Delhi Public School, Dhanbad English Monthly Assignment (November) Class 3

A. Read the short story

Last week, I brought my soft, warm shawl to school. During break time, I kept it on a small chair near the window. After the bell rang, I returned and noticed that the shawl was missing. I looked around the crowded classroom and asked my friends. Finally, the class monitor found my shawl hanging on the tall cupboard. Someone had placed it there by mistake. I felt relieved and happy when I got it back.

flooked around the crowded classroom and asked my fri found my shawl hanging on the tall cupboard. Someone relieved and happy when I got it back.
1. Identify Adjectives
Underline and write six adjectives from the story.
 1. 2. 3. 4. 5. 6.
2. Identify Verbs
Circle six action verbs from the story.
1
Use the adjectives in your own sentences
1. Warm –
B. Fill in the blanks with adjectives -: The kitten chased the red ball. The mountain was covered in fresh snow. His smile made everyone feel welcome. The dog barked loudly at the me
C. Answer the following -:

a. What did the monk make from the old shawl? b. How did the monk use the old doormat?

c. What lesson do you get from this story?d. Have you ever reused anything? If yes, write five lines on it.
D. Competency-based questions -:
1. Identify the odd one out:
a.angry, happy, sad, book
b.play, cry, beautiful, jump
2. Mother is to a child as teacher is to a
staff, book, students
3. Doctor is to a hospital as chef is to
nurse, wok, kitchen

Delhi Public School, Dhanbad. Monthly Assignment of November. class 3.

प्रश्न १-निम्न प्रश्नों के उत्तर कम शब्दों में दें।

- क) बच्चों ने रोबोट को कहां सुलाया?
- ख) रीमा की नज़र किस पर पड़ी?
- ग) गेंद कहां से खरीदी गई थी?
- घ) अंत में गेंद के साथ क्या ह्आ?

प्रश्न २- शब्दार्थ लिखें। खूबसूरत, चीथडा,एकटक, ज्यादा, नाज़।

प्रश्न ३- किसने, किससे कहा? क)" हम इसके साथ नहीं खेलेंगे।" ख)"मेरी गेंद कभी नहीं फटेगी।"

प्रश्न ४-दो-दो पर्यायवाची शब्द लिखें। मित्र, मनुष्य, शाम, सत्य, लड़का।

प्रश्न ५- विलोम शब्द लिखें। मोटा, अपना, हार, सुख, उत्तर।

प्रश्न ६-वाक्य प्रयोग करें। शिक्षक, विद्यालय, मजदूर, कमल, किताब।

प्रश्न ७-'वर्षा रानी' कविता याद करें।

प्रश्न ८-विशेषण शब्दों को रेखांकित करें।

- क) राधा खूबसूरत लड़की है।
- ख) मोहन नटखट बच्चा है।
- ग) मेरे पास चार कलमें है।
- घ) मुझे लाल गुलाब चाहिए।

प्रश्न ९- उचित विशेषण शब्द से खाली स्थान भरें। क) नेहा को _____ फ्रॉक पसंद है। ख) आसमान का रंग_____ होता है। ग) रसगुल्ले का आकार_____ होता है। घ) मेरे कक्षा में_____ बच्चे हैं।

CLASS - III

 Write fractions for each of the following 	ng.	llowin	fol	he	ft	ı of	eacl	for	fractions	Vrite	1)
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a) One-sixth _____

(b) Two -tenths _____ (b)Four-fifths _____

2) Write the fractions in which:

a)
$$N = 7$$
, $D = 5$. b) $N = 11$, $D = 20$

- 3) Write two examples of proper fractions.
- 4) Write two examples of improper fractions.
- 5) Arrange these fractions in ascending order:

6) Add the following

a)
$$5/8 + 1/8 + 3/8$$

7) subtract the following

8) Circle the unit fractions

10) Arrange the fractions in descending order

Delhi Public School, Dhanbad

CLASS III November Assignment Sub: Science

	1.	Fill in	the blanks :-					
		a)	The water trapped in the soil is called					
		b)	There are kinds of soil.					
		c)	is the hardest rock on the Earth.					
		d)	are tiny stone pieces found on the					
			Earth.					
		e)	are useful substances found on the					
			Earth.					
2.		Write	'T' for true and 'F' for false statement :-					
		a)	There are 9 planets in the solar system.					
		b)	A model of the Earth is called a globe					
		c)	The Earth is called the blue planet					
		d)	The gems are used to make jewellery.					
		e)	Sandy soil holds lots of water					
3.		Comp	etency based questions :-					
		a)	Taj Mahal : Marble :: Kitchen slabs :					
		b)	Clayey Soil : Toys :: : Plants.					
		c)	Water : Liquid :: Ice : Breeze : Gentle movement :: : Strong					
		d)						
		_	movement.					
		e)	Rotation: 24 hours::: 365 days 6 hours.					
4.		Answer the following questions :-						
		a)	How can you reduce noise pollution ?					
		b)	How does it rain?					
		c)	Why sandy soil cannot hold much water?					
		d)	Why is clayey soil used to make toys and other articles?					
		e)	How are rocks useful to us?					
	5.	Draw,	Label/Name and Colour the following:-					
		-	The types of soil.					
		•	The layers of soil.					
		c)	Two sources of Non-Luminous Objects.					

