

**BB For Society Programme**  
*Seeds for Bloom*

Key Performance Indicator

Achievement	Level	Indicator
<b>Personal Development</b>	1	Says "please," "thank you," "please," and "sorry" in daily interactions.
		Waits patiently and takes turns.
	2	Shows care for belongings and shared materials.
		Expresses feelings appropriately using words.
	3	Greets others politely and respectfully.
		Listens when others are speaking.
<b>Goal:</b> To build respectful, kind, and emotionally aware individuals.	4	Accepts feedback and corrections with a positive attitude. Helps friends or adults when someone is in need.
<b>Critical Thinking</b>	1	Asks questions to learn more or clarify.
		Makes predictions and checks outcomes.
	2	Identifies simple problems and suggests solutions.
		Sorts and classifies objects or ideas based on features.
	3	Gives reasons for choices or actions.
		Connects new information to previous experiences.
<b>Goal:</b> To develop curiosity, reasoning, and problem-solving skills.	4	Participates in exploration or simple investigations. Thinks creatively in tasks or storytelling.
<b>Team Work</b>	1	Works well with others in pairs or groups.
		Shares materials and takes turns during activities.
	2	Listens and responds respectfully to teammates' ideas.
		Helps solve group conflicts in a kind way.
	3	Encourages others and celebrates group success.
		Follows group roles or responsibilities.
<b>Goal:</b> To promote cooperation, communication, and mutual respect.	4	Waits for their turn to speak in discussions. Shows leadership by helping guide peers when needed.
<b>Academic Knowledge</b>	1	Reads and understands simple to longer texts.
		Writes to share thoughts or tell stories.
	2	Follows instructions during learning activities.
		Asks questions to learn more.
	3	Shares ideas with teachers and friends.
		Finishes schoolwork with care.
<b>Goal:</b> To help children enjoy learning and understand basic school subjects.	4	Enjoys learning new things. Tries their best, even when it's hard.

Teaching Mechanism

Teaching Cycle	Batch	2 Months
Structure for every batch.	Zones	2
	Schedule	A - B - A - B - A - B - A - B
	Freq	4 Sessions / zone
Session Format	Session	Week 1 - Physical Sciences*
Structure for every sessions.		Week 2 - Sports*
		Week 3 - Biological Sciences*
		Week 4 - Art *
	Week	120 minutes
		30 - Cultural Activities
		30 - Academic Knowledge
		30 - Group Discussion
		20 - Games
		10 - Recap
	Test	every week in Recap
		week 4, for graduate

\*The class schedule is subject to change when necessary.