

SCO International Olympiad Class 3 Syllabus Overview

Subject-wise chapter pathways, learning outcomes, and learner-growth goals

Maths English Science Mental Ability Finance AI Entrepreneurship
Coding GK Life Skills

What this document helps with

- gives schools and teachers a clear Class 3 pathway across multiple Olympiad subjects
- presents chapter-wise coverage, learning outcomes, and what students will learn
- turns syllabus resources into a polished, website-ready and editable Word document

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This document is fully editable in Word and prepared for brochure, website, and school-circulation use.

How to read this syllabus overview

Designed for schools, teachers, families, and website users

This document converts the Class 3 syllabus resources into a polished, readable, and editable overview. It follows the saved SCO syllabus pattern: branded presentation, chapter-wise subject structure, what students will learn, expected outcomes, a foundational bridge, and the free-learning-materials note.

<p>What this overview includes</p> <ul style="list-style-type: none"> • subject-wise chapter lists across the available Class 3 Olympiad pathways • what students will learn in each subject • learning outcomes written in practical, school-friendly language 	<p>Who can use it</p> <ul style="list-style-type: none"> • schools for website, brochure, and parent-orientation use • teachers for chapter planning and communication • families for understanding preparation scope and learner growth
<p>How to use it well</p> <ul style="list-style-type: none"> • read the subject overview first • use the chapter table for sequencing and planning • connect the outcomes with classroom practice and home revision 	<p>Support note</p> <ul style="list-style-type: none"> • SCO International Olympiad provides free learning materials to support concept-building, revision, and guided preparation.

Foundational bridge for Class 3 learners

Why Class 3 is an important transition year

<p>From basic to applied</p> <ul style="list-style-type: none"> Class 3 moves children from basic concept recall toward stronger explanation, comparison, and multi-step application. 	<p>Best learning style</p> <ul style="list-style-type: none"> At this age, children learn best through short concept blocks, worked examples, visual tasks, oral reasoning, and repeated low-pressure practice.
<p>Olympiad value</p> <ul style="list-style-type: none"> The purpose is not only competition; it is also concept strength, confidence, observation, reasoning, and learner identity. 	<p>Teacher role</p> <ul style="list-style-type: none"> Teachers are most effective when they turn chapters into mini-goals, examples, discussion, and confidence-building revision.

Maths Olympiad

Builds Class 3 confidence in number sense, measurement, money, time, geometry, and the four operations so learners can move from simple practice to multi-step application.

<p>What students will learn</p> <ul style="list-style-type: none"> compare and order numbers with stronger place-value awareness read calendars, tell time, and use money in everyday situations measure length, weight, and capacity with better accuracy apply addition, subtraction, multiplication, and division in practical tasks 	<p>Expected learning outcomes</p> <ul style="list-style-type: none"> stronger numerical fluency and multi-step problem solving better real-life maths application and reasoning greater confidence in handling data, measures, and operations
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No.	Chapter name	Learning outcome / what this chapter builds
1	Number Sense	Builds place-value awareness, number comparison, and confidence with patterns.
2	Calendar and Time	Helps learners read calendars, sequence dates, and tell time more accurately.
3	Money	Builds practical money handling, value recognition, and decision-making.
4	Length	Develops measurement accuracy using standard and familiar units.
5	Weight	Strengthens comparison and measurement of heavier and lighter objects.
6	Capacity	Helps learners understand full, empty, more, less, and liquid comparison.
7	Geometry	Introduces shapes, angles, and spatial understanding more clearly.
8	Addition, Subtraction, Multiplication, Division	Builds operational fluency and multi-step application across the four basic operations.

English Olympiad

Strengthens language accuracy and expression through grammar, vocabulary, sentence work, and learner-friendly communication themes such as self and school.

What students will learn

- use simple tense ideas and sentence structure more clearly
- build vocabulary through synonyms, antonyms, and articles
- identify key grammar categories in context
- express personal and school-related ideas in meaningful sentences

Expected learning outcomes

- improved reading, grammar, and written expression
- stronger sentence building and classroom communication
- better Olympiad readiness through language confidence

No.	Chapter name	Learning outcome / what this chapter builds
1	Introduction of Tenses	Introduces time-based language use in sentences.
2	Synonyms and Antonyms	Expands vocabulary by connecting similar and opposite meanings.
3	Sentences	Builds sentence formation, order, and meaning.
4	Conjunctions	Helps learners join ideas and improve sentence flow.
5	Prepositions	Develops better understanding of place and relation in language.
6	Nouns and Pronouns	Strengthens grammar by identifying naming words and replacement words.
7	Myself	Builds age-appropriate communication and descriptive writing.
8	My School	Builds age-appropriate communication and descriptive writing.
9	Articles - A, An or The	Improves accuracy in everyday grammar usage.

Science Olympiad

Helps Class 3 learners observe the natural and human-made world more carefully through topics linked to plants, animals, materials, the body, communication, Earth, and forces.

