

EVERWIN VIDHYASHRAM

STD: III

MATHS – TERM I

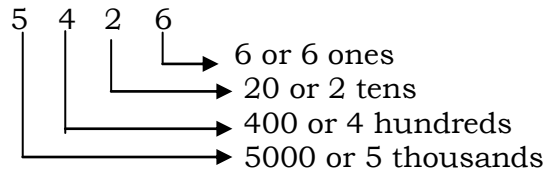
CHAPTER -2: FUN WITH NUMBERS

Introduction:

Place value: The place value of each digit in a number depends upon its place in the number.

THOUSANDS	HUNDREDS	TENS	ONES
TH	H	T	O
5	4	2	6

Place Value:



FACE VALUE:

FACE VALUE: The face value of a digit in a number is the digit itself.

Eg. 5 4 2 6

Face value of 5 = 5

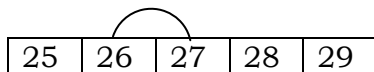
Face value of 4 = 4

Face value of 2 = 2

Face value of 6 = 6

Predecessor: The number that comes just before the given number is called its predecessor. We subtract 1 from a given number to get its predecessor.

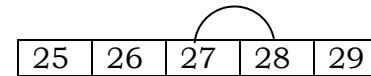
Eg.



Predecessor of 27 is $27-1=26$

Successor: The number that comes just after the given number is called its successor. We add 1 to the given number to get its successor.

Eg.



Successor of 27 is $27+1=28$

Comparing two numbers:

SIGNS	RULES	EXAMPLES
=	When two values are equal we use the "equal" sign.	$5706=5706$
<	When one value is smaller than another, we can use a "less than" sign	$916<1256$
>	When one value is bigger than another, we can use a "greater than" sign	$6003>2004$

Big > small

Small < big

Roman Numerals:

I	II	III	IV	V	VI	VII	VIII	IX	X
1	2	3	4	5	6	7	8	9	10

I. Fill in the blanks:

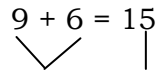
- 1) The place value of a number depends on its place in the number.
- 2) The place value of 1 in 4713 is tens.
- 3) 71 is rounded to 70.
- 4) $5407 \geq 5321$
- 5) An abacus is a tool for counting
- 6) The Roman numeral of 9 is IX.
- 7) Write the number name of 3006: three thousand six.

- 8) $8000+800+80+8 = \underline{8888}$
- 9) 6 thousands+4 hundreds +5 tens+0 ones is 6450.
- 10) 48 is rounded to 50
- 11) Predecessor of 41 is 40
- 12) Successor of 59 is 60
- 13) $915 \boxed{=} 915$
- 14) $1503 \boxed{<} 2009$
- 15) The face value of underlined digit: $71\underline{5}9 = \underline{5}$

II. Match the following:

1. V - 5
2. M - 1000
3. L - 50
4. C - 100
5. D - 500
6. X - 10

CHAPTER – 3: GIVE AND TAKE

Introduction: $9 + 6 = 15$

 Addends Sum

Addition Facts:

- Numbers can be added in any order, the sum remains the same.
- When 0 is added to a number, the sum is the number itself.
- When 1 is added to a number, the sum is the number after (successor) $15+1=16$

I. Fill in the blanks

1. The number can be added in any order, the sum remains the same.

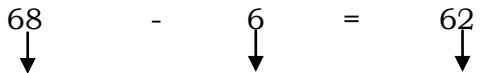
2. When 1 is added to a number, the sum is the number after (successor)
3. When 0 is added to a number, the sum is the number itself.
4. The numbers that are added are called addends.
5. $4+15=15+4$
6. The answer of addition is called sum.
7. $2 + (3+4) = (2+3) + 4$
8. 10 more than 80 is 90
9. Successor of 18 is 19
10. 10 less than 44 is 34
11. $52 + 28 = \underline{80}$
12. 10 plus 40 is 50
13. The sum of 9 and 16 is 25
14. 3 added to 25 gives 28
15. What comes after 999? 1000.

