**CONTENT PROPOSAL**

**Non-Academic Activities**

**1. How to Wash Your Hands**

**A person will demonstrate proper hand-washing steps (wet hands, apply soap, scrub, rinse, dry).**

**Goal: Teach kids proper hygiene in a fun and clear way.**

**2. Basic Exercises**

**A person will demonstrate simple exercises (stretching, jumping jacks, arm circles, toe touches).**

**Goal: Encourage kids to move, stay active, and develop healthy habits.**

**1.STORY TELLING (Audio and Visuals)**

Sample Stories:

* Rabbit and the Turtle

One day a rabbit was boasting about how fast he could run. He was laughing at the turtle for being so slow. Much to the rabbit’s surprise, the turtle challenged him to a race. The rabbit thought this was a good joke and accepted the challenge. The fox was to be the umpire of the race.

* "Luna and the Rainbow Slide"

Luna, a cheerful little girl, discovers a magical quest to build a rainbow slide by finding six missing colors. With the help of a talking bird named Peeko, she finds each color through kind and friendly interactions with animals in the park — a red apple, orange ball, yellow butterfly, green frog, blue boat, and purple grapes.

Once all the colors are collected, the magical Rainbow Slide appears! Luna and her new friends enjoy the slide together, learning that kindness and teamwork can create something wonderful.

* "The White Chalk"

Mia was using her brand-new coloured chalks to draw on the pavement, when she met a boy named Steve. Boasting about the many colours of chalk she had, she learned that Steve had only white chalk. She somehow felt superior to him until finally realising that white chalk was just as important as all the colours. Steve was a kind-hearted boy and they became good friends. Mia will not make the mistake of boasting about anything again

1. **COLOR**

Sample Topics:

Easy Level (5 Stages)

Mechanic: Choose the correct color by clicking.

Choices: 2 images only.

Colors: Red, Yellow, Blue, Green.

Stages:

1. Find Red (apple vs. banana)

2. Find Yellow (sun vs. leaf)

3. Find Blue (balloon vs. apple)

4. Find Green (tree vs. lemon)

5. Random pick among the 4 colors above

Easy Level (Click to Find Color)

Correct Answer Prompt (each stage):

“Great job!”

“Yes, that’s right!”

“Good work!”

Wrong Answer Prompt:

“Oops! Try again.”

“Not that one, look closely.”

“Almost! Try again.”

After Finishing Each Stage (1–4):

“Well done! Let’s find the next color.”

After Easy → Jumping to Average

"Yay! You found all the colors! Now, drag the right color into the jar. Let’s try it!"

Average Level (3 Stages – Drag & Drop)

Mechanic: Drag the color/object into a target (e.g., jar, basket, or box).

Prompt Voice: “Drag the [color] into the jar.”

Choices: 3–4 objects appear, each with different colors.

Stages: 6. Drag Red object → into the jar 7. Drag Yellow object → into the jar 8. Random prompt with 3–4 color objects (e.g., apple, banana, balloon) → correct one must be dragged into the jar

This stage develops motor skills (dragging), while reinforcing color recognition.

Average Level (Drag & Drop into Jar)

Correct Answer Prompt:

“Awesome! You put it in the jar!”

“That’s the right color!”

“Perfect drag!”

Wrong Answer Prompt:

“Oops, that doesn’t go there. Try again!”

“Not that jar, look for the right color!”

“Almost! Drag it to the correct jar.”

After Finishing Each Stage (6–7):

“Nice! Let’s do another jar.”

After Average → Jumping to Hard

"Great job! Now for the final challenge… sort the rainbow colors into their jars! "

Updated Hard Level Mechanics

Mechanic 1: Color Sorting into Jars

Prompt Voice: “Sort the colors into the correct jars!”

Choices: 4–5 different colored objects (apple, balloon, leaf, grape, etc.) appear.

Action: Kids drag objects into the jar labeled with the right color (ROYGBIV).

Stages:

Stage 9: Sort 3 objects (Red, Yellow, Blue).

Stage 10: Sort 4–5 objects (ROYGBIV colors mixed).

This reinforces color recognition + categorization skills.

Correct Answer Prompt:

“Awesome! You put it in the jar!”

“That’s the right color!”

“Perfect drag!”

Wrong Answer Prompt:

“Oops, that doesn’t go there. Try again!”

“Not that jar, look for the right color!”

“Almost! Drag it to the correct jar.”

After Finishing Each Stage (6–7):

“Nice! Let’s do another jar.”

End Celebration Prompt Voice

"Hooray! you finished the color game! You are a Color Champion!

**3. NUMBERS**

**Easy Activities (5)**

1. Pop and Count

Balloons with numbers (1–5). Child pops them, hears the number spoken aloud.

2. Match the Number

Numbers 1–5 shown on screen, child drags the right number to match a group of objects (e.g., 3 apples).

