

KIDS WORLD SCHOOL
SESSION – 2025-26
ANNUAL CURRICULAM PLANNER
CLASS – III
SUBJECT – ART & CRAFT

MONTH	NAME OF THE LESSON	NUMBER OF PERIODS	CURRICULAR AIMS	CURRICULAR GOALS	COMPETENCIES	LEARNING OUTCOMES	TEACHING LEARNING PLANNED ACTIVITIES
JULY	<u>ART</u> 1)BLOCK COLOURIN-G	2	The aims of a colour-focused curriculum include Deeper understanding of colour theory, developing critical thinking skills.	Curricular goals. Block coloring allows children to express themselves through art, fostering creativity and imagination.	Colour competencies involves understanding and applying colour theory and principles to achieve specific goals in various fields.	It enhances visual Perception, improves language skills, creativity, and support development.	Play a colour recognition game using coloured objects.
	2)AWARNES OF CORONAVIRUS DRAWING <u>CRAFT</u> PEBBLE FAMILY	2					
AUG	<u>ART</u> 1)MANDALA	2	A mandala curriculum AIMS to foster creativity, promote mindfulness, and develop various skills through the creation of mandalas.	A mandala curriculum GOALS to foster creativity, promote mindfulness, and develop various skills through the creation of mandalas.	It refers to a visualization tool or method used to identify and categorize an individual's strengths, skills, and areas for development.	Mandala art offers a range of learning outcomes, from enhancing creative expression and cognitive skills to fostering emotional regulation and mindfulness.	Mandala art can be incorporated into teaching and learning through various activities, including colouring worksheets, collaborative projects, and geometry lesson.
	2)SUNSET BEACH DRAWING <u>CRAFT</u> QUILLED SNAIL	2					
SEP	<u>ART</u> 1)WARLI ART	2	A Warli art curriculum aims to introduce students to the traditional art form of the Warli tribe.	A Warli art curriculum aims to introduce students to the history, culture, and artistic techniques of Warli tribal art, fostering creativity.	Warli art competencies involve developing skills in creating symbolic art using basic geometric shapes, understanding cultural heritage, and cultivating fine motor.	Develop skills in creating geometric patterns and human figures, characteristic of Warli style, while also enhancing their artistic expression through exploration of tribal.	Introducing the art form's history and significance, demonstrating basic techniques like drawing geometric shapes and lines, and guiding students through creating their own Warli-inspired artwork.
	2)PINK ELEPHANT <u>CRAFT</u> EASTERN POT	2					

NOV	<u>ART</u> 1)BLENDING 2)FROG ON MUSHROOM <u>CRAFT</u> MATCHBOX MONSTERS	2 2	Blended learning, or "blending curricular aims," is an educational approach that combines traditional face-to-face instruction with online learning resources and activities.	Blending curricular goals in educational settings involves integrating different learning methodologies, resources, and approaches to enhance student engagement and achievement.	Blending competencies, often discussed in the context of blended learning, refers to the integration of diverse skill sets and approaches to create a more holistic and effective learning experience. This approach combines various competencies.	Blending art learning outcomes involves integrating artistic practices and principles into various subject areas to enhance student learning across the curriculum.	Blending art into teacher learning involves incorporating visual and creative elements into professional development, such as drawing, painting, or using art as a communication tool.
DEC	<u>ART</u> 1)STRING PAINTING 2)ICE-CREAM SHOP DRAWING <u>CRAFT</u> THUNDERSTORM	2 2	Developing fine motor skills, cognitive abilities, and artistic expression.	Curricular goals, including enhancing fine motor skills, exploring geometric principles, and fostering creativity.	It enhances fine motor skills, spatial awareness, and creativity.	String painting enhances fine motor skills, encourages creativity, and fosters hand-eye coordination. It's also a process art activity that allows.	String painting provides a unique and engaging activity for learning.
JAN	<u>ART</u> 1)COLOUR PSYCHOLOGY 2)CUTE DINASAUR <u>CRAFT</u> CLAY ROCKET	2 2	A colour psychology curriculum aims to teach how colours impact human behaviour, emotions, and perceptions.	Students should be able to understand how different colours evoke specific emotions and behaviours, and how these associations can vary across individuals and culture.	Understanding how colours evoke specific emotions, perceptions, and behaviours in individuals and how this knowledge can be applied in various fields like design, marketing, and even therapy.	Enhanced student well-being, focus, and academic performance.	Plan activities that explore the emotional and cognitive impact of colours, their associations with learning styles, and how to apply them in the classroom environment.

FEB	<u>ART</u> 1)FROG ON MUSHROOM 2)TWO HAPPY BEES <u>CRAFT</u> TISSUE PAPER FLOWERS	2	Drawing curricular goals aim to develop students' artistic skills and knowledge, fostering creativity, technical proficiency, and an understanding of art history.	Drawing curricula in schools aim to develop students' visual literacy, creativity, and fine motor skills, while also fostering critical thinking and problem-solving abilities.	Basic drawing skills include simplifying shapes, drawing contours, and understanding light and shade.	Drawing can lead to a variety of positive outcomes, including improved fine motor skills, enhanced creativity, and increased cognitive function.	Engage students with a variety of exercises, from basic shape drawing and shading to more complex compositions and artistic styles.
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