WEEK 1

Week Ending:	DAY: Subject: Creative Arts And Design					
Duration:			Strand:	Design		
Class: B8		Class Size:	Sub Stra	nd: Drawing, Shading	g, And (Coloring
Content Standard: B8 1.2.1.Demonstrate uncand use of drawing, shadi and modelling media and for creative expression of	ing, coloring and techniques for drawing, shading and coloring to create design ideas.					Lesson: 1 of 1
· ·	cator: available manual and digital tools, materials and ring, shading and coloring Core Competencies: PL5.2: PL6.1: CG5.4: PL6.2: DL5.3					
Key words						
Reference: Creative	Arts And Design	Curriculum P.g. 24				
Phase/Duration	Loomore Activi	tion			D	NINCOS
PHASE 1: STARTER	Learners Activities Resources Welcome learners back from the Christmas holidays. Ask them how they spent their vacation holidays.					
	•					
PHASE 2: NEW LEARNING	Brainstorm learners to mention some common tools and materials for drawing, shading, and coloring. Display the tools and materials on the teachers table for learners to observe. Using the pick and say technique, have learners identify the names of the tools and materials and tell its uses. Engage learners to explore to determine and document the nature and suitability of other available manual tools, materials and techniques for drawing, shading, and coloring for appreciation and reflection. E.g. of tools: T-square, set square, protractor, paper, cardboard, pencil.					

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:		DAY: Subject: Creative Arts And Design					
Duration:			Strand: Visu	ual Arts			
Class: B8		Class Size: Sub Strand: Media And Technique					
Content Standard: B8. 2.1.1.Demonstrate media and techniques from direct observatio making and weaving	and their applicatn/ memory and im	ion in drawing	Indicator: B8. 2.1.1.1 Explore media and techniques in drawing from direct observation/ memory and imagination, print making and weaving to express own views in visual artworks to encourage recording and research skills.				
Performance Indica Learners can draw from		on/ memory and i	imagination	Core Competend PL5.2: PL6.1: CG5.			
Key words	Observation, me	mory , imaginatio	n				
Reference: Creative	Arts And Design	Curriculum P.g. 2	8				
Phase/Duration	Learners Activition	es			Resources		
	Learners in turns narrate how they spent their vacation holidays. Encourage learners to draw scenes from their narration. Draw attention to the new lesson's content standard and						
PHASE 2: NEW LEARNING	indicator(s). Brainstorm learners to discuss the various types of drawing. Observation drawing and imagination drawing. Guide learners to state the difference between observation/memory and imagination. Model a direct observation/memory drawing for learners to observe. Guide learners to identify, describe, classify and record the tools, materials and equipment for drawing from direct observation/memory and imagination, print making and weaving.						

	Guide learners to test and classify the tools, materials, equipment	
	according to their uses in drawing direct observation/memory and imagination, print making and weaving. Assessment Learners to make two each of observation/memory and imagination drawing.	
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:	DAY: Subject: Creative Arts And					esig	n
Duration:					and: Performing Arts (Mu		
Class: B8		Class	<u> </u>				
	Class Size: Sub Strand: Media And Tech			nıqu	es		
Content Standard: B8. 2.1.2.: Demonstrat	Indicator: e understanding and B8 2.1.2.5 Tell how fast or slow music is heard				4	Lesson:	
apply tempo, dynamics					1 of 1		
music	, aa 5p.15				with fast or slow music		
Performance Indica	tor:				Core Competencies:		
Learners can tell the di	ifferences betw	veen fas	t or slow music		PL5.2: PL6.1: CG5.4: PL6.	2: D	L5.3
Key words	allegro, poco	a poco,	largo				
Reference: Creative	Arts And Desig	gn Curri	culum P.g. 31				
Phase/Duration	Learners Acti	Learners Activities				Re	sources
PHASE 1: STARTER	Recap of previous lesson using RCA technique.						
	Duas da la cuma cu	Draw learner's attention to the new lesson's content standard and					
	indicator(s)		tion to the new i	.esso	n s content standard and		
PHASE 2: NEW	` ′		used in describir	ng th	e speed of	Dic	tures and
LEARNING			gro, poco a poco				teos
			5. c, peec a peec	,	,,,	'	
				nusio	in relation to moments		
	on specific o	on specific occasions.					
	Assessment						
		llowing	allegro, poco a p	חרח	largo		
PHASE 3:		_			of reflecting on the		
REFLECTION	lesson:		- 12112111115 27 11	,- (
	1. Tell the cla	ass what	you learnt durir	ng the	e lesson.		
	2. Tell the cla	ass how	you will use the	knov	vledge they acquire		
	during the l						
	3. Which aspe	ects of t	he lesson did yo	u no	t understand?		

