

KIDS WORLD SCHOOL, NAGPUR
SESSION – 2026-27
CLASS –NURSERY
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.	SOCIAL EMOTIONAL LEARNING CLUB	All About Me	My Name. Introduction	JULY Day 1	JULY	“Name Action Circle Game”	Circle Time, Play-based Learning, Peer Interaction, and Participative Learning	CG-9 Children develop effective communication skills for day-to-day interactions in two languages.	C-9.2 Creates simple songs and poems on their own.	Children can say names confidently.	
	SOCIAL EMOTIONAL LEARNING CLUB	All About Me	My Name. Activity.	Day 2		“Ball Game”	Play way activity based.(pass the ball game).	CG-9 Children develop effective communication skills for day-to-day interactions in two languages.	C-9.2 Creates simple songs and poems on their own.	Children can introduce themselves confidently.	
2.	SOCIAL EMOTIONAL LEARNING CLUB	Things I Like	My Favourite Things. Introduction	JULY Day 1.	JULY	“Like & Share”	Play-based Learning, Circle Time, Oral Interaction.	CG-9 Children develop effective communication skills for day-to-day interactions in two languages.	C-9.2 Creates simple songs and poems on their own.	Children express likes and dislikes.	
	SOCIAL EMOTIONAL LEARNING CLUB	Things I Like	My Favourite Things. Activity.	Day 2		Show favourite toy and ask “do you like it?”	Play-way interaction. (Toy show game).	CG-9 Children develop effective communication skills for day-to-day interactions in two languages.	C-9.2 Creates simple songs and poems on their own.	Children express likes and dislikes.	

3.	STEAM CLUB ACTIVITY	My Body	My Body Parts. Introduction	JULY Day 1	JULY	“Touch and Tell” Game	Play-based Learning, Activity-based Learning, Demonstration Method.	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 can identify and name body parts	
	STEAM CLUB ACTIVITY	My Body	My Body Parts. Activity..	Day 2		“Simon Says”	Children will make and move a simple body puppet to understand body parts and their movements.	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 can identify and name body parts	
4.	SOCIAL EMOTIONAL LEARNING CLUB	All the things I can do.	Physical Actions (run jump, clap) Introduction .	JULY Day 1.	JULY	“Action Fun Circle”	Play-based Learning, Movement- based Learning, Demonstration Method.	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 perform simple actions.	

	SOCIAL EMOTIONAL LEARNING CLUB	All the things I can do.	Physical Actions (run jump, clap) Activity..	Day 2		Action game (jump, hop, clap)	Play –way interaction (Show me all the things you can do with your body)	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 perform simple actions.	
5.	SOCIAL EMOTIONAL LEARNING CLUB	I am Clean.	Healthy Hygiene Habits. Introduction.	JULY Day 1	JULY	“Show Me Clean or Dirty!”	Play-based Learning, Visual Learning, Interactive Discussion	CG-13 Children develop habits of learning that allow them to engage actively in formal learning environments like a school classroom.	C-13.1 Attention and intentional action: Acquires skills to plan, focus attention, and direct activities to achieve specific goals.	Children follow hand washing steps.	
	SOCIAL EMOTIONAL LEARNING CLUB	I am Clean.	Healthy Hygiene Habits. Activity.	Day 2		Germ busters game (Demonstrate hand washing steps)	Demonstration, Experiential learning.	CG-13 Children develop habits of learning that allow them to engage actively in formal learning environments like a school classroom.	C-13.1 Attention and intentional action: Acquires skills to plan, focus attention, and direct activities to achieve specific goals.	Children follow hand washing steps.	

6.	SOCIAL EMOTIONAL LEARNING CLUB	What is Mary Feeling?	Recognizing Emotions. Introduction	AUGUST Day 1	AUGUST	“Face Talk Game”	Play-based Learning, Visual Learning, Storytelling.	CG-4 Children develop emotional intelligence, i.e., the ability to understand and manage their own emotions, and responds positively to social norms	C-4.2 Recognises different emotions and makes deliberate efforts to regulate them appropriately	Children recognize happy and sad emotions.	
	SOCIAL EMOTIONAL LEARNING CLUB	What is Mary Feeling?	Recognizing Emotions. Activity	Day 2		“Show Picture”	Music and movement interaction.	CG-4 Children develop emotional intelligence, i.e., the ability to understand and manage their own emotions, and responds positively to social norms	C-4.2 Recognises different emotions and makes deliberate efforts to regulate them appropriately	Children recognize happy and sad emotions.	
7.	SOCIAL EMOTIONAL LEARNING CLUB	Being Calm	Stay Calm and Kind. Introduction	AUGUST Day 1	AUGUST	“Blow the Balloon Breath”	Play-based Learning, Breathing Exercise, Demonstration 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-4.2 Recognises different emotions and makes deliberate efforts to regulate them appropriately	Children use words like “sorry” and “thank you” appropriately.	
	SOCIAL EMOTIONAL LEARNING CLUB	Being Calm	Stay Calm and Kind. Activity	Day 2		“Role play– make a small mistake and say sorry”	Play way storytelling, 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-4.2 Recognises different emotions and makes deliberate efforts to regulate them appropriately	Children use words like “sorry” and “thank you” appropriately.	



