### **Module 1: Exploring the Senses**

#### **Week 1: Introduction to the Five Senses**

1. **Introduction to the Senses**
   * **Visual**: Bright illustrations of eyes (blue), ears (orange), nose (yellow), mouth (red), and hands (green).
   * **Audio Instruction**:
     + "Let’s learn about our five senses. Each sense helps us understand the world around us."
     + **Interactive Element**: Click on each illustration to hear a brief explanation (e.g., "Our eyes help us see.").
   * **Colors**: Use vibrant, primary colors to engage attention and help differentiate the senses.

#### **Week 2: Sense of Sight (Colors and Shapes)**

1. **Learning Colors**
   * **Colors**:
     + **Primary Colors**: Red, Blue, Yellow.
     + **Secondary Colors**: Green, Orange, Purple.
   * **Visual**: Large, solid color blocks for each color.
   * **Audio Instruction**:
     + "Let’s learn about colors! This is red. Can you find something red around you?"
     + **Interactive Element**: Click on each color block to hear its name and see related objects (e.g., a red apple, a blue sky, a yellow sun).
   * **Activity**: Match objects to the correct color.
     + **Feedback**: Positive reinforcement for correct matches (e.g., "Great job! The apple is red.").
2. **Learning Shapes**
   * **Shapes**:
     + **Basic Shapes**: Circle, Square, Triangle.
     + **Additional Shapes**: Rectangle, Oval, Star.
   * **Visual**: Each shape in different colors (e.g., a blue circle, a red square, a yellow triangle).
   * **Audio Instruction**:
     + "Now, let’s look at shapes! This is a circle."
     + **Interactive Element**: Drag and drop the shape to match it with an everyday object (e.g., circle to a clock, square to a window).
   * **Activity**: Shape sorting game with positive reinforcement for correct matches.

#### **Week 3: Sense of Hearing (Sounds in Nature)**

1. **Identifying Sounds**
   * **Sound Sources**: Bell, Bird, Car, Rain, Wind, Dog.
   * **Visual**: Pictures of these sound sources.
   * **Audio Instruction**:
     + "Listen to these sounds and guess what makes them."
     + **Interactive Element**: Play sound clips and match them with the correct picture.
   * **Feedback**: Encouraging messages for correct matches (e.g., "Well done! That’s the sound of a bird singing.").

#### **Week 4: Sense of Smell (Scents and Odors)**

1. **Learning About Smells**
   * **Smell Sources**: Flower (sweet), Pizza (savory), Soap (fresh), Trash (bad), Lemon (citrus).
   * **Visual**: Pictures of these objects.
   * **Audio Instruction**:
     + "What do you think this smells like? Let’s find out!"
     + **Interactive Element**: Click on the picture to hear what the object smells like (e.g., "This is a flower, and it smells sweet!").
   * **Activity**: Match the smell descriptions with the pictures.
   * **Feedback**: Reinforce correct answers (e.g., "You got it! That’s a sweet smell.").

#### **Week 5: Sense of Taste (Sweet, Sour, Salty, Bitter)**

1. **Understanding Tastes**
   * **Taste Examples**:
     + **Sweet**: Chocolate, Strawberry.
     + **Sour**: Lemon, Green Apple.
     + **Salty**: Chips, Pretzel.
     + **Bitter**: Coffee, Dark Chocolate.
   * **Visual**: Pictures of these foods.
   * **Audio Instruction**:
     + "We use our tongue to taste. Can you guess what this food tastes like?"
     + **Interactive Element**: Match the food to its taste category.
   * **Activity**: Tasting game (match food with its taste).
   * **Feedback**: Positive reinforcement for correct matches (e.g., "Yes! That’s a sweet taste.").

#### **Week 6: Sense of Touch (Textures)**

1. **Exploring Textures**
   * **Textures**:
     + **Soft**: Teddy Bear, Cotton.
     + **Rough**: Sandpaper, Tree Bark.
     + **Smooth**: Glass, Marble.
     + **Bumpy**: Pineapple, Bubble Wrap.
   * **Visual**: Pictures of these textures.
   * **Audio Instruction**:
     + "What do you think this feels like? Let’s explore textures."
     + **Interactive Element**: Drag and drop to match the texture to the correct description.
   * **Activity**: Texture matching with real objects or visuals.
   * **Feedback**: Encouragement for correct identification (e.g., "Great! You matched the texture.").

#### **Week 7: Review and Application**

* **Visual**: A mixed review using images and scenarios.
* **Audio Instruction**:
  + "Let’s see if you remember your senses. Which sense would you use to see this color?"
  + **Interactive Element**: Choose the correct sense for each scenario.
* **Activity**: A quiz or game that covers all five senses.
* **Feedback**: Positive reinforcement and encouragement to retry if incorrect.

### **Module 2: Learning About Animals**

#### **Week 1: Introduction to Animals**

1. **Animal Identification**
   * **Animals**: Cat, Dog, Elephant, Fish, Bird, Frog.
   * **Visual**: Colorful images of each animal.
   * **Audio Instruction**:
     + "Let’s learn about some animals. This is a cat."
     + **Interactive Element**: Click on each animal to hear its name and sound.
   * **Feedback**: Positive reinforcement for correct identification.

