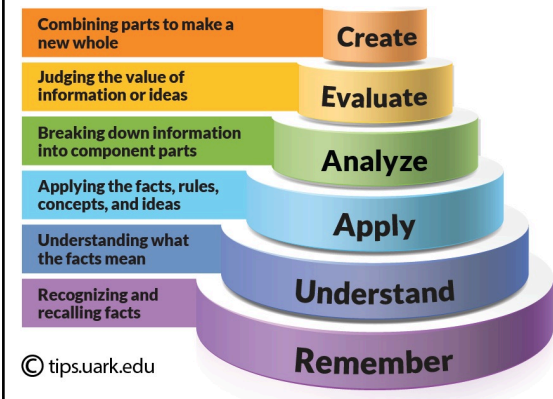


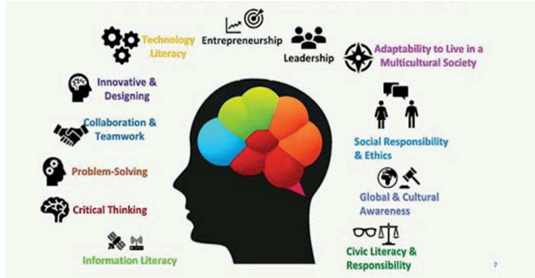


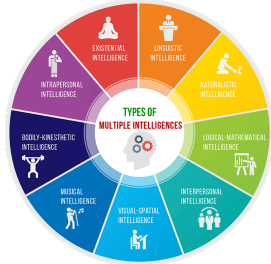



STEAM-Based Curriculum Development for Early Childhood Care and Development
International Project for Capacity Development of Early Childhood Development Teachers
The South Asian International Association for Early Childhood Care and Development (SAIA4ECCD) and
The International Association for Quality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

Day Plan for Early Childhood Care and Development - 2025

Name of School	Sparkling International PreSchool
Class	Upper Kindergarten (UKG) (Age 4 to 5 Years)
Number of Students in the Class	20
Name of Teacher	Mrs. Shiroza
Month	February
Date	Thursday
Duration (Minutes)	180
Theme of the Week:	My country
Sub Theme (Aim)	Heroes who helped Sri lanka
Learning Outcomes	<p>Remember Madduma Bandara's bravery.</p> <p>Understand how small actions make a big difference in becoming a hero.</p> <p>Apply creativity to design a crown and badge.</p> <p>Analyze different types of bravery in life.</p> <p>Evaluate who is the greatest hero to you.</p> <p>Create a campaign to spread awareness about pollution</p>
Values to be inculcated	<p>Courage – Be brave like Madduma Bandara and stand up for what is right.</p> <p>Kindness – Help others in small ways to make a big difference.</p> <p>Creativity – Use your imagination to design a special crown and badge.</p>



	<p>Confidence – Believe in yourself and face challenges with bravery.</p> <p>Gratitude – Appreciate and learn from the heroes who inspire you.</p> <p>Responsibility – Take care of the environment by keeping it clean.</p>
<p>21st Century Skills Set</p>  <p>The infographic shows a central silhouette of a head filled with colorful circles. Surrounding it are various skill categories: Technology Literacy, Entrepreneurship, Leadership, Adaptability to Live in a Multicultural Society, Innovative & Designing, Collaboration & Teamwork, Problem-Solving, Critical Thinking, Information Literacy, Social Responsibility & Ethics, Global & Cultural Awareness, and Civic Literacy & Responsibility.</p>	<p>Critical Thinking – Make decisions and stand up for what’s right.</p> <p>Collaboration – Work together and help others to make a positive impact.</p> <p>Creativity – Design unique crowns and badges using imagination.</p> <p>Global Awareness – Appreciate and learn from heroes around the world.</p> <p>Environmental Literacy – Take action to protect the planet and reduce pollution.</p>
<p>Specific Aspects of the National Standards</p>	<p>Make to feel the Positive mind by story telling (Madduma Bandara) - Pro-Social Behavior</p> <p>How to help the other to be a hero - Health & Physical Well Being</p> <p>Make the crown and badge - Drawing, Painting and Molding (Visual Aids)</p> <p>How I brave in my life. Share the ideas - Language comprehension</p> <p>Count the heroes - Counting and Number Concepts</p> <p>Prevent the pollution -Man Made Word</p>
<p>Multiple Intelligences</p>	<p>Linguistic Intelligence – Storytelling and expressing ideas through words.</p> <p>Interpersonal Intelligence – Helping and working with others to make a difference.</p> <p>Logical-Mathematical Intelligence – Analyzing bravery and making decisions.</p> <p>Spatial Intelligence – Designing crowns and badges using imagination.</p>

	<p>Intrapersonal Intelligence – Understanding your own bravery and confidence.</p> <p>Naturalist Intelligence – Caring for the environment and preventing pollution.</p>
<p>SDG Goals</p> 	<p>SDG 3 - Good Health and Well-being – Promote kindness, confidence, and bravery for mental well-being.</p> <p>SDG 4 - Quality Education – Encourage creativity, critical thinking, and collaboration in learning.</p> <p>SDG 12 - Responsible Consumption and Production – Protect the environment by preventing pollution.</p> <p>SDG 13 - Climate Action – Take responsibility for the planet by reducing waste and pollution.</p> <p>SDG 16 - Peace, Justice, and Strong Institutions – Learn from heroes like Madduma Bandara to stand up for justice.</p>
<p>STEAM Education</p> 	<p>Science – Understand the importance of a clean environment and pollution prevention.</p> <p>Technology – Use creative tools to design badges and crowns.</p> <p>Engineering – Build and create ideas that solve real-world problems, like pollution.</p> <p>Art – Design unique crowns, badges, and share stories through creative expression.</p> <p>Math – Analyze and evaluate bravery, decisions, and environmental impacts.</p>
<p>Greening Education</p> 	<p>Sustainability – Encourage responsible actions, like keeping the environment clean.</p> <p>Creativity – Use creative projects (like making eco-friendly crowns and badges) to promote green values.</p> <p>Action – Inspire students to take small steps, such as cleaning up and caring for the planet.</p>
<p>Type of Learners Body Smart (Kinesthetic) People smart (Interpersonal)</p>	<p>Word Smart – Storytelling and expressing ideas through words.</p>