8.	STEAM CLUB ACTIVITY	Magic Words	Please, Sorry, and Thank you. Introduction	AUGUST Day 1	AUGUST	“Magic Words Action Game”	Play-based Learning, Role Play, Demonstration 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-4.2 Recognises different emotions and makes deliberate efforts to regulate them appropriately	Children use magic words like “please,” “sorry,” and “thank you”	
	STEAM CLUB ACTIVITY	Magic Words	Please, Sorry, and Thank you. Activity	Day 2		“Spin the Wheel ”	Magic words wheel (spin and speak)	CG-4 Children develop emotional intelligence, i.e., the ability to understand and manage their own emotions, and responds positively to social norms	C-4.2 Recognises different emotions and makes deliberate efforts to regulate them appropriately	Children use magic words like “please,” “sorry,” and “thank you”	
9.	STEAM CLUB ACTIVITY	Good Habits	Personal Hygiene Introduction	AUGUST Day 1	AUGUST	“Habit Charades”	Activity-Based Learning	CG-9 Children develop effective communicatio n skills for day-to-day interactions in two languages 1	C-9.1 Listens to and appreciates simple songs, rhymes, and poems	Students identify and say simple sentences for eg: “I brush my teeth.”	
	STEAM CLUB ACTIVITY	Good Habits	Healthy Eating Activity	Day 2		“Healthy vs Junk Food	Experiential Learning	CG-9 Children develop effective communicatio n skills for day-to-day interactions in two languages 1	C-9.1 Listens to and appreciates simple songs, rhymes, and poems	Students identify and say simple sentences like “I brush my teeth.”	

10	CULINARY CLUB ACTIVITY	Colours	Colours Around Me. Introduction	AUGUST Day 1	AUGUST	“Colour Hunt Game”	Play-based Learning, Observation Method, Interactive Learning.	CG-2 Children Develops sharpness in sensorial perceptions.	C-2.1 Differentiates between shapes, colours, and their shades	Children identify colours in their surroundings.	
	CULINARY CLUB ACTIVITY	Colours	Colours Around Me . Activity	Day 2		“Nature Walk” .	Experiential, outdoor learning.	CG-2 Children Develops sharpness in sensorial Perceptions.	C-2.1 Differentiates between shapes, colours, and their shades	Children identify colours in the surroundings.	
11.	SOCIAL EMOTIONAL LEARNING CLUB	Sunday Is a Family Day!	Spending Time with Family. Introduction	SEPTEMBER Day 1	SEPTEMBER	“Family Circle Talk”	Circle Time, Storytelling, Interactive Discussion, Play-based Learning.	CG-4 Children Develops 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 share happy moments with family.	
	SOCIAL EMOTIONAL LEARNING CLUB	Sunday Is a Family Day!	Spending Time with Family. Activity	Day 2		“Clap If... Game”	Play- way talk and discussion.	CG-4 Children Develops 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 share happy moments with family.	

12.	SOCIAL EMOTIONAL LEARNING CLUB	My Family Members	Family Bonding Time. Introduction	SEPTEMBER Day 1	SEPTEMBER	“My Family Show and Tell”	Circle Time, Visual Learning, Storytelling, Activity-based Learning.	CG-4 Children Develops 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 family members and share about them in simple words.	
	SOCIAL EMOTIONAL LEARNING CLUB	My Family Members	Family Bonding Time. Activity	Day 2		“Magic Bag Game”	Play- way method (children prepare a paper purse.)	CG-4 Children Develops 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 family members and share about them in simple words.	
13.	SOCIAL EMOTIONAL LEARNING CLUB	My House	My Safe Place. Introduction	SEPTEMBER Day 1	SEPTEMBER	“My Home Gesture Game”	Play-based Learning, Circle Time, Visual Learning.	CG-4 Children Develops 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 that home is a safe and loving place.	

