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)	Technology (Use Tools & Gadgets)	Engineering (Build & 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)					