





# Yearly Syllabus Planner

June Session 2022-23

**Grade - IK2** 









\*Images of 'Fluid Ideas-Sketch Beyond' – A National Art Competition conducted by HO MDN Edify portraying artistic skills of Edifians across India.



# IK 2 Yearly Syllabus Planner-2022-23 ACADEMIC SESSION 2022-23

MONTH - JUNE		
Theme Main Idea Lines of Learning Key Concept 3C Profiles	Settling week and Recap week	
3C 1 Tollies	Working Days WD: 23	
671D 77 67	Teaching Days TD: 20	
SUBJECT	SYLLABUS	Learning Indicators
ENGLISH	<ul> <li>Phonic sounds and words-Vowels</li> <li>Phonic sounds and words-Consonants</li> <li>Uppercase and lowercase letters</li> <li>Drawing lines</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Reinforcement of previous knowledge to improve language and drawing skills.</li> </ul>
MATHEMATICS	<ul> <li>Comparisons-Big and small, heavy and light, same and different, tall and short, full and empty, wet and dry, fat and thin, black and white, more and less, hot and cold.</li> <li>Shapes-Circle, square, triangle, rectangle.</li> <li>Numbers 1 to 9</li> </ul>	Learning Outcome:  Reinforcement of pre-math concepts, numbers and shapes.
LANGUAGE DEVELOPMENT PROGRAM	<ul><li> Vowels</li><li> Consonants</li><li> Uppercase and lowercase letters</li></ul>	<ul> <li>Learning Outcome:</li> <li>Participate in a large group activity. Improve listening and speaking skills.</li> </ul>
WONDER ROOM	<ul> <li>Feely Bag Activity</li> <li>Greeting Etiquettes-Presentation on Good Manners</li> <li>Self-Introduction</li> <li>Walking in a line</li> <li>Presentation of how to Introduce Oneself</li> </ul>	<ul> <li>Learning Outcome:         <ul> <li>Learns good etiquette and practices to follow in daily life. Develops Self-Awareness.</li> </ul> </li> <li>Develops fine motor and</li> </ul>
MUSIC & MOVEMENTS (RHYMES)	<ul> <li>Chubby Cheeks</li> <li>Ants go marching one by one</li> <li>Good morning song</li> <li>Mr. Whisker</li> <li>I put my right hand in</li> </ul>	gross motor skills.  Learning Outcome:  Students will be able to develop new vocabulary.
MUSIC & MOVEMENTS (DANCE)	Hip Hop Dance	<ul> <li>Learning Outcome:</li> <li>Students develop their ability to maintain their position and move body freely to develop physical fitness, creative skills and personal well-being.</li> </ul>
STORYTELLING	<ul><li> The Crow and the Fox</li><li> Rabbit and the Tortoise</li></ul>	<ul> <li>Learning Outcome:</li> <li>Learning morals improves imagination and retelling the story.</li> </ul>



ART & CRAFT	<ul> <li>Finger puppets</li> <li>Socks puppets</li> <li>Stick puppets</li> <li>Dancing puppets</li> </ul>		Students will use different media to create and explore ideas. Develop eye-hand coordination, observational and communication skills.	
II LANGUAGE (HINDI)	•		•	
MILESTONES INTEGRATION	•		•	
	ACTIVITIES OF THE MONTH – JUNE			
AOTM	Sapling/Seed Planting	IOTM/VOTM	Security Guard / Security Office	
COTM	Red ROTM		Chubby Cheeks	
GOTM	Film Flam Game EOTM		Thank you notes: Host and Guest Responsibility	
FROTM	Three Legged Race	WRAOTM	Feely Bag Activity	

MONTH - JULY			
Theme	IM 1-Our Identity		
Main Idea	I see the world through my family.		
	Major external parts of the body and their fun-	ctions.	
Lines of Learning	Family and types of families.		
	My family is my first social world.		
Key Concept	Form, Connection, Function, Responsibility		
3C Profiles	Inquirer, Participative, Enthusiastic, Respect for all, F Proactive, Communicative, Focused, Thinker	Responsible, Open Minded	
	Working Days WD: 24		
	Teaching Days TD: 19		
SUBJECT	SYLLABUS	Learning Indicators	
IM (EVS)	<ul> <li>You and Me</li> <li>Parts of the body</li> <li>Sense organs</li> <li>Family</li> <li>Types of the family (big family, small family, extended family)</li> <li>Family helps in building vocabulary and habits.</li> <li>KWHL</li> <li>Mirror Activity-Talk about self.</li> <li>How do they help me?</li> <li>This is my family.</li> <li>Talk about family.</li> <li>Places that I visit with family.</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Identify and names body parts and their functions.</li> <li>Identify and differentiate the sense organs and their functions.</li> <li>Identifies family members and differentiates small and big families.</li> <li>Talks about the celebrations and places visited with family.</li> <li>Build new vocabulary.</li> </ul>	
ENGLISH	<ul><li>Festivals we celebrate with family and friends.</li><li>Recapitulation of Uppercase and Lowercase</li></ul>	Learning Outcome:	



	TK 2 Yearry Synabus Franner-2022-23	<u></u>
	<ul> <li>letters.</li> <li>Sing Along.</li> <li>First sound of the words.</li> <li>KWHL.</li> <li>Drawing lines.</li> <li>Play the game "Secret code".</li> <li>To the circus with family.</li> <li>Read the words.</li> <li>Blends-bl, br, cl, cr, dr, fr, fl, gl, gr, pl, pr, qu, sc, sk, sl.</li> </ul>	<ul> <li>Identify and differentiate uppercase and lowercase letters.</li> <li>Differentiates between vowels and consonants.</li> <li>Identify letters and their phonic sound through the picture names.</li> <li>Identify the blends and the corresponding pictures.</li> <li>Traces the sky letters following</li> </ul>
	Writing Sky letters.	the correct pattern.
MATHEMATICS	<ul> <li>Introduction of Comparisons big and small, fat and thin, more and less, tall and short.</li> <li>Shapes-Circle, square, triangle, rectangle.</li> <li>KWHL.</li> </ul>	<ul> <li>Learning Outcome:         <ul> <li>Compare and differentiate objects based on their size and quantity.</li> </ul> </li> <li>Identify and name the objects that are in the shape of circle, square, triangle, rectangle.</li> </ul>
LANGUAGE DEVELOPMENT PROGRAM	<ul><li>Shapes</li><li>Body parts</li><li>Talk about self</li><li>Family</li></ul>	<ul> <li>Learning Outcome:</li> <li>Participate in the large group activity. Develop listening, speaking, and reading skills.</li> </ul>
WONDER ROOM	<ul> <li>Buttoning Frames</li> <li>Presentation on Self-management (Saying Thank you and Welcome)</li> <li>Passing the Passer Game</li> <li>Mirror Activity</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Learns etiquettes and follows them in their daily life.</li> <li>Actively participates in the activities and learns to communicate.</li> </ul>
MUSIC & MOVEMENTS (RHYMES)	<ul> <li>One, two buckle my shoe</li> <li>Two Little Dicky Birds</li> <li>ABCD</li> <li>Daddy finger</li> </ul>	Learning Outcome:  • Students will be able to develop new vocabulary.
MUSIC & MOVEMENTS (DANCE)	Tap Dance	<ul> <li>Learning Outcome:</li> <li>Students develop their ability to maintain their position and move body freely to develop physical fitness, creative skills and personal well-being.</li> </ul>
STORYTELLING	<ul><li>The Greedy Dog</li><li>The three little pigs</li></ul>	Learning Outcome:  • Learns the morals and apply them in their real life.
ART & CRAFT	<ul> <li>Finger puppets</li> <li>Paper bag puppets</li> <li>Hand puppets</li> <li>All about my family book</li> </ul>	Learning Outcome:     Students will use different media to create and explore ideas. Develop eye-hand coordination, observational and communication skills.