	SOCIAL EMOTIONAL LEARNING CLUB	My House	My Safe Place. Activity	Day 2		“Knock Knock Game.”	Play-way activity (teacher pretends to knock the door children respond Who is there? Teacher shows picture card mother/father/baby) etc. then child reply It’s my mother.	CG-4 Children Develops 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 that home is a safe and loving place.	
14.	SOCIAL EMOTIONAL LEARNING CLUB	My Room	My Personal Space. Introduction	SEPTEMBER Day 1	SEPTEMBER	“My Room, My Things” Game	Visual Learning, Circle Time, Play-based Learning	CG-4 Children Develops 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 things in their room and learn to keep them clean.	
	SOCIAL EMOTIONAL LEARNING CLUB	My Room	My Personal Space. Activity	Day 2		“What’s in my Room?”	Storytelling (short story of boy who keeps their room clean.	CG-4 Children Develops 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 things in their room and learn to keep them clean.	

15.	SOCIAL EMOTIONAL LEARNING CLUB	My School	My Happy School. Introduction	OCTOBER Day 1	OCTOBER	“Hello Circle”	Interactive discussion, storytelling, drawing activity, group sharing.	CG-4 Children Develops 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 places and feel comfortable in school environment.	
	SOCIAL EMOTIONAL LEARNING CLUB	My School	My Happy School. Activity	Day 2		“School Tour Game”	Play-way method, real life connection, school walk picture talk ,role play etc.	CG-4 Children Develops 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 places and feel comfortable in school environment.	
16.	SOCIAL EMOTIONAL LEARNING CLUB	My Classroom	My Happy Classroom. Introduction	OCTOBER Day 1	OCTOBER	“Classroom Treasure Hunt”	Observation, guided discussion, group activity, role-play, Drawing.	CG-4 Children Develops 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 common objects and follow simple rules of the class.	

	SOCIAL EMOTIONAL LEARNING CLUB	My Classroom	My Happy Classroom. Activity	Day 2		“Find and Touch game”	Play-way method, real classroom exploration, demonstration, Role play, guided interaction.	CG-4 Children Develops 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 common objects and follow simple rules of the class.	
17.	SOCIAL EMOTIONAL LEARNING CLUB	Safety at School	Safe and Unsafe Behavior. Introduction	OCTOBER Day 1	OCTOBER	“Thumbs Up Thumbs Down Game”	Storytelling discussion, role-play, visual examples, question– answer, peer sharing.	CG-4 Children Develops 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 can differentiate between safe and unsafe behaviour.	
	SOCIAL EMOTIONAL LEARNING CLUB	Safety at School	Safe and Unsafe Behavior. Activity	Day 2		“Safe or Not?” Action Game	Teacher shows actions (running in class, helping, walking in line etc. Children show thumbs up or down and tell right  or  wrong)	CG-4 Children Develops 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 can differentiate between safe and unsafe behaviour.	

18.	TOURISM CLUB ACTIVITY	My Neighbourhood	Places Around Us (park, school, shop). Introduction	OCTOBER Day 1	OCTOBER	“Tell Me Your Place”	Interactive discussion, storytelling, visual aids (pictures/maps) , field imagination activity.	CG-4 Children Develops 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 can identify basic places.	
	TOURISM CLUB ACTIVITY	My Neighbourhood	Places Around Us (park, school, shop) Activity	Day 2		“What is this?”	Let us go outside and observe our neighbourhood.	CG-4 Children Develops 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 can identify basic places.	
19.	TOURISM CLUB ACTIVITY	Community Helpers	People Who Help Us. Introduction	OCTOBER Day 1	OCTOBER	“Guess the Helper ”	Storytelling, role play, picture. discussion, interactive Question & Answer.	CG-4 Develops 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 community helpers and participate actively in role play.	

	TOURISM CLUB ACTIVITY	Community Helpers	People Who Help Us. Activity	Day 2		“Who Am I?”	Experiential learning, play-way method, role play, child-led activity, real-life connection, group interaction.	CG-4 Children Develops 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 community helpers and participate actively in role play.	Assessment of Learning
20.	CULINARY CLUB ACTIVITY	Food	Healthy and Tasty Food. Introduction	NOVEMBER Day 1	NOVEMBER	“My Favourite Healthy Food”.	Interactive discussion, visual learning (food pictures), storytelling, group sharing, demonstration.	CG-1 Children develop habits that keep them healthy and safe	C-1.2 Practises basic self-care and hygiene.	Children identify different foods and participate in simple food preparation.	
	CULINARY CLUB ACTIVITY	Food	Healthy and Tasty Food. Activity	Day 2		“My Food Action Game”	Experiential learning (outdoor), play-way method, child-led activity, hands-on food preparation, group interaction, sensory learning.	CG-1 Children develop habits that keep them healthy and safe	C-1.2 Practises basic self-care and hygiene.	Children identify different foods and participate in simple food preparation.	
21.	AGRO CLUB ACTIVITY	Fruits and Vegetables	Fruits vs. Vegetables. Introduction	NOVEMBER Day 1	NOVEMBER	“Basket Game”	Visual learning, hands-on activity, sorting game, discussion, real-life examples.	CG-1 Children develop habits that keep them healthy and safe.	C-1.2 Practises basic self-care and hygiene.	Children can differentiate between fruits and vegetables.	

