STEAM Based Curriculum for Early Childhood Care and Development						
For UKG Class (Age Group: 4 - 5 years)						
Year 2025 - Month : January - Week : 4th Week						
Theme: Animals						
Identify STEAM for Activities						

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	Science (Explore & Discover)		chnology ols & Gadgets)		Engineering uild & Create)	Arts (Draw & Imagine)	Mathematics (Count & Measure)	
Monday :Introduction to Animals								
Mask create , wear and act (movement , sound)								
Learning to caring animals (using toy animal)								
Observing and discussing the sizes of animals								
Animal talk- roleplay as an animal								
Animal Movement and Sound								
Using finger puppets roleplay								
Tuesday : Farm Animals								
Provide the egg and milk for children								
Make a farm with parents.								
Identify the differents size of the animal								
Water animal and land animals game								

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(Dhiya goda)				
Fertilize the plant using the farm fertilize				
Painting the farm animals				
Wednesday : Wild Animals				
Understanding the Danger of Wild Elephants to Villagers by showing videos				
Role play as a wild animal (highlight the Kindness and cruel)				
Identify the single and group animals				
Draw mane for the lion (as a group)				
Create the jungle (indoor)				
Yala Yala Sinhala song - Dance and sing				
Thursday : Water Animals				
Paste the fish using Scale/ Pencil waste/ circles/				
Make good feeling of water animal (using the created fish tank				
What is the difference between fish from other animals?				
Introduce the water animals				

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Create the fish tank or Visit the pond / lake and explore it .			
Create the turtle using coconut shell			
Friday :- Animals Paradise			
Animal Race – Move and Sound Like Animals! (All the types of animals)			
Visit to the School's Animal Paradise			
Find the different of the animals			
Name the animals from the picture board (from all the category)			
How people deal with animal without harming the Environment.			
Create the animal Paradise in big hardboard. (by drawing or pasting)			