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Class B8 Class Size: Sub Strand: Drawing, Shading, And Coloring	Week Ending		Design				
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. Performance Indicator: Learners can explore available manual and digital tools, materials and techniques for drawing, shading and coloring Key words Digital, techniques Reference: Creative Arts And Design Curriculum P.g. 24 Phase/Duration Learners Activities PHASE 1: STARTER Welcome learners back from the Christmas holidays. Ask them how they spent their vacation holidays. Share performance indicators and introduce the lesson	Duration:			Strand:	Design		
B8 1.2.1.Demonstrate understanding and use of drawing, shading, coloring and modelling media and techniques for creative expression of design ideas. Performance Indicator: Learners can explore available manual and digital tools, materials and techniques for drawing, shading and coloring Key words Pigital, techniques Phase/Duration Phase/Duration Learners Activities Phase I: STARTER Welcome learners back from the Christmas holidays. Ask them how they spent their vacation holidays. Share performance indicators and introduce the lesson	Class: B8		Class Size:	Sub Stra	nd: Drawing, Shading	g, And Coloring	
Learners can explore available manual and digital tools, materials and techniques for drawing, shading and coloring Key words Digital, techniques Reference: Creative Arts And Design Curriculum P.g. 24 Phase/Duration Learners Activities PHASE 1: STARTER Welcome learners back from the Christmas holidays. Ask them how they spent their vacation holidays. Share performance indicators and introduce the lesson	B8 1.2.1.Demonstrate un and use of drawing, shad and modelling media and for creative expression of	derstanding ling, coloring d techniques f design ideas.	10				
Reference: Creative Arts And Design Curriculum P.g. 24 Phase/Duration Learners Activities Resources PHASE 1: STARTER Welcome learners back from the Christmas holidays. Ask them how they spent their vacation holidays. Share performance indicators and introduce the lesson	Learners can explore a	vailable manual ar	·	rials and			
Phase/Duration Learners Activities Resources PHASE 1: STARTER Welcome learners back from the Christmas holidays. Ask them how they spent their vacation holidays. Share performance indicators and introduce the lesson	Key words	Digital, techniqu	ues				
PHASE 1: STARTER Welcome learners back from the Christmas holidays. Ask them how they spent their vacation holidays. Share performance indicators and introduce the lesson	Reference: Creative	Arts And Design	Curriculum P.g. 24				
PHASE 1: STARTER Welcome learners back from the Christmas holidays. Ask them how they spent their vacation holidays. Share performance indicators and introduce the lesson							
how they spent their vacation holidays. Share performance indicators and introduce the lesson						Resources	
PHASE 2: NFW Brainstorm learners to mention some common tools and materials. T-square set	PHASE 1: STARTER	how they spent their vacation holidays.					
	PHASE 2: NEW LEARNING	Brainstorm learners to mention some common tools and materials for drawing, shading, and coloring. Display the tools and materials on the teachers table for learners to observe. Using the pick and say technique, have learners identify the names of the tools and materials and tell its uses. Engage learners to explore to determine and document the nature and suitability of other available manual tools, materials and techniques for drawing, shading, and coloring for appreciation and reflection. E.g. of tools: T-square, set square, protractor, paper, cardboard, pencil.					