	AGRO CLUB ACTIVITY	Fruits and Vegetables	Fruits vs. Vegetables. Activity	Day 2		“Sorting Game” (fruits/ vegetables)	Through hands-on learning, children will wash and cut fruits and vegetables,	CG-1 Children develop habits that keep them healthy and safe.	C-1.2 Practises basic self-care and hygiene..	Children can differentiate between fruits and vegetables. •	
22.	ECO CLUB ACTIVITY	Animals	Animals Around Us. Introduction	DECEMBER Day 1	DECEMBER	“Who Am I?”	Storytelling, picture discussion , interactive Question & Answer.	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 will be able to recognize animals which they see around them.	
	ECO CLUB ACTIVITY	Animals	Animals Around Us. Activity	Day 2		“Animal dance and freeze.”	For this activity each child can bring their pet or favourite animal for a ramp walk.	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 will be able to recognize animals which they see around them.	
23.	ECO CLUB ACTIVITY	Taking Care of Pet	Caring for Animals. Introduction	DECEMBER Day 1	DECEMBER	“Show Your Pet”	Storytelling, discussion, show-and-tell, visual aids (pictures/ videos), interactive Question / answer.	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 identify and name pet animals.	
	ECO CLUB ACTIVITY	Taking Care of Pet	Caring for Animals. Activity	Day 2		“My Pet Mask Walk.”	Children will colour their favourite pet animal mask wear it and walk around the classroom..	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 identify and name pet animals.	
24.	ECO CLUB ACTIVITY	Animals in Jungle	Wild Animals Introduction	DECEMBER Day 1	DECEMBER	“Animal Sound Guessing Game”.	Audio-visual learning, storytelling, picture cards, interactive discussion, role play.	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 identify jungle animals, interact with peers, and create simple art using nature materials.	

	ECO CLUB ACTIVITY	Animals in Jungle	Wild Animals Activity	Day 2 Activity		“Jungle Adventure Trail”	Experiential learning (outdoor exploration), play-way method, group activity, role play art integration (leaf pasting), multi-sensory 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 identify jungle animals, interact with peers, and create simple art using nature materials.	
25.	ECO CLUB ACTIVITY	Water Animals	Fish and Aquatic life. Introduction.	DECEMBER Day 1 n	DECEMBER	“Splash & Guess”	Visual learning, storytelling, multimedia presentation, discussion, chart work.	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 identify fish and other aquatic animals.	
	ECO CLUB ACTIVITY	Water Animals	Fish and Aquatic life. Activity	Day 2 Activity		“Fishing Game”	Experiential learning, play- way, sensory water activity, group interaction, art (fish colouring)	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 identify fish and other aquatic animals.	
26.	TOURISM CLUB ACTIVITY	Travel	Means of Transport. Introduction	JANUARY Day 1	JANUARY	“Travel Sound Match”	Audio-visual learning, storytelling, picture cards, interactive discussion, role play.	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 identify different means of transport and participate actively.	
	TOURISM CLUB ACTIVITY	Travel	Means of Transport Activity	Day 2		“Let’s Go Travel Game”	Experiential learning (outdoor), play- way method, role play, movement- based activity, picture talk, interactive questioning.	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 identify different means of transport and participate actively.	

27.	HERITAGE CLUB ACTIVITY	My Colourful World	Colours Around Us. Introduction	JANUARY Day 1	JANUARY	“Colour Hunt”	Visual learning, hands-on activity, storytelling, classroom interaction, art-based learning.	CG-12 Children Develops abilities and sensibilities in visual and performing arts and expresses their emotions through art in meaningful and joyful ways	C-12.3 Innovates and works imaginatively to express a range of ideas and emotions through the Arts.	Children identify colours and explore surroundings independently.	
	HERITAGE CLUB ACTIVITY	My Colourful World	Colours Around Us Activity	Day 2		“Colour Hunt Game”	Experiential learning (outdoor exploration), play-way method, child-led discovery, hands-on activity, group interaction, art integration.	CG-12 Children Develops abilities and sensibilities in visual and performing arts and expresses their emotions through art in meaningful and joyful ways.	C-12.3 Innovates and works imaginatively to express a range of ideas and emotions through the Arts.	Children identify colours and explore surroundings independently.	
28.	ECO CLUB ACTIVITY	Summer Season	Weather & Summer Care. Introduction	JANUARY Day 1 I	JANUARY	“What Do You Use in Summer?”	Storytelling, real-life examples, visual charts, interactive discussion, demonstration.	CG-6 Children Develops a positive regard for the natural environment around them.	C-6.1 Shows care for and joy in engaging with all life forms	Children identify summer season, express actions, and follow simple care habits (drink water, stay cool).	

