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 Intelligences Focused

Verbal-Linguistic Intelligence
Mathematical-Logical Intelligence
Musical Intelligence
Visual-Spatial Intelligence
Bodily-Kinesthetic Intelligence
Interpersonal Intelligence
Intrapersonal Intelligence
Naturalist Intelligence
Existential Intelligence

Activities	Intelligences

Activities	Intelligences
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 (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	
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)	