Fayol Inc. 0547824419/0549566881

## SECOND TERM WEEKLY LESSON PLAN – B8

WEEK 5

Week Ending: 05-05-2023		DAY:		Subject: Creative Arts And Design			
Duration: 60MINS				Strand: Visual Arts			
Class: B8 Class Size:			Sub Strand: Media And Techniques				
Content Standard: B8. 2.2.1 Demonstrate concept of the design display own creative a that reflect a range of Performance Indicates	process to nd express different t	produce and sive art-forms	B8. 2. artwo		display own and other the history, culture environment  Core Competen	es,	<b>Lesson:</b> I of I
Learners can plan and	display ov	vn and others' artw	orks		PL5.2: PL6.1: CG5.	4: PL6.2	2: DL5.3
Key words	Observat	cion, memory , imag	gination	1			
Reference: Creative	Arts And	Design Curriculum	n P.g. 28	8			
Phase/Duration PHASE I: <b>STARTER</b>		Activities				Resou	ırces
	Draw learner's attention to the new lesson's content standard and indicator(s).						
PHASE 2: <b>NEW LEARNING</b>	``						es and
	פאווטונוס	n. Examples: in lear ners to do the follo	•	ii nais, print and	d electronic media.		

REFLECTION	I. 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: 05-05	-2023	DA	Y:	Subject:	Creative Arts And [	Design	ı
Duration: 60MINS			Strand: Design		Design		
Class: B8			ss Size:	Sub Strand: Drawing, Shadin			Coloring
Content Standard: B8 1.2.1.Demonstrate un drawing, shading, coloring and techniques for creativideas.	g and modelling me ve expression of de	edia	tools, materials	and techniqu g and coloring	s in using available digi es for freehand and or g to create designs fro	utline	Lesson: I of I
Performance Indicator:  Learners can explore available manual and digital tools, materials and techniques for drawing, shading and coloring.  Core Competen PL5.2: PL6.1: CG5.4							.2: DL5.3
Key words	, 8						
Reference: Creative	Arts And Design	Curr	riculum P.g. 24				
Phase/Duration PHASE I: <b>STARTER</b>	Learners Activit					Resources	
PHASE I: STARTER	Revise with learners to review their understanding in the previous lesson.  Share performance indicators with learners.						
PHASE 2: <b>NEW</b>	Demonstrate with learners some pencil holding and shading				T-square, set		
LEARNING	<ul> <li>Pencil holding techniques:</li> <li>Tripod grip: This is the most common way to hold a pencil. Hold the pencil between your thumb and index finger with your middle finger supporting the bottom.</li> <li>Overhand grip: Hold the pencil like a drumstick, with the pencil resting on the top of your index finger and your thumb and middle finger supporting it.</li> <li>Underhand grip: Hold the pencil underhand, like a dagger, with your thumb and index finger gripping the pencil and your middle finger supporting it.</li> <li>Shading techniques:</li> <li>Hatching: This technique involves drawing closely spaced parallel</li> </ul>					pape	re, protractor,
	<ul> <li>the darker the darker the Cross-hatching at right angle. The more language of the Stippling: The texture. The Blending: The</li> </ul>	he val ng: Th es to o yers o is tecl close is tecl lendin	ue will appear. his technique involeach other to cre f cross-hatching, hnique involves us r the dots are, the	lves drawing ate darker va the darker th sing dots to c e darker the sing a blendin	sets of parallel lines alues and texture. The value will appear. The value will appear and value will appear. The texture will appear and the value and the value and the value will appear and the valu		

	Scumbling: This technique involves using small, circular marks to create value and texture.	
	Guide learners to Identify, select and experiment the use of available digital tools, materials and techniques for freehand and outline drawing, shading and coloring to create designs from lines, simple shapes and forms for sharing and appraising.	
PHASE 3:	Ask learners to do the following by ways of reflecting on the	
REFLECTION	lesson:	
	I. 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?	

<b>Week Ending:</b> 05-05-2023		DAY:		Subject: C	reative Arts And D	Design	
Duration: 60MINS				Strand: F	usic)		
Class: B8	Class Size:			Sub Strand: Media And Techniques			
Content Standard:  B8. 2.2.2. Demonstrate the ability to use concept of the design process to create and display own creative musical art works that reflect a range of different times and cultures			B8. 2.2.2 musical	ndicator:  8. 2.2.2.4 Design and produce own nusical genre that reflect the history an ultures, physical and social environmer			n:
Performance Indicat			L		Core Compete		
Learners can design and	d produce ow	n dance and di	rama.		PL5.2: PL6.1: CG5	5.4: PL6.2: D	L5.3
Key words							
Reference: Creative	Arts And Desi	gn Curriculum	n P.g. 35				
Phase/Duration PHASE I: <b>STARTER</b>							
PHASE 2: <b>NEW LEARNING</b>	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.  Collaborate to create rehearsal plan for performing the chosen work to identify and allocate time to the various aspects—singing, drumming, dancing, costume, venue, etc.				nd		
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?						