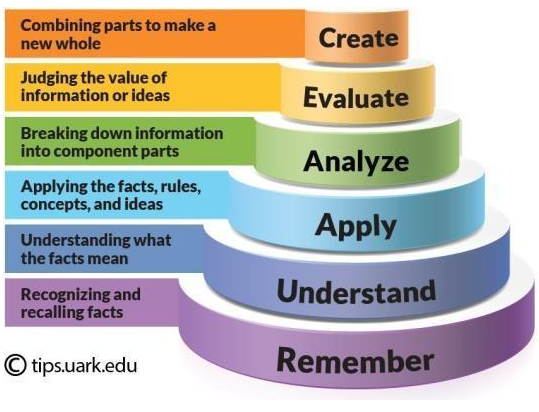
STEAM-Based Curriculum Development for Early Childhood Care and Development
International Project for Capacity Development of Early Childhood Development Teachers
The South Asian International Association for Early Childhood Care and Development (SAIA4ECCD) and The International Association for Quality Education (IAFQE)

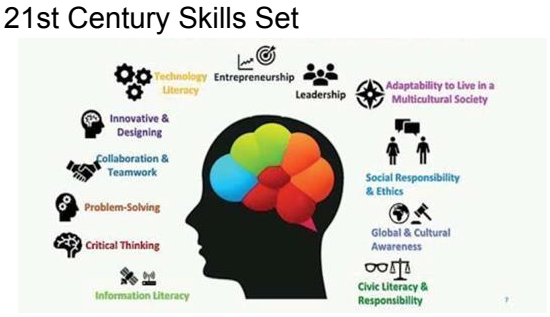
Day Plan for Early Childhood Care and Development - 2025

Name of School	Learning Tree International (Colombo)
Grade level	Lower Kindergarten (LKG) (Age 3 to 4 Years)
Number of Students in the Class	20
Name of Teacher	Mrs. M.K.Khadeeja
Month	January
Date	28th of January 2025
Duration (Minutes)	180 Minutes
Theme of the Week:	Animals
Sub Theme (Aim)	Wild animals Exploration
Learning Outcomes 	**Remember: Identify animals (domestic, wild, and aquatic) and recall their sounds and habitats.** **Understand: Differentiate between domestic and wild animals and recognize the importance of clean water for aquatic life.** **Apply: Sort animals into categories and engage in creative activities like crafts and coloring.** **Analyze: Compare habitats and characteristics of domestic, wild, and aquatic animals.** **Evaluate: Share ideas on protecting animals and their surroundings.** **Create: Make crafts representing animals and their habitats and perform a song or role-play an animal's behavior.**

<table>
<tr><td>Values to be inculcated</td><td>Teamwork: Engaging in group activities like crafts and games.

Curiosity: Exploring and asking questions about animals and their habitats.

Fun learning: Making the experience enjoyable through hands-on activities and interaction.

Appreciation for nature: Encouraging care and respect for animals and the environment.</td></tr>
<tr><td>21st Century Skills Set

</td><td>Critical Thinking:

• Thinking about how animals help the ecosystem and the importance of protecting their habitats.

Creativity:

• Creating crafts like animal faces and drawings.

Collaboration:

• Working together during crafts and games.

Communication:

• Sharing ideas about animals and habitats through discussions, stories, and songs.

Problem Solving:

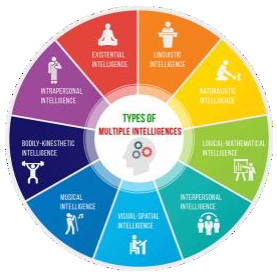
• Finding solutions to protect animal habitats.

Digital Literacy:

• Using audio and visual tools to explore animals.

Global Citizenship:

• Understanding the role of animals in ecosystems and their connection to humans.</td></tr>
<tr><td>Specific Aspects of the National Standards</td><td></td></tr>
</table>

Multiple Intelligences 	**Linguistic Intelligence:** • Students can talk about animals, share stories about their favorite animals, and describe their features and habitats. **Logical-Mathematical Intelligence:** • Students can group animals as domestic or wild and match them with their habitats. **Spatial Intelligence:** • Students can create animal crafts, color animal pictures, and observe how animals are represented in nature. **Musical Intelligence:** • Students can mimic animal sounds, sing songs about animals, or create rhythms related to animals. **Bodily-Kinesthetic Intelligence:** • Students can act out animal movements, such as crawling like a bear or hopping like a frog. **Interpersonal Intelligence:** • Students can collaborate during group activities like crafting and storytelling or participate in interactive games. **Intrapersonal Intelligence:** • Students can reflect on their favorite animals and their role in nature. **Naturalistic Intelligence:** • Students can learn about different animal habitats and understand their importance in the ecosystem.
SDG Goals 	**SDG 4: Quality Education** Providing an engaging, hands-on learning experience to teach children about animals and their importance in the ecosystem. **SDG 6: Clean Water and Sanitation** Discussing the importance of clean water and how it supports the lives of aquatic animals. **SDG 13: Climate Action** Educating children about the effects of pollution on animal habitats and the need to protect the environment. **SDG 14: Life Below Water** Teaching children about aquatic animals, their habitats, and the importance of preserving water bodies. **SDG 15: Life on Land** Helping children understand the relationship between land and animals and how human activities impact wildlife.

