

MICHIGAN VALLEY EDUCATION SYLLABUS FOR GROUP 2 (CLASS 6 AND 7)

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		Class 6	Class 7	Name of Activity	
Week	Subjects	Chapters	Chapters	Core	Associative
1	Science	Food: Where does it come from	Nutrition in Plants	Microscopic World Slide Making parts of flower , watching Stometa Parts of plants through nature walk collecting herbarium	Make slide and observe them
	Mathematics	Knowing numbers		Number series	Origamy models and concept maps
	Computer			Concept and history of th computers	Binary Abacus
2	Science	Food: Where does it come from	Nutrition in Plants	Movie	Same as first week
	Mathematics	Knowing numbers		Rational and irrational numbers	Undersatnding numbers through origamy
	Computer	Binary Box, Programing		understading binary	introduction to programing
3	Science	Components of Food		Iodene ,starch and protien test	Energy in my food
	Mathematics	Numbers		Making a concept map and exercise	
	Computer			How numbers are dispalyed on screen	LCD models
4	Science	Fibre to Fabric	Fibre to Fabric	Weaving	Fiber seggregation; Climbing colours, Watching yarn under microsope
	Mathematics	Numbers		Practicing number line	
	Computer			progrrming basics	
5	Science	Fibre to Fabric	Fibre to Fabric	Weaving	Fiber seggregation; Climbing colours
	Mathematics	Basic Geometrical ideas	Lines and Angles	Activities on geometrical board	Structures foundation and wall and reinforced concrete
	Computer			progrrming basics	
6	Science	Sorting Materials into groups	Acid Bases and Salts	No Mystry Just Chemistry	Test about bases and salt, crystal neclace
	Mathematics	Basic Geometrical ideas	Lines and Angles	Continiuation of 5th week	Structures foundation and wall and reinforced concrete
	Computer			Fundamental of programing	
7	Science	Sorting Materials into groups	Acid bases and Salts	No Mystry Just Chemistry, Making a Ph paper	Test about bases and salt, crystal neclace
	Mathematics	Understanding elemenatry shapes	Triangles and it's properties, Congruence of triangles, Solid shapes	Board activities	Origamy models
	Computer	Hardware		C D rom model making	
8	Science	Separation of substances		Properties of materials	Properties of materials , hot and cold solutions
	Mathematics	Understanding elemenatry shapes	Triangles and it's properties, Congruence of triangles, Solid shapes	Geometry board and origamy models	
	Computer	Hardware		CD rom model making and exercise	
9	Science	Separation of substances		Identifiction of substances	Properties of materials , hot and cold solutions
	Mathematics	Integers	Integers	Concept maping and exercise	
	Computer			Scratch	
10	Science	Changes arround us	Physical and Chemical changes and Heat	Exercises related to changes	Changing states of the matter (DST), water suspension
	Mathematics	Integers	Integers	Concept making and exercise	
	Computer			Scratch	
11	Science	Changes arround us	Physical and Chemical changes and Heat	Exercise realted to changes	Making Soap
	Mathematics	Fractions	Fractions and Decimals	Concept making and exercise	

