

KIDS WORLD SCHOOL					
SESSION - 2025 -26					
ANNUAL CURRICULUM PLANNER					
SCIENCE, TECHNOLOGY, ENGINEERING, AND MATHEMATICS					
CLASS –VII					
MONTH	WEEKS	TOPIC	METHODOLOGY	ACTIVITY	LEARNING OUTCOMES
JULY	1st & 2nd	A Temperature-Controlled Fan System - Simulation	Theory/Practical Circular activity	Use temperature sensor in simulation to turn fan ON/OFF automatically.	Learning automation
	3rd & 4th	A Temperature-Controlled Fan System - Real World	Theory/Practical Circular activity	Build a working fan control using real sensor and Arduino/breadboard.	Learning automation
AUGUST	1st	Motion-Based Security Alarm - Simulation	Theory/Practical Circular activity	Simulate buzzer alarm using motion detection (PIR sensor).	Learning automation
	2nd & 3rd	Motion-Based Security Alarm - Real World	Theory/Practical Circular activity	Build a live working model using PIR sensor, buzzer, and Arduino.	Learning automation
	4th	Solar Panels Follow the Sunlight! - Simulation	Theory/Practical Circular activity	Simulate a solar panel that rotates toward light source.	Learning automation
SEPTEMBER	1st & 2nd	Solar Panels Follow the Sunlight! - Real World	Theory/Practical Circular activity	Use LDRs and servo motors to track sunlight direction in real setup.	Learning automation
	3rd & 4th	Wind-Powered Car Simulation	Theory/Practical Circular activity	Simulate a small car powered by fan or air push.	Learning automation
OCTOBER	1st & 2nd	Wind-Powered Car Real World	Theory/Practical Circular activity	Build a mini car model that runs on fan/wind energy.	Learning automation
	3rd	Mini Generator	Theory/Practical Circular activity	Demonstrate power generation using hand crank and small motor.	Learning automation
	4th	Humidity Measuring Device - Real World	Theory/Practical Circular activity	Build and test humidity monitor using sensor and microcontroller.	Learning automation
NOVEMBER	1st & 2nd	AI-based Image Recognition	Theory/Practical Circular activity	Train/test AI to recognize and label objects in images.	How to build AI projects
	3rd & 4th	AI-Based Rock-Paper-Scissors Game	Theory/Practical Circular activity	Create a game where computer plays using AI to detect hand signs.	How to build AI projects

DECEMBER	1st & 2nd	AI-Based Object Recognition	Theory/Practical Circular activity	Build a project to detect common objects using pre-trained AI models.	How to build AI projects
	3rd & 4th	Drone for Agriculture Automation	Theory/Practical Circular activity	Learn how drones are used in farming – concept and demo videos.	Learning how drones are used in farming
JANUARY	1st & 2nd	Wing Design for an Airplane	Theory/Practical Circular activity	Explore how wings shape and angle affect flight stability and lift.	Design and flight principle of Airplane
	3rd & 4th	Build a Chatbot	Theory/Practical Circular activity	Design a chatbot flow and build with tools like Scratch/Dialogflow.	Design a chatbot flow
FEBRUARY	1st & 2nd	Data Science - Gold Price Prediction	Theory/Practical Circular activity	Learn to use past data to build a gold price prediction project.	Learning basics of data science
	3rd & 4th	Build a Login Page	Theory/Practical Circular activity	Create a login screen with fields and validation using code blocks.	Learning Website Development