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:		DAY: Subject: Creative Arts And Design					
Duration:			Strand: Visi	ual Arts			
Class: B8		Class Size: Sub Strand: Media And Techniques					
Content Standard: B8. 2.1.1.Demonstrate media and techniques from direct observatio making and weaving	and their applicated in the memory and im	tion in drawing	Indicator: B8. 2.1.1.1 Explore media and techniques in drawing from direct observation/ memory and imagination, print making and weaving to express own views in visual artworks to encourage recording and research skills.				
Performance Indicate Learners can draw from		ion/ memory and i	imagination	Core Competend PL5.2: PL6.1: CG5.			
Key words	Observation, me	mory , imaginatio	n				
Reference: Creative	Arts And Design	Curriculum P.g. 2	8				
Phase/Duration	Learners Activiti	<u></u>			Resources		
PHASE 1: STARTER			spent their va	cation holidays	Resources		
	Encourage learners to draw scenes from their narration. Draw attention to the new lesson's content standard and indicator(s).						
PHASE 2: NEW LEARNING	Brainstorm learners to discuss the various types of drawing. Observation drawing and imagination drawing. Guide learners to state the difference between observation/memory and imagination. Model a direct observation/memory drawing for learners to observe.						
	materials and edobservation/mem	o identify, describe quipment for dra ory and imagination	wing from dire on, print making	ect g and weaving.			

	Guide learners to test and classify the tools, materials, equipment	
	according to their uses in drawing direct observation/memory and imagination, print making and weaving. Assessment Learners to make two each of observation/memory and imagination drawing.	
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:	DAY: Subject: Creative Arts And Des					esig	ุเท
Duration:					orming Arts (Da	ance & Drama)	
Class: B8		Class	Size:		Media And Tech		<u> </u>
Content Standard: B8. 2.1.3. Demonstrate Ghanaian dance form	B8.2.1.3.8 Identify various Ghanaian Dance type and their context of performance				es	Lesson: 1 of 1	
Performance Indica Learners can Identify v performance	cator: y various Ghanaian Dance types and their context of PL5.6: CI 5.5. C						
Key words	Dance, perfo						
Reference: Creative	Arts And Desig	gn Curri	culum P.g. 32				
Phase/Duration PHASE 1: STARTER	Learners Activities Recap of previous lesson using RCA technique.				Re	sources	
	Draw learner's attention to the new lesson's content standard and indicator(s).						
PHASE 2: NEW LEARNING	Brainstorm learners to mention some Ghanaian dance and the people that performs it. Guide learners to identify the dance types and categories. (religious, war and sociocultural) Have learners compare and contrast the types and categories.						
			t of performan				
PHASE 3: REFLECTION	lesson: 1. Tell the cla 2. Tell the cla during the la	ass what ass how esson.	e following by w you learnt durir you will use the he lesson did yo	ng the lesson. knowledge they	acquire		

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Week Ending:		ign				
Duration:		I	Strand: Visual Arts			
Class: B8		Class Size:	Sub Strand:	Media And Technic	lues	
B8. 2.1.1.Demonstrate media and techniques from direct observation making and weaving Performance Indicates	tion in drawing	Indicator: B8. 2.1.1.1 Explore media and techniques in drawing from direct observation/ memory and imagination, print making and weaving to express own views in visual artworks to encourage recording and research skills. Core Competencies:				
Learners can draw fro	T			PL5.2: PL6.1: CG5.	4: PL6.2: DL5.3	
Key words	·	mory , imaginatio				
Reference: Creative	e Arts And Design	Curriculum P.g. 2	28			
Phase/Duration	Learners Activiti	<u>es</u>			Resources	
PHASE 1: STARTER	Encourage learne	Learners in turns narrate how they spent their vacation holidays. Encourage learners to draw scenes from their narration. Draw attention to the new lesson's content standard and indicator(s)				
PHASE 2: NEW LEARNING	still life drawing. Tools - are de are pencils, p Materials - ar the production drawing pins Equipment - a undertaking to protractor, Guide learners to create drawing on nature (prints all in groups, task le memory and im	 indicator(s). Revise with learners on the tools, materials and equipment used for still life drawing. Tools - are devices that are used for executing projects. Examples are pencils, pastel, drawing pen, charcoal, etc. Materials - are surfaces, substances or mediums that are used for the production of items. Examples include ink. Board, paint, easel, drawing pins, eraser, etc. Equipment - these are special instruments needed for an undertaking to perform a service. Examples include compass, protractor, etc. Guide learners to apply the tools, materials and equipment safely to create drawing direct observation/memory and imagination in nature (prints and woven items) for appreciation. In groups, task learners to make direct drawing observation or memory and imagination in nature Engage learners to apply knowledge and skills in cleaning-up, storing and maintenance of tools, materials and equipment in a sustainable manner. 				

