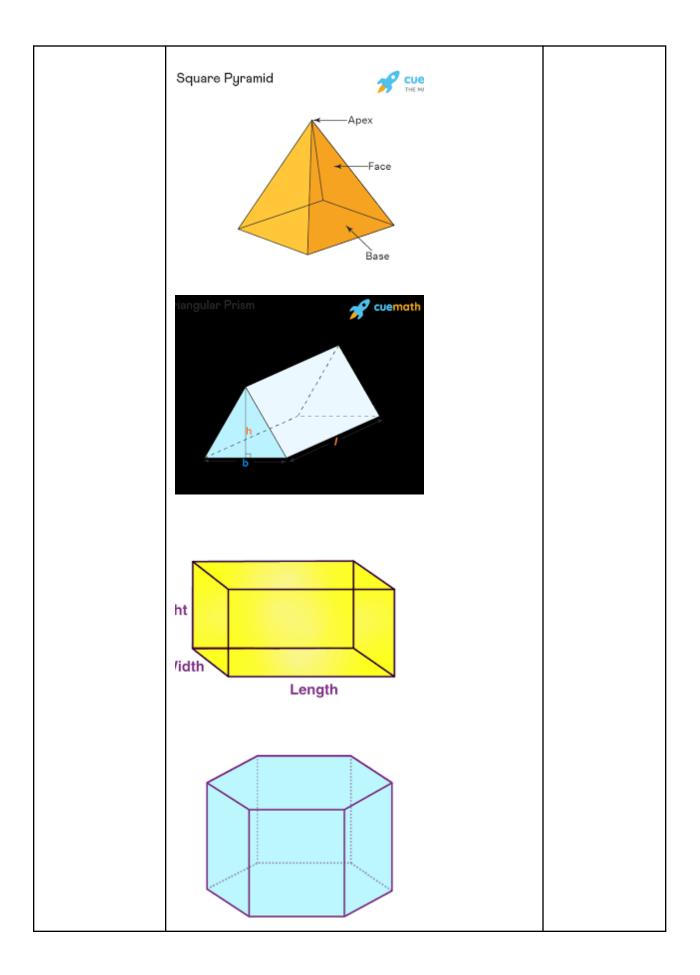
## SECOND TERM

## WEEKLY LESSON NOTES

## WEEK 9

Week Ending:		Day:		Subject: Career Technology			
Duration: 60MINS				Strand: Designing And Making Of Artef			g Of Artefacts
Class: B9	Class Size		e:	Sub Strand: Communicat		ing E	Designs
<b>Content Standard:</b> B9.5.1.1 Demonstrate understanding of developing surfaces of objects for production/ manufacturing				<b>r:</b> I Describe prisms and pyramids uss the importance of developing			Lesson: 1 of 2
Performance Indicator:         Learners can describe prisms and pyramids and discuss the importance of developing them.         Reference: Career Technology Curriculum Pg. 101				<b>Core Competencies:</b> CP 6.5: CI 5.4: CI 5.2: CI 6.10:			
	•.			n Burnasa			
New words: Material	13, 10015, 116		Simple, Functio	n, rui pose,			
Phase/Duration PHASE I: <b>STARTER</b>	Learners Activities Revise with learners on the previous lesson.					Reso	ources
PHASE 2: NEW LEARNING	Share performance indicators with learners.         Guide learners to identify types of prism and pyramid.         E.g., - Prisms; cylinder, square prism, triangular prism, rectangular prism         - Pyramids: cone, square pyramid, triangular pyramid, rectangular pyramid         Demonstrate by sketching the types of prism and pyramid.         E.g., cone, square pyramid, triangular pyramid         Image: Cone, square pyramid, triangular pyramid						



	Learners in their groups differentiate between prisms and pyramids. E.g. Prisms have their front view in the form of rectangles, whereas, pyramids have their front view in the form of triangles Guide learners to discuss the importance of developing surfaces of objects before manufacturing them. E.g Enables easier duplication of templates - Minimizes waste of materials - Saves time spent on production <u>Assessment</u> 1. Sketch the following types of prism and pyramid. 2. (cone, square pyramid, triangular pyramid) 3. Identify 2 types each of prism and pyramid. 4. State three importance of developing surfaces of objects before manufacturing them
PHASE 3:	Use peer discussion and effective questioning to find out
REFLECTION	from learners what they have learnt during the lesson.
	Take feedback from learners and summarize the lesson.

Week Ending:	Day:			Subject: Career Technology			
Duration: 60MINS			Strand: Designing And Making Of Artef			g Of Artefacts	
Class: B9	Class Size		: Sub Strand: Communica			ting Designs	
<b>Content Standard:</b> B9.5.1.1 Demonstrate understanding of developing surfaces of objects for production/ manufacturing		Indicator: B9.5.1.1.2 Develop surfaces of pyramids using instruments				Lesson: I of 2	
Performance Indicator: Core Con					npet	encies:	
					5.4: C	CI 5.2: CI 6.10:	
Reference: Career	Technology (	Curriculum	Pg. 101				
New words: Materia	als, Tools, Me	echanisms,	Simple, Functio	on, Purpose,			
Phase/Duration	Learners /	Activities				Res	ources
PHASE I: STARTER	Revise with learners on the previous lesson.						
	Share performance indicators with learners.						
PHASE 2: <b>NEW</b> <b>LEARNING</b>	<ul> <li>Share performance indicators with learners.</li> <li>Guide learners to Illustrate the techniques of developing prisms and pyramids using instruments</li> <li>E.g., Draw the front view and plan, and then project them to draw the surface development of the prism and pyramids.</li> <li>Guide learners to develop surfaces of simple objects (cylinder, cone, square prism, square pyramid) to required dimensions.</li> <li>Learners in their groups cut out the shapes of developed surfaces leaving flaps for joining.</li> <li>Demonstrate by folding and join the cut-outs as expected to obtain the objects</li> <li>E.g., milk tin, milo tin, match box, sugar box, pizza box, funnel, Christmas hat.</li> </ul>						
PHASE 3: REFLECTION	Use peer	Plan and mount an exhibition of the objects for appraisal Jse peer discussion and effective questioning to find out rom learners what they have learnt during the lesson.					

Take feedback from learners and summarize the lesson.	
---	--