

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 IV

First Term

LETTER AND SOUNDS

1. Missing Letters
2. Beginning Sounds
3. Vowels and Consonants
4. Vowels in the Middle

SHORT VOWEL FAMILIES

5. ‘a’ Word Families
6. ‘e’ Word Families
7. ‘i’ Word Families
8. ‘o’ Word Families
9. ‘u’ Word Families
10. Recap
11. Rhyming words

LONG VOWEL FAMILIES

12. Long ‘a’ Word Families –ai, ay
13. Phonic Reader
14. Long ‘e’ Word Families –ee, ea
15. Phonic Reader
16. Long ‘i’ Word Families –ie

17. Phonic Reader
18. Long ‘o’ Word Families –oa, oe
19. Phonic Reader
20. Recap Long Vowels
21. Rhyming Words
22. Magic ‘e’
23. Phonic Readers

VOCABULARY DEVELOPMENT

24. ‘a’ and ‘an’
25. Positional Words
26. Action Words
27. Singular and Plural

PARTS OF SPEECH

28. Use of ‘is’
29. Use of ‘am’
30. Use of ‘are’
31. This and That
32. These and Those

Second Term

VOCABULARY DEVELOPMENT

33. Opposites
34. Describing Words

WORD FORMATION

35. Diphthongs ‘oo’
36. Vowel Diagraph ‘oo’
37. Phonic Reader
38. Double Consonants “ll” and “ss”
39. Phonic Reader
40. Blends- L,R,S
41. Blends- scr, spr, str
42. Phonic Reader
43. Ending Blends

44. Diagraph – ch, sh, th, ph
45. Phonic Reader

QUESTION FORMATION

46. Yes and No
47. Question Words

SENTENCE WRITING

48. Sentence Writing- Rebus Writing

READ AND COMPREHEND

49. Rebus Reader
50. Comprehension

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First Term

Picture a Talk

1. At the Playground
2. At the Clinic
3. At the Dining Table

Story Time

4. Jack and the Beanstalk
5. Sight Words
6. The Milkmaid and her Pail
7. Sight Words
8. The Two Goats
9. Sight Words

Second Term

Picture a Talk

1. In The Jungle
2. Land Pollution
3. In The Space

Story Time

4. The Ant and The Dove
5. Sight words
6. The Capseller and The monkeys
7. Sight words
8. The Town Mouse and The Country Mouse
9. Sight words

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Book : Toondemy Smart Learn Writing & Phonics Level IV

First Term

1. Pg 1 to Pg 36

Second Term

1. Pg 37 to Pg 71

LANGUAGE AND LITERACY (2nd Language) HIN

**(Based on Curriculum issued by the council for the Indian School
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Book: Twinkling Stars Hindi Praveshika 1

First Term

1. Rang pehchano aur bharo, pashuon ko unke ghar tak pahunchao
2. Phal, sabziyaan
3. A – Aha (swar parichay), yaad karo, uchit milaan karo
4. Chitra pehchano aur naam ke pehle akshar par gola lagao,
5. Ka – Cha, pehchano aur bolo
6. Cha – Ja, chitra pehchano aur naam ke pehle akshar par gola lagao,
7. Ta – Na
8. Abhyaas: aao dohraen, pehchano aur bolo,
9. chitra pehchano aur naam ke pehle varna par ghera banao,
10. Ta – Na
11. Pa – Ma, pehchano aur bolo

Second Term

1. Ya – Va, chitra pehchano aur naam ke pehle akshar par gola lagao
2. Pehchano aur bolo, chitra pehchano aur naam ke pehle varna par ghera banao,
3. Sha – Ha
4. Uchit milaan karo, chitra pehchaan
5. Sanyukt vyanjan, padho aur seekho, aao padhen
6. Ye padho, Cheeku–Meeku, Haathi Daada

CONGNITIVE DEVELOPMENT (MATH)CD

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Book : Toondemy Smart Learn Numeracy Skill book Level IV

First Term

PRE- MATH

1. Sorting
2. Big and Small
3. Big, Bigger, Biggest
4. Tall and Short
5. Tall, Taller, Tallest
6. Long and Short
7. Long, Longer, Longest
8. Left and Right

IDENTIFYING PATTERN

9. Pattern

COLOUR RECOGNITION

10. Secondary Colours

SHAPES

11. 2D and 3D Shapes

NUMBER CONCEPT 1-20

12. Count and Circle 1 to 20

13. Writing 1 to 20
14. Number Names 1 to 20
15. Backward Counting 20 to 1

NUMBERS 1 to 50

16. Writing 1 to 50
17. Sequencing Numbers 1 to 50
18. Missing Numbers 1 to 50
19. Biggest and Smallest Numbers 1 to 50
20. Greater than, Less than, Equal to
21. Increasing order 1 to 50
22. Decreasing order 1 to 50
23. Backward Counting 50 to 1
24. Tens and Ones 1 to 50
25. Number Names 21 to 50

NUMBERS 51 to 100

26. Sequencing
27. Before, After and Between

COGNITIVE DEVELOPMENT (MATH)CD

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Second Term

NUMBERS 1 to 100

1. Writing 1 to 100
2. Missing Numbers 1 to 100
3. Biggest and Smallest Numbers 1 to 100
4. Before, After and Between
5. Greater than, Less than, Equal to
6. Increasing Order 1 to 100
7. Decreasing Order 1 to 100
8. Tens and Ones 1 to 100