	 The metals parts of drawing tools should be periodically oiled and wiped with a clean cloth. Broken parts of tools should be maintained through repair. Papers should be keep away from all forms of liquors like water, oil etc. 	
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:		DAY:		Subject: Cross	tive Arts And F	Vocian	
		DAT.		Subject: Creative Arts And Design			
Duration:					orming Arts (Mu	,	
Class: B8		Class	Size:	Sub Strand: A	Media And Tech	iniques	
apply tempo, dynamics and simple forms in music and compare and co					l how fast or slow music is heard and contrast activities and events iated with fast or slow music Core Competencies:		
Learners can compare and contrast activities and events that are associated with fast or slow music PL5.6: CI 5.5.							
Key words	Tempo, fast,	slow, m	edium				
Reference: Creative	Arts And Desig	gn Currio	culum P.g. 31				
Phase/Duration PHASE 1: STARTER	Learners Acti		nam waina DCA t			Resources	
PHASE 1: STARTER	Recap of pre	vious les	sson using RCA t	ecnnique.			
		Draw learner's attention to the new lesson's content standard and indicator(s).					
PHASE 2: NEW LEARNING	Brainstorm le effect on liste		or the meaning	of tempo in mus	ic and its	Pictures and Videos	
	of music. Ex	Guide learners to explain Italian terms used in describing the speed of music. Examples: allegro, poco a poco, largo, etc. Differentiate between fast and slow music in relation to moments on specific occasions.					
	Assessment 1. Define the i. Allegro ii.						
	2. How many		•				
PHASE 3: REFLECTION	lesson: 1. Tell the cla	ass what ass how	e following by w you learnt durir you will use the	ng the lesson.			
	_		he lesson did yo	ou not understar	d?		

Week Ending:		DAY	:	Subject: Creative Arts And Design			
Duration:				Strand: Performing Arts (Dance/Drama)			
Class: B8		Class	s Size:	Sub Strand: A	Media And Tech	niqu	es
							Lesson: 1 of 1
					Core Compe		
Key words	Dance, perfo	rmance	e, techniques, dyn	amics			
Reference: Creative	Arts And Desig	gn Cur	riculum P.g. 32				
Phase/Duration	Learners Acti	vitios				Dor	sources
PHASE 1: STARTER			esson using RCA t	echnique		ve:	oui CC3
PHASE 2: NEW	Draw learner indicator(s)	's atte	ntion to the new	lesson's content	standard and		tures and
LEARNING	 Action Space an Time In groups of the present the Develop body that incorport Guide learne Technical Technical Te	Revise with learners on the elements in dancing. Action Space and Time In groups of three, let them discuss the elements of dancing and bresent their findings to the class. Develop body and movement awareness by engaging in activities chat incorporate the elements. Guide learners to discuss the techniques and dynamics in dancing. Techniques - (i.e., beat, tempo, intensity), Dynamics - (i.e. fast, slow, smooth, flow) Play and demonstrate dance movements with different rhythms and dynamics. Apply relevant media and techniques to choreograph a dance or direct a play. Assessment What is space in dancing?					
PHASE 3: REFLECTION	lesson: 1. Tell the class 2. Tell the class during the lea	ass who ass how esson.	the following by wat you learnt during wat you will use the the the lesson did yo	ng the lesson. knowledge they	v acquire	dyr	namics

