

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	
Class	Upper Kindergarten (UKG) (Age 4 to 5 Years)
Number of Students in the Class	20
Name of Teacher	
Month	
Date	
Duration (Minutes)	
Theme of the Week:	
Sub Theme (Aim)	
Learning Outcomes	
Combining parts to make a new whole Judging the value of information or ideas Breaking down information into component parts Analyze Applying the facts, rules, concepts, and ideas Understanding what the facts mean Recognizing and recalling facts C tips.uark.edu Create Evaluate Language Analyze Apply Understand Remember	
Values to be inculcated	
21st Century Skills Set Technology Entrepreneurship Leadership Multicultural Society Innovative & Designing Collaboration & Teamwork Teamwork Problem-Solving Critical Thinking	
Specific Aspects of the National Standards	
Multiple Intelligences WHENCENTE TO THE STATE OF THE STA	
SDG Goals 1 NOTH 1 N	

STEAM Education STEAM EDUCATION ARTICLES AND ARTICLES	
Greening Education Greening Education Partnership	
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)	
Previous Knowledge	
Teaching/Learning Points	

	Flow of Actions									
Timi ng	Duration (Minutes)	Lesson Activity	Teaching Method	Teacher's Role (Teaching Stategies)	Student's Role	Teaching Aids/Resources	Assesment			
Resea	Research Project/ (Assignment)									

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