


FIRST TERM
WEEKLY LESSON PLAN – B8
WEEK 5

Week Ending: 10-02-2023		DAY:	Subject: Creative Arts And Design
Duration: 60MINS		Strand: Design	
Class: B8	Class Size:	Sub Strand: Drawing, Shading, And Coloring	
Content Standard: B8 1.2.1.Demonstrate understanding and use of drawing, shading, coloring and modelling media and techniques for creative expression of design ideas.		Indicator: B8 1.2.1.2 Demonstrate skills in using available digital tools, materials and techniques for freehand and outline drawing, shading and coloring to create designs from lines, simple shapes and forms	
Performance Indicator: Learners can explore available manual and digital tools, materials and techniques for drawing, shading and coloring		Lesson: 1 of 1	
Core Competencies: PL5.2: PL6.1: CG5.4: PL6.2: DL5.3			
Key words	Digital, techniques		
Reference: Creative Arts And Design Curriculum P.g. 24			
Phase/Duration	Learners Activities	Resources	
PHASE 1: STARTER	Recap of previous lesson using RCA technique. Draw learner's attention to the new lesson's content standard and indicator(s).		
PHASE 2: NEW LEARNING	Have learners identify digital tools used for drawing, shading and coloring. Explore available digital tools, materials and techniques to determine and document their suitability for drawing, shading and coloring for appreciation and reflection  <i>Digital tools for drawing</i>	T-square, set square, protractor, paper	
PHASE 3: REFLECTION	Ask learners to do the following by ways of reflecting on the lesson: 1. Tell the class what you learnt during the lesson. 2. Tell the class how you will use the knowledge they acquire during the lesson. 3. Which aspects of the lesson did you not understand?		

Week Ending: 10-02-2023	DAY:	Subject: Creative Arts And Design
Duration: 60MINS		Strand: Visual Arts
Class: B8	Class Size:	Sub Strand: Media And Techniques
Content Standard: B8. 2.1.1. Demonstrate understanding of Visual Arts media and techniques	Indicator: B8. 2.1.1.2 Experiment by using techniques in print making to generate own ideas and make visual artworks	Lesson: 1 of 1
Performance Indicator: Learners can draw from direct observation/ memory and imagination		Core Competencies: PL5.2: PL6.1: CG5.4: PL6.2: DL5.3
Key words	Observation, memory , imagination	
Reference: Creative Arts And Design Curriculum P.g. 28		
Phase/Duration	Learners Activities	Resources
PHASE 1: STARTER	Recap of previous lesson using RCA technique. Draw learner's attention to the new lesson's content standard and indicator(s).	
PHASE 2: NEW LEARNING	Guide learners to identify and use the relevant media and techniques in printmaking to create visual artworks. Examples: low/relief, direct, stencil, block printing, etc. Learners apply and design using relevant media and techniques in print making to create own visual artworks. Have learners display printed artworks for appreciation and reflection and use peer- and self-evaluation to review work. Examples of specific language vocabulary: stencil, block printing, pattern, contrasting color, harmonious color.	Pictures and charts
PHASE 3: REFLECTION	Ask learners to do the following by ways of reflecting on the lesson: 1. Tell the class what you learnt during the lesson. 2. Tell the class how you will use the knowledge they acquire during the lesson. 3. Which aspects of the lesson did you not understand?	

Week Ending: 10-02-2023	DAY:	Subject: Creative Arts And Design	
Duration: 60MINS		Strand: Performing Arts (Music)	
Class: B8	Class Size:	Sub Strand: Creative and Aesthetic Expression	
Content Standard: B8. 2.2.2. Demonstrate the ability to use concept of the design process (idea development) to create and display own creative musical art works that reflect a range of different times and cultures		Indicator: B8. 2.2.2.4 Design and produce own musical genre that reflect the history and cultures, physical and social environment	Lesson: 1 of 1
Performance Indicator: Learners can perform dance and/or drama on socio-cultural issues		Core Competencies: PL6.7: CI 5.1. CC 7.5	
Key words	Dance, performance, techniques, dynamics, design, culture		
Reference: Creative Arts And Design Curriculum Pg. 32			
Phase/Duration	Learners Activities	Resources	
PHASE 1: STARTER	Recap of previous lesson using RCA technique. Draw learner's attention to the new lesson's content standard and indicator(s).		
PHASE 2: NEW LEARNING	Have learners research and select own and indigenous musical genre outside your community that express personal experiences and interests, moods, visual images, concepts, texts, or storylines on example the SSNIT Pension Scheme services, etc. Learners in groups collaborate to create rehearsal plan for performing the chosen work in identifying and allocating time to the various aspects — singing, drumming, dancing, costume, venue, etc.	Pictures and Videos	
PHASE 3: REFLECTION	Ask learners to do the following by ways of reflecting on the lesson: 1. Tell the class what you learnt during the lesson. 2. Tell the class how you will use the knowledge they acquire during the lesson. 3. Which aspects of the lesson did you not understand?	dynamics	