II. Match the following:

1. $0+500$ - 500
2. $35+1$ - 36
3. Sum - Addition
4. 100 more than 250 - 350

CHAPTER – 6: FUN WITH GIVE AND TAKE

Introduction:

$68 - 6 = 62$

 Minuend Subtrahend Difference

Subtraction facts:

- When 0 is subtracted from any number. We get the same number. Eg. $9-0=9$, $56-0=56$

- When a number is subtracted from itself, there is nothing left, so, the answer is always 0. Eg. $7-7=0, 743-743=0$

I. Fill in the blanks:

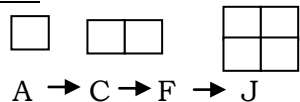
- The answer in subtraction is called the difference
- When a number is subtracted from itself, the difference is zero.
- When 1 is subtracted from a number, the difference is the number before (Predecessor)
- Taking away 1 from 40 = 39
- Predecessor of 80 is 79
- We subtract to find what is left over and what is missing.
- The number which is being subtracted is called the subtrahend.
- The word twice refers to two times.
- The word thrice refers to three times.
- 97 rounds to 100.

II. Match the following:

- | | | |
|---------------------------|---|-----|
| 1. $32 - 32$ | - | 0 |
| 2. 28 rounds to | - | 30 |
| 3. $50 - 1$ | - | 49 |
| 4. $38 - 0$ | - | 38 |
| 5. Largest 3 digit number | - | 999 |

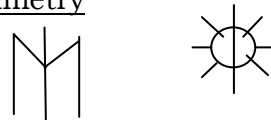
CHAPTER 1 - WHERE TO LOOK FROM
CHAPTER 5 - SHAPES AND DESIGN
CHAPTER 10 - PLAY WITH PATTERNS

Introduction:
Pattern



A Pattern constitutes a set a numbers or objects in which all the members are related with each other by a specific rule. Pattern is also known as sequence. Weaving, floor and tiling are some types of patterns.

Symmetry



When two or more parts are identical after a flip, slide or turn is known as symmetry.

1) MIRROR SYMMETRY OR REFLECTION

An object is symmetrical when it is same on other side.

2) LINE OF SYMMETRY:

The line symmetry is the imaginary line where you could fold the image and have both halves match exactly.

SHAPES

i) 2D shapes (Edges=sides, corners = vertices)

a) Triangle



Number of corners 3

Number of edges 3

b) Square



Number of corners 4

Number of edges 4

c) Rectangle



No. of corners 4

No. of edges 4

ii) 3 D Shapes

a) Sphere



Curved face

d) Circle



No. of corners Nil

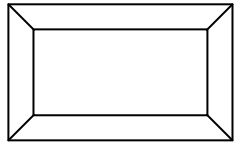
No. of edges Nil

b) Cube



Edges 12, Corners 8, Faces 6

c) Cuboid



Edges 12, Corners 8, Faces 6.

d) Cylinder



Edges 2, Faces 3, Corner 0

e) Cone



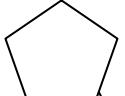
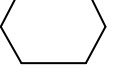
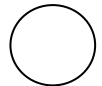


Edges 1, Corners 1, Faces 2

I. Fill in the blanks:

1. Pattern is also known as sequence.
2. Find the next alphabet in patterns.
 $A \rightarrow C \rightarrow E \rightarrow G \rightarrow \underline{I}$
3. Complete the pattern: 100, 80, 60, 40, 20, 0
4. In mirror symmetry, one half is the reflection of the other half.
5. Imaginary lines that divide object into two equal halves is called line of symmetry.
6. Square has four lines of symmetry
7. The side of a shape or an object is called edge.
8. A place or angle where two sides meet is called corner.
9. The Tangram is an old Chinese puzzle.
10. Triangle has 3 sides and 3 corners.
11. Weaving, tiling and floor are types of patterns.
12. Cube, Cuboids and Cylinder are the examples for 3D shapes.
13. Die is an example of cube shape.
14. Curved edges do not have corners.

