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

Week	1	2	3	4
Month - 1	Intro & Group Division	Project - Precision Angle Control of a door	Project - Automatic Door	Project - Motion based Light Control
Month - 2	Presentation/Research Park Connect	Project - Speed Command System	Competition (Intergroup)	Project - Temperature & Humidity Detection System
Month - 3	Project - Temperature Controlled Fan	Project - Smart Entry Counter	Project - Rubber Band Car	Presentation/Research Park Connect
Month - 4	Project - Working Model Windmill	Project - Catch the Fruit Game	Project - Marks Predictor	Assessment
Month - 5	Viva	Project - Smart Animal Classifier	Mystery Group Challenge	Competition (Intergroup)
Month - 6	Presentation/Research Park Connect	AI Bias Detective	Custom Mobile Stand	Buffer Week
Month - 7	Intro to Airplane Design	Telescope Design for Space Exploration	Presentation/Research Park Connect	Buffer Week
Month - 8	Project - Derivative Projects	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 (Kaushal Bodh - Work with Machines & Materials)		
1	Precision Angle Control of a door	Learn how push buttons can control the precise movement of a servo motor.
2	Automatic Door	Understand how sensors and motors work together to automate real-world systems.
3	Motion based Light Control	Explore how motion sensors detect human presence and control devices automatically.
4	Speed Command System	Learn how input devices can control the speed of motors in electronic systems.
5	Temperature & Humidity Detection	Measure environmental conditions and understand how sensors collect real-world data.
6	Temperature Controlled Fan	Build an automated system that responds to temperature changes without human intervention.
7	Smart Entry Counter	Understand how sensors and digital displays are used to count and display information automatically.
8	Rubber Band Car	Explore energy storage, force, and motion through a simple mechanical vehicle.
9	Working Model Windmill	Understand how wind energy can be converted into useful mechanical motion.
10	Catch the Fruit Game	Develop computational thinking by creating an interactive game using coding concepts.
Artificial Intelligence (From AI & CT and Kaushal Bodh Curriculum)		
11	Marks Predictor	Understand the concept of prediction and how AI uses past data to estimate future outcomes.
12	Smart Animal Classifier	Explore how AI can classify objects into groups based on learned patterns.
13	Mystery Group Challenge	Understand clustering and how AI automatically groups similar items together.
14	AI Bias Detective	Investigate fairness, bias, and ethical challenges in Artificial Intelligence systems.
15	Custom Mobile Stand	Design a useful 3D printable product and apply design thinking to solve everyday problems.
Aerospace		
16	Intro to Airplane Design	Understand the basic parts of an airplane and the principles that enable flight.
17	Telescope Design for Space Exploration	Explore how telescopes help scientists observe distant objects in space and understand the universe.