- d) Solar system.e) Rotation of the Earth causes Day and Night.

DELHI PUBLIC SCHOOL, DHANBAD MONTHLY ASSIGNMENT NOVEMBER (2025) Std 3

Name:	Roll No.: Sec
Q. FILL IN THE BLANKS	
1. The screen that appears after the	computer starts is called the
·	
2. Small pictures on the desktop are	called
3. The bar at the bottom of the screen	en is called the
4. The button used to open the Start	Menu is called the
button.	
5. To close a window, we click the _	button.
6. The tool used to draw freehand lin	nes is the tool.
7. The tool is used to er	ase parts of a drawing.
8. We use the tool to fil	l an area with color.
9. The box shows the co	olors we can use in Paint.
10.To type words in Paint, we use the	e tool.
Q. MATCH THE FOLLOWING	
1. Pencil Tool	a. Erases drawing
2. Fill With Color	b. Draws freehand
3. Eraser Tool	c. Adds color to shapes
4. Shapes Tool	d. Draws ready shapes
5. Text Tool	e. Write words
6. Desktop	f. Main screen
7. Taskbar	g. Holds open program icons

8. Start Menu

h. Start programs and shut down

9. Icons

i. Small pictures on desktop

Q. TICK THE CORRECT OPTION

- i. Which tool is used to draw shapes?
 - Pencil / Brushes / Shapes
- ii. Which tool fills a closed shape with color?
 - Color Picker / Fill With Color / Eraser
- iii. Which tool is used to write in Paint?
 - Text / Brush / Airbrush
- iv. Windows 10 is a:
 - Operating System / Keyboard / Monitor
- v. The Start button is found on the:
 - Desktop / Taskbar / Folder
- vi. Which of these is NOT an icon?
 - Recycle Bin / This PC / Keyboard





Delhi Public School, Dhanbad Monthly Assignment (October) Sub: AI STD III



Q1. I	ill in the blank	s:					
a	is n	eeded becau	se it helps u	s create and c	ontrol technology.		
b	n	nakes machii	nes and com	puters do tas	ks for us automatic	ally.	
c		is a pro	gramming l	anguage desig	ned for young child	dren to create their	own
inte	ractive stori	es and game	S.				
d.W	ith the supp	ort from the	National Sc	ience Founda	tion ScratchJr was	developed at	
coll	ege Boston.						
e.Tł	ne area when	re characters	s appear and	l perform the	actions, when the o	ode is run or played	l is
kno	wn as	•					
f	is	the first blo	ck you conn	ect in scratch	Ir to start your cod	e.	
Q2.	Give one wo	ord answer fo	or the follow	ing:			
a.Tl	ne name of tl	he character	in ScratchJ	r.			_
b.Tl	his mode is u	ised to run a	nd view you	r project.			_
c.Tł	nis area is loc	cated below t	the coding b	lock.			
d. T	he object on	the stage th	at performs	action.			
e.Tł	nese are used	l to give insti	ructions to t	he characters	•		
f.Th	ese blocks st	tart scripts a	nd send mes	ssages betwee	n scripts.		_
g. It	manages ch	aracter actio	ons based on	conditions li	ke waiting,stopping		_
h.It	marks the e	nd of a scrip	t to show wh	nen it is finish	ed.		
		•		any sound rec	orded by the user.		
4. Dr	aw the blocks	category butto	n				
		1	T	Τ			_
	Triagoring	Motion	Looks	Sound	Control Blocks	End Blocks	
	Triggering Blocks	Motion Blocks	Looks Blocks	Sound Blocks	Control Blocks	End Blocks	
	Triggering Blocks	Motion Blocks	Looks Blocks	Sound Blocks	Control Blocks	End Blocks	
					Control Blocks	End Blocks	_
					Control Blocks	End Blocks	
					Control Blocks	End Blocks	
	Blocks	Blocks	Blocks	Blocks			
	Blocks ake a character	Blocks	Blocks	Blocks		End Blocks acter should return to it	ts
	Blocks	Blocks	Blocks	Blocks			ts
	Blocks ake a character	Blocks	Blocks	Blocks			ts
	Blocks ake a character	Blocks	Blocks	Blocks			ts
start	Blocks ake a charactering position	Blocks move and hop	Blocks on the stage	Blocks using only one c	haracter. Later the char	acter should return to i	ts
start	Blocks ake a charactering position	Blocks move and hop	Blocks on the stage	Blocks using only one c		acter should return to i	ts
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start	Blocks ake a charactering position	Blocks move and hop	Blocks on the stage	Blocks using only one c	haracter. Later the char	acter should return to i	ts
6. Us	Blocks ake a charactering position	Blocks move and hop	Blocks on the stage	Blocks using only one c	haracter. Later the char	acter should return to i	ts