What students will learn

- observe living things, habitats, food, and body systems more carefully
- connect air, water, rocks, transport, and shelter with daily life
- develop awareness of Earth, the universe, light, sound, and force
- link science learning with safe and thoughtful observation

Expected learning outcomes

- more confident observation-based science learning
- better connection between science ideas and daily life
- stronger curiosity, questioning, and explanation habits

No.	Chapter name	Learning outcome / what this chapter builds
1	Animals and Plants	Builds classification and observation of living things.
2	Birds	Introduces special features, habits, and diversity of birds.
3	Air, Water and Rocks	Connects natural materials with environment and daily use.
4	Food	Builds healthy food awareness and basic nutrition understanding.
5	Housing and Clothing	Links shelter and clothing to weather, need, and daily living.
6	Transport and Communications	Shows how people move, connect, and communicate.
7	Human Body	Builds awareness of body systems, care, and healthy habits.
8	Earth and Universe	Introduces the wider world of Earth, sky, and space.
9	Light, Sound and Force	Encourages early physics thinking through familiar experiences.

Mental Ability Olympiad

Develops structured reasoning through patterns, visual comparison, matrices, analogy, direction sense, coding-decoding, and sequence tasks.

<p>What students will learn</p> <ul style="list-style-type: none"> • recognize visual and number patterns with more independence • solve matrix, classification, ranking, and sequence questions • read shape, mirror-image, and direction clues carefully • develop persistence in non-routine reasoning tasks 	<p>Expected learning outcomes</p> <ul style="list-style-type: none"> • faster and more accurate logical thinking • improved visual analysis and attention to detail • stronger confidence in reasoning-heavy Olympiad questions
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No.	Chapter name	Learning outcome / what this chapter builds
1	Patterns	Strengthens order, repetition, and logical continuation.
2	Figure Matrix	Builds missing-part reasoning and visual comparison.
3	Grouping of Figures	Helps learners classify figures using shared features.
4	Alphabet Test	Builds sequence, order, and letter-based reasoning.
5	Analogy and Classification	Improves relationship-based thinking and grouping logic.
6	Ranking Test	Develops ordered comparison and positional reasoning.
7	Coding Decoding	Builds rule-following and symbol-based logic.
8	Geometrical Shapes	Strengthens visual-spatial understanding of shapes and properties.
9	Mirror Images and Water Images	Develops reflection awareness and careful visual observation.
10	Direction Sense Test	Builds movement reasoning and left-right orientation.
11	Logical Sequence of Words	Helps learners arrange information in meaningful order.

Finance Knowledge Olympiad

Introduces Class 3 learners to price, change-making, value comparison, saving goals, and very early international currency awareness.

<p>What students will learn</p> <ul style="list-style-type: none"> • compare values and understand simple price-based decisions • set saving and sharing goals with purpose • make simple change in familiar money situations • recognize that money rules and currencies can differ across places 	<p>Expected learning outcomes</p> <ul style="list-style-type: none"> • stronger practical money confidence • better responsibility in small-value decisions • early awareness of fair, safe, and thoughtful money habits
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No.	Chapter name	Learning outcome / what this chapter builds
1	Comparing Values	Builds practical comparison of amounts and value.
2	Saving & Sharing Goals	Encourages purposeful saving and sharing habits.
3	Introduction to Price	Introduces simple pricing and purchase understanding.
4	Making Change	Builds confidence in simple transactions and balance amounts.
5	International Currency and Simple Rules	Introduces early global money awareness and simple rules.

Artificial Intelligence Olympiad

Builds future-readiness through age-appropriate exposure to AI ideas, pattern recognition, safe use, machine-vs-human thinking, and guided project exploration.

<p>What students will learn</p> <ul style="list-style-type: none"> • understand what AI is and what it is not • recognize patterns, data, and AI use in games and learning tools • compare human thinking with machine behaviour in simple ways • practise safe, responsible, and creative AI use 	<p>Expected learning outcomes</p> <ul style="list-style-type: none"> • stronger technology awareness with child-safe understanding • better pattern-based and rule-based thinking • curiosity about emerging digital tools without losing age-appropriateness
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No.	Chapter name	Learning outcome / what this chapter builds
1	What is Artificial Intelligence	Creates a simple, child-friendly understanding of what AI means.
2	Artificial Intelligence vs. Rules (Not Artificial Intelligence)	Helps learners separate AI ideas from simple rule-based systems.
3	Data & Pattern Recognition	Builds the idea that data and patterns help digital systems work.
4	Artificial Intelligence in Games & Learning	Connects AI ideas with familiar learning and game experiences.
5	Learn Machines vs Humans in Artificial Intelligence	Encourages comparison between human strengths and machine capabilities.
6	Safe and Responsible AI	Builds ethical, safe, and thoughtful technology behaviour.
7	Matching Games & Block Coding	Supports logic, sequencing, and playful computational thinking.
8	AI based Project Bank	Encourages guided creativity and applied exploration.

