


SECOND TERM LESSON PLAN



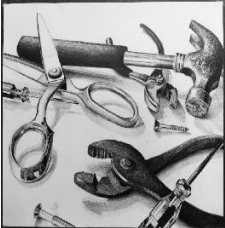
CREATIVE ARTS AND DESIGN – B7

WEEK 2

Date: 20 th MAY, 2022	DAY:	Subject: creative arts and design
Duration: 50MINS		Strand: Design
Class: B7	Class Size:	Sub Strand: Design in Nature and the Manmade Environment
Content Standard: B7. 1.1.1. Demonstrate understanding of <i>design as a concept</i> in relation to the <i>elements and principles of design</i> and as a medium for creative expression of design in nature and the manmade environment.		Indicator: B7. 1.1.1.2 Research to identify and record what constitutes the 'elements of design' in nature and as building blocks for composition and creative expression of ideas.
Performance Indicator: Learners can identify and record what constitutes the 'elements of design' in nature and as building blocks.		Lesson: 1 of 2
Core Competencies: CC7.5: CP5.1: CI6.2: DL5.6:		
Reference: Creative arts and design curriculum P.g. 3		
Phase/Duration	Learners Activities	Resources
PHASE 1: STARTER	Revise with learners to review their understanding in the previous lesson. Share performance indicators with learners.	
PHASE 2: NEW LEARNING	Engage learners in the exploration of personal misconceptions, biases and barriers to learning Design in relation to Creative Art from Primary to Junior High School. Show learners a pictures on sample tools and materials on elements of design.  <p style="text-align: center;">Pencil Pen Brush Chacoal</p> Learners brainstorm and reflect on the nature of the tools, materials and equipment for making elements of design. Learners identify and group tools and materials from a variety of sources under making elements of design Learners describe the tools and materials by drawing and stating their uses. Learners talk about the tools and materials used according to	pencils paper charcoal pencil pastel cutters scissors

	their nature and uses.	
PHASE 3: REFLECTION	Use peer discussion and effective questioning to find out from learners what they have learnt during the lesson. Take feedback from learners and summarize the lesson.	

Date: 20 TH MAY, 2022	DAY:	Subject: Creative arts and design
Duration: 50MINS		Strand: Creative arts
Class: B7	Class Size:	Sub Strand: Media and techniques
Content Standard: B7. 2.1.1 Visual Arts: Demonstrate understanding of relevant Visual Arts media and techniques and their application to still-life drawing, shading, pattern making and modelling	Indicator: B7 2.1.1.1. Identify and determine the nature and uses of tools, materials and techniques needed for still-life drawing and shading, pattern making and modelling	Lesson: 1 of 2
Performance Indicator: Learners can identify and determine the nature and uses of tools, materials and techniques needed for still-life drawing		Core Competencies: CP5.2: CI5.1: DL5.3
Reference: Creative arts and design curriculum P.g. 6		

Phase/Duration	Learners Activities	Resources
PHASE 1: STARTER	Engage learners in the exploration of self- misconceptions, biases and barriers in learning CAD-Visual Arts and how they transition from Primary to JHS. What tools and materials do you use for drawing?	
PHASE 2: NEW LEARNING	Show learners pictures on tools, materials and equipment for still-life, pattern making and modelling.  <i>Modeling tools</i>  <i>Pattern making tool</i>  <i>Still- life tools</i> Guide learners to identify tools and materials for making still-life drawing. e.g. pencils, pens, charcoal pencils, paper Learners identify and group tools and materials from a variety of sources under still-life, pattern making and modelling.	pencils, paper, charcoal pencil, pastel, cutters, scissors, brushes, crayon, colour, measuring tools, clay, play dough

	Guide learners to describe the tools and materials by drawing and stating their uses.	
PHASE 3: REFLECTION	Learners talk about the tools and materials used according to their nature and uses	

Date:	Period:	Subject: Creative arts and design	
Duration:		Strand: Creative Arts	
Class: B7	Class Size:	Sub Strand: Creative and Aesthetic Expressions	
Content Standard: B7.2.2.3. Demonstrate the ability to use concepts of design process (idea development) to produce and display own creative and expressive artworks that reflect in the range of different times and cultures in dance and drama.		Indicator: B7.2.2.3.7 Design and produce own artworks in dance and drama that reflect the history and culture of the people in the community.	Lesson: 1 of 2
Performance Indicator: Learners can demonstrate the ability to use concepts of design process to produce and display own creative and expressive artworks.		Core Competencies: CP5.2: C15.1: DL5.3	
Reference: Creative arts and design curriculum P.g. 16			
Phase/Duration	Learners Activities	Resources	
PHASE 1: STARTER	<p>Guide learners to do the Change Your Style game.</p> <p>Review knowledge of learners on their previous lesson</p>		
PHASE 2: NEW LEARNING	<p>Discuss with learners to have ideas on the history and culture of the community.</p> <p>Guide learners to identify ways of creating (designing) drama and/or dance based on the ideas of learners on the culture and history of the community. Example : <i>Design Story Creation process chart</i></p> <p>In groups, guide learners to draft stories for a skit(s) based on the ideas generated on the history and culture of the community. Example: <i>Design a writing process chart</i></p> <p>Guide learners to create scenarios from story.</p> <p>Identify actors/actresses and assign roles: auditioning, casting, characterization, etc.</p> <p>Guide learners to plan rehearsals.</p>	Pictures and Charts	
PHASE 3: REFLECTION	Summarize the lesson with the learners to reflect on how to connect and apply the knowledge acquired.		