			Learning Outcome:
II LANGUAGE (HINDI)	• Introduction of Swar-अ, आ,	Identify Swar and their related words.	
MILESTONES INTEGRATION	<ul> <li>Skill: Self-Management Skills         Subskill: Organizational Skills: (Descriptor-Work independently and show initiative)</li> <li>Skill: Self-Management Skills         Subskill: Organizational Skills: (Descriptor-Develop self-discipline and set goals)</li> <li>Skill: Thinking skills         Subskill: Critical Thinking (Descriptor-pose questions)</li> <li>Skill: Communication Skills         Subskill: Communication Skills</li> </ul>		Learning Outcome: Self-Management Skills:  Attempt tasks independently.  Follow class routines.  Thinking Skills:  Pose factual and/or related questions based on personal interests and experiences Communication Skills:  Identify positive ways to initiate and join
ACTIVITIES OF THE MONTH – JULY			
AOTM	Sensory Booth IOTM/VOTM		Store Incharge / Super Market
COTM	Yellow	ROTM	Daddy finger
GOTM	Harmony Game	ЕОТМ	Conversation Etiquettes-Good touch & Bad touch
FROTM	100 Inch Race	WRAOTM	Buttoning Frames

	MONTH - AUGUST			
Theme	IM 1-Our Identity			
Main Idea	I see the world through my family.			
Lines of Learning	• Major external parts of the body and their fo	unctions.		
Lines of Learning	<ul><li>Family and types of families.</li><li>My family is my first social world.</li></ul>			
Key Concept	Form, Connection, Function, Responsibility			
3C Profiles	1 1	Inquirer, Participative, Enthusiastic, Respect for all, Responsible, Open Minded		
Working Days WD: 22 Teaching Days TD: 18				
SUBJECT	SYLLABUS	Learning Indicators		
	Parts of the face.	Learning Outcome:		
	Role of family members.	• Identify and name the parts of		
	Make an album.	the face.		
IM (EVS)	Movie watch	• Talks about the celebrations and places visited with family.		
	• Family inducts child into the world.	• Identify the roles of family		
	• Festivals we celebrate with family.	members.		
	• Enact a drama on family members.	• Identify the members of the		
	• School tour.	extended family.		
	<ul> <li>Manu's Extended family.</li> </ul>	<ul> <li>Build new vocabulary.</li> </ul>		



	TR 2 Tearry Synabus Flanner-2022-2.	
ENGLISH	<ul> <li>Blends-sl, sm, sn, sp, st, sw, tr, tw.</li> <li>Digraphs-Initial consonant digraphs-ch, sh, th, wh.</li> <li>Different phonic sounds of the same consonant followed by different vowels-ce, ci, ca, co, cu, gi, ge, go, ga, gu.</li> <li>Silent diagraphs.</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Identify the blends and the corresponding pictures.</li> <li>Identify the beginning blend sounds of the words.</li> <li>Identify the words that start with the same consonant and have different phonic sounds.</li> <li>Identify the pictures that begin with silent diagraphs.</li> </ul>
MATHEMATICS	<ul> <li>Comparisons-tall and short, more and less, fat and thin.</li> <li>Things that are in the shape of the circle, square, rectangle, and triangle.</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Compare and differentiate based on size and quantity.</li> <li>Identify and differentiate the shapes that they see in reallife.</li> </ul>
LANGUAGE DEVELOPMENT PROGRAM	<ul><li>Family</li><li>Blends</li></ul>	<ul> <li>Learning Outcome:</li> <li>Talks about family. Learns to communicate and improves language skills.</li> </ul>
WONDER ROOM	<ul> <li>Saying Please and Excuse me</li> <li>Buttoning Frames (Big)</li> <li>Feely Bag Activity</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Learn etiquettes and practices to follow them in daily life.</li> <li>Improve fine motor skills.</li> </ul>
MUSIC & MOVEMENTS (RHYMES)	<ul><li>Little Peter Rabbit</li><li>Hands on my hips</li><li>Humpty, Dumpty</li></ul>	Learning Outcome:  • Students will be able to develop new vocabulary.
MUSIC & MOVEMENTS (DANCE)	Disco Dance	<ul> <li>Learning Outcome:</li> <li>Students develop their ability to maintain their position and move body freely to develop physical fitness, creative skills and personal well-being.</li> </ul>
STORYTELLING	<ul><li> The Lion and the Rabbit</li><li> The thirsty Crow</li></ul>	<ul> <li>Learning Outcome:</li> <li>Learns new vocabulary, communicate and talk about the characters.</li> </ul>
ART & CRAFT	<ul><li> My family tree</li><li> Family collage</li><li> Family stick puppet</li></ul>	Learning Outcome:  • Students will learn about different types of families. They understand how a beautiful picture can be created using easily available materials.
II LANGUAGE (HINDI)	• Introduction of Swar- ए, ऐ, ओ, औ, अं, अ:	Learning Outcome: Identify Swar and their related words.