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Week Ending:		DAY:	Subject: Creative Arts And Design				
Duration:		1	Strand:	Design			
Class: B8		Class Size:	Sub Stra	nd: Drawing, Shading	g, And	Coloring	
B8 1.2.1.Demonstrate un and use of drawing, shad and modelling media and for creative expression of	derstanding ing, coloring I techniques f design ideas.	and techniques for drawi	available manual and digital tools, materials drawing, shading and coloring to create , simple shapes and forms				
Performance Indica Learners can explore av techniques for drawin	Core Competend PL5.2: PL6.1: CG5.		.2: DL5.3				
Key words	Digital, techniq	ues					
Reference: Creative	Arts And Design	Curriculum P.g. 24					
Phase/Duration	Learners Activi				Resc	ources	
PHASE 1: STARTER	how they spent	Welcome learners back from the Christmas holidays. Ask them how they spent their vacation holidays. Share performance indicators and introduce the lesson					
PHASE 2: NEW LEARNING	for drawing, sha Display the too to observe.	Brainstorm learners to mention some common tools and materials for drawing, shading, and coloring. Display the tools and materials on the teachers table for learners to observe.					
	Engage learner and suitability techniques for reflection.	s to explore to detern of other available mand drawing, shading, and	nine and donual tools, r	cument the nature naterials and r appreciation and			
		ols and materials for o	drawing sha	ding, and coloring.			

PHASE 3:	Ask learners to do the following by ways of reflecting on the	
REFLECTION	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:	DAY: Subject: Creative Arts And Design						
Duration:			Strand: Visual Arts				
Class: B8		Class Size:	Sub Strand:	Media And Technic	ques		
Content Standard: B8. 2.1.1.Demonstrate understanding of Visual Arts media and techniques and their application in drawing from direct observation/ memory and imagination, print making and weaving			Indicator: B8. 2.1.1.1 Explore media and techniques in drawing from direct observation/ memory and imagination, print making and weaving to express own views in visual artworks to encourage recording and research skills.				
Performance Indicate Learners can draw from		ion/ memory and	imagination	Core Competend PL5.2: PL6.1: CG5.			
Key words	Observation, me	mory , imaginatio	n				
Reference: Creative	Arts And Design	Curriculum P.g. 2	28				
Dhasa / Duwatian	Loornore Asthurs	•			Dogoversos		
Phase/Duration PHASE 1: STARTER	Learners Activiti		spent their va	cation holidays	Resources		
PHASE 2: NEW	Draw attention t indicator(s).	Encourage learners to draw scenes from their narration. Draw attention to the new lesson's content standard and					
LEARNING	still life drawing. Tools - are de are pencils, p Materials - ar the production drawing pins Equipment - a undertaking to protractor, Guide learners to create drawing on nature (prints and linguishing to protractor) In groups, task lememory and improved the search of the metals part with a clean components of the metals parts of the metals	charts					

PHASE 3:	Ask learners to do the following by ways of reflecting on the lesson:	
REFLECTION	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:		DAY: Subject: Creative Arts And I						
Duration:			•	Strand: Performing Arts (Dance/Drama)				
Class: B8		Class	s Size:		Media And Tech		<u> </u>	
		Cias	Indicator:	Sub Strand. A	Media And Tech	mqu	ies	
Ghanaian dance form	B8. 2.1.3. Demonstrate understanding of Ghanaian dance forms B9.2.2.3.7 Perform an original dance drama and/one act play on socio-cultural issues						Lesson: 1 of 1	
Performance Indicator: Learners can practice by using the techniques and dynamics of rhythm in dance and drama. Core Comperbute. PL6.7: CI 5.1.								
Key words	Dance, perfor	mance	e, techniques, dyna	nmics, design, cu	ılture			
Reference: Creative	Arts And Desig	n Cur	riculum Pg. 32					
Phase/Duration	Learners Acti					Re	sources	
PHASE 1: STARTER	Recap of prev	vious l	lesson using RCA t	echnique.				
		Draw learner's attention to the new lesson's content standard and indicator(s).						
PHASE 2: NEW LEARNING	Brainstorm le community.	arners	s to identify some	socio-cultural is	sues in the		tures and deos	
	Learners in gr identified.	Learners in groups discuss the causes and effects of the issues identified.						
	Engage learners to rehearse and perform the original dance drama and/or one act play you created with your identified and selected materials to a selected audience. Example of play titles: SSNIT Pension Scheme services, Sanitation, Energy etc.							
PHASE 3:	Ask learners t	o do 1	the following by w	ays of reflecting	g on the	dy	namics	
REFLECTION	2. Tell the cla	ass hoves	at you learnt durir w you will use the f the lesson did yo	knowledge they	•			

