

**LANGUAGE AND LITERACY (ENGLISH)**

**(Based on Curriculum issued by the Council for the Indian School  
Certificate Examination, New Delhi  
First – Edition Nov 2016, Published by RDCD)**

**BOOK: Toondemy Smart Learn Literacy Skill Book Level II**

**First Term**

Letters Aa to Cc

1. Letter – Aa
2. Letter – Bb
3. Letter – Cc
4. Recap

Letters Dd to Gg

5. Letter Dd
6. Letter Ee
7. Letter Ff
8. Letter Gg
9. Recap

Letters Hh to Ll

10. Letter – Hh
11. Letter – Ii
12. Letter – Jj
13. Letter – Kk
14. Letter – Ll
15. Recap

Letters Mm to Rr

16. Letter – Mm
17. Letter – Nn

**Second Term**

1. Letter – Oo
2. Letter – Pp
3. Letter – Qq
4. Letter – Rr
5. Recap

Letters Ss to Xx

6. Letter – Ss
7. Letter – Tt
8. Letter – Uu
9. Letter – Vv
10. Letter – Ww
11. Letter – Xx
12. Recap

Letters Yy to Zz

13. Letter – Yy
14. Letter – Zz
15. Recap

Beginning Sounds

16. Spot the letters
17. Matching letters

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**BOOK: Toondemy Smart Learn Alphabet Uppercase Level II**

**First Term**

Pre – writing patterns :

1. Standing Lines
2. Sleeping Lines
3. Slanting Lines
4. Right Curves
5. Left Curves
6. Up Curves
7. Down Curves
8. Criss–Cross lines
9. Circular lines
10. Zigzag lines
11. Recap
12. Letter A TO F
13. Letter G
14. Letter H to L

**Second Term**

1. Letter M to R
2. Letters S to X
3. Letters Y to Z
4. Letters A to Z

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**Book : Toondemy Smart Learn Language & Communication Level II**

**First Term**

**Picture talk**

1. At the birthday party
2. Family picnic
3. At the Zoo

**Story Time**

1. The Lion & the Mouse
2. The Dog & his Reflection
3. The Thirsty Crow

**Second Term**

**Picture talk**

1. At the Restaurant
2. On the Road
3. At the Beach

**Story Time**

1. The little Red Hen
2. Little red riding hood
3. The boy who cried wolf

**COGNITIVE DEVELOPMENT (MATH)**

**(Based on Curriculum issued by the Council for the Indian School  
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**BOOK: Toondemy Smart Learn Numeracy Workbook Level II**

**First Term**

1. Numbers 1 – 2
2. Numbers 3 – 4
3. Numbers 5 – 6
4. Numbers 7 – 8
5. Numbers 9 – 10
6. Numbers 1 – 10

**Second Term**

1. Numbers 11 – 12
2. Numbers 13 – 14
3. Numbers 15 – 16
4. Numbers 17 – 18
5. Numbers 19 – 20
6. Revision

COGNITIVE DEVELOPMENT (MATH)

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**Book: Toondemy Smart Learn Numeracy Skill Book Level II**  
**First Term**

1. Big to Small
2. Same & Different
3. One to one Correspondence
4. Tall & Short
5. Long & Short
6. Recap
7. Near & Far
8. Heavy & Light
9. In & Out
10. One & Many
11. Odd & Out
12. Recap

**Rhyme & Rhythm**

13. The Colour Song

**Colour Explorations**

14. Red
15. Yellow

16. Blue
17. White
18. Black
19. Recap

**Rhyme & Rhythm**

20. The Shape Song

**Shape Recognition**

21. Circle
22. Triangle
23. Square
24. Rectangle
25. Heart
26. Star
27. Recap

**Rhyme & Rhythm**

28. One Potato Two potatoes

**Second Term**

**Number Concept**

1. Number 1 – 3
2. Recap
3. Number 4 – 5
4. Number 1 – 5
5. Recap
6. Number 6 – 9
7. Number 0
8. Recap
9. Number 10
10. Recap

11. Number 1 – 10
12. Recap
13. One two, Buckle my shoe

**Number Concept**

14. Numbers 11 – 15
15. Recap
16. Numbers 16 – 20
17. Numbers 1 – 20
18. Recap
19. Number Chart

**ART AND CREATIVE DEVELOPMENT (ART)**

**(Based on Curriculum issued by the Council for the Indian School  
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**Book: Toondemy Smart Learn Creative Expression Level II**

