KIDS WORLD SCHOOL
SESSION - 2024 -25
ANNUAL CURRICULUM PLANNER
SUBJECT : STEM
CLASS –III

MONTH	TOPIC	METHODOLOGY	ACTIVITY	LEARNING OUTCOMES
JULY	Computer Basics/IoT Circular	Theory/Practical_Circular_activity	Write about your birthday in google doc; Practical to measure temperature	Google doc, google sheet, IoT curiosity
AUGUST	Computer Basics/IoT Circular	Theory/Practical_Circular_activity	Arithmetics operations in google sheet; Practical to measure pressure	Google doc, google sheet, IoT curiosity
SEPTEMBER	Game Development/ IoT Circular	Theory/Practical_Circular_activity	Create a block based basketball game; Practical to test soil humidity	Coding curiosity, logic and applications
OCTOBER	Game Development/ Coding Circular	Theory/Practical_Circular_activity	Try the variations in code for a block based basketball game; Practical to build a music game	Coding curiosity, logic and applications
NOVEMBER	Game Development/ Space Circular	Theory/Practical_Circular_activity	Try the variations in code for a block based basketball game; Introduction to Planets and Space	Coding curiosity, logic and applications

DECEMBER	3D modeling/Space Circular	Theory/Practical_Circular_activity	Create 3d model of an icecream of size 10cm long and max radius 2cm; Introduction to Space and AIr vehicles	3D world simulation and applications
JANUARY	3D modelling/Integrated Circular	Theory/Practical_Circular_activity	Create 3d model of an icecream of size 10cm long and max radius 2cm; Practical to build Block based website on Space exploration	3D design, simulation, and application
FEBRUARY	3D modelling/Animation	Theory/Practical_Circular_activity	Create 3d model of your favorite item; Presentation and showcase of projects	3D design, simulation, and application