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Week Ending:	DAY: Subject: Creative Arts And Design					
Duration:			Strand: Design			
Class: B8		Class Size:	Sub Strand: Drawing, Shading, And Coloring			
B8 1.2.1.Demonstrate und and use of drawing, shadi and modelling media and for creative expression of	naterials and technique	te skills in using available digital tools, ues for freehand and outline drawing, o create designs from lines, simple shapes			n:	
Performance Indicator: Learners can explore available manual and digital tools, materials and techniques for drawing, shading and coloring Core Competence PL5.2: PL6.1: CG5.						.3
Key words	Digital, techniqu	ues				
Reference: Creative	Arts And Design	Curriculum P.g. 24				
Phase/Duration PHASE 1: STARTER	Learners Activit	ties			Resources	
PHASE 2: NEW LEARNING	indicator(s).	Have learners identify digital tools used for drawing, shading and				
	Explore available digital tools, materials and techniques to determine and document their suitability for drawing, shading and coloring for appreciation and reflection					
	Digital tools for drawing					
PHASE 3: REFLECTION	lesson: 1. Tell the class 2. Tell the class during the less	do the following by what you learnt during how you will use the son.	ng the lesso knowledge	n. they acquire		

Week Ending:		DAY:		Subject: Cre	eative Arts And Des	ign	
Duration:				Strand: Visual Arts			
Class: B8		Class	Size:	Sub Strand:	Media And Technic	ques	
B8. 2.1.1.Demonstrate of Visual Arts media a		_	Indicator: B8. 2.1.1.2 Experir generate own ide		echniques in print maki sual artworks	ing to	Lesson: 1 of 1
Performance Indicate Learners can draw from		oservati	on/ memory and i	magination	Core Competend PL5.2: PL6.1: CG5.		2: DL5.3
Key words	Observati	ion, mer	mory , imagination	1			
Reference: Creative	Arts And	Design (Curriculum P.g. 28	3			
Phase/Duration PHASE 1: STARTER	•	previou		•	ent standard and	Resou	urces
PHASE 2: NEW LEARNING	technique Examples: Learners print mai Have lear reflection Examples	rners to es in print apply ar king to de rners dist and use of speci	identify and use to ntmaking to create ief, direct, stencil, ad design using rele create own visual play printed artwo e peer- and self-ev fic language vocab ting color, harmo	e visual artwor block printing evant media ar artworks. orks for appred valuation to re ulary: stencil,	ks. , etc. nd techniques in ciation and view work.	Pictur chart	res and s
PHASE 3: REFLECTION	1. Tell the 2. Tell the during the	e class v e class h ne lessc	vhat you learnt du now you will use th	ring the lesson ne knowledge t	they acquire		

Week Ending:		DAY:		Subject: Crea	tive Arts And D)esig	gn
Duration:				Strand: Perfo	orming Arts (Mu	ısic)	
Class: B8		Class Size:		Sub Strand: (Expression	Creative and A	esth	etic
Content Standard: B8. 2.2.2. Demonstrate the design process (ide display own creative m range of different tim	a development usical art work es and culture	t) to create and as that reflect a	B8. 2 music and c	ator: .2.2.4 Design an al genre that re ultures, physica conment	flect the history I and social		Lesson: 1 of 1
Performance Indica Learners can perform of		Irama on socio-cu	ltural i	ssues	Core Compe PL6.7: Cl 5.1.	ten CC 7	cies: 7.5
Key words	Dance, perfor	mance, technique	s, dyna	ımics, design, cu	ılture		
Reference: Creative	Arts And Design	gn Curriculum Pg	. 32				
Phase/Duration PHASE 1: STARTER		vious lesson using		·	standard and	Re	esources
PHASE 2: NEW LEARNING	genre outside and interests on example Learners in g performing the the various as etc.	s research and sele your community, moods, visual im the SSNIT Pension roups collaborate ne chosen work in spects — singing, o	that enages, on Schein to crein identification iden	express personal concepts, texts, me services, etcate rehearsal playing and allocating, cost	experiences or storylines an for ting time to stume, venue,	Vio	ctures and deos
PHASE 3: REFLECTION	lesson: 1. Tell the class 2. Tell the class during the last	to do the followin ass what you learr ass how you will u esson. ects of the lesson	nt durir use the	ng the lesson. knowledge they	acquire	dy	namics

Vetted By:	 Sign:	

