

**TERM THREE**  
**WEEKLY LESSON PLAN – B7**  
**WEEK 2**

| <b>Date:</b> 23 <sup>RD</sup> SEPT, 2022   | <b>DAY:</b>   | <b>Subject:</b> Creative Arts And Design   |  |
|--|---|--|--|
| <b>Duration:</b> 50MINS  |   | <b>Strand:</b> Design  |  |
| <b>Class:</b> B7   | <b>Class Size:</b>  | <b>Sub Strand:</b> Design In Nature And Manmade Environment  |  |
| <b>Content Standard:</b><br>B7 I.1.1 Demonstrate understanding of design as a concept in relation to the elements and principles of design and as a medium for creative expression of design in nature and the manmade environment |   | <b>Indicator:</b><br>B7 I.1.1.1 Demonstrate understanding of design as a concept and its importance and role as a medium for creative expression of design in nature and the manmade environment |  |
|  |   | <b>Lesson:</b><br>1 of 1   |  |
| <b>Performance Indicator:</b><br>Learners can discuss the similarities and differences in design in nature and manmade design or objects   |   | <b>Core Competencies:</b><br>PL5.2: PL6.1: CG5.4: PL6.2  |  |
| <b>Key words</b>   | Design, compare, contrast, medium, creative expression, nature, manmade environment   |  |  |
| <b>Reference:</b> Creative Arts And Design Curriculum P.g. 3   |   |  |  |
|  |   |  |  |
| Phase/Duration   | Learners Activities   | Resources  |  |
| <b>PHASE 1: STARTER</b>  | <p>Learners reflect on their experiences of design and search their surroundings, picture books, YouTube videos, calendars, magazines, photographs, etc. to identify and share ideas on design in the community.</p> <p>Have learners to research and record how designers in different specialized disciplines (e.g. graphic design/ architectural design/interior design/web design) generate ideas and create designs.</p>   |  |  |
| <b>PHASE 2: NEW LEARNING</b>   | <p>Guide learners to identify and carefully study different natural and manmade designs in detail.</p> <p>Brainstorm on selected design products/items to identify and describe the sources of ideas that influenced those items.</p> <p>Have learners compare several natural and manmade objects to describe the similarities between them, using the 'nature learning corner' as a basis.</p> <p>Let them record the findings to report on how individuals experiment with available manual and digital media to create their own designs from natural or manmade resources.</p> <p>In groups, learners discuss preferred objects to use and safely apply previous relevant knowledge and skills to select</p> | Picture book,<br>magazines<br>YouTube videos<br>Pinterest.com<br>images calendars  |  |

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|                                       | <p>appropriate manual and digital tools, materials and equipment to create designs for display and reporting.</p> <p>Have them display designs, illustrations, reports, models of designs for feedback.</p> <p><u>Assessment</u><br/>Learners practise designing using different tools and techniques. Learners find out how designers make use of natural designs to benefit society</p> |  |
| <p>PHASE 3:<br/><b>REFLECTION</b></p> | <p>Learners talk about design in the environment and how different d ideas to create their designs.</p> <p>Learners reflect and talk about how the natural environment can b other designers to get inspiration from.</p>   |  |

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| <b>Duration:</b> 50MINS   |  | <b>Strand:</b> Visual Arts                                     |
| <b>Class:</b> B7  | <b>Class Size:</b>   | <b>Sub Strand:</b> Media And Techniques                        |
| <b>Content Standard:</b><br>B7. 2.1.1 Visual Arts:<br>Demonstrate understanding of relevant Visual Arts media and techniques and their application to still-life drawing, shading, pattern making and modelling | <b>Indicator:</b><br>B7 2.1.1.4 Apply the techniques in pattern making using available media to create visual artworks   | <b>Lesson:</b><br>1 of 1                                       |
| <b>Performance Indicator:</b><br>Learners can apply the techniques in pattern making using available media to create visual artworks  |  | <b>Core Competencies:</b><br>PL5.2: PL6.1: CG5.4: PL6.2: DL5.3 |
| <b>Key words</b>  | Dabbing, direct and relief printing, motif, pattern making   |  |
| <b>Reference:</b> Creative Arts And Design Curriculum P.g. 7  |  |  |
|   |  |  |
| <b>Phase/Duration</b>   | <b>Learners Activities</b>   | <b>Resources</b>   |
| <b>PHASE 1: STARTER</b>   | Show a 5-minute video/ realia/ pictures on techniques in pattern making.<br><br>Learners answer questions to motivate them on techniques in pattern making.<br>E.g. What are some techniques used in pattern making?   |  |
| <b>PHASE 2: NEW LEARNING</b>  | Learners brainstorm and reflect on techniques in pattern making. Examples: dabbing, direct and relief printing<br><br>Learners identify and describe the techniques and media for pattern making.<br><br>Learners apply relevant pattern making techniques with available media to create own visual artworks.<br><br>Learners practise the techniques in pattern making.<br><br><u>Assessment</u><br>Learners practise the techniques in pattern making using different media | Picture/ video<br><br>Poster, letter and/or notices,           |
| <b>PHASE 3: REFLECTION</b>  | Learners display and talk about their appreciation and reflection with their peers.<br><br>Close the lesson by allowing learners to reflect, connect and apply the knowledge acquired.<br><br>Ask learners to tell what they have learnt.  |  |

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|---|--|---|
| <b>Duration:</b> 50MINS   |  | <b>Strand:</b> Performing Arts                          |
| <b>Class:</b> B7  | <b>Class Size:</b>   | <b>Sub Strand:</b> Media And Techniques                 |
| <b>Content Standard:</b><br>B7. 2.1.3: Dance and Drama<br>Demonstrate understanding and apply media, voice and movement techniques in dance and drama | <b>Indicator:</b><br>B7.2.1.3.9 Explore and experiment with techniques of dance, body movements and voice projections in the Ghanaian performance space  | <b>Lesson:</b><br>1 of 1                                |
| <b>Performance Indicator:</b><br>Learners can conduct songs in simple duple, triple and quadruple time  |  | <b>Core Competencies:</b><br>PL5.2: PL6.1: CG5.4: PL6.2 |
| <b>Key words</b>  | Mimic, mimicry, mime, flexibility, facial  |   |
| <b>Reference:</b> Creative Arts And Design Curriculum P.g. 11   |  |   |
|   |  |   |
| Phase/Duration  | Learners Activities  | Resources   |
| PHASE 1: <b>STARTER</b>   | Do "Pick and Act" game with learners on dance and drama.<br><br>Explore gestures and facial expressions in dance and drama   |   |
| PHASE 2: <b>NEW LEARNING</b>  | Guide learners to identify types of performance space.<br><br>Help learners identify the 4 basic parts of a performance space.<br><br>Explore how actors and dancers move in a performance space.<br><br>Discuss how body profiles and positions affect voice quality in a performance space.<br><br>Have learners to differentiate between projection and shouting.<br><br><u>Assessment</u><br>What is performance space?<br>Identify the 4 basic parts of a performance space | Picture/ video<br><br>Poster, letter and/or notices,    |
| PHASE 3: <b>REFLECTION</b>  | Close by allowing learners to reflect on body profiles and positions and create own (imaginary) profiles and positions on a performance stage.<br><br><u>Homework</u><br><ul style="list-style-type: none"> <li>Learners to observe different animal and human movements in the community for discussion in class.</li> <li>Learners learn to imitate three different movements of animals and humans.</li> </ul>  |   |