MILESTONES INTEGRATION	<ul> <li>Skill: Social Skills         Subskill: Social Awareness: (Descriptor-Appreciate diverse perspectives)</li> <li>Skill: Self-Management Skills         Subskill: Organizational Skills:         (Descriptor- Apply digital information security practices)</li> <li>Skill: Communication Skills         Subskill: Navigate, read and view learning area texts</li> </ul>		Learning Outcome: Social Skills:  Acknowledge others' views  Self-Management Skills: Follow class rules  Communication Skills: Recognize texts	
	ACTIVITIES OF THE MONTH – AUGUST			
AOTM	Crazy Day-Fancy Dress	IOTM/VOTM	Car Showroom Incharge / Car Showroom	
COTM	Blue	ROTM	Humpty, Dumpty	
GOTM	Accord Game	EOTM	Friendship Etiquette	
FROTM	Water Relay Race	WRAOTM	Role Play with puppets	

MONTH - SEPTEMBER			
Theme	IM 2-Our Expression		
Main Idea	Stories have hidden messages for one to learn and en	rich life in this world.	
	Stories communicate moral values.		
	• Stories transport us to different worlds.		
Lines of Learning	Stories communicate messages of great people of	the world.	
	Stories can be a means of conveying one's thought	hts.	
	• Stories are entertaining and hence expressing thro	ough stories lasts longer.	
Key Concept	Connection, Reflection, Perspective.		
3C Profiles	Inquirer, Participative, Confident, Self-Esteemed, En Communicative, Organized, Innovative, Adaptable.	npathetic	
	Working Days WD: 23		
	Teaching Days TD: 18		
SUBJECT	SYLLABUS	Learning Indicators	
	Prepare a booklet.		
	Recap		
	Coffee morning-1.	Learning Outcome:	
	The monkey and the cats.	• Students will be able to	
	Fox and the grapes.	identify the characters and	
TIME (TENTIO)	The talkative tortoise.	understand the moral of the	
IM (EVS)	The story of the scorpion.	story.	
	• KWHL.	• Follow the morals in their real	
	Snow White and seven dwarfs	life.	
	The fox and the stork.	• Improve language skills.	
	• Sindbad the sailor.		
	Little red riding hood.		
	Group them to bring stories of different		



	categories.	,
ENGLISH	<ul> <li>Own story.</li> <li>Read the pictures.</li> <li>Recap</li> <li>First letters &amp; corresponding pictures.</li> <li>Blends</li> <li>Uppercase and lowercase letters.</li> <li>KWHL</li> <li>Read the letters, phonic sounds, and the corresponding pictures.</li> <li>Writing Earth letters.</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Identify the first letters and pictures.</li> <li>Differentiates uppercase and lowercase letters.</li> <li>Writes the earth letters following the correct pattern.</li> </ul>
MATHEMATICS	<ul> <li>Make a booklet</li> <li>Recap</li> <li>Story- The Lion and the Mouse</li> <li>Shapes-Circle, square, triangle, rectangle.</li> <li>Story-The Man and the Serpent.</li> <li>Comparisons-Up and down, thick and thin, One and many.</li> <li>Story-The Clever Rabbit and foolish Lion-One and many</li> <li>Introduction of Shapes Oval, Cylinder, Qube. Story of Three Shapely Friends.</li> <li>Number Rhyme 1 to 10</li> <li>KWHL.</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Recalls the comparisons of size and quantity.</li> <li>Recalls and name the shapes-Circle, square, triangle, rectangle.</li> <li>Identify and counts numbers 1 to 10.</li> <li>Identify the shapes oval, cylinder, and cube.</li> </ul>
LANGUAGE DEVELOPMENT PROGRAM	<ul> <li>Blends</li> <li>Storytelling</li> <li>The message of the story</li> <li>Characters of the story</li> </ul>	<ul><li>Learning Outcome:</li><li>Develops listening and speaking skills.</li></ul>
WONDER ROOM	<ul> <li>Conversation Etiquettes-Good touch &amp; bad touch</li> <li>Balancing Activity</li> <li>Mirror activity</li> <li>Find the letter</li> </ul>	Learning Outcome:  • Participate actively in the activities.
MUSIC & MOVEMENTS (RHYMES)	<ul> <li>John the little</li> <li>Little Miss Muffet</li> <li>Finger family</li> <li>Hot cross buns</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Students will be able to develop new vocabulary.</li> </ul>
MUSIC & MOVEMENTS (DANCE)	Indian Classical Dance	<ul> <li>Students develop their ability to maintain their position and move body freely to develop physical fitness, creative skills and personal well-being.</li> </ul>



	1K 2 Yearly Syllabi	us 1 lanner-2022-25	T
CTODVTELLING	The Snake and the Crow		Learning Outcome:
STORYTELLING	• The honest woodcutter		• Learn the morals and apply them in their daily life.
ART & CRAFT	<ul> <li>Cardboard roll puppets</li> <li>Rakhi Making</li> <li>Colourful balloons</li> <li>Fun with lines</li> </ul>		<ul> <li>Learning Outcome:</li> <li>Students will identify shades of colours and practice colouring within the given lines.</li> <li>Develop creativity and fine motor skills.</li> </ul>
HI ANGUA CE	• चित्र में रंग भरो		Learning Outcome:
II LANGUAGE (HINDI)	• देखो, समझो और पहचानों		Identify Vyanjan and their
(222 (22)	• Introduction of Vyanjan- ক,	ख, ग, घ, ड., च	related words.
MILESTONES INTEGRATION	<ul> <li>Skill: Self-Management Skil Subskill: Organizational Skil Apply personal security proto Subskill: Affective Skills (Do Understand themselves as lea</li> <li>Skill: Thinking Skills Subskill: Critical Thinking: (Identify and clarify information Subskill: Critical Thinking (In Draw conclusions and design action)</li> <li>Subskill: Critical Thinking: (Evaluate procedures and outce to Skill: Communication Skills Subskill: Listen and respond area texts</li> <li>Subskill: Compose spoken, when and multimodal learning area</li> </ul>	lls: (Descriptor- ocols) escriptor - arners)  Descriptor- on and ideas) Descriptor- a course of (Descriptor- comes)  to learning written, visual	<ul> <li>Learning Outcome:</li> <li>Self-Management Skills:</li> <li>Follow class rules when sharing information with known audiences</li> <li>Identify abilities and interests</li> <li>Thinking Skills:</li> <li>Identify familiar information and ideas during a discussion or investigation</li> <li>Identify possible courses of action</li> <li>Indicate satisfaction with outcome of tasks or actions</li> <li>Communication Skills:</li> <li>Listen and respond to brief questions and one step directions</li> <li>Narrate short learning stories</li> </ul>
ACTIVITIES OF THE MONTH – SEPTEMBER			
AOTM	Chota Chef Fun Cooking IOTM/VOTM		Doctor / Visit to Clinic
COTM	Green	ROTM	Little Miss Muffet
GOTM	Treaty Game	EOTM	Telephone Etiquette
FROTM	Sack Race	WRAOTM	Balancing Activity



