

KIDS WORLD SCHOOL, NAGPUR
SESSION – 2026-27
CLASS –K.G II (A+B)
SUBJECT –CLUB ACTIVITY

UNIT		Topic	Sub-Topic	Month		Suggested Ice-Breaking Activity	Teaching Pedagogy	Curricular Goals	Competency	Expected Learning Outcome	Assessment
No.	Name			Starting	Closing						
1.	AGRO CLUB ACTIVITY	Flowers	Types of Flowers Introduction	JULY Day 1.	JULY	“Touch, Smell, Observe”	Learning through play movement, senses	CG-6 Children develop a positive regard for the natural environment around them.	C-6.1 Shows care for and joy in engaging with all life forms.	Children create simple flower art.	
	AGRO CLUB ACTIVITY	Flowers	Types of Flowers. Activity	Day 2		“Leaf and Flower Printing	Art integration, hands-on?	CG-6 Children develop a positive regard for the natural environment around them.	C-6.1 Shows care for and joy in engaging with all life forms.	Children create simple flower art.	
2.	AGRO CLUB ACTIVITY	Fruits	Healthy Fruits Introduction.	JULY Day 1	JULY	“Mystery Fruit Bag”	Sensory learning (touch/guessing fruits) Observation-based learning.	CG-6 Children develop a positive regard for the natural environment around them.	C-6.1 Shows care for and joy in engaging with all life forms.	Children explain simple uses.	
	AGRO CLUB ACTIVITY	Fruits	Healthy Fruits Activity.	Day 2		“Show and Tell”	Peer learning activity-based.	CG-6 Children develop a positive regard for the natural environment around them.	C-6.1 Shows care for and joy in engaging with all life forms.	Children explain simple uses.	
3.	CULINARY CLUB ACTIVITY	Culinary Vegetables.	Vegetables We Eat. Introduction.	JULY Day 1	JULY	“Colour Talk Salad”	Sensory-based learning (touch, smell, observation).	CG-6 Children develop a positive regard for the natural environment around them.	C-6.1 Shows care for and joy in engaging with all life forms.	Children participate in salad-making activity.	
	CULINARY CLUB ACTIVITY	Culinary Vegetables.	Vegetables We Eat. Activity.	Day 2		“ Making My Salad’	Learning by doing group Activity.	CG-6 Children develop a positive regard for the natural environment around them.	C-6.1 Shows care for and joy in engaging with all life forms.	Children participate in salad-making activity.	
4.	LANGUAGE CLUB ACTIVITY	Body parts	Naming Body Parts. Introduction	JULY Day 1.	JULY	“Touch & Tell Game”	Experiential learning: students learn by doing.	CG-9 Children develop effective communication skills for day-to-day interactions in two languages.	C-9.4 Understands oral instructions for a complex task and gives clear oral instructions for the same to others	Children work in group to complete task.	

