



*'Learning Outcomes ' of Grade 4 on – THU 11/08/2016*

	MAL	MATHS	ICT	ENG
<b>Topic &amp; Brief Description</b>	Paadam 6 "anjatha reshmi"	Pattern rules	Paint	Identify the problem and solution in a play.
<b>Words in focus</b>				Nervous, switching off, interrupt, terrible, backstage
<b>Class Room</b>	Paadam vaayikkuka.	Extending patterns satisfying rules :completing s4	Lab – practice session	Analysing Krithika's problem, practicing the dialogues, S2
<b>Reinforcement</b>	Paadam vaayikkuka.			Finish S2, write the main events, practice the dialogues, PQs 5 & 6 – block 6