

KAUSHAL BODH
ANNUAL CURRICULUM PLAN

Subject: Skill Education (Vocational Education)

Class: VI

Book: *Kaushal Bodh*

Total Duration: 110 hours approx (as per book guidelines)

Approach: Project-Based Learning (3 projects – one from each form of work)

STRUCTURE OF THE YEAR

The book divides learning into 3 Forms of Work:

1. Life Forms
2. Machines & Materials
3. Human Services

Each project - 30 hours (approx.)

MONTH-WISE CURRICULUM PLAN

APRIL – MAY

UNIT 1: INTRODUCTION TO VOCATIONAL EDUCATION

Concepts:

- Meaning of work & dignity of labour
- Importance of vocational skills
- Safety rules & teamwork
- Introduction to 3 forms of work

Learning Outcomes:

- Understand the meaning of work and vocational education
- Identify different types of work in daily life
- Recognize the concept of dignity of labour
- Understand how different types of work are connected
- Express ideas through drawing and discussion
- Identify basic safety rules while working
- Observe and classify different occupations
- Demonstrate basic planning for a project

Activities:

- Drawing different occupations
- Class discussion: “Why is work important?”
- Safety rules poster

Assessment:

- Awareness + respect for work
- Basic classroom participation

JULY

PROJECT 1: LIFE FORMS

(Kitchen garden / Biodiversity Register)

Concepts:

- Plants and their needs
- Importance of plants
- Plant growth
- Care and maintenance

Learning Outcomes:

- Learn basic needs of plants (air, water, sunlight, soil)
- Understand stages of plant growth
- Learn importance of plants in our life
- Compare growth of different plants
- Identify reasons for healthy/unhealthy plants
- Record observations (draw/write)
- Follow simple instructions while working

Activities:

- Seed sowing
- Soil preparation
- Watering, weeding
- Measuring plant growth
- Drawing plant stages

- Observation diary

Assessment:

- Basic environmental awareness
- Care and responsibility
- Observation skills

AUGUST – SEPTEMBER

PROJECT 2: MACHINES & MATERIALS

(Maker Skills / Animation and Games)

Option A: Maker Skills

- Introduction to Maker Skills (What is making? Why is it important?)
- Demonstration of simple making techniques
- Use of tools

Option B: Animation and Games

- What is animation? (flipbook demonstration)
- What makes a game interesting?
- Simple tools like Scratch Jr./basic animation app

Learning Outcomes:

- Identify simple materials and tools used in making things
- Learn basic principles of design and construction
- Understand basic concepts of animation and games
- Learn that animation is created using sequence of images
- Recognize simple elements of games (characters, rules, movement)
- Think creatively to tell stories through animation
- Create basic models (e.g., simple structures, useful items)
- Solve basic problems during construction
- Use basic digital tools (if available)

Activities:

- Making a simple object using waste material (e.g., pen stand, toy, small structure)
- Building a basic model (house, bridge using paper/sticks)
- Group challenge: “Create something useful from waste”
- Create a flipbook animation

- Draw and animate a simple story
- Design a paper-based game (board game or card game)

Assessment:

- Creativity and usefulness of the product
- Oral explanation of their model
- Creativity in animation/game design
- Understanding of sequence and logic
- Presentation and explanation
- Teacher Observation Checklist

OCTOBER – DECEMBER

PROJECT 3: HUMAN SERVICES

(School Museum / Cooking without fire)

Option A: School Museum

- Discussion: “What is a museum?”
- Show pictures/examples of museums

Option B: Cooking without fire

- Discussion on healthy food and hygiene
- Demonstration of simple recipe

Learning Outcomes:

- Understand importance of heritage preservation and healthy living
- Learn basic concepts of museum and nutrition
- Learn how items are collected, preserved, and displayed
- Learn importance of hygiene in cooking
- Prepare simple food items independently
- Organize and present exhibits
- Make healthy food choices

Activities:

- Collect items such as:
 - Old coins, stamps, toys
 - Cultural objects, local artifacts
 - Natural objects (leaves, stones)

- Categorize items into groups
- Prepare labels and descriptions
- Create a mini classroom museum
- Prepare dishes like:
 - Fruit salad
 - Sandwich
 - Bhel/chaat
 - Sprout salad
- Practice:
 - Washing ingredients
 - Cutting (with supervision)
 - Mixing and presentation

Assessment:

- Participation in collection and organization
- Creativity in display
- Teamwork and cooperation
- Hygiene and cleanliness
- Presentation of dish

JANUARY

REVISION + KAUSHAL MELA (CULMINATION)

As suggested in the book:

- Organize **Kaushal Mela** to showcase student work

Learning Outcomes:

- Recall and integrate learning from all projects
- Understand real-world application of skills
- Present work in exhibition format
- Maintain portfolio
- Reflect on personal growth
- Evaluate strengths and areas of improvement

Activities: Exhibition of:

- Plants / garden
- Craft items / Animated Games
- Museum / Healthy Dish

Assessment: Final evaluation based on:

- Portfolio
- Presentation
- Teacher observation