	LANGUAGE CLUB ACTIVITY	Body parts	Naming Body Parts. Activity	Day 2		“Make a Human Figure”	Collaborative learning.	CG-9 Children develop effective communication skills for day-to-day interactions in two languages.	C-9.4 Understands oral instructions for a complex task and gives clear oral instructions for the same to others	Children work in group to complete task.	
5.	LANGUAGE CLUB ACTIVITY	Feeling	My Emotions. Introduction	AUGUST Day 1	AUGUST	“Emoji Guessing Game”	Experiential learning (connecting feelings with real life).	CG-9 Children develop effective communication skills for day-to-day interactions in two languages.	C-9.4 Understands oral instructions for a complex task and gives clear oral instructions for the same to others	Children express feelings.	
	LANGUAGE CLUB ACTIVITY	Feeling	My Emotions Activity	Day 2		“Draw My Feeling”	Art integration.	CG-9 Children develop effective communication skills for day-to-day interactions in two languages.	C-9.4 Understands oral instructions for a complex task and gives clear oral instructions for the same to others	Children represent feeling through drawing.	
6.	ECO CLUB ACTIVITY	Animals and Their Young Ones	Animal Families. Introduction	AUGUST Day 1	AUGUST	“Animal Sound Guess Game”	Audio-visual learning (Animal sounds + pictures).	CG-6 Children develop a positive regard for the natural environment around them.	C-6.1 Shows care for and joy in engaging with all life forms.	Fine motor skills of children are developed.	
	ECO CLUB ACTIVITY	Animals and Their Young Ones	Animal Families. Activity.	Day 2		“Handprint Baby Animals”	Art integration, hands - on.	CG-6 Children develop a positive regard for the natural environment around them.	C-6.1 Shows care for and joy in engaging with all life forms.	Fine motor skills of children are developed.	
7.	ECO CLUB ACTIVITY	Clothes	Types of Clothes. Introduction	SEPTEMBER Day 1.	SEPTEMBER	“Clothes Guessing Game”	Real-life learning approach (Daily clothing use).	CG-6 Children develop a positive regard for the natural environment around them.	C-6.1 Shows care for and joy in engaging with all life forms.	Children participate in washing activity.	
	ECO CLUB ACTIVITY	Clothes	Types of Clothes Activity.	Day 2		“Wash & Dry Activity”	Learning by doing, outdoor.	CG-6 Children develop a positive regard for the natural environment around them.	C-6.1 Shows care for and joy in engaging with all life forms.	Children participate in washing activity.	
8.	CULINARY CLUB ACTIVITY	Food	Healthy Food Introduction.	SEPTEMBER Day 1	SEPTEMBER	My Favourite Food Talk”	Interactive questioning method.	CG-1 Children develop habits that keep them healthy and safe.	C-1.1 Shows a liking for and understanding of nutritious food and does not waste food	Children develop an awareness of nutritious food choices.	

	CULINARY CLUB ACTIVITY	Food	Healthy Food Activity.	Day 2		“Picnic Time”	Outdoor experiential learning.	CG-1 Children develop habits that keep them healthy and safe.	C-1.1 Shows a liking for and understanding of nutritious food and does not waste food	Children develop an awareness of nutritious food choices.	
9.	TOURISM CLUB ACTIVITY	Community Helpers	Helpers in Our Community. Introduction	SEPTEMBER Day 1.	SEPTEMBER	“Who Am I?”	Interactive questioning method.	CG-4 Children develop emotional intelligence, i.e., the ability to understand and manage their own emotions, and responds positively to social norms	C-4.1 Starts recognising ‘self’ as an individual belonging to a family and community	Children identify the role of community helpers in daily life.	
	TOURISM CLUB ACTIVITY	Community Helpers	Helpers in Our Community Activity	Day 2.		“Mini Fashion Show”	Experiential, role play.	CG-4 Children develop emotional intelligence, i.e., the ability to understand and manage their own emotions, and responds positively to social norms.	C-4.1 Starts recognising ‘self’ as an individual belonging to a family and community.	Children identify the role of community helpers in daily life.	
10.	HERITAGE CLUB ACTIVITY	Festivals	Festival Time Introduction	SEPTEMBER Day 1	SEPTEMBER	“Name the Festival”	Audio-visual learning (Sounds, visuals, actions).	CG-12 Children develop abilities and sensibilities in visual and performing arts and express their emotions through art in meaningful and joyful ways	C-12.1 Explores and plays with a variety of materials and tools to create two-dimensional and three-dimensional artworks in varying sizes	Children develop awareness of different cultural celebrations.	
	HERITAGE CLUB ACTIVITY	Festivals	Festival Time. Activity.	Day 2		Mini Carnival	Kinesthetic learning, Outdoor play.	CG-12 Children develop abilities and sensibilities in visual and performing arts and express their emotions through art in meaningful and joyful ways	C-12.1 Explores and plays with a variety of materials and tools to create two-dimensional and three-dimensional artworks in varying sizes	Children develop awareness of different cultural celebrations.	
11.	LANGUAGE CLUB ACTIVITY	Games	Indoor and Outdoor Games. Introduction	OCTOBER Day 1	OCTOBER	“Action Guess Game”	Interactive learning (command-response method).	CG-3 Children develop a fit and flexible body.	C-3.1 Shows coordination between sensorial perceptions and body movements in various activities	Children follow instructions correctly.	