	Computer	Programming		Scratch	
12	Science	Getting to know plants	Forest Our life line, Reproduction in Plants	Biodiveristy Excercises, Natures Trail, Slides	Google Earth Project
	Mathematics	Fractions	Fractions and Decimals	Audio video on fractions	
	Computer	Programming		Scratch	
13	Science	Getting to know plants	Forest Our life line, Reproduction in plants	Biodiveristy Excercises, Natures Trail, Slides	Google Earth Project
	Mathematics	Decimals	Fractions and Decimals	Exercise Sheet	
	Computer	Programming		Scratch	
14	Science	Body Movements	Nutrition in Animals, Transportation in animal and plants	Movie, Making stethoscope	
	Mathematics	Decimals	Fractions and Decimals	same as above	
	Computer	Programming		LCD Display	
15	Science	Body Movements	Nutrition in Animals, Transportation in animal and plants	Movie	
	Mathematics	Data Handling	Data Handling	Making a model of Data	
	Computer	Hardware		LCD Display	
16	Science	The Living Organisms and their surroundings	Respirations in organism	Movie	Be a spy and lift your finger prints
	Mathematics	Data Handling	Data Handling	Making model of data handling	
	Computer	Hardware		Computer memory	
17	Science	The Living Organisms and their surroundings	Respirations in organism	Movie	
	Mathematics	Mensuration	Perimeter and Area	thorough origamy models	
	Computer	Programming		Computer Memory	
18	Science	Motion and measurement of distances	Motion and Time	Exrcise of motion and time through lab practicals , Action Reaction principle form (DST)	Models from robotics forces and laws of motion (DST)
	Mathematics	Mensuration	Perimeter and Area	Geometry board and Origami	Gears , pulleys and leavers
	Computer	Programming			
19	Science	Motion and measurement of distances	Motion and Time	Force and law of motion, motion and time	
	Mathematics	Algebra	Algebraic Expressions	audio visual aid	
	Computer	Programming			
20	Science	Sound		Fun with Sound	Transverse wave model, resonance
	Mathematics	Structures		Suspension bridge, CAMs, Foundation, wall, reinforcement, roofs, dams bridges and oil rigs	
	Computer	Progammimg			
21	Science	Sound		Fun with Sound	
	Mathematics	Structures		Suspension bridge, CAMs, Foundation, wall, reinforcement, roofs, dams bridges and oil rigs	
	Computer	Progammimg		Scratch	
22	Science	Light shadow and reflection	Light	Projector	Periscope, Infinity well, prism
	Mathematics	Algebra	Algebraic Expressions	Exrcise	
	Computer	Programming		Scrath games	
23	Science	Light shadow and reflection	Light	Periscope and kaleiedoscope	Easy optics (kutuhah ), light sensitive alarms, cinema
	Mathematics	Ratio and proportion	Comparing Quantities	Audio visual help	
	Computer	Programming		Scratch and python	

24	Science	Electricity and Circuits	Electric Currents and its Effect	Simple and Parallel Series	Electric bell and morse telegraph making a microphone
	Mathematics	Ratio and Proportion	Comparing Quantities	Exercise	
	Computer	Programming		Scratch and Python	
25	Science	Electricity and circuits	Electric Currents and its Effect	Bare generators DC motor	Static electricity making of electroscope, circuits and its components
	Mathematics	Symmetry	Symmetry	Building structures, Sky Scrappers	Airplane model
	Computer	Programming		Scratch and Python	
26	Science	Fun with magnets		Levitating Pencils, Hello magnets	making of galvanometer, finding poles, deflection magnetometer, dancing doll, nonstop swing
	Mathematics	Symmetry	Symmetry	Building structures, Sky Scrappers	Airplane Models
	Computer	Programming		Scratch and Python	
27	Science	Fun with magnets		Homopolar Motor	Magnetic Brakes
	Mathematics	Practical Geometry- Making Line and Arc and Bisecting	Practical Geometry- Angle Bisection and making triangles	Origami	
	Computer	Programming		Scratch and Python	
28	Science	Water	Water a precious resource	Water level indicator, Making Rain, Upthrust of liquids	U Tube monometer, Hydrometer
	Mathematics	Practical Geometry- Making Line and Arc	Practical Geometry- Angle Bisection and making triangles	Origami	
	Computer	Programming		Scratch and Python	
29	Science	Water	Water a precious resource	Water level indicator, Making Rain, Upthrust of liquids	U Tube monometer, Hydrometer
	Mathematics	Fun with Numbers	Rational Numbers	Concept mapping and exercise	
	Computer	Programming		Scratch and Python	
30	Science	Air around us	Wind Storms and Cyclones	Composition of Air, Tornado maker, Air gun, anemometers, measuring wind speed	Air modeling paper plane, Balsawood plane, Auto pilot
	Mathematics	Fun with Numbers	Rational Numbers	Concept mapping and exercise	
	Computer	Programming		Scratch and Python	
31	Science	Air around us	Wind Storm and Cyclones	Barometer, Weather station, weather symbols	tornado maker material form DST, Wind mill
	Mathematics				
	Computer	Programming		Scratch and Python	
32	Science	Garbage in Garbage out	Waste water Story	Movie	
	Mathematics				
	Computer	Hardware		Barcode reader	
33	Science	Garbage in Garbage out	Waste water Story	Simple Pumps	
	Mathematics				
	Computer	Hardware		Barcode reader	
31	Science		Soil	Soil model, soil sieve	
	Mathematics				
	Computer	Communication device		Making telegraph	
<b>NOTE:</b>					
1	Space model and sky watching intermediary				
2	Electronics model during summer and winter breaks				
3	Concepts of Mathematics practice				
4	Communication and Open house for project presentations				
5	Airplane Models Intermediary				
6	Robotic Models Intermediary				