

Syllabus on

# JOYFUL LEARNING FOR CHILDREN

Motto for Excellency, accuracy and reliability

Organized by

Collaborate with



**Sustainable  
Disadvantaged  
Development  
Foundation- SDDF**

**Microsoft in Education  
Global Training Partner**

**Development for  
Children and Women  
Initiative Society-  
DCWIS**

## Abstract

The "Joyful Learning for Children" initiative, established by the Sustainable Disadvantaged Development Foundation, aims to revolutionize the educational landscape for all children through the Kidz Online School platform. This program prioritizes playful, engaging, and interactive learning methodologies to instill a passion for education among children. By leveraging digital tools and resources, the initiative guarantees that education is both accessible and enjoyable, thereby fostering cognitive, social, and emotional development.

The fundamental philosophy of the program posits that enjoyable learning experiences can markedly enhance children's academic outcomes and overall well-being. A diverse array of activities, games, and interactive lessons is employed to encourage children to explore and learn at their own pace, thus creating a positive and stimulating educational atmosphere. Additionally, the initiative places a strong emphasis on bridging educational disparities by offering sustainable, high-quality education to disadvantaged communities.

By prioritizing enjoyable and accessible learning experiences, the "Joyful Learning for Children" program aspires to create a profound and lasting impact on the lives of children, equipping them with the knowledge and skills necessary for a promising future. The foundation's unwavering commitment to joyful learning reflects its dedication to enhancing educational outcomes and nurturing a lifelong enthusiasm for learning.

## Course Objectives

- **Foster a Love for Learning:** Promote a positive attitude toward education by ensuring that learning experiences are engaging and enjoyable.
- **Enhance Cognitive Development:** Implement interactive and playful methodologies to stimulate critical thinking, problem-solving abilities, and creativity.
- **Promote Social and Emotional Growth:** Facilitate collaboration, communication, and empathy through group activities and peer interactions.
- **Ensure Accessibility:** Provide high-quality educational resources and tools that are readily accessible to children from disadvantaged communities.
- **Support Individual Learning Paces:** Allow children to progress at their own pace, ensuring that each child fully understands concepts before advancing.
- **Integrate Technology in Learning:** Utilize digital platforms and tools to establish an interactive and contemporary learning environment.

## Type of the course: Short course (1.5- 2 weeks)

## Session Planning

- **Starting session:** 11 April 2025
- **Ending Session:** 23 May 2025
- **Total session:** 10 (ten Qty.)
- **Examination:** 5

- **Session duration:** 1 hour and 30 minutes per session
- **Capstone program:** 1
- **Parents engagement:** 1

## Curriculum plan

### English language

- **Importance of English as international language:** Understanding why English language is crucial for communication and expression. Real life experience (broad discussion about the advantage)
- **Reading Adventures:** Interactive Storytime Sessions: Reading aloud sessions with engaging stories and discussions.
- **Creative Writing:** Writing formal letters, applications or creative writing with standard vocabulary. Management writing skills- Task Achievement, Coherence and Cohesion, Grammar and Time Management.
- **Grammar Games and Activities:** Interactive activities to learn grammar rules.
- **Vocabulary Building through Word Games:** Games like word searches, crosswords, and vocabulary bingo.
- Practicing presentations, public speaking, debating and organizing drama or others.

### Soft skills

- **Understanding Soft Skills and Their Importance:** Discussing what soft skills are and why they matter, communication, teamwork, and empathy.
- **Effective Communication:** Verbal and Non-Verbal Communication Skills, Role-Playing Scenarios to Practice Communication.
- **Teamwork and Collaboration:** Importance of Teamwork, group activities and projects, building trust and cooperation
- **Emotional Intelligence:** Teaching children to identify and express their emotions, activities to develop emotional awareness, empathy and understanding others
- **Confidence and Self-Esteem:** Building Self-Confidence through Positive Reinforcement, Overcoming Challenges and Building Resilience, Celebrating Achievements and Personal Growth.