	LANGUAGE CLUB ACTIVITY	Games	Indoor and Outdoor Games. Activity.	Day 2		“Simon Says ”	Learning by doing, Activity-based.	CG-3 Children develop a fit and flexible body.	C-3.1 Shows coordination between sensorial perceptions and body movements in various activities	Children follow instructions correctly.	
12.	LANGUAGE CLUB ACTIVITY	Electrical Gadgets	Home Gadgets. Introduction	OCTOBER Day 1	OCTOBER	“ON or OFF?”	Total Physical Response (TPR) (learning through actions).	CG-9 Children develop effective communication skills for day-to-day interactions in two languages 1	C-9.7 Knows and uses enough words to carry out day-to-day interactions effectively and can guess meaning of new words by using existing vocabulary.	Children recognize basic gadgets (fan, TV, mobile).	
	LANGUAGE CLUB ACTIVITY	Electrical Gadgets	Home Gadgets. Activity.	Day 2		“Switch On– Switch Off ”	Play-based, Kinesthetic learning, Interactive.	CG-9 Children develop effective communication skills for day-to-day interactions in two languages 1	C-9.7 Knows and uses enough words to carry out day-to-day interactions effectively and can guess meaning of new words by using existing vocabulary.	Children recognize basic gadgets (fan, TV, mobile).	
13	HERITAGE CLUB ACTIVITY	Musical Instruments	Sounds of Music. Introduction	DECEMBER Day 1	DECEMBER	“Act Like an Instrument”	Learning through play (music and movement)	CG-9 Children develop effective communication skills for day-to-day interactions in two languages.	C-9.1 Listens to and appreciates simple songs, rhymes, and poems.	Children perform in group.	
	HERITAGE CLUB ACTIVITY	Musical Instruments	Sounds of Music. Activity.	Day 2		“Mini Band Activity”	Cooperative learning, Outdoor activity.	CG-9 Children develop effective communication skills for day-to-day interactions in two languages.	C-9.1 Listens to and appreciates simple songs, rhymes, and poems.	Children perform in group.	
14.	TOURISM CLUB ACTIVITY	Our Amenities	Facilities Around Us. Introduction	DECEMBER Day 1	DECEMBER	“Guess the Place”	Experiential learning (real-life connections).	CG-4 Children develop emotional intelligence, i.e., the ability to understand and manage their own emotions, and responds positively to social norms	C-4.1 Starts recognising ‘self’ as an individual belonging to a family and community	Children recognize basic amenities.	

	TOURISM CLUB ACTIVITY	Our Amenities	Facilities Around Us. Activity.	Day 2		“Where Do I Go?”	Play-based, Kinesthetic, Interactive.	CG-4 Children develop emotional intelligence, i.e., the ability to understand and manage their own emotions, and responds positively to social norms	C-4.1 Starts recognising ‘self’ as an individual belonging to a family and community	Children recognize basic amenities.	
15.	ECO CLUB ACTIVITY	Nature Study	Nature Around Us Introduction	DECEMBER Day 1	DECEMBER	“Touch & Feel Nature”	Observation-based learning (nature exploration).	CG-6 Children develop a positive regard for the natural environment around them.	C-6.1 Shows care for and joy in engaging with all life forms.	Children participate in plantation.	
	ECO CLUB ACTIVITY	Nature Study	Nature Around Us Activity.	Day 2		“Planting Activity” .	Learning by doing, Hands-on.	C-6.1 Shows care for and joy in engaging with all life forms	C-6.1 Shows care for and joy in engaging with all life forms	Children participate in plantation.	
16.	HERITAGE CLUB ACTIVITY	Currency	Money and Coins. Introduction	JANUARY Day 1	JANUARY	“What Can You Buy?”	Activity-based learning (role play)	CG-8 Children develop mathematical understanding and abilities to recognize the world through quantities, shapes, and measures	C-8.1 Sorts objects into groups and sub-groups based on more than one property	Children use money in play activities.	
	HERITAGE CLUB ACTIVITY	Currency	Money and Coins Activity.	Day 2		“Mini Market Setup” .	Experiential, Outdoor learning.	CG-8 Children develop mathematical understanding and abilities to recognize the world through quantities, shapes, and measures	C-8.1 Sorts objects into groups and sub-groups based on more than one property	Children use money in play activities.	
17	LANGUAGE CLUB ACTIVITY	Accessories	Fashion Items. Introduction	JANUARY Day 1	JANUARY	“Name and Accessory”	Communicative Language Teaching (CLT)	CG-9 Children develop effective communication skills for day-to-day interactions in two languages 1	CG-9 Children develop effective communication skills for day-to-day interactions in two languages 1	Children participate actively.	
	LANGUAGE CLUB ACTIVITY	Accessories	Fashion Items Activity.	Day 2		“Dress-Up Relay”	Cooperative learning, Outdoor play.	CG-9 Children develop effective communication skills for day-to-day interactions in two languages 1	CG-9 Children develop effective communication skills for day-to-day interactions in two languages 1	Children participate actively.	

