KIDS WORLD SCHOOL SESSION - 2024 -25

ANNUAL CURRICULUM PLANNER SCIENCE, TECHNOLOGY, ENGINEERING, AND MATHEMATICS CLASS –V

MONTH	ТОРІС	METHODOLOGY	ACTIVITY	LEARNING OUTCOMES
JULY	Computer Basics/IoT Circular	Theory/Practical Circular activity	Creating registration form in google form; Practical to control LED light using code and sensors	Google Forms, IoT Sensors
AUGUST	Game Development/IoT Circular	Theory/Practical Circular activity	Creating a block-based gravity game; Practical to control Motors using code and sensors	Coding logic, IoT Sensors, and applications
SEPTEMBER	App Development/IoT Circular	Theory/Practical Circular activity	Create a calculator app; Practical to build an obstacle avoidance robot	Coding logic, IoT Sensors, and applications
OCTOBER	loT Simulation/Coding Circular	Theory/Practical Circular activity	Controlling LED using code in simulation; Practical to build an obstacle avoidance robot	Coding logic, robotics simulation, and applications
NOVEMBER	loT Simulation/Coding Circular	Theory/Practical Circular activity	Controlling multiple LED in simulation; Coding variations to tweak operations of obstacle avoidance robot	Coding logic, robotics simulation, and applications
DECEMBER	IoT Simulation/AI Circular	Theory/Practical Circular activity	Controlling Multiple LED, motor, buzzer in simulation; showcase and presentation obstacle avoidance robot	Coding logic, robotics simulation, and applications
JANUARY	Website development/AR & VR Circular	Theory/Practical Circular activity	Creating a website using html code in notepad; Introduction to AR & VR	Website making an intro, Experiencing AR VR applications
FEBRUARY	Website development/Aero space Circular	Theory/Practical Circular activity	Decorating a website using CSS code in notepad; Introduction to aero model; Presentation and showcase of projects	Website making an intro, Experiencing AR VR applications