**First Term**

- |  |                                |
|--|--------------------------------|
| 1. Yoga & Stretching activity for kids | 16. Lion                       |
| 2. Picture Frame                       | 17. Animal craft & Role play   |
| 3. Clay Frame                          | 18. Penguin with a ball        |
| 4. My Hand print                       | 19. Animal Shape Sandwich      |
| 5. Taste of lemonade                   | 20. Finger print               |
| 6. My feelings                         | 21. Doodle time                |
| 7. Craft time                          | 22. Caterpillar                |
| 8. Doodle time                         | 23. Craft time                 |
| 9. My home                             | 24. Dolphin                    |
| 10. Pasted Necklace                    | 25. Fish                       |
| 11. Sponge painting                    | 26. Spray painting – Octopus   |
| 12. Turn & Cheer                       | 27. Popcorn tree               |
| 13. Heart                              | 28. Fruit Skewers              |
| 14. Flowers in the Garden              | 29. Grape fingerprint activity |
| 15. Community Helpers                  |                                |

**Second Term**

- |                                       |                                    |
|---------------------------------------|------------------------------------|
| 1. Watermelon Craft                   |                                    |
| 2. Fruit Colouring                    |                                    |
| 3. Doodle time                        | 10. Train Stamping                 |
| 4. Eggplant – paper sticking activity | 11. Boat                           |
| 5. Spoon print pumpkin                | 12. Craft time – Christmas Snowman |
| 6. Freeze Dance                       | 13. Craft time – Clay Sun          |
| 7. Craft Cars                         | 14. Doodle time                    |
| 8. Craft time                         | 15. Kite                           |
| 9. A Colourful aeroplane              | 16. Cut & Paste                    |
|                                       | 17. Cutouts                        |

**THE BGES SCHOOL  
12 B, HEYSHAM ROAD  
KOLKATA – 700020**

**NURSERY SYLLABUS**

**2026-2027**

**PHYSICAL AND MOTOR DEVELOPMENT (PT & ACT)**

**(Based on Curriculum issued by the Council for the Indian School  
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1. Warm up exercises
2. Passing and catching ball
3. Playing with bean bag, blocks, swings etc.
4. Walking and jumping in a straight line.

**COGNITIVE DEVELOPMENT (EVS) CD**  
**(Based on Curriculum issued by the Council for the Indian School**  
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**Book : Toondemy Smart Learn General Awareness Level II**

**First Term**

**All about me**

1. Myself
2. My Body Parts
3. Stem
4. My Sense Organs
5. Clean Habits
6. My feelings
7. My Family
8. My Home
9. My Toys
10. Table Manners
11. My School
12. My Playground
13. Good Manners
14. Story Time
15. Magic word

**Community helpers**

16. Teacher

17. Doctor
18. Fire Fighter
19. Police Officer
20. Who Help us
21. Stem
22. Story Time

**Animal World**

23. Pet Animals
24. Farm Animals
25. Wild Animals
26. Birds
27. Insects
28. Aquatic Animals
29. Animal Sort
30. Stem
31. Story Time

**Second Term**

**Food & Nutrition**

1. Fruits
2. Stem
3. Vegetables
4. Fruits & Vegetables

**Modes of Transport**

5. Land Transport
6. Water Transport
7. Air Transport
8. Vehicle sort

9. Stem
10. Story Time

**Seasons**

11. Summer Season
12. Winter Season
13. Rainy Season
14. Stem

**TECHNOLOGY (Computer Play) Tech**

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**Learning Outcomes:**

- Children should be able to recognise a desktop/laptop
- use computer to play games;
- Identify keyboard and mouse.

**RESOURCES**

- Toy Computer / Play Computer as a support to different developmental domain
- Software for games, rhymes-E- stories, etc.
- Basket/box of old electronic items that children can explore and play with during free playtime (can be kept in a dramatics area)
- Age appropriate CD's of activities, rhymes Software of (age appropriate) activities that promotes life skills and positive social values

## MUSIC

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**Book : Toondemy Smart Learn Language & Communication Level II**

### First Term

#### **Rhymes & Rhythm**

1. Teddy Bear Teddy Bear
2. Hickory, Dickory Dock
3. Little Miss Muffet
4. Once I caught a fish alive
5. Mary had a little lamb
6. Pat a Cake
7. Cock-a-Doodle Doo
8. Bingo
9. Five little Monkeys

### Second Term

1. To Market
2. Johny, Johny
3. Little Jack Horner
4. Row Row your Boat
5. Wee Willie Winkie
6. Five little Ducks
7. Drip Drop Drip Drop
8. Ten in a bed
9. The old man

**DANCE**

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- \* Basic body movements to improve body language for dance
- \* Demonstrate basic movements walk, run, hop, jump, leap, gallop, slide and skip, traveling forward, backward, sideward, diagonally, and turning in rhythm.
- \* Demonstrate movements in straight and curved pathways.
- \* Identify and move selected body parts.