18	STEAM CLUB ACTIVITY	Stationery Things	Things We Use in Class. Introduction	JANUARY Day 1	JANUARY	Stationery Show and Tell	Visual Learning Method	CG-7 Children make sense of world around through observation and logical thinking	C-7.1 Observes and understands different categories of objects and relationships between them	Children design their own item.	
	STEAM CLUB ACTIVITY	Stationery Things	Things We Use in Class. Activity.	Day 2		“Decorate Your Pencil Box”.	Creative, Hands-on.	CG-7 Children make sense of world around through observation and logical thinking	C-7.1 Observes and understands different categories of objects and relationships between them	Children design their own item.	
19.	STEAM CLUB ACTIVITY	National Symbols	Symbols of Our Country. Introduction	FEBRUARY Day 1	FEBRUARY	“Guess the National Symbol”	Visual Learning and Activity-Based Learning.	CG-4 Children develop emotional intelligence, i.e., the ability to understand and manage their own emotions, and responds positively to social norms	C-4.1 Starts recognising ‘self’ as an individual belonging to a family and community	Children show interest in creating simple models.	
	STEAM CLUB ACTIVITY	National Symbols	Symbols of Our Country. Activity	Day 2.		“Make the Flag” (Outdoor)	Experiential, Creative Learning.	CG-4 Children develop emotional intelligence, i.e., the ability to understand and manage their own emotions, and responds positively to social norms	C-4.1 Starts recognising ‘self’ as an individual belonging to a family and community	Children show interest in creating simple models.	
20.	STEAM CLUB ACTIVITY	Traffic Rules	Staying Safe on Road. Introduction	FEBRUARY Day 1	FEBRUARY	“Know the Traffic Rules”	Children identify symbols and colours through flashcards and props.	CG-7 Children make sense of world around through observation and logical thinking	C-7.2 Observes and understands cause and effect relationships in nature by forming simple hypothesis and uses observations to explain their hypothesis	Children follow basic safety rules.	
	STEAM CLUB ACTIVITY	Traffic Rules	Staying Safe on Road. Activity.	Day 2		“Mini Road Activity”	Experiential, Outdoor learning.	CG-7 Children make sense of world around through observation and logical thinking	C-7.2 Observes and understands cause and effect relationships in nature by forming simple hypothesis and uses observations to explain their hypothesis	Children follow basic safety rules.	

21.	STEAM CLUB ACTIVITY	Rice Music	Sound and Beat Introduction	FEBRUARY Day 1	FEBRUARY	“Shake & Listen Game”	Children learn through hands-on exploration where they freely shake rice instruments to understand sound, rhythm, and movement.	CG-12 Children develop abilities and sensibilities in visual and performing arts and express their emotions through art in meaningful and joyful ways	C-12.2 Explores and plays with own voice, body, spaces, and a variety of objects to create music, role-play, dance and movement.	Children will be able to respond correctly to musical signals and create simple rhythm patterns.	
	STEAM CLUB ACTIVITY	Rice Music	Sound and Beat Activity.	Day 2		“Rice Shake Freeze”	Students learn through hands-on exploration where every child actively creates sounds using rice shakers.	CG-12 Children develop abilities and sensibilities in visual and performing arts and express their emotions through art in meaningful and joyful ways	C-12.2 Explores and plays with own voice, body, spaces, and a variety of objects to create music, role-play, dance and movement.	Children will be able to respond correctly to musical signals and create simple rhythm patterns.	