

KIDS WORLD SCHOOL, NAGPUR
SESSION – 2026-27
CLASS -V
SCIENCE, TECHNOLOGY, ENGINEERING, AND
MATHEMATICS

Week	1	2	3	4
Month - 1	Intro & Group Division	Project - Touch Sensor-based light control	Project - Tools to Automate non-living things	Project - Controlling light with computer
Month - 2	Presentation/Research Park Connect	Project - Controlling multiple devices using computer	Competition (Intergroup)	Project - Wet Soil / Dry Soil Buzzer
Month - 3	Project - Detect Object without Touch	Project - Smart Plant Doctor	Project - AI Innovation Assistant	Presentation/Research Park Connect
Month - 4	Project - AI Pest Detection Project	Project - Image Recognition Model Building	Project - Calculator App	Assessment
Month - 5	Viva	Project - Dollar to Rupees Converter App	Project - Intro to Drone	Competition (Intergroup)
Month - 6	Project - Medicines Delivery Drone Design	Presentation/Research Park Connect	Portfolio Development (HTML activity)	Buffer Week
Month - 7	Project - Derivative Projects	Project - Derivative Projects	Project - Derivative Projects	Buffer Week
Month - 8	Presentation/Research Park Connect	Project - Derivative Projects	Project - Derivative Projects	Project - Derivative Projects
Month - 9	Competition	Assessment	Viva	Startup Ideation
Month - 10	Idea Presentation	Hackathon (National)	Certification Distribution	Vision & Future Activities - Discussions

No.	Topic	Learning Outcome
IoT and Automation		
1	Touch Sensor based light	Understand how touch can be used as an input to control electronic devices.
2	Automate non-living things	Learn how to upload and run programs on an Arduino board.
3	Controlling light with computer	Understand how code can control electronic components
4	Multiple device automation	Learn how to control multiple devices using your computer
5	Wet Soil / Dry Soil Buzzer	Understand how sensors can detect environmental conditions and trigger alerts.
6	Detect Object without Touch	Explore how infrared sensors can detect nearby objects without physical contact.
Artificial Intelligence (From AI & CT)		
7	Smart Plant Doctor	Use AI tools to identify plant health issues and suggest possible solutions.
8	AI Innovation Assistant	Use Generative AI to brainstorm ideas, inventions, and solutions to everyday problems.
9	AI Pest Detection Project	Explore how AI can help identify pests and support modern agriculture.
10	Image Recognition Model Building	Understand how AI systems learn to recognize and classify images.
Game & App Development		
11	Calculator App	Create a simple application and understand how software performs calculations.
12	Dollar to Rupees Converter App	Develop a basic application that converts values using logical operations and user inputs.
Aerospace		
13	Intro to Drone	Understand the basic parts, working principles, and applications of drones.
14	Medicines Delivery Drone Design	Apply design thinking to create a drone-based solution for healthcare delivery.
15	Website Development	Build a portfolio to add all the learning and achievement