MONTH - OCTOBER			
Theme IM 2-Our Expression			
Main Idea	Stories have hidden messages for one to learn and enrich life in this world.		
Lines of Learning	<ul> <li>Stories communicate moral values.</li> <li>Stories transport us to different worlds.</li> <li>Stories communicate messages of great people of the world.</li> <li>Stories can be a means of conveying one's thoughts.</li> <li>Stories are entertaining and hence expressing through stories lasts longer.</li> </ul>		
Key Concept	Connection, Reflection, Perspective.	ough stories tasts longer.	
3C Profiles	Inquirer, Participative, Confident, Self-Esteemed, Er Communicative, Organized, Innovative, Adaptable.	mpathetic	
	Working Days WD: 16		
SUBJECT	Teaching Days TD: 14 SYLLABUS	Learning Indicators	
IM (EVS)	<ul> <li>Who will bell the cat?</li> <li>Two silly goats</li> <li>Great women of the world-Bachendri Pal</li> <li>Clever farmer</li> <li>Sleeping beauty</li> <li>The wolf and the seven kids</li> <li>The ant and the grasshopper.</li> <li>Movie watch.</li> <li>Identify and classify the type of story.</li> <li>Narrate the story</li> <li>Arrange the pictures of the story</li> <li>Identifying the characters of the fairy tales.</li> <li>Listen to the story and identify the message</li> <li>Matching pictures</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Student will be able to identify the characters and understand the moral of the story.</li> <li>Follow the morals in their reallife.</li> <li>Develop imaginative, creative, thinking skills.</li> </ul>	
ENGLISH	<ul> <li>Read the letters, phonic sounds, and the corresponding pictures.</li> <li>Writing Earth letters.</li> <li>Middle/Earth letters.</li> <li>Ground letters</li> <li>Writing Ground letters.</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Identify the first letters and pictures.</li> <li>Identifies sky, earth and ground letters.</li> <li>Writes the earth and ground letters following the correct pattern.</li> </ul>	
MATHEMATICS	<ul> <li>Comparisons-Up and down</li> <li>What is one for each group</li> <li>Numbers-1 to 9</li> <li>Story-The monkey and the cap seller</li> <li>Enact the story.</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Counts the numbers 1 to 9 in sequence.</li> <li>Identify the objects that are in the shape of oval, cylinder and cube.</li> </ul>	



LANGUAGE DEVELOPMENT PROGRAM	<ul><li>Storytelling</li><li>The message of the story</li><li>Characters of the story</li></ul>		Learning Outcome:  • Develops listening and speaking skills.
WONDER ROOM	<ul><li> Hot potato</li><li> Narrate your own story</li><li> Buttoning frames-small</li></ul>		<ul> <li>Learning Outcome:</li> <li>Improves balancing and fine motor skills.</li> <li>Develops observational skills.</li> </ul>
MUSIC & MOVEMENTS (RHYMES)	<ul><li>Mary had a little lamb</li><li>I am a little teapot</li><li>Wheels of the bus</li></ul>		<ul><li>Learning Outcome:</li><li>Students will be able to develop new vocabulary.</li></ul>
MUSIC & MOVEMENTS (DANCE)	Folk Dance		<ul> <li>Learning Outcome:</li> <li>Students develop their ability to maintain their position and move body freely to develop physical fitness, creative skills and personal well-being.</li> </ul>
STORYTELLING	<ul><li> The Lion and the Mouse</li><li> The clever Fox</li></ul>		<ul> <li>Learning Outcome:</li> <li>Students will learn morals and apply them in their daily life.</li> </ul>
ART & CRAFT	<ul><li>Shapes and colours</li><li>Shapely fish</li><li>Shape collage</li></ul>		Learning Outcome:  • Students will identify the shapes, improve creative skills.
II LANGUAGE (HINDI)	<ul> <li>Introduction of Vyanjan- छ,</li> <li>आओ कुछ नया करे</li> </ul>	ज, झ, ञ, ट, ठ	Learning Outcome: Identify Vyanjan and their related words.
MILESTONES INTEGRATION	<ul> <li>Skill: Social Skills         Subskill: Social Awareness (Descriptor -</li></ul>		Learning Outcome: Social Skills:  Identify ways they can help Listen to others  Self-Management Skills:  Identify likes and dislikes
ACTIVITIES OF THE MONTH – OCTOBER			
AOTM	Halloween Day	IOTM/VOTM	Chef / Restaurant
СОТМ	Orange	ROTM	Wheels of the bus
GOTM	League Game	EOTM	Table Manners
FROTM	Obstacle Race	WRAOTM	Narrate your own story

	MONTH - NOVEMBER
Theme	IM 2-Our Expression IM3-Place and Time.



	IK 2 Yearly Syllabus Planner-2022-23			
Main Idea	IM 2-Stories have hidden messages for one to learn and enrich life in this world.  IM 3-Plants are important part of our environment.			
	IM 2-			
	Stories communicate moral values.			
	• Stories transport us to different worlds.			
	Stories communicate messages of great peopl	e of the world.		
	• Stories can be a means of conveying one's the	oughts.		
Lines of Learning	Stories are entertaining and hence expressing through stories lasts longer.			
0	IM 3-			
	Need to move from place to place.  Need to minimize time.			
	Need to minimise time.      How transportation halps			
	<ul><li>How transportation helps</li><li>Different modes of transportation</li></ul>			
	How transportation has changed over time.			
W. G.	IM 2-Connection, Reflection, Perspective.			
Key Concept	IM3-Change, Connection.			
	IM 2-Inquirer, Participative, Confident, Self-Esteeme			
3C Profiles	Communicative, Organized, Innovative, Adapta IM 3-Independent, Balanced, Integrity, Optimistic	able.		
	Communicative, Assertive, Updated, Passionate	e		
Working Days WD: 22				
SUBJECT	Teaching Days TD: 19 SYLLABUS	Learning Indicators		
	<ul><li>Alone at home.</li><li>Precious coin and Generosity-Mahatma Gandhi.</li><li>Enact the story.</li></ul>			
IM (EVS)	<ul> <li>Create a story based on the clues.</li> <li>Recap</li> <li>Term 1 Recap- Parts of the body</li> <li>Family</li> <li>Recap of Stories</li> <li>Introduction of Transport-Rhyme time.</li> <li>Conversation between Sam and his mother.</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Identify and name the vehicles that they see in their daily life.</li> <li>Interacts and answers to the questions asked.</li> </ul>		