Week Ending:		DAY:	Subject:	Creative Arts And D	esign	
Duration:			Strand:	Design		
Class: B8		Class Size:	Sub Stra	nd: Drawing, Shading	, And (Coloring
B8 1.2.1.Demonstrate und and use of drawing, shadi and modelling media and for creative expression of Performance Indicate	derstanding Bing, coloring metechniques sleedsign ideas.	ndicator: 8 1.2.1.2 Demonstrate s naterials and techniques nading and coloring to cr nd forms	for freehand	d and outline drawing, from lines, simple sha	ipes	Lesson: 1 of 1
Learners can explore av techniques for drawin	ailable manual a		ials and	PL5.2: PL6.1: CG5.		.2: DL5.3
Key words	Digital, techniqu	ıes				
Reference: Creative	Arts And Design	Curriculum P.g. 24				
DI (D ()						
Phase/Duration PHASE 1: STARTER	Learners Activit	cies ous lesson using RCA t			Resc	ources
PHASE 2: NEW LEARNING	indicator(s). Revise with lead rawing and colexamples: Pencients. Have learners manual tools. Brainstorm lear They are tools that are used to draw Have learners in coloring. Examples: smar	rners to mention some loring. sils, curved templates, make sketches of drawners for the meaning of the are computer based, shade or color objects dentify digital tools use tphones, tablets, laptoustrator, Scribble, e	e manual to setsquares, rings and co of digital to devices and just like the ed for draw	ools used for compass, eraser, plor them using ols. applications that manual tools do. ing, shading and	Pictu	res and Videos
		Digital tools for drawing	# P			

	Have learners explore available digital tools, materials and techniques to determine and document their suitability for drawing, shading and coloring.
	Let learners exhibit their designs for appreciation, appraising and feedback.
	Assessment Learners make designs and color them using digital tools.
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:		DAY:		Subject: Cre	eative Arts And Des	ign	
Duration:				Strand: Vis	ual Arts		
Class: B8		Class	Size:	Sub Strand:	Media And Technic	ques	
Content Standard: B8. 2.1.1.Demonstrate of Visual Arts media a		•	Indicator: B8. 2.1.1.2 Experi generate own ide		chniques in print maki sual artworks	ing to	Lesson: 1 of 1
Performance Indica Learners can draw fro		servatio	on/ memory and i	magination	Core Competend PL5.2: PL6.1: CG5.		2: DL5.3
Key words	Observatio	n, mer	nory , imagination	1			
Reference: Creative	e Arts And De	esign C	Curriculum P.g. 2	8			
Phase/Duration PHASE 1: STARTER	Learners A			\ technique.		Resou	ırces
		ner's at	_	·	ent standard and		
PHASE 2: NEW LEARNING	Guide learn create vis Examples: I Relief print are raised seed. Stamp, Direct print matrix and templates of shell, human Learners in printing are Example: F Demonstrato use the own visual Have learn reflection in the control of th	ners to sual ar low/rel ting- is surface, flexog ting - I transfican be an foot their nd prestrottage te how relevant artward disand use	ief, direct, stencil, a process in printe and the non-printeraphy, letterpress, prints are done by ferring it directly conatural and man-ray, sole of footwear groups research their finding printing, block process of the printing and tech	bus techniques bus techniques bus techniques chaplying which etc. chapplying print on the substrate nade objects sur- cry rope, bottle the internet for s to the class. cinting, etc. tings are made niques in print orks for apprecivaluation to re	in printmaking to , etc. the printing areas below the surface. ting paste on the tie. The matrix or uch as leaves, snail tops, etc. r other types of e. Guide learners making to create tiation and eview work.	chart	res and

REFLECTION	Tell the class what you learnt during the lesson. Tell the class how you will use the knowledge they acquire	
	during the lesson. 3. Which aspects of the lesson did you not understand?	

