CHAPTERS
English	<p><b>Reading:</b> Unseen passage <b>Grammar:</b> Block 12 Simple present tense Block 13 Was and were Block 14 Simple past tense Block 15 Simple future tense Block 16 Simple future questions and negatives Block 17 Present continuous tense <b>Writing:</b> Block 13 Writing about an adventure Block 15 Solving a problem. <b>Literature:</b> Block 14 The big mix up Block 16 I stood against the window Block 17 If I were Block 19 The trees that Grandma did not plant <b>Word work reading:</b> Block 14 -My naughty brother, Block 16 - Jack the cat (10 marks) <b>Dictation:</b> Block - 14 The big mix up ,Block 19 The trees that Grandma did not plant (10 marks)</p>
Hindi	<p><b>नई उड़ान</b> पाठ - 11 कर भला तो हो भला पाठ-12 जब बादल बरसा पाठ -13 मेरी प्यारी माँ पाठ -14 बूँद - बूँद बचाओ पाठ - 15 गाँधी जी की कलम से</p> <p><b>व्याकरण</b> पाठ -13 नाम की विशेषता बताने वाले शब्द: विशेषण पाठ - 14 कार्य संबंधी शब्द : क्रिया पाठ - 15 वस्तु वर्णन पाठ- 16 कहानी लेखन</p> <p><b>परिशिष्ट</b> क- आओ सीखें गिनती ख - महीनों के नाम ग - ऋतुओं के नाम अपठित गद्यांश</p> <p><b>Reading -</b> (नई उड़ान) पाठ 11 - कर भला तो हो भला, पाठ -15 गाँधी जी की कलम से (10 marks) <b>Dictation -</b> पाठ-11 कर भला तो हो भला , पाठ - 12 जब बादल बरसा ( 10 marks )</p>

<b>Mathematics</b>	Chapter 5: Multiplication Chapter 6: Division Chapter 7: Concept of Fractions Chapter 8: Measurement Chapter 9: Time Chapter 12: Data Handling
<b>EVS</b>	Block 12- Our Houses Block 13- Our Clothes Block 14- Air pollution Block 15- Reduce Garbage Block 19- Communication Block 20- Where and When
<b>Computers</b>	Chapter 6 : Let's Learn Paint Chapter 7 : Reasoning and Analysis Chapter 8 : More on ScratchJr Chapter 9: Artificial Intelligence Around Us <b>Practical</b> – Chapter-6 : Let's Learn Paint (Create a traffic light using Paint tools and shapes. Colour the lights red, yellow, and green. Use the Text tool to write what each colour says.) Chapter-8 : More on ScratchJr (Create a scene in ScratchJr by using a character of Dog and background of Park. Make the dog move forward and play the sound of barking.) <b>Note</b> : Students are required to attempt any one of the two chapters for the practical.