3. Number Song & Tap

A song plays “One, Two, Three…”). Kids tap the number on the screen when they hear it.

4. Count the Animals

Different animals appear (1 dog, 2 cats, 3 birds). Child clicks the right number from a small list.

5. Number Puzzle

Simple puzzles where a number (1–5) is missing from a sequence, and the child chooses the correct piece to complete it.

**Average Activities**

1. Number Hunt

Numbers are hidden among shapes/pictures. Child has to find and click the correct number when asked (e.g., “Find number 7!”).

2. Count and Color

Child is shown objects (like 4 stars). They must color the same number of shapes (color 4 balloons).

3. Number Train

A train with missing wagons numbered 1–10. Kids drag the right number wagon into place to complete the sequence.

**Hard Activities**

1. Simple Addition Fun

Shows two small groups of objects (e.g., 2 apples + 3 apples). Kids pick the correct number (5).

2.Memory Match: Numbers and Objects

Cards faced down. One card shows a number (like 4), another shows objects (like 4 stars). Child flips and matches them.

**4. LETTERS**

**Easy Level**

Find the Letter – Displays 2–3 letters; child clicks the target letter.

Match Upper and Lower – Match capital letters with their lowercase partners.

Alphabet Song Pop-up – Letters light up/highlight while the alphabet song plays.

Pick the First Letter – Child selects the correct starting letter of a given picture (e.g., Apple → A).

Colorful Letter Choice – Letters are shown in bright colors, child picks the one requested.

**Average Level**

6. Spot the Difference Letters – Identify between look-alike letters (b/d, p/q, m/n).

7. Letter Hunt – Several letters appear at once; child quickly selects the correct one.

8. Complete the Pair – Match missing half of the alphabet set (e.g., show A–M, child drags N–Z).

**Hard Level**

Focus: Memory, sequencing, and application

9. What Comes Next? – Fill in missing letter from a sequence (A, B, \_\_, D).

10. Word Starter Challenge – Show a picture (ball, sun, cat); child identifies the starting letter under a timer.

1. **SHAPES**

Sample Games:Shape Recognition Game Levels

**EASY LEVELS (1–5)**

1. Shape Pop

Learning Objective: Identify basic shapes through quick visual recognition.

Activity Description: Shapes (circle, square, triangle, star) float upward like balloons. Child taps the correct one when a voice says, “Pop the circle!”. Correct pops give fun sounds and animations; wrong taps shake and float away.

2. Shape Snap Match

Learning Objective: Match shapes to improve recognition and hand–eye coordination.

Activity Description: Children drag colorful shapes into matching outlines (circle → circle outline, etc.). Correct matches snap into place with a “ding.”

3. Shape Color Sort

Learning Objective: Recognize and connect shapes with colors.

Activity Description: Kids sort shapes (red circle, blue square, yellow triangle) into baskets labeled with both shape and color. Encouraging sound plays when correct.

4. Shape Hunt

Learning Objective: Train observation skills by finding shapes in a scene.

Activity Description: A playground picture is shown. Task: “Find all the triangles.” Kids tap triangles in the image. Each correct tap glows and counts up.

5. Shape Memory Flip

Learning Objective: Improve memory and recognition of basic shapes.

Activity Description: A grid of cards is placed face down. Kids flip two at a time to find matching shape pairs (circle–circle, star–star). Correct pairs stay revealed.

**AVERAGE LEVELS (6–8)**

6. Shape Puzzle Builder

Learning Objective: Develop spatial awareness and see how shapes combine into pictures.

Activity Description: Outline of a house, rocket, or car appears. Child drags correct shapes (square for base, triangle for roof, circle for wheels). Finished image triggers fun animation (rocket launches, car drives).

7. Shape Path Maze

Learning Objective: Understand shape orientation and logical movement.

Activity Description: A path with barriers allows only certain shapes to pass. Kids rotate and move a shape (triangle, hexagon, etc.) to fit through. Obstacles and turns increase difficulty.

8. Shape Sequence Pattern

Learning Objective: Recognize and predict shape sequences.

Activity Description: Example: Circle → Square → Circle → ?

Kids choose the missing shape from 3 options. Patterns grow harder with mixed shapes and colors.

**HARD LEVELS (9–10)**

9. Shape Sort Race

Learning Objective: Strengthen decision-making and categorization speed.

Activity Description: Conveyor belt moves random shapes. Kids drag each into correct bin before it falls off. Speed increases each round. Scores and badges (⭐ Bronze, ⭐⭐ Silver, ⭐⭐⭐ Gold) awarded at the end.

10. Shape Path Puzzle (Mechanic Level)

Learning Objective: Build problem-solving and logical thinking using shape placement.

Activity Description: Player rotates/moves shapes to fill a winding grid (like puzzle Tetris). Must place without gaps. Advanced levels add time limits, obstacles, and trick shapes.