	• Writing Uppercase letters.	
	Shapes-Oval, cylinder, cube.	
	<ul><li>Counting numbers</li><li>Booklet- My book of numbers.</li></ul>	
MATHEMATICS	<ul> <li>Recap</li> <li>Term 1 Recap- Shapes-Oval, Cylinder, cube</li> <li>Numbers 1 to 9.</li> <li>Pre math concepts</li> <li>Complete the puzzle.</li> <li>Matching ducklings.</li> <li>Rhyme time.</li> <li>Writing numbers.</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Reinforcement of numbers 1 to 9.</li> <li>Writes numbers letters following the correct pattern.</li> </ul>
LANGUAGE DEVELOPMENT PROGRAM	<ul> <li>Pick and talk</li> <li>Picture Reading</li> <li>Transport</li> <li>Picture Reading</li> </ul>	<ul><li>Learning Outcome:</li><li>Improve reading, listening and speaking skills.</li></ul>
WONDER ROOM	<ul> <li>Story card</li> <li>Knobbed Cylinders</li> <li>Ways of seeking permission</li> <li>Puppet talk- Saying please and excuse me</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Learns good habits and practices to follow them in their real life.</li> <li>Develops speaking skills.</li> </ul>
MUSIC & MOVEMENTS (RHYMES)	<ul> <li>Cobbler, Cobbler</li> <li>Aeroplane</li> <li>Cock-a-doodle-doo</li> <li>My little finger</li> </ul>	Learning Outcome:  • Students will be able to develop new vocabulary.
MUSIC & MOVEMENTS (DANCE)	Tribal Dance	Learning Outcome:  • Students develop their ability to maintain their position and move body freely to develop physical fitness, creative skills and personal well-being.
STORYTELLING	<ul><li>Learns to obey</li><li>Little red riding hood</li></ul>	<ul> <li>Learning Outcome:</li> <li>Students will learn the moral and apply them in their daily life.</li> </ul>
ART & CRAFT	<ul> <li>Rangoli flower</li> <li>Step by step drawing</li> <li>Hand butterfly</li> <li>Water colour painting</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Students will learn to hold the brush or a crayon.</li> <li>Integrate colours imaginatively to get the picture of aesthetic value.</li> </ul>
II LANGUAGE (HINDI)	• Introduction of Vyanjan- ट, ठ • Introduction of Vyanjan- ड, ढ, ण, त	<ul><li>Learning Outcome:</li><li>Identify Vyanjan and their related words.</li></ul>



	Recap of Swar and Vyanjan			
MILESTONES INTEGRATION	<ul> <li>Skill: Thinking Skills         Subskill: Critical thinking (Descriptor-Apply logic and reasoning)         Subskill: Creative thinking (Descriptor-Consider alternatives)</li> <li>Skill: Self-Management Skills         Subskill: Affective Skills (Descriptor-Recognise emotions)         Subskill: Affective Skills (Descriptor-Become confident, resilient and adaptable)</li> <li>Skill: Communication Skills         Subskill: Deliver presentations         Subskill: Use language to interact with others</li> </ul>		<ul> <li>Learning Outcome:         <ul> <li>Thinking Skills:</li> <li>Solve problems in given situations</li> <li>Suggest ways to approach a task</li> </ul> </li> <li>Self-Management Skills:         <ul> <li>Identify emotions.</li> <li>Identify situations where they feel safe or unsafe</li> </ul> </li> <li>Communication Skills:         <ul> <li>Speak with ease in front of a group</li> </ul> </li> <li>Use short conversations and discussions as tools to explore learning</li> </ul>	
	ACTIVITIES OF THE MONTH – NOVEMBER			
AOTM	Celebrating 100 Days of IK's IOTM/VOTM		Gardener / Botanical Garden or Nursery	
COTM	Purple	ROTM	Aeroplane	
GOTM	Hurdle Race	EOTM	Courtesy in public places	
FROTM	Shape Sort Factory	WRAOTM	Knobbed Cylinders	

	MONTH - DECEMBER		
Theme	IM 3-Place and Time		
Main Idea	Use transportation to move themselves and objects	s from one place to another.	
	<ul> <li>Need to move from place to place.</li> </ul>		
	Need to minimise time.		
Lines of Learning	How transportation helps		
	Different modes of transportation		
	How transportation has changed over time.		
Key Concept	Change, Connection	Change, Connection	
3C Profiles	Independent, Balanced, Integrity, Optimistic Communicative, Assertive, Updated, Passionate		
Working Days WD: 22 Teaching Days TD: 20			
SUBJECT	SYLLABUS	Learning Indicators	
	Read aloud.	Learning Outcome:	
	Picture reading.	• Students will be able to identify	
IM (EVC)	• KWHL	different modes of transport.	
IM (EVS)	• Evaluation of means of transport.	Differentiate the vehicles based	
	• Types of transport- Toddler, land transport,	on their modes of transport.	
	air transport, water transport.		
<b>ENGLISH</b>	Rhyme time.	Learning Outcome:	



IK 2 Yearly Syllabus Planner-2022-23		
	<ul><li>KWHL</li><li>Visit to the zoo.</li><li>Animal world.</li><li>Birds world.</li></ul>	<ul> <li>Identify and name the animals, vegetables and vehicles.</li> <li>Learns new vocabulary.</li> <li>Writes the uppercase letters following the correct pattern.</li> </ul>
MATHEMATICS	<ul> <li>Comparisons-In front and behind, near and far away</li> <li>Numbers 1 to 9</li> <li>KWHL</li> <li>Introduction of Number-Zero</li> <li>Writing Numbers</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Understands and identifies the positional language.</li> <li>Identify and count the numbers 1 to 9.</li> <li>Writes the numbers following the correct pattern.</li> </ul>
LANGUAGE DEVELOPMENT PROGRAM	<ul><li>Pick and talk</li><li>Animals</li></ul>	<ul> <li>Learning Outcome:</li> <li>Identifies and talks about the things they see in their real life.</li> <li>Learns new vocabulary.</li> </ul>
WONDER ROOM	<ul><li>Clay Modelling</li><li>Lacing Activity</li><li>Balancing activity</li></ul>	<ul> <li>Learning Outcome:</li> <li>Develops body coordination, observational and fine motor skills.</li> </ul>
MUSIC & MOVEMENTS (RHYMES)	<ul><li> Jingle Bells</li><li> Christmas Carols</li></ul>	<ul><li>Learning Outcome:</li><li>Students will be able to develop new vocabulary.</li></ul>
MUSIC & MOVEMENTS (DANCE)	Bollywood Dance	Learning Outcome:  • Students develop their ability to maintain their position and move body freely to develop physical fitness, creative skills and personal well-being.
STORYTELLING	<ul><li>The Tortoise and the Two Cranes</li><li>The Ugly Duckling</li></ul>	<ul> <li>Learning Outcome:</li> <li>Improves imagination, creativity, retelling and language development.</li> </ul>
ART & CRAFT	<ul><li>Finger printing and painting</li><li>Vegetable printing</li><li>Spray painting</li></ul>	Learning Outcome:  Students will develop a sense of accuracy and perfection. Understand the relevance of colours and them suitably.
II LANGUAGE (HINDI)	<ul> <li>Introduction of Vyanjan- थ, द, ध, न, प, फ</li> <li>आओ कुछ नया करे</li> </ul>	Learning Outcome: Identify Vyanjan and their related words.
MILESTONES INTEGRATION	<ul> <li>Skill: Thinking Skills         Subskill: Creative Thinking (Descriptor -         Seek solutions and put ideas into action)</li> <li>Skill: Communication Skills         Subskill: Use knowledge of words and word</li> </ul>	Learning Outcome: Thinking Skills:  • Predict what might happen when putting ideas into action Communication Skills:



	<ul> <li>Skill: Social Skills         Subskill: Social Management         (Descriptor-Develop leadership skills)         Subskill: Collaboration (Descriptor-Work collaboratively)</li> <li>Skill: Research Skills         Subskill: Information Literacy         (Descriptor-Recognise intellectual property)</li> </ul>		<ul> <li>Use speaking and drawing to express likes and dislikes</li> <li>Social Skills:</li> <li>Identify responsibilities</li> <li>Share experiences of cooperation through play</li> <li>Research Skills:</li> <li>Recognize their work</li> </ul>
ACTIVITIES OF THE MONTH – DECEMBER			MBER
AOTM	Ginger Bread House Activity	IOTM/VOTM	Postman / Post Office
COTM	White	ROTM	Jingle Bells
GOTM	Symmetry Game	EOTM	Sportsmanship
FROTM	Skip the Rope	WRAOTM	Lacing Activity

MONTH – JANUARY			
Theme	IM 3-Place and Time		
Main Idea	Use transportation to move themselves and objects	from one place to another.	
	<ul><li>Need to move from place to place.</li><li>Need to minimise time.</li></ul>		
Lines of Learning	How transportation helps		
	Different modes of transportation		
	How transportation has changed over time.		
Key Concept	Change, Connection		
3C Profiles	Independent, Balanced, Integrity, Optimistic Communicative, Assertive, Updated, Passionate		
Working Days WD: 23			
SUBJECT	Teaching Days TD: 19 SYLLABUS	Learning Indicators	
IM (EVS)	<ul> <li>Types of Transport</li> <li>Identifying vehicles.</li> <li>Traffic rules and road safety.</li> <li>More about safety.</li> <li>Some more vehicles.</li> <li>Different means of transport.</li> <li>Booklet on transport.</li> <li>Origami transport vehicles.</li> <li>Recap. Coffee Morning-2</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Students will recognize the traffic signs.</li> <li>Identify and follow the traffic rules in their daily life.</li> </ul>	
ENGLISH	<ul> <li>Vegetables</li> <li>Vroom and zoom.</li> <li>Trace the letters.</li> <li>Writing Uppercase letters.</li> </ul>	<ul><li>Learning Outcome:</li><li>Identify the letters in the sequence.</li><li>Writes the uppercase letters</li></ul>	



	IK 2 Yearly Syllabus Planner-2022-2	
	Sight words.	following the correct pattern.
	• Trace the letters.	• Develop reading and writing skills.
	• Fill in the missing letters.	SKIIIS.
	Categorize the pictures.	
	• Activity-Circle of friends.	
	Observe the pictures.	
	Writing Uppercase letters.	
	Recap	
	Writing numbers	<u>Learning Outcome:</u>
	Animal train.	Understands Place value and
MATHEMATICS	Place value.	the Decimal system of
MATHEMATICS	• Decimal system of numeration.	numeration.
	• Collage of numbers.	• Identify and count the numbers
	Recap.	1 to 10.
LANGUAGE	Birds	Learning Outcome:
DEVELOPMENT	Vegetables	Develops reading skills
PROGRAM	Sight words	
	Road signs and symbols	<u>Learning Outcome:</u>
WONDED DOOS	Lacing activity	• Improves eye and hand
WONDER ROOM	Threading beads	coordination, fine motor skills.  Improves concentration and
	Pouring activity	develops manipulative skills.
	Old Mac Donald	I a construction of the co
MUSIC & MOVEMENTS	Ding, Dong Bell	Learning Outcome:
(RHYMES)	Baa, Baa black sheep	• Students will be able to develop new vocabulary.
,	Rain, Rain go away	develop new vocastary.
		<u>Learning Outcome:</u>
MUSIC & MOVEMENTS (DANCE)	Prop Dance	• Students develop their ability to maintain their position and move body freely to develop physical fitness, creative skills and personal well-being.
		<u>Learning Outcome:</u>
STORYTELLING	The lazy Horse	• Learns morals and follow them
	The crocodile and the monkey	in real life. Improve language skills.
		Learning Outcome:
	Dot painting	Students will learn to make
ART & CRAFT	Thread painting	different models with paper.
	Origami cup	Develop concentration and practice free movements of
	Paper collage	hands and fingers.
II I ANCHACE		<u>Learning Outcome:</u>
II LANGUAGE (HINDI)	• Introduction of Vyanjan- प, फ, ब, भ, म, य, र	Identify Vyanjan and their related
(111.121)		words.



MILESTONES INTEGRATION	<ul> <li>Skill: Self-Management skill Subskill: Early learning prace (Descriptor-Personal Hygiene)</li> <li>Skill: Communication Skills Subskill: Understand learning</li> <li>Skill: Research Skills Subskill: Media Literacy (Dedata displays)</li> <li>Subskill: Media Literacy (Defata displays)</li> <li>Subskill: Media Literacy (Defata displays)</li> <li>Subskill: Media Literacy (Defata displays)</li> <li>Subskill: Thinking Skills</li> </ul>	tices e) s g area vocabulary escriptor-Interpret escriptor-	<ul> <li>Learning Outcome:</li> <li>Self-Management skills:</li> <li>Practices to keep the body clean and healthy</li> <li>Communication Skills:</li> <li>Recognize some letter sounds</li> <li>Research Skills:</li> <li>Ask simple data questions and interpret drawings</li> <li>Follow directions presented in diagrams</li> <li>Thinking Skills:</li> </ul>
	Subskill: Creative Thinking (Imagine possibilities and con		Use imagination to view or create things in new ways
ACTIVITIES OF THE MONTH – JANUARY			ARY
AOTM	Roly Poly Clay Competition	IOTM/VOTM	Fireman / Fire Station
COTM	Pink	ROTM	Rain, Rain go away
GOTM	Warm Up Game	EOTM	Introducing Yourself and Others
FROTM	Balloon Race	WRAOTM	Pouring Activity

