

SECOND TERM

WEEKLY LESSON NOTES

WEEK 7

Week Ending:	Day:	Subject: Career Technology	
Duration: 60MINS		Strand: Technology	
Class: B9	Class Size:	Sub Strand: Simple Structures And Mechanisms	
Content Standard: B9.4.1.1 Demonstrate knowledge of mechanisms in projects construction		Indicator: B9.4.1.1.1 Describe mechanisms used for making products/ artefacts	Lesson: 1 of 2
Performance Indicator: Learners can describe mechanisms used for making products/ artefacts			Core Competencies: CP 6.5: CI 5.4: CI 5.2: CI 6.10:
Reference: Career Technology Curriculum Pg. 100			
New words:			
Phase/Duration	Learners Activities	Resources	
PHASE 1: STARTER	Revise with learners on the previous lesson through questions and answers. Share performance indicators with learners.		
PHASE 2: NEW LEARNING	Guide learners to explain what is meant by mechanisms. E.g. It is a system of parts working together in a machine; a piece of machinery. Learners in their groups explore different types of mechanisms using ICT tools and other sources. E.g. - Pulley system - Chain and sprocket system - Gear system - Screw mechanism - The crank mechanism - Cams - Levers and linkages Let them identify artefacts in the environment that operate on mechanisms. E.g., bicycles, vehicles, motor bikes. Divide learners into groups.	Pictures and charts	

	<p>Task them to research from different sources on how mechanisms operate, in groups.</p> <p>Groups write their findings and present in class for discussion.</p>	
PHASE 3: REFLECTION	<p>Use peer discussion and effective questioning to find out from learners what they have learnt during the lesson.</p> <p>Take feedback from learners and summarize the lesson.</p>	

Week Ending: WEEK 7	Day:	Subject: Career Technology	
Duration: 60MINS		Strand: Technology	
Class: B9	Class Size:	Sub Strand: Simple Structures And Mechanisms	
Content Standard: B9.4.1.1 Demonstrate knowledge of mechanisms in projects construction		Indicator: B9.4.1.1.2 Describe the features and principles of operations of mechanisms	Lesson: 1 of 2
Performance Indicator: Learners can		Core Competencies: CP 6.5: CI 5.4: CI 5.2: CI 6.10:	
Reference: Career Technology Curriculum Pg. 99			
New words:			
Phase/Duration	Learners Activities	Resources	
PHASE 1: STARTER	<p>Revise with learners on the previous lesson through questions and answers.</p> <p>Share performance indicators with learners.</p>		
PHASE 2: NEW LEARNING	<p>Use charts, models or real objects to describe the features of the various types of mechanisms.</p> <p>Use simple diagrams to illustrate the operations of the various types of mechanisms. E.g. Rack and pinion, cams, levers and linkages.</p> <p>Discuss the advantages and disadvantages of the various types of mechanisms. E.g., Pulley system: - Advantages: No lubrication needed, quiet in operation</p>		

	<p>- Disadvantage: A slip can occur</p> <p>Watch videos on the various types of mechanisms in operation and discuss in class. E.g. The operations of the crank, cam, rack and pinion, chain and sprockets</p>	
<p>PHASE 3: REFLECTION</p>	<p>Use peer discussion and effective questioning to find out from learners what they have learnt during the lesson.</p> <p>Take feedback from learners and summarize the lesson.</p>	

Week Ending: WEEK 8	Day:	Subject: Career Technology	
Duration: 60MINS		Strand: Technology	
Class: B9	Class Size:	Sub Strand: Simple Structures And Mechanisms	
Content Standard: B9.4.1.1 Demonstrate knowledge of mechanisms in projects construction		Indicator: B9.4.1.1.3: Design and make simple school technology projects using two or more of the mechanisms	Lesson: 1 of 2
Performance Indicator: Learners can		Core Competencies: CP 6.5: CI 5.4: CI 5.2: CI 6.10:	
Reference: Career Technology Curriculum Pg. 101			
New words:			
Phase/Duration	Learners Activities	Resources	
PHASE 1: STARTER	Revise with learners on the previous lesson through questions and answers. Share performance indicators with learners.		
PHASE 2: NEW LEARNING	Identify simple school projects. E.g., wall clocks, crazy snake, toy cars, bicycles, aeroplane/air craft, train, wind turbine/mill Identify compliant and resistant materials, tools and equipment for making mockups/prototypes. Note: Select the appropriate mechanisms based on the function of the project. Discuss the reasons for the choice of mechanisms for a particular job. E.g. - Usage (easy to use) - Availability of mechanism - Cost of mechanism - Skills of designer Plan, design and prepare a folio of products/artefacts. Make the product/artefact following the appropriate procedure. E.g., Measuring, marking out, cutting, joining and assembling Test the product for function and modifications.		

	Write down observations and discuss in, class in groups	
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.	