14. Skip Counting by 5s
15. Skip Counting by 10s
16. Recap-Skip Counting by 2s,5s,10s

DATA HANDLING

17. Picture Graph

NUMBER OPERATION

18. Addition
19. Subtraction

RELATIVE POSITION

9. Ordinal Numbers 1 to 10

CALENDAR CONCEPT

NUMBER CONCEPT

20. Days of the Week
21. Months of the Year

10. Grouping in 2s
11. Pages
12. Skip Counting by 2s
13. Grouping in 5s

TIME

22. Clock

Book : Toondemy Smart Learn Number Workbook Level IV

First Term

1. Pg-1 to 25

Second Term

1. Pg-25 to 51

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 IV

First Term

ALL ABOUT ME

1. Myself
2. My Body Parts
3. Internal Body Parts
4. My Sense Organs
5. Healthy Habits
6. My Family
7. My Home
8. STEM
9. Keeping Safe
10. My Neighbourhood

COMMUNITY HELPERS

11. People Who Build Our Houses
12. People Who Keep Us Healthy
13. People and Their Roles

EVERYDAY TECHNOLOGY

14. Gadgets

LIVING and Non-LIVING

15. LIVING and Non-LIVING

.Life or No Life

STEM

GREEN KINGDOM

15. Sing-A-Song: The Farmer Plants the Seed
16. Growing Plants

STEM

17. Life Cycle of a Plant
18. Parts of a Plant
19. Edible Parts of a Plant

ANIMAL WORLD

20. Animals
21. Land and Water Animals
22. Interesting Facts
23. Animals Movements

STEM

24. Animal Diet
25. Animal Homes
26. Uses of Animals

COGNITIVE DEVELOPMENT (EVS) CD

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Second Term

1. Animal Care
2. Life Cycle of a Butterfly

BASIC NEEDS

3. Life's Essentials
4. Story Time
5. Food
6. Food Groups
7. Clothes
8. Water
9. Save Water
10. Water Pollution
11. Air
12. Air Pollution
13. Shelters

14. Land Pollution
15. Recycle
16. Story Time

THE WONDER OF SPACE

17. Sing-A-Long: The Rocket Song
18. Solar System
19. Space Travel
20. Story Time

OUR PLANET EARTH

21. About Earth
22. Day and Night
23. STEM
24. Landforms of the Earth

TECHNOLOGY(Computer Play) Tech

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Technology (Computer Play)

COMPUTER AS A SUPPORT TO DIFFERENT DEVELOPMENTAL DOMAIN (Provide concrete, hands-on learning with manipulatives – only after then provide computers for extended learning. This will help them to learn and grasp better on a screen what they have already learned through hands-on and real objects.

LEARNING OUTCOMES –

- demonstrate independence, confidence and self-direction; cooperates with others to solve problems;
- Coordinate the cursor with the movement of the mouse;
- Demonstrate increased competency and control in eye-hand coordination;
- discovers solutions to simple problems as they work on a screen;
- Observes objects and events with curiosity;
- create art, arrange big to small (pre-number), patterns and explore and experiment with computer graphics;
- classifies objects on a screen;
- Identify and use computer-related technical vocabulary;
- Identify the letters of the alphabet on the keyboard and in other reading readiness software programs;
- Identify the sound of the word and make another word (by using readiness software);
- Participate in software activities and use emerging readiness skills;
- Identifies tools for writing and drawing;
- draw on computer screen.

PT (Physical and Motor Development) PMD

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1. Outdoor games
2. Action songs
3. Hopping
4. Walking
5. Passing the ball

Music

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Book : Toondemy Smart Learn Language & Communication Level IV

First Term

Rhyme and Rhythm

1. Do your Ears Hang Low?
2. Wind the Bobbin Up
3. Do –Re – Me
4. You Are My Sunshine
5. Down In the Jungle

Second Term

Rhyme and Rhythm

1. Three Little Kittens
2. Jelly On the Plate
3. Bubble Bubble
4. She'll be coming Round the Mountains
5. The Bear Went Over The Mountain

Art/Colour

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Book: Toondemy Smart Learn Creative Expression Level IV

First Term

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|--|----------------------------|
| 1. Yoga and Stretching Activity for Kids | 13. Leave Pasting Activity |
| 2. Picture Frame | 14. Fruit Canapes |
| 3. Masquerade | 15. Colour the Picture |
| 4. Paint and Print | 16. Doodle Time |
| 5. Colour the Picture | 17. Imagine and Draw |
| 6. Family role play | 18. Paper Frog |
| 7. Paper Bouquet | 19. Button Art |
| 8. Draw a House | 20. How to Draw |
| 9. Origami pet Dog | 21. Animal Movement |
| 10. Draw to Complete | 22. Colour the Picture |
| 11. Draw a Fish | 23. Doodle Time |
| 12. Clay Tree | |

Second Term

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|------------------------------|------------|
| 1. Sand Pasting | 15. Doodle |
| 2. Doodle Time | |
| 3. Cheetah Earbud Painting | |
| 4. Craft Time | |
| 5. Owl Spray Painting | |
| 6. Pom-Pom Dance | |
| 7. Polar Bear Cotton Pasting | |
| 8. Doodle Time | |
| 9. Tracing | |
| 10. Rocket Sandwich | |
| 11. Draw to complete | |
| 12. Space Role Play | |
| 13. Colour the picture | |
| 14. Blow Painting | |

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.