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

MONTH	TOPIC	METHODOLOGY	ACTIVITY	LEARNING OUTCOMES
JULY	Computer Basics/IoT Circular	Theory/Practical Circular activity	Arithmetic & Plots in google sheet; Practical to control LED light using code and sensors	Google sheet, google slide, IoT Introduction
AUGUST	Computer Basics/IoT Circular	Theory/Practical Circular activity	House expenses project in google sheet; Practical to measure distance	Google sheet, google slide, IoT Introduction
SEPTEMBER	Game Development/IoT Circular	Theory/Practical Circular activity	Bounce game using block based coding; Practical to measure pressure	Coding introduction, logic, and applications
OCTOBER	Game Development/Coding Circular	Theory/Practical Circular activity	Flappy game using block based coding; Practical to measure soil humidity	Coding introduction, logic, and applications

NOVEMBER	App Development/Coding Circular	Theory/Practical Circular activity	Currency converter app front end; Build automatic agriculture system	Coding introduction, logic, and applications
DECEMBER	App Development/Coding Circular	Theory/Practical Circular activity	Currency converter app back end; presentation, showcase of project	Coding introduction, logic, and applications
JANUARY	3D modelling /3D printing/ Animation	Theory/Practical Circular activity	Creating 3d model of cube of 3 cm cube size; 3D printing of parts for decoration of project	Idea to design and product cycle
FEBRUARY	3D modelling /3d printing / Animation	Theory/Practical Circular activity	3d printing of cube; Presentation and showcase of projects	Idea to design and product cycle