Entrepreneurship Olympiad

Encourages observation, idea generation, budgeting, teamwork, honesty, and mini planning so learners begin to see how ideas can become solutions.

What students will learn		Expected learning outcomes
<ul style="list-style-type: none"> notice problems and turn observations into useful ideas understand earning, saving, spending, and mini budgeting build teamwork, communication, and leadership habits use simple digital tools and planning frames to shape a mini idea 		<ul style="list-style-type: none"> greater creativity and initiative stronger practical decision-making and fairness awareness better readiness for project-based and innovation-led learning
No.	Chapter name	Learning outcome / what this chapter builds
1	Understanding Entrepreneurship	Introduces entrepreneurship as solving problems and creating value.
2	Creativity, Observation, and Idea Generation	Builds creativity, observation, and early idea generation habits.
3	From Idea to Innovation	Shows how simple ideas can improve into useful solutions.
4	Basic Financial Literacy Earning, Saving, Spending	Connects entrepreneurship with earning, saving, and spending choices.
5	Making a Very Basic Budget	Builds planning and decision-making through simple budgets.
6	Teamwork, Leadership, and Communication	Strengthens collaboration, communication, and age-appropriate leadership.
7	Fairness, Rules, and Honesty	Builds ethical thinking, honesty, and fair behaviour in projects.
8	Digital Tools for Young Innovators	Introduces simple digital tools as support for ideas and innovation.
9	A Mini Business Plan	Encourages structured planning for a small child-friendly idea.

GK Olympiad

Expands world awareness through flags, capitals, geography, history, environment, sport, culture, and very gentle current-affairs exposure.

What students will learn		Expected learning outcomes
<ul style="list-style-type: none"> match countries, capitals, and key world symbols identify continents, oceans, mountains, rivers, and landmarks connect science, heritage, and environment with wider awareness talk about sports, culture, and age-appropriate current topics 		<ul style="list-style-type: none"> broader global awareness and map-linked understanding better memory, association, and oral explanation stronger general knowledge confidence for school and Olympiad contexts

No.	Chapter name	Learning outcome / what this chapter builds
1	Countries, Capitals & Flags	Builds recognition of global symbols, capitals, and country awareness.
2	Physical Geography basics	Introduces major physical features of the world and map-linked understanding.
3	Basic History & Heritage	Develops early historical sequence and heritage awareness.
4	Science & Environment	Connects environment understanding with everyday science ideas.
5	Sports & Culture	Broadens awareness of global sports and cultural expression.
6	Current Affairs (gentle)	Encourages age-appropriate awareness of recent world happenings.

Coding Olympiad

Strengthens computational thinking through coding basics, puzzles, logic, game creation, and guided practice pathways that are suitable for young learners.

What students will learn	Expected learning outcomes
<ul style="list-style-type: none"> • understand basic coding ideas and sequence logic • solve puzzles using coding-style reasoning • explore simple sprite-based game creation • practise structured thinking through guided studio work 	<ul style="list-style-type: none"> • better sequence, logic, and debugging habits • stronger creative technology confidence • a clear bridge toward deeper coding learning in later grades

No.	Chapter name	Learning outcome / what this chapter builds
1	Fundamentals of Coding	Introduces basic coding concepts and sequence thinking.
2	Logic and Reasoning, solve puzzles using coding thinking	Builds computational reasoning through structured puzzles.
3	Simple Game Creation using sprites	Supports creativity through beginner-friendly game design.
4	Olympiad Practice Studio coding and learning for kids	Reinforces concepts through guided coding practice.
5	Teachers guide for Coding Olympiad for kids	Supports structured facilitation and classroom-ready coding guidance.

Life Skills Olympiad

Supports wellbeing and school readiness through hygiene, communication, empathy, responsibility, gratitude, and environmental awareness.

What students will learn	Expected learning outcomes
<ul style="list-style-type: none"> • follow safe routines and personal-care habits more independently • communicate using both words and respectful behaviour • understand feelings, empathy, gratitude, and responsibility • care for the environment through simple everyday actions 	<ul style="list-style-type: none"> • better self-management and confidence in daily routines • more positive classroom and peer behaviour • stronger social-emotional growth alongside academic development

No.	Chapter name	Learning outcome / what this chapter builds
1	Basic Life Skills	Strengthens daily routines, personal care, and safety habits.
2	Communication Skills	Builds clearer speaking, listening, and respectful interaction.
3	Emotional Awareness	Encourages empathy, self-understanding, and balanced responses.
4	Responsibility & Gratitude	Develops contribution, discipline, and appreciation habits.
5	Environmental Awareness	Promotes eco-friendly choices and care for surroundings.

SCO free learning materials note

Closing note for website and school use

SCO International Olympiad provides free learning materials to support concept building, revision, guided practice, and mock-test readiness for students.

Helpful for students

- chapter-wise preparation
- guided revision
- practice support

Helpful for teachers

- alignment with class revision
- extra worksheets and mock support
- clearer performance follow-up

Helpful for schools

- stronger academic communication
- structured enrichment pathway
- website-ready positioning