II. Match the following:

- 1)  - Cylinder
- 2)  - 4 Edges, 4 Corners
- 3)  - Pentagon
- 4)  - 6 sides
- 5)  - No edges, No corners

CHAPTER - 9: HOW MANY TIMES? (MULTIPLICATION)

Introduction:

$$\begin{array}{ccccccc}
 \downarrow 9 & & \times & & \downarrow 3 & = & \downarrow 27 \\
 \text{Multiplicand} & & & & \text{Multiplier} & & \text{Product} \\
 & \underbrace{\hspace{10em}} & & & & & \\
 & \text{Factors} & & & & &
 \end{array}$$

Multiplication facts:

- 1) Numbers can be multiplied in any order. The product remains the same. Eg. $4 \times 9 = 9 \times 4 = 36$
- 2) When a number is multiplied by 1, the product is the number itself. Eg. $4 \times 1 = 4$
- 3) When a number is multiplied by zero the product is always zero. Eg. $4 \times 0 = 0$

I. Fill in the blanks :

1. Multiplication is repeated addition.
2. The answer we get from any two factor is called product.
3. The numbers that are being multiplied are called factors.
4. The product of a number and 1, is the number itself.

5. The product of a number and zero, is 0.
6. Numbers can be multiplied in any order, the product remains the same.
7. The product of two even numbers is always even number.
8. The product of two odd numbers is always odd number.
9. $(5 \times 3) \times 2 = \underline{5} \times (3 \times 2)$

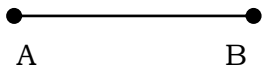
II. Match the following:

- | | | |
|--------------------|---|--------------|
| 1. 25×1 | - | 25 |
| 2. 36×10 | - | 360 |
| 3. 432×0 | - | 0 |
| 4. 48×100 | - | 4800 |
| 5. 4×9 | - | 9×4 |

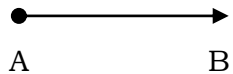
GEOMETRY

Point: A point is an exact location in a space. It is labelled with a capital letter. ● A

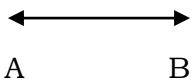
Line Segment: A line segment is a part of a line between two end points. It is denoted by AB.



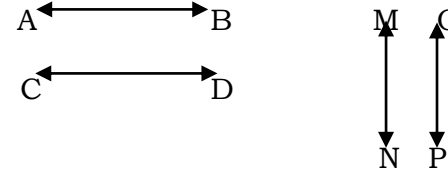
Ray: A ray is a part of a line with one end point. It is denoted by \overrightarrow{AB} .



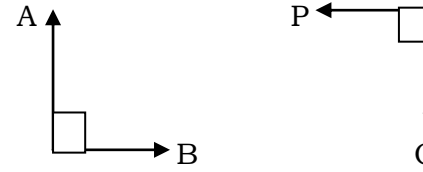
Line: A line is a straight set of points that extends in opposite direction without ending. It denoted by AB.



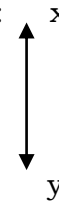
Parallel lines:



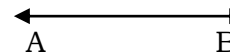
Perpendicular lines:



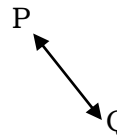
Vertical lines:



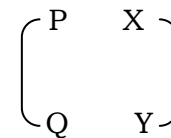
Horizontal lines:



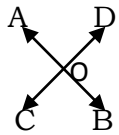
Slanting line:



Curved lines:



Intersecting lines:



I. Fill in the blanks:

1. A point shows an exact location.
2. A line segment is a part of a line between two end points.
3. A ray has one end point.
4. A line segment has two end points.
5. A line goes on indefinitely in both the direction.
6. When two lines intersect each other then it is called Intersecting lines.
7. A line is a straight set of points.
8. When two lines kept in equal distance, it is called parallel lines.
9. Point should be denoted by capital letter.
10. The angle of perpendicular line is 90°.

II. Match the following:

- 1) $.Z$ - Point
- 2) \overrightarrow{PQ} - Ray
- 3) \overleftrightarrow{XY} - Line
- 4) \overline{MN} - Line segment
- 5) $\begin{matrix} P \\ \updownarrow \\ Q \end{matrix}$ - Vertical line