### Social studies

- **Introduction to Social Studies:** Scope and importance of social studies, importance of learning about history, geography, and culture.
- **Exploring History:** Learning about key historical events and how to create timelines, Engaging stories about important historical figures, storytelling sessions on famous historical figures.
- **Geography Adventures:** Basic map skills and geography concepts, exploring continents, countries, and cultures, virtual tours and activities to learn about different places.
- **Cultural Exploration:** Learning about different cultures and traditions, online tours of different communities around the world.

- **Community and Citizenship:** Understanding the Role of Community and Citizenship, Activities to Promote Community Involvement and Responsibility, activities to understand and improve local communities.

### Digital Literacy

- **Introduction to Digital Literacy:** Importance, safe and responsible use of technology.
- **Basic Coding for Kids:** Understanding the basics of coding languages and logic, interactive coding games and activities, creating simple programs and animations
- **Gamification in Education:** Minecraft education, working together on digital projects using online tools.
- **Digital Citizenship:** Online safety and privacy, respectful online communication, understanding digital footprints

### Science

- **Introduction to Science:** Understanding nature and importance of science, understanding the basics of biology, including plant and animal life cycles, Learning about the human body and its systems through interactive models and activities.
- **Physical Sciences:** Understanding states of matter and their properties through hands-on experiments, exploring basic physics concepts like gravity, friction, and motion with fun activities, Learning about different forms of energy and their uses through interactive projects.
- **Earth and Space Sciences:** Earth's Structure (Understanding the layers of the Earth, rocks, and minerals through exploration and experiments), Weather and Climate, Space Exploration
- **Environmental Science:** Conservation and Sustainability, Pollution and Its Effects, promote environmental awareness and action.

### Schedule of the session

Sl. No.	Date	Day	Time	Subject
1.	11 April 2025	Friday	10am -11:30am	Science
2.	12 April 2025	Saturday	10am -11:30am	Science
3.	18 April 2025	Friday	10am -11:30am	Language Art
4.	19 April 2025	Saturday	10am -11:30am	Language Art
5.	25 April 2025	Friday	10am -11:30am	Social Studies
6.	26 April 2025	Saturday	10am -11:30am	Soft Skill
7.	2 May 2025	Friday	10am -11:30am	Soft Skill

8.	3 May 2025	Saturday	10am -11:30am	Social Studies
9.	9 May 2025	Friday	10am -11:30am	Digital Literacy
10.	16 May 2025	Friday	10am -11:30am	Digital Literacy

### Examination schedule

Subject	Date	Time	Hour
Science	12 April 2025	3.00 pm- 4.00pm	One hour
Language Art	19 April 2025	3.00 pm- 4.00pm	One hour
Soft skills	2 May 2025	3.00 pm- 4.00pm	One hour
Social Studies	3 May 2025	3.00 pm- 4.00pm	One hour
Digital literacy	16 May 2025	3.00 pm- 4.00pm	One hour

### Capstone program

Program	Date	Topic
Capstone program	17 May 2025	Learning outcomes, demonstration your skills, motivational session, Q&A.

### Parents- orientation program

	Date	Topic
Parents engagement	23 May 2025	Psychosocial support for the child growth, sharing feedback, Q&A.

### Cocurricular activities

#### Assessment

- Participation and Engagement: 10%
- Assignments and Practical Exercises: 40%
- Practice: 20%
- Report on the assigned task: 30%

#### Co- Curriculum activities

- Presentation
- Role playing
- Debating

### Method

- Lecture
- Presentation
- Q&A
- Group discussion
- Polls

### Facilities for the session

- AI based digital platform
- Online based examination
- Networking facilities
- Access resources

### Registration information

- Enrollment is open from 18 March 2025 to 9 April 2025

### Contact information

Sustainable Disadvantaged Development Foundation

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**For registration, please scan QR code**



**Thank you for staying with us.**