Word smart (Linguistic) Logic smart (Logic) Nature smart ((Environmentalist) Self Smart (Intrapersonal) Picture smart (Visual) Music smart (Auditory)	People smart – Helping and working with others to make a difference. Logical-Smart – Analyzing bravery and making decisions. Picture Smart – Designing crowns and badges using imagination. Self Smart – Understanding your own bravery and confidence. Naturalist Intelligence – Caring for the environment and preventing pollution.
Previous Knowledge	Kids must know about heroes of Sri lanka
Teaching/Learning Points	Teach bravery and standing up for what is right. Learn the importance of kindness and helping others. Teach creativity and how to design meaningful symbols. Learn to recognize and apply courage in everyday situations. Teach the qualities of heroes and how they inspire us. Learn ways to protect the environment and reduce pollution.

Flow of Actions							
Timing	Duration (Minutes)	Lesson Activity	Teaching Method	Teacher’s Role (Teaching Strategies)	Student’s Role	Teaching Aids/Resources	Assessment
7:30 - 8:00 am	30	Welcome to Preschool	Collaborative Learning (CL)	Teacher greets each student, sets the tone for the day, and encourages students to talk to each other, creating a friendly atmosphere.	Students greet their classmates, share how they feel, and settle into the class.	Visual aids, classroom rules poster, soft music	Observation of student interaction and engagement
8:00 - 8:30 am	30	Free Activities in the Play Area	Experiential Learning (EL)	Teacher observes students engaging in play, encourages them to explore different toys and activities, and provides guidance when necessary.	Students explore the play area, use imagination, and engage in activities like building blocks, drawing, or role play.	Play equipment, art supplies, toys	Observation of student’s interaction with activities, creativity, and social skills
8:30 - 9:00 am	30	Religious Activities and Morning Circle	Inquiry-Based Learning (IBL)	Teacher introduces a simple religious story or lesson, encourages questions, and helps students explore the meaning behind the story.	Students listen, ask questions, and share thoughts about the story or lesson.	Storybook, religious symbols, visuals	Participation and verbal responses to questions

9:00 - 9:20 am	20	Storytelling Time	Project-Based Learning (PJL)	Teacher tells a story about a hero or environmental issue and encourages students to think about how they can help. Students start discussing ideas to create a project.	Students listen actively, discuss the story, and brainstorm ideas for their project.	Storybook, pictures of heroes, environmental items	Questions and responses during the discussion, initial project ideas
9:20 - 9:40 am	20	Crafting (Make Your Own Badge)	Design Thinking (DT)	Teacher guides students to think creatively about designing their own hero badge, focusing on personal symbols and meaning.	Students design and create their badges, expressing their ideas visually.	Craft supplies (paper, markers, scissors, glue)	Creativity in design, engagement with the task
9:40 - 10:10 am	30	Group Discussion on Bravery	Blended Learning (BL)	Teacher uses a combination of digital and physical resources (videos and stories) to discuss bravery, then leads a group discussion.	Students watch the video or read the story, then share their ideas about bravery.	Video clips, books, projector, screen	Verbal responses in group discussion, participation
10:10 - 10:30 am	20	Environmental Awareness Activity	Real World Application (RWA)	Teacher demonstrates how small actions (like cleaning or recycling) can make a big difference in the environment. Students take part in a small environmental cleanup activity.	Students participate in cleaning or organizing the area, learning practical environmental habits.	Trash bags, gloves, recycling bins	Active participation in the cleanup activity
10:30 - 10:50 am	20	Hero Discussion and Reflection	Problem-Based Learning (PBL)	Teacher poses the problem: "What makes someone a hero?" and leads students to think about how they can apply these ideas in their own lives.	Students discuss and reflect on what qualities make someone a hero, thinking of real-life examples.	Whiteboard, markers, example hero stories	Contribution to discussion, reflections shared
10:50 - 11:10 am	20	Teamwork Activity (Group Project on Pollution)	Collaborative Learning (CL)	Teacher divides students into small groups to work on a project to raise awareness about pollution, guiding them to collaborate.	Students work in groups, share ideas, and create a simple poster or action plan to raise awareness.	Paper, markers, posters, environmental facts	Group work participation, completed project
11:10 - 11:30 am	20	Game on Bravery and Helping Others	Gamification Learning (GL)	Teacher creates a game where students earn points for acts of bravery or kindness, encouraging them to apply these qualities.	Students participate in the game, demonstrating bravery and kindness through different challenges.	Game cards, reward stickers, action challenges	Engagement in the game, points earned for participation

11:30 - 12:00 noon	30	Recall the lesson	Flipped Classroom (FC)	Discuss the lesson what they talk by asking questions	Listening and answering		
Timing	Duration (Minutes)	Lesson Activity	Teaching Method	Teacher’s Role (Teaching Strategies)	Student’s Role	Teaching Aids/Resources	Assessment

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