MONTH - FEBRUARY			
Theme	IM 4-Our Responsibility		
Main Idea	Water is the resource and effects of our daily life.		
Lines of Learning	• Water is essential for all living being and their survival.		
Lines of Learning	Our role in saving water.		
Key Concept	Responsibility, Function.		
3C Profiles	Inquirer, Courageous, Self-Esteemed, Committed, F Perseverant, Risk taker, Decision Maker, Research	•	
	Working Days WD: 21		
	Teaching Days TD: 19		
SUBJECT	SYLLABUS	Learning Indicators	
IM (EVS)	<ul> <li>Introduction of Water-Rhymes on water.</li> <li>Sources of water.</li> <li>KWHL.</li> <li>Water is essential for all living beings.</li> <li>Some more water resources.</li> </ul>	<ul> <li>Students will be able to understand water is essential for humans, animals and plants.</li> <li>Identify different sources of water</li> </ul>	
ENGLISH	<ul><li>Sight words- Two-letter words.</li><li>KWHL.</li><li>CVC words.</li></ul>	<ul><li>Learning Outcome:</li><li>Students will identify and read the two letter words.</li></ul>	
MATHEMATICS	<ul> <li>Introduction of numbers 10 to 19.</li> <li>KWHL.</li> <li>Ordinal Numbers 1<sup>st</sup> to 5<sup>th</sup>.</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Identify ordinal numbers and number names.</li> <li>Learns to count the numbers</li> </ul>	



	IK 2 Yearly Syllabus Planner-2022-2	
	<ul> <li>Number Names 1 to 4.</li> <li>Forward counting 1 to 10.</li> <li>Backward counting 10 to 1.</li> <li>Writing numbers.</li> </ul>	forward and backward.  • Develops writing skills.
LANGUAGE DEVELOPMENT PROGRAM	<ul><li>Numbers</li><li>Water</li><li>CVC words</li></ul>	<ul><li>Learning Outcome:</li><li>Improves reading, listening and speaking skills.</li></ul>
WONDER ROOM	<ul> <li>Using safety scissors</li> <li>Washing Etiquettes, cough and cold Etiquettes</li> <li>Carnival Mask</li> <li>Forming numbers with red kidney</li> </ul>	Learning Outcome:  • Learn good etiquettes and practices to follow them in their daily life. Participate in activities and improve fine motor skills.
MUSIC & MOVEMENTS (RHYMES)	<ul> <li>Jack and Jill</li> <li>Row, row, row your boat</li> <li>Rabbits, rabbits 123</li> <li>Goosy, Goosy Gander</li> </ul>	Learning Outcome:  • Students will be able to develop new vocabulary.
MUSIC & MOVEMENTS (DANCE)	Lyrical Dance	<ul> <li>Learning Outcome:</li> <li>Students develop their ability to maintain their position and move body freely to develop physical fitness, creative skills and personal well-being.</li> </ul>
STORYTELLING	<ul><li> Unity is Strength</li><li> The Jack and the Beanstalk</li></ul>	<ul> <li>Learning Outcome:</li> <li>Learns morals and follow them in real life. Improve language skills.</li> </ul>
ART & CRAFT	<ul> <li>Crayon resist painting</li> <li>Shinning moon</li> <li>Swimming fishes</li> <li>Sand collage</li> </ul>	Learning Outcome:  • Students will be able to make beautiful art with different materials. Follows the instructions and improves fine motor skills.
II LANGUAGE (HINDI)	<ul> <li>Introduction of Vyanjan- ल, व, श, ष, स, ह, क्ष</li> <li>आओ कुछ नया करे</li> </ul>	Learning Outcome: Identify Vyanjan and their related words.
MILESTONES INTEGRATION	<ul> <li>Skill: Self-Management Skills         Subskill: Early learning practices         (Descriptor – Healthy food care)         Subskill: Early learning practices         (Descriptor-Taking responsibility in work)</li> <li>Skill: Thinking Skills         Subskill: Reflective Thinking (Descriptor         -Think about thinking (metacognition))         Subskill: Reflective Thinking (Descriptor         - Reflect on processes (Metacognition))</li> </ul>	Learning Outcome: Self-Management Skills:  • Attempts simple cooking-related tasks independently  • Practice doing the chores on their own or with minimal supervision Thinking Skills:  • Describe what they are thinking  • Identify steps in a thinking process



	<ul> <li>Skill: Communication Skills         Subskill: Use spelling knowledge         Subskill: Collaborate, share and exchange</li> <li>Skill: Financial Literacy Skills         Subskill: Understanding Currency</li> </ul>		Use familiar vocabulary related to everyday experiences, topics taught and to express likes and dislikes     Use purposefully selected ICT tools safely     Financial Literacy Skills:     Understands coins and notes of small values
	ACTIVITIES OF THE M	IONTH – FEBRU	ARY
AOTM	Toy Day	IOTM/VOTM	Dance Teacher or Choreographer / Dance Academy or Choreographer visits school
COTM	Black	ROTM	Jack and Jill
GOTM	Exercise game	EOTM	Dining Etiquette
FROTM	Tug 'O' War	WRAOTM	Carnival Mask

MONTH - MARCH				
Theme	IM 4-Our Responsibility			
Main Idea	Water is the resource and effects of our daily life.			
Lines of Learning	Water is essential for all living being and their survival.			
	Our role in saving water.			
Key Concept	Responsibility, Function.			
3C Profiles		Inquirer, Courageous, Self-Esteemed, Committed, Respect for all Perseverant, Risk taker, Decision Maker, Research Oriented, Leader		
Working Days WD: 23 Teaching Days TD: 20				
SUBJECT	SYLLABUS	Learning Indicators		
IM (EVS)	<ul> <li>Drinking and saltwater.</li> <li>Storage of water.</li> <li>Importance of water in humans, animals, and plants.</li> <li>Our role in saving water.</li> <li>Recapitulation of sources of water</li> <li>Uses of water.</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Understand the importance of water.</li> <li>Learns to save water and apply it in their daily life.</li> </ul>		
ENGLISH	<ul> <li>CVC words</li> <li>Position words</li> <li>Simple sentences with CVC words.</li> <li>Recapitulation of CVC words.</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Students will be able to identify, read the three-letter and CVC words.</li> </ul>		
MATHEMATICS	<ul> <li>Introduction of numbers-20.</li> <li>Ordinal numbers- 6<sup>th</sup> to 10<sup>th</sup>.</li> <li>Number names-5 to 10.</li> </ul>	<ul><li>Learning Outcome:</li><li>Identify ordinal numbers and number names.</li></ul>		



