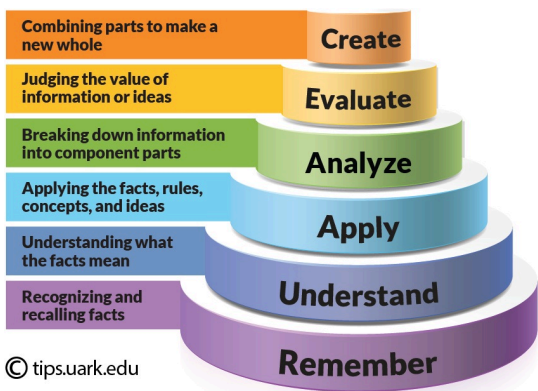
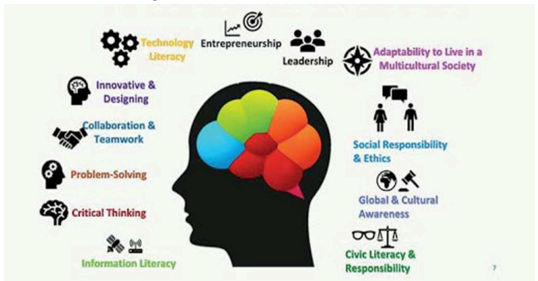
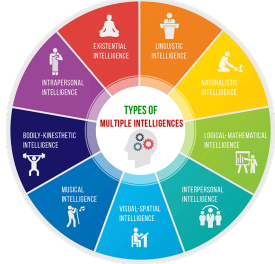







STEAM-Based Curriculum Development for Early Childhood Care and Development  
 International Project for Capacity Development of Early Childhood Development Teachers  
 The South Asian International Association for Early Childhood Care and Development (SAIA4ECCD) and  
 The International Association 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	January
Week	4th Week
Day	Monday
Duration (Minutes)	180
Theme of the Week:	Animal
Sub Theme (Aim)	Farm Animal
Learning Outcomes  	Create → Make a farm with parents Analyze → Identify different animal sizes Remember → Paint farm animals Evaluate → Play the water & land animal game Understand → Fertilize plants & learn about egg/milk sources
Values to be inculcated	Teamwork & Cooperation → Working with parents and friends to create a farm. Creativity & Expression → Painting and designing farm animals. Observation & Critical Thinking → Identifying different animal sizes and their habitats. Decision-Making & Problem-Solving → Playing the water & land animal game. Responsibility & Care → Fertilizing plants and learning about farm produce. Gratitude & Appreciation → Understanding where food comes from (milk, eggs) and valuing farmers' work. Healthy Living & Nutrition → Learning the importance of fresh farm products.
21st Century Skills Set  	<b>Critical Thinking</b> – Identifying animal sizes and classifying animals <b>Creativity</b> – Painting farm animals and designing a farm <b>Collaboration</b> – Working with parents and friends <b>Communication</b> – Discussing farm life and sharing ideas <b>Problem-Solving</b> – Playing the water and land animal game <b>Environmental Awareness</b> – Learning about farm animals and plants <b>Responsibility</b> – Fertilizing plants and understanding food sources
Specific Aspects of the National Standards	Make a farm with parents.  Painting the farm animals  Identify the different size of the animal  Break Provide the egg and milk for children  Water animal and land animals game (Dhiya goda)

	Fertilize the plant using the farm fertilize
<div>Multiple Intelligences</div> <div></div>	<div>Logical-Mathematical – Identifying animal sizes and classifying animals</div> <div>Linguistic – Discussing farm life and sharing ideas</div> <div>Visual-Spatial – Painting farm animals and designing a farm</div> <div>Bodily-Kinesthetic – Engaging in farm activities like fertilizing plants</div> <div>Musical – Singing farm-related songs</div> <div>Interpersonal – Working with parents and friends</div> <div>Intrapersonal – Reflecting on the importance of farms and nature</div> <div>Naturalistic – Observing animals, plants, and their environment</div>
<div>SDG Goals</div> <div></div>	<div>Goal 2: Zero Hunger – Learning about food sources (milk, eggs, crops)</div> <div>Goal 15: Life on Land – Understanding the role of animals and plants in nature</div>
<div>STEAM Education</div> <div></div>	<div>Science – Learn about animals and plants.</div> <div>Technology – Use tools or apps to explore farming.</div> <div>Engineering – Build a farm model.</div> <div>Art – Paint farm animals.</div> <div>Math – Count animals and measure land.</div>
<div>Greening Education</div> <div></div>	Learning how to reduce waste, recycle, and conserve resources.
Previous Knowledge	Children must know about farm animal and farm product (egg, milk)
Teaching/Learning Points	

Flow of Actions							
Timi ng	Duration (Minutes)	Lesson Activity	Teaching Method	Teacher’s Role (Teaching Strategies)	Student’s Role	Teaching Aids/Resources	Assessment
	10 Min	Welcoming Time & Circle Time	EL METHOD	Greet parents and students, introduce the activities through engaging discussions	Listen, share thoughts, and interact	None	Observation
	10 Min	Religious Observing Time	RWA METHOD	Lead a short religious observance or storytelling session	Participate and reflect	Religious books or storytelling aids	Engagement & participation

	<b>20 Min</b>	<b>Setting Up the Farm (Parents &amp; Kids Together)</b>	PJL METHOD	Guide parents & students to arrange pre-made farm models	Arrange farm with parents	Pre-made farm materials (houses, trees, fences, etc.)	Completeness of farm setup
	<b>20 Min</b>	<b>Painting Farm Animals (Baby Animals Painted on the Day)</b>	DT METHOD	Supervise painting activity, encourage creativity in design thinking	Paint farm animal models	Paint, brushes, pre-cut animal shapes	Observation of creativity & accuracy
	<b>15 Min</b>	<b>Identifying Animal Sizes</b>	IBL METHOD	Ask children to compare animal models based on size, prompting questions	Identify and compare	Animal models of different sizes	Verbal response accuracy
	<b>15 Min</b>	<b>Break Time (Egg &amp; Milk Provided)</b>	BL METHOD	Ensure all children receive their snack, blending informal learning	Eat & enjoy	Eggs, milk	Observation
	<b>20 Min</b>	<b>Water &amp; Land Animals Outdoor Game (Dhiya Goda)</b>	GL METHOD	Explain & monitor the game using gamified elements	Jump correctly based on instructions	Outdoor space with drawn boundary lines	Participation & engagement
Research Project/ (Assignment)							

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