BEGALILEO CAMP CURIOSITY

	DAY-1	DAY-2	DAY-3	DAY-4	DAY-5	DAY-6	DAY-7
GRADE-5	FATHOM MATH Introduction to division INVISIBLE LINK A colouring challenge with numbers	Introduction to division Learned to colour maps using Four Colour Theorem	Concept of division Played 'Hit and Sink' game using positions	Division by single digit number Created and played a board game using longitudes and latitudes	Division with regrouping Explored link between numbers and colour patterns. Did Floor tile patterns	Long division Created and played with Jal Tarang. Tried creating various Musical notes	Division Code Hour - Learned to code using simple instructions called Algorithms
GRADE-4	FATHOM MATH Introduction to multiplication INVISIBLE LINK A colouring challenge with numbers	Introduction to multiplication Learned Four Colour Theorem for mapping	Multiplication by 2, 3, 4, 5, 10 Played 'Hit and Sink' game using positioning	Multiplication by 2, 3, 4, 5, 10 Created a board game by locations of longitudes and latitudes	Tables 2-10 Designed Floor tiles using colour patterns	Tables 2-10 played with Jal Tarang and created Music patterns with numbers	Multiplication Learned how to perform an action using Algorithms - Code Hour
GRADE-2	FATHOM MATH Addition of single digit numbers INVISIBLE LINK Learned Mondrian Art	Addition by number bonds Made a Carry bag in Mondrian style	Adding more than two numbers Finding Fido by location and directions	Adding more than two numbers Played a game 'Hidden treasure' by directions	Tens and Ones Did Floor tile patterns using numbers	Place value - Upto hundreds played and created Musical notes using numbers. Also played with Jal Tarang	Place value - Upto hundreds planted a seed using Algorithms - Code Hour
	THINK IN THE TALE "The Lucky Piece" Mirror - Alice Cooper Jones	"Grow Tree" Learned to get greater in on the tables	"Jack and the Beanstalk" Three grows - Magnified point of view	"Ground rule game" Lesson, moral, project, process of groundgrowth	"4 C's activities" Activity Time, message, audit, the not problems cards	"The Art Train" Activity design, message, market	"Do Three is Tell Group Focus presentation, the just better others work"

	DAY-8	DAY-9	DAY-10	DAY-11	DAY-12	DAY-13	DAY-14
GRADE-5	FATHOM MATH Division by 2 digit divisor INVISIBLE LINK Made a paper plane using Algorithms and prepared Maggi like a Robot Chef	Division by 2 digit divisor Code Hour - Learned programming with repetitions or loops	Division by 2 digit divisor Code Hour - Learned Graph programming	Division by 10, 100, 1000 Hidden and secret messages	Division by 10, 100, 1000 Deciphered all secret messages and cracked the code	Word problems Fibonacci sequence and pascal triangle	Word problems Peacock abstract art using Fibonacci sequence
GRADE-4	FATHOM MATH Multiplication INVISIBLE LINK Code Hour - paper plane Algorithm	Multiplication Code Hour - Learned programming and loops or repitation in programming	Multiplication Code Hour - Learned graph programming	Multiplication by 2 digit number Hidden and secret codes -	Multiplication by 2 digit number Deciphered all secret messages and played a game	Multiplication by 2 digit number Fibonacci sequence and pascal triangle	Word problems Elephant abstract art using Fibonacci sequence
GRADE-2	FATHOM MATH Comparing numbers INVISIBLE LINK Made paper plane and Lemonade using Algorithm	Comparing and Ordering numbers Started learning programming step by step	Addition of 2 digit number with regrouping Code Hour - Honey bee and Snowman coding Cracked the code	Addition of 2 digit number without regrouping Hidden and secret codes - Reverse codes, phonetic Alphabets, Every second letter	Addition of 2 digit number without regrouping Deciphered secret messages	Addition of 2 digit number without regrouping Fibonacci Sequence and pascal triangle	Word problems Hopscotch game with Fibonacci twist
	THINK IN THE TALE "Not doing exactly what you do"	"The Robot" Understanding what you have and taking care of them	"Angular perspective" Level three your personal information system	"Hide in Line" Art Activities and have fun while Playing	"EN WOLLOF LLE EHT SELUR" We Follow all the Rules	"The drawing practice makes drawing perfect"	"Story telling Lazy Hedgehog and Pirates Tales"