	ECO CLUB ACTIVITY	Summer Season	Weather & Summer Care. Activity.	Day 2		“Sunshine Action Game”	Experiential learning (outdoor), play- way method, child-led activity, sensory exploration, group interaction role play.	CG-6 Children Develops a positive regard for the natural environment around them. .	C-6.1 Shows care for and joy in engaging with all life forms	Children identify summer season, express actions, and follow simple care habits (drink water, stay cool).	
29.	ECO CLUB ACTIVITY	Winter Season	Staying Warm in Winter Day. Introduction	JANUARY Day 1	JANUARY	“What Do You Wear in Winter?”	Storytelling, real-life examples, visual charts, group discussion, demonstration.	CG-6 Children Develops a positive regard for the natural environment around them. .	C-6.1 Shows care for and joy in engaging with all life forms	Children identify winter season, express actions, and follow simple care habits (wear warm clothes).	
	ECO CLUB ACTIVITY	Winter Season	Staying Warm in Winter Day. Activity	Day 2		“Cold Weather Action Game”	Experiential learning (outdoor), play- way method, child-led exploration, role play, sensory learning, group interaction, art integration.	CG-6 Children Develops a positive regard for the natural environment around them. .	C-6.1 Shows care for and joy in engaging with all life forms	Children identify winter season, express actions, and follow simple care habits (wear warm clothes).	
30.	ECO CLUB ACTIVITY	Rainy Season	Rainy Weather Fun. Introduction	JANUARY Day 1	JANUARY	“What Do You See in Rain?”	Storytelling, visual learning, rainy-day song/rhymes, drawing activity, interactive discussion.	CG-6 Children Develops a positive regard for the natural environment around them. .	C-6.1 Shows care for and joy in engaging with all life forms	Children identify rainy season, express actions, and follow simple care habits (use umbrella, wear raincoat).	

	ECO CLUB ACTIVITY	Rainy Season	Rainy Weather Fun. Activity	Day 2		“Rain Walk & Jump Game”	Experiential learning (outdoor), play- way method, child-led activity, sensory plays (water), role play, group interaction, art integration.	CG-6 Children Develops a positive regard for the natural environment around them. .	C-6.1 Shows care for and joy in engaging with all life forms	Children identify rainy season, express actions, and follow simple care habits (use umbrella, wear raincoat).	
31.	STEAM CLUB ACTIVITY	Day and Night	Differences Between Day & Night Introduction	FEBRUARY Day 1	FEBRUARY	“What Do You Do?”	Storytelling, visual aids (sun/moon charts), model demonstration (globe & torch), interactive discussion, inquiry-based learning.	CG-6 Children Develops a positive regard for the natural environment around them. .	C-6.1 Shows care for and joy in engaging with all life forms	Children differentiate between day and night and participate actively.	
	STEAM CLUB ACTIVITY	Day and Night	Differences Between Day & Night Activity	Day 2		“Sun & Moon Action Game”	Experiential learning (outdoor), play- way method, art integration, role play, movement- based learning, interactive questioning, child participation.	CG-6 Children Develops a positive regard for the natural environment around them. .	C-6.1 Shows care for and joy in engaging with all life forms	Children differentiate between day and night and participate actively.	
32.	STEAM CLUB ACTIVITY	Water	Uses of Water Introduction	FEBRUARY Day 1	FEBRUARY	“Water Around Us”	Hands-on learning, demonstration, storytelling, visual charts, simple experiments (floating/sinkin g objects).	CG-6 Children Develops a positive regard for the natural environment around them. .	C-6.1 Shows care for and joy in engaging with all life forms	Children identify the basic uses of water.	

	STEAM CLUB ACTIVITY	Water	Uses of Water Activity	Day 2		“Water Splash & Pass Game”.	Experiential learning (outdoor), play- way method, sensory activity (water play), art integration, group interaction, role play.	CG-6 Children Develops a positive regard for the natural environment around them.	C-6.1 Shows care for and joy in engaging with all life forms	Children identify the basic uses of water.	Assessment of Learning
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