STEAM Education 	**Science: Learn about wild animals, terrestrial life, aquatic life, and how the ecosystem is balanced.** **Technology: Use audio clips and digital tools (if available) to explore animals and their habitats.** **Engineering: Build habitats for animals using craft materials.** **Arts: Draw, color, and create animal crafts to express creativity.** **Mathematics: Count animals and match them to their respective habitats.**
Greening Education 	**Wildlife Day is a fun and educational activity designed to teach preschool children about the importance of wild animals and their habitats. It involves hands-on activities that focus on animal species, their ecosystems, and the role they play in maintaining ecological balance.**
Type of Learners Body Smart (Kinesthetic) People smart (Interpersonal) Word smart (Linguistic) Logic smart (Logic) Nature smart (Environmentalist) Self Smart (Intrapersonal) Picture smart (Visual) Music smart (Auditory)	**Body smart (Kinesthetic): Act out animal movements like hopping, crawling, or flying during the activities.** **People smart (Interpersonal): Participate in group discussions, crafts, and games.** **Word smart (Linguistic): Share stories about animals, describe their favorite animals, and engage in storytelling.** **Logic smart (Logical-Mathematical): Categorize animals into groups (domestic, wild, aquatic) and solve simple puzzles like matching animals to their habitats.** **Nature smart (Naturalist): Explore and learn about the connections between animals and their environments.** **Self smart (Intrapersonal): Reflect on their favorite animals and why they like them.** **Picture smart (Visual): Create crafts, color animal pictures, and observe visual aids like picture cards and charts.** **Music smart (Auditory): Sing songs about animals and mimic animal sounds.**
Previous Knowledge	**Basic animal recognition:** Familiarity with common animals like cats, dogs, cows, and birds. **Habitats:** Basic understanding of where animals live (e.g., pets at home, wild animals in forests). **Sounds:** Familiarity with animal sounds like barking and roaring. **Colors:** Knowledge of primary colors to assist with coloring and crafting activities. **Story time experience:** Familiarity with listening to stories or participating in circle time discussions. **Basic group work skills:** Ability to participate in group tasks, listen to instructions, and share materials.

Teaching/Learning Points	1. **Animal Recognition:** **Children will learn to recognize and identify different wild animals in their surroundings, such as lions, tigers, and elephants.** 2. **Understanding Nature:** **They will explore how wild animals are part of nature, their habitats, and how they help maintain balance in ecosystems.** 3. **Art and Creativity:** **Children will use various materials to create art, like drawing or crafting their favorite wild animals, fostering creativity and fine motor skills.** 4. **Wild Animal Life:** **By learning about different wild animals and their habitats, children will understand the diversity of life on land and how animals contribute to their ecosystems.** 5. **Singing and Dancing:** **Engaging in a song and dance about wild animals will help children develop coordination, rhythm, and confidence in performing while learning more about animal movements.**

Flow of Actions

Timing	Duration (Minutes)	Lesson Activity	Teaching Method	Teacher's Role (Teaching Stategies)	Student's Role	Teaching Aids/Resources	Assesment
9:00 - 9:10	10 mins	Greeting and Circle Time	**Blended Learning (BL)**	Welcome students, introduce topic of animals, ask students about their pets and experiences with animals.	Listen, participate in the discussion, share their experiences	Picture cards of animals, space for circle time	Participation and engagement
9:10 - 9:20	10 mins	Discussion on Animals	**Inquiry-Based Learning (IBL)**	Show picture cards of domestic and wild animals, ask students to name animals and describe them.	Name animals, describe them, listen to the teacher	Picture cards of domestic and wild animals	Understanding of animal types
9:20 - 9:30	10 mins	Animal Sounds	**Gamification Learning (GL)**	Play audio clips of animal sounds, ask students to guess the animals and mimic the sounds.	Guess animal sounds, mimic sounds, participate in discussions	Animal sounds audio clips	Participation and engagement
9:30 - 9:45	15 mins	Story Time	**Project-Based Learning (PJL)**	Read a children's storybook about animals, ask engaging questions during reading, allow students to share experiences of seeing animals.	Listen to the story, answer questions, share experiences	Storybook (e.g., "Brown Bear, Brown Bear, What Do You See?")	Participation and understanding
9:45 - 10:00	15 mins	Art and Craft	**Creative Learning (CL)**	Provide coloring sheets and materials for art and craft, encourage students to color animals and share why they chose certain colors.	Color the animals, discuss color choices	Coloring sheets, crayons, markers, craft materials (paper plates, googly eyes, glue, scissors)	Engagement and creativity in the art activity
10:00 - 10:05	5 mins	Animal Movement	**Active Learning (AL)**	Call out animal names and encourage students to act out how the animal moves.	Act out the movements, have fun, participate	None	Participation, movement and engagement

10:05 - 10:10	5 mins	Conclusion and Recap	**Collaborative Learning (CL)**	Gather students back in a circle, review key concepts, and ask students to share their favorite animals.	Share thoughts, discuss, identify animals	Chart paper, marker	Understanding of domestic and wild animals
Research Project/ (Assignment)							

Note: try to at least one : Indoor Activity Outdoor activity, story, Rhyme, Hands on Activity, Discusion(Conversations)

Summary of Teaching Methods Applied:

- **Experiential Learning (EL): Children engage in hands-on activities like crafting wild animals and reflecting on their experiences with nature.**
- **Problem-Based Learning (PBL): Discuss the importance of wild animals in maintaining ecosystem balance and explore how they interact with their habitats.**
- **Flipped Classroom (FC): Watch a video about wild animals and their habitats before class to prepare for activities and discussions.**
- **Design Thinking (DT): Design and create animal-themed projects using materials to represent their favorite wild animals or their habitats.**
- **Real World Application (RWA): Relate animal art and crafts to real-life examples of wild animals and their natural environments.**