Lesson plan - 1

Topic - To improve colouring in students

Brief Description:-

Planned activities well help to develop find motor skills to improve colouring. Encourage colour recognition and boost their confidence to colour with precision. They will be able to identify different colours and explore the environment to associate with colours.

KPI def 1 - To improve colouring in students.

UNSDG-

1) Specific objectives:-

- **SP 1-** It provides practice to develop fine motor skills.
- **SP 2-** Planned activities will enhance concentration span.
- **SP 3-** It develop coordination for early writing skills and correct finger grip.

2) Behavioural objectives:-

- **B1-** To develop experience of creativity.
- **B2-** To enhance colour awareness.
- **B3-** Developing a sense of achievement.

3) Teaching aids:-

Activities and worksheet

- **T1-** Paper crumbling activity.
- T2- Scribbling in different shapes and objects.
- T3- Paper throw ball (game).
- **T4-** Colouring of different worksheets.
- T5- Audio visual aids

4) Process/Activities

- * Making paper balls in different size to inculcate fine motor skills.
- * Rhyme on rainbow for colour recognition.
- *To enhance their sense of achievement we play paper throw ball game.

5) Digital content to be used:-

https://youtu.be/KR_Up6ytiP4

6) Expected learning outcomes:-

Students will be able -

- 1) Develop fine motor skills.
- 2) Concentration level will expand.

- 3) Develop handwriting skills.
- 4) Encourage colour recognition.
- 5) Boost their confidence.

7) Assessment through:-

- a) Scribbling:- worksheets of different shapes, objects, fruits and vegetables to colour.
- **b) Paper throw ball: -** will give student paper to make different size of balls and throw it in a bucket.
- C) Rainbow rhyme:- child will be able to recognise colours.

CHECKLIST

FINE MOTOR SKILL DEVELOPMENT							
S. No.	Student's Name	Colouring within the lines	Able to colour but going out of the boundaries	Less interested in colouring			
1							
2							
3							
4							