

ENGLISH				MATHEMATICS			GENERAL AWARENESS			HINDI		
Week / Day	Topic	Activity Description	Materials Needed	Concept / Focus	Activity Description	Materials Needed	Focus Area	Activity Description	Materials Needed	Focus Area	Activity Description	Materials Needed
Week 16 Monday	Introduction to "This" and "That"	<ul style="list-style-type: none"> Story Time – Read "This is My Hat" and "That is Your Ball" Anchor Chart – Display usage examples of "This" vs "That" Guided Reading – Identify and read sentences using "This/That" Sight Word Flashcards – Practice reading "this", "that" Kinesthetic Activity – Pointing game using real classroom objects 	Storybooks, anchor chart, sight word cards, real classroom items	<ul style="list-style-type: none"> Introduction to Patterns (AB, ABC) 	<ul style="list-style-type: none"> Topic Points: Recognize and create repeating patterns Concrete–Pictorial–Abstract (CPA): Use blocks and beads to build patterns Learning Through Play: "Pattern Hunt" – find AB/ABC patterns in classroom objects Kinesthetic Learning: Arrange physical objects into movement–based sequences (e.g., walk-sit-clap) 	Colored blocks, beads, pattern charts, classroom items	Introduction to the Airport	<ul style="list-style-type: none"> Picture Talk: What do we see at the airport? (plane, baggage, security) Puppet Talk: "Pilot Pihu" welcomes passengers Inquiry Qs: "What happens before boarding?" Word Sorting: Match items to place (ticket–counter, belt–luggage) Chart: Airport Helpers Poster Kinesthetic: Pretend check-in and boarding 	Airport visuals, puppet, flashcards, chart paper, role props	Storytelling – सहयोगी पशु	<ul style="list-style-type: none"> Narrate story "सहयोगी पशु" using puppets/pictures. Emphasize words with ॐ: (दुःख, दुःस्वप्न). Children repeat key ॐ: words in chorus. Ask guiding Qs: "What did animals do to help each other?" Learning Activity: Role –play – children enact animals helping each other. Discuss moral: helping in दुःख builds true friendship. 	Puppets, animal picture cards, story chart
Week 16 Tuesday	Word Identification Practice	<ul style="list-style-type: none"> Interactive Flashcard Drills – Identify "this that" in context Matching Words to Pictures – Use of "this" and "that" correctly Guided Sentence Formation – e.g., "This is a pen." "That is a chair." Game-Based Learning – "This or That" item show game Rhythmic Repetition – Choral reading with pointing action 	Flashcards, picture cards, sentence strips	<ul style="list-style-type: none"> What Comes Next? – Object Patterns 	<ul style="list-style-type: none"> Topic Points: Predict and extend patterns using familiar objects Visual & Graphic Aid: Pattern cards with missing elements Movement–Based Math + Kinesthetic Learning: "Clap Jump–Hop" pattern game with body movements Dice Game: Roll to complete and act out a pattern 	Dice, large floor pattern cards, colored shapes, open space	Vehicles & Travel Comparison	<ul style="list-style-type: none"> Observation Game: Compare bus, train, airplane – sounds, size, speed Rhyme Time: Sing "Take a Bus" with transport gestures Sorting Game: Match vehicle to travel mode (air, land, water) Word Sorting: Fast vs. Slow travel words Kinesthetic Game: Move like bus, plane Storytime: "Aanya's First Flight" 	Transport photos, rhyme lyrics, sorting cards, music, storybook	Introduction of ॐ: (Sound Drill)	<ul style="list-style-type: none"> Write ॐ: on board & show stroke order. Teacher says ॐ: words slowly (दुःख, दुःस्वप्न). Children repeat together & individually. Clap/tap activity when ॐ: sound is heard. Learning Activity: Word Hunt – place ॐ: word cards around class, children find & read aloud. Reinforce with flashcard drill. 	Board, chalk, flashcards, word cards
Week 16 Wednesday	Differentia - ting "This" vs "That"	<ul style="list-style-type: none"> Word Sorting Game – Group phrases with "this" or "that" Visual–Motor Activit – Match objects to correct sentences Hop the Word – Jump to the correct word when called Sound Discrimina - tion Game – Emphasize /th/ sound in both words Photo Hunt – Spot labeled "this/that" items in the classroom 	Sorting cards, visual aids, labels, hop cards	<ul style="list-style-type: none"> Sound, Shape, and Color Patterns 	<ul style="list-style-type: none"> Topic Points: Explore multiple attributes in patterns (sound, color, shape) Hands-on Manipulatives: Create sequences with instruments and colored objects Kinesthetic Learning: Use body actions (e.g., stomp–spin-clap) to create movement patterns Group Task: Rotate through pattern–making stations 	Musical instruments, colored tiles, shape cut-outs, floor grid	Airport Helpers & Manners	<ul style="list-style-type: none"> Role Play: Act as pilot, guard, traveller, helper Puppet Recap: "Pilot Pihu's Lost Bag" – etiquette skit Word Sorting: Who helps with what? (Pilot–fly, Guard–check) Sensory Activity: Feel travel items – belt, wheels, bag tag Chart Activity: Airport Roles Chart Creative Craft: Pilot's Badge 	Helper role cards, props, badge templates, sensory items, glue	Worksheet Practice – ॐ: Words	<ul style="list-style-type: none"> Distribute worksheets with ॐ: tracing words. Circle the ॐ: words in sentences. Fill-in-the-blanks (e.g., दुः_ _ ख, दुः_ _ पन). Learning Activity: Match ॐ: words (e.g., दुःख sad face). Peer checking: exchange worksheets and correct together. Showcase best work on class board. 	Worksheets, pencils, crayons, picture cut-outs