<b>_</b>	IK 2 Yearly Syllabus Planner-2022-2	<u> </u>
	<ul> <li>Skip count of 2's.</li> <li>Number pattern and sequencing.</li> <li>Shapes</li> <li>Recapitulation of numbers 1 to 20</li> <li>Ordinal numbers 1<sup>st</sup> to 10<sup>th</sup></li> <li>Number names-1 to 10</li> </ul>	<ul><li>Learns to skip count.</li><li>Develops writing skills.</li></ul>
LANGUAGE DEVELOPMENT PROGRAM	<ul><li>Water</li><li>CVC words</li><li>Ordinal numbers</li></ul>	<ul><li>Learning Outcome:</li><li>Improves reading, listening, and speaking skills.</li></ul>
WONDER ROOM	<ul><li>Pick and Speak</li><li>Welcoming and Sharing Etiquettes</li><li>Clap and Snap</li><li>Animal Mask</li></ul>	<ul> <li>Learning Outcome:</li> <li>Learns good etiquette and follow them in real life.</li> <li>Involve and participate in the activities.</li> </ul>
MUSIC & MOVEMENTS (RHYMES)	<ul><li>Jack and Jill</li><li>Little Miss Muffet</li><li>Head, shoulders, knees and toes</li></ul>	<ul><li>Learning Outcome:</li><li>Students will be able to develop new vocabulary.</li></ul>
MUSIC & MOVEMENTS (DANCE)	Jazz Dance	<ul> <li>Learning Outcome:</li> <li>Students develop their ability to maintain their position and move body freely to develop physical fitness, creative skills and personal well-being.</li> </ul>
STORYTELLING	<ul><li> The Dove and the Ant</li><li> The Ant and the Grasshopper</li></ul>	<ul> <li>Learning Outcome:</li> <li>Learns morals and follow them in their real life. Improve language skills.</li> </ul>
ART & CRAFT	<ul> <li>Ice cream stick craft</li> <li>Shinning rocket</li> <li>Texture Colouring</li> <li>Sheep cottage collage</li> </ul>	<ul><li>Learning Outcome:</li><li>Students will be able to do art using different materials</li></ul>
II LANGUAGE (HINDI)	<ul> <li>Introduction of Vyanjan- त्र, ज्ञ, श्र</li> <li>चित्र में रंग भरो</li> <li>आओ कुछ नया करे</li> <li>चित्र में रंग भरो</li> <li>आओ खेल-खेल में सीखें</li> </ul>	<u>Learning Outcome:</u> Identify Vyanjan and their related words.
MILESTONES INTEGRATION	<ul> <li>Skill: Social Skills         Subskill: Collaboration (Descriptor- Work collaboratively)</li> <li>Skill: Financial Literacy Skills         Subskill: Describe the purpose of money         Subskill: Saving, Sharing and Spending         Subskill: Saving, Sharing and Spending</li> </ul>	<ul> <li>Learning Outcome:</li> <li>Social Skills:</li> <li>Make decisions to meet basic needs</li> <li>Financial Literacy Skills:</li> <li>Understands the value of money, Understands the use of money How is money used to buy food,</li> </ul>



	<ul> <li>Skill: Thinking Skills         Subskill: Reflective Thinking         Develop reflective practice (r         Subskill: Transfer (Descriptor         knowledge into new contexts</li> <li>Skill: Self-Management Skill         Subskill: Early learning prac         (Descriptor - Estimating time)</li> <li>Skill: Communication Skills         Subskill: Understand how viscerate meaning</li> </ul>	metacognition)) or - Transfer ) ls tices to complete)	<ul> <li>clothes, and other things?</li> <li>Learns to set aside money for saving and for charity in separate piggy banks or envelopes if they're young.</li> <li>Plans to spend smaller values of money</li> <li>Thinking Skills:         <ul> <li>Reflect on their feelings</li> </ul> </li> <li>Connect information from one setting to another</li> <li>Self-Management Skills:         <ul> <li>Attempts to complete tasks within the time given</li> </ul> </li> <li>Communication Skills:         <ul> <li>Recognise the different means of images in imaginative and informative contexts</li> </ul> </li> </ul>
ACTIVITIES OF THE MONTH – MARCH			
AOTM	Fireless Cooking	IOTM/VOTM	Sports Teacher / Sport Room
COTM	Rainbow Colours	ROTM	Head, shoulders, knees and toes
GOTM	Exercise Game	EOTM	Dining Etiquettes
FROTM	Tug 'O' War	WRAOTM	Animal Mask

MONTH - APRIL			
Theme	Learners Synopsis Day practice (LSD)		
Main Idea			
Lines of Learning			
Key Concept			
3C Profiles			
Working Days WD: 19			
Teaching Days TD: 03			
SUBJECT	SYLLABUS	Learning Indicators	
IM (EVS)			
ENGLISH			
MATHEMATICS	<ul> <li>Learners Synopsis Day practice (LSD)</li> <li>Open House/ Academic Report Card Presentation</li> </ul>		
LANGUAGE DEVELOPMENT PROGRAM			
WONDER ROOM	Dough Play	Learning Outcome:  • Develop fine motor skills.	



MUSIC & MOVEMENTS (RHYMES)	Hickory, Dickory Dock		Learning Outcome:  • Students will be able to develop new vocabulary.
MUSIC & MOVEMENTS (DANCE)	Modern Dance		Learning Outcome:  • Students develop their ability to maintain their position and move body freely to develop physical fitness, creative skills and personal well-being.
STORYTELLING	The Goose with the golden eggs		<ul> <li>Learning Outcome:</li> <li>Develop listening skills and respond to simple questions based on them.</li> </ul>
ART & CRAFT	•		•
II LANGUAGE (HINDI)	•		•
MILESTONES INTEGRATION	•		•
	ACTIVITIES OF THE	E MONTH – APRI	L
AOTM	Farewell Theme IOTM/VOTM		With School Admin Executive / School Office
COTM	Brown	ROTM	Hickory, Dickory Dock
GOTM	Dodge Ball Game	ЕОТМ	Greeting Etiquette Hand Shake, Good Posture
FROTM	Lemon and Spoon Race WRAOTM		Dough Play



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