#### **Week 2: Animal Habitats**

1. **Where Do Animals Live?**
   * **Habitats**:
     + **Forest**: Bear, Deer.
     + **Desert**: Camel, Lizard.
     + **Ocean**: Dolphin, Shark.
     + **Farm**: Cow, Chicken.
   * **Visual**: Pictures of habitats and matching animals.
   * **Audio Instruction**:
     + "Where do these animals live? Let’s find out!"
     + **Interactive Element**: Match each animal to its correct habitat.
   * **Activity**: Habitat matching game.
   * **Feedback**: Encouragement for correct matches (e.g., "Great job! That’s where the elephant lives.").

#### **Week 3: Animal Sounds**

1. **What Sound Does It Make?**
   * **Animals**: Dog, Cat, Cow, Bird, Frog, Lion.
   * **Visual**: Pictures of these animals.
   * **Audio Instruction**:
     + "What sound does a dog make? Let’s listen."
     + **Interactive Element**: Play sound clips and match them to the correct animal.
   * **Activity**: Sound matching game.
   * **Feedback**: Encouraging messages for correct matches (e.g., "Yes! That’s the sound a dog makes.").

#### **Week 4: Review and Reinforcement**

* **Visual**: A mix of animals, habitats, and sounds.
* **Audio Instruction**:
  + "Let’s see what you remember! Match the animals to their sounds and homes."
  + **Interactive Element**: Review matching exercises.
* **Activity**: Review game covering all animal concepts.
* **Feedback**: Positive reinforcement for correct answers, encouraging retrying if incorrect.

### **Module 3: Understanding Weather**

#### **Week 1: Introduction to Weather**

1. **Weather Types**
   * **Weather Conditions**: Sunny, Rainy, Snowy, Windy, Cloudy.
   * **Visual**: Pictures representing each weather type.
   * **Audio Instruction**:
     + "Let’s learn about the weather. This is what it looks like when it’s sunny."
     + **Interactive Element**: Click on each weather type to hear its name and description.
   * **Activity**: Weather identification game.
   * **Feedback**: Positive reinforcement for correct identification.
2. **Weather and Clothing**
   * **Weather Types**: Sunny, Rainy, Snowy.
   * **Clothing**: Hat, Umbrella, Coat.
   * **Visual**: Pictures of people dressed for different weather conditions.
   * **Audio Instruction**:
     + "What should you wear when it’s cold outside?"
     + **Interactive Element**: Match the correct clothing to the weather condition.
   * **Activity**: Dress the character according to the weather.
   * **Feedback**: Encouragement for correct matches (e.g., "Yes! You should wear a coat when it’s cold.").
3. **Weather and Activities**
   * **Weather Types**: Sunny, Rainy, Snowy.
   * **Activities**: Swimming, Sledding, Playing Indoors.
   * **Visual**: Pictures of activities suitable for different weather.
   * **Audio Instruction**:
     + "What can you dowhen it’s sunny outside?"
     + **Interactive Element**: Match activities to the correct weather condition.
   * **Activity**: Select the best activity for each type of weather.
   * **Feedback**: Positive reinforcement for correct choices (e.g., "That’s right! Swimming is perfect for a sunny day.").

#### **Week 2: Review and Reinforcement**

* **Visual**: Scenarios showing different weather conditions.
* **Audio Instruction**:
  + "Let’s see what you remember. What weather is best for building a snowman?"
  + **Interactive Element**: Match the weather condition to the appropriate activity or clothing.
* **Activity**: Review quiz or interactive story involving weather decisions.
* **Feedback**: Positive reinforcement for correct answers, with gentle encouragement to try again if incorrect.

### **Module 4: Introduction to Plants**

#### **Week 1: Learning About Plants**

1. **Parts of a Plant**
   * **Plant Parts**: Roots, Stem, Leaves, Flower.
   * **Visual**: Illustration of a plant with clearly labeled parts.
   * **Audio Instruction**:
     + "This is a plant. Let’s learn about its different parts."
     + **Interactive Element**: Click on each part to hear its name and function.
   * **Activity**: Labeling activity where students match names to plant parts.
   * **Feedback**: Positive reinforcement when students correctly identify plant parts (e.g., "Great job! The leaves help the plant make food.").
2. **How Plants Grow**
   * **Growth Stages**: Seed, Sprout, Small Plant, Flowering Plant.
   * **Visual**: Sequence of images showing a seed growing into a plant.
   * **Audio Instruction**:
     + "Watch how a seed grows into a plant."
     + **Interactive Element**: Click to advance through the growth stages, with a brief explanation of each stage.
   * **Activity**: Arrange the growth stages in the correct order.
   * **Feedback**: Encouragement for correct sequencing (e.g., "Yes, the seed grows roots first.").
3. **Plant Needs**
   * **Plant Needs**: Sunlight, Water, Soil, Air.
   * **Visual**: Pictures showing what plants need to grow.
   * **Audio Instruction**:
     + "What do plants need to grow?"
     + **Interactive Element**: Match the correct needs to the plant.
   * **Activity**: Interactive matching game where students drag and drop sunlight, water, etc., to a growing plant.
   * **Feedback**: Positive reinforcement for correct answers (e.g., "Great! Plants need sunlight to grow.").

#### **Week 2: Review and Reinforcement**

* **Visual**: A review of the plant parts, needs, and growth process.
* **Audio Instruction**:
  + "Let’s review what we’ve learned about plants."
  + **Interactive Element**: Match plant parts, needs, and growth stages.
* **Activity**: A fun interactive quiz or puzzle that covers all the concepts learned about plants.
* **Feedback**: Positive reinforcement and gentle encouragement to retry if the student gets it wrong.