Wast Endings		DAY		Cubicate Cros	tive Auto And D	_aaia	•••
Week Ending:		DAY:		-	tive Arts And D		
Duration:				Strand: Perfo	orming Arts (Da	nce	and Drama)
Class: B8		Class Size:		Sub Strand: (Expression	Creative and A	esth	etic
Content Standard: B8.2.2.3.Demonstrate design process (Idea de display own creative at reflect a range of diffe Performance Indicar	evelopment) to nd expressive a rent times and tor:	produce and art-forms that cultures	B8.2. other reflect cultu		ama pieces that erent times and		
Learners can plan and				·	PL6.7: CI 5.1.	CC /	7.5
Key words	, ,	mance, technique	•	mics, design, cu	ılture		
Reference: Creative	Arts And Desig	gn Curriculum Pg	. 32				
Dhara (Dunation							
Phase/Duration PHASE 1: STARTER	Learners Acti	vities vious lesson using	. DC \ +	a ala mi acca		Ке	esources
	Draw learner indicator(s)	's attention to the	e new l	esson's content			
PHASE 2: NEW LEARNING	Example: barr Learners to describe how the history, of the Choose and part of the Rehearse and part of the Choose	earners some trad haya, Agbaza, Adov liscuss the signific history, cultures, e to plan a dance cultures, environm prepare a venue to I perform the plar	wa, ket ance o environ or drar nent an o show	f these dances a ment and herita na production the d heritage of a p case the perform	and how that ge of a people. nat reflects people. mance.		ctures and deos
PHASE 3: REFLECTION	lesson: 1. Tell the cla 2. Tell the cla during the la	to do the followin ass what you learr ass how you will u esson. ects of the lesson	nt durir Ise the	ng the lesson. knowledge they	acquire		

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Week Ending:		DAY:		Subject	: Creative Arts And	Design	
Duration:				Strand:	Visual Arts		
Class: B8		Class Size:		Sub Stra	ınd: Creative & Ae	sthetic	Expression
B8. 2.2.1. Demonstrat concept of the design pown creative and expressing of different time. Performance Indicates:	e the ability process to pressive art-for es and cultu	oduce and display ms that reflect a		1 Design ar at reflect a	nd produce your own a range of different tim		Lesson: 1 of 2
Learners can design		e your own artworl	KS		PL5.2: PL6.1: CG5.		2: DL5.3
Key words	Observat	ion, memory , imag	ination				
Reference: Creativ	e Arts And	Design Curriculum	P.g. 33				
Phase/Duration PHASE 1: STARTER		Activities				Resou	ırces
PHASE 2: NEW LEARNING	indicato Task lear	rner's attention to r(s). ners to research ar and developing idea	nd record re	elevant inf	ormation for	Pictur chart	es and
	man-ma Example:	e following: history de environment. Plan an artwork o ndependence in 195	n SSNIT Per	· nsion Sche	me services,		
	and techi topical i Example:	orded ideas, design niques to create ar ssues. Design an artwork ndependence in 19!	tworks that on SSNIT I	communi Pension Sc	cate views about cheme services,		
	progress revision a Examples	rners to reflect on a conveys the intende and use peer- and so of art specific languape, technique, me	ed ideas an elfevaluatio uage vocabu	d meaning on to revie	for appropriate w work.		
PHASE 3: REFLECTION	1. Tell th 2. Tell th during tl	ers to do the followe c class what you lea e class how you wil ne lesson. aspects of the less	arnt during I use the kr	the lesson nowledge t	they acquire		

Week Ending:		DAY:		Subject: Crea	ative Arts And D	esign
Duration:				Strand: Perfo	orming Arts (Mu	sic)
Class: B8		Class Size:		Sub Strand:	Creative & Aest	hetic Expression
Content Standard: B8. 2.2.2 Demonstrate the design process to c creative musical art w different times and c Performance Indica	create and disports that reflectures.	olay own	B8. 2 other	s' musical work	display own and s that reflect a nes and cultures	Lesson: 2 of 2
Learners can plan and		nd others' musical	works		Core Comper PL6.7: Cl 5.1.	
Key words	Dance, perfo	rmance, technique	es, dyna	mics, design, cu	ılture	
Reference: Creative	Arts And Desi	gn Curriculum Pg	. 36			
Phase/Duration PHASE 1: STARTER	Learners Act					Resources
	Draw learner indicator(s)		e new	esson's content		
PHASE 2: NEW LEARNING	ground (e.g. this lesson Revise with previously a Learners ide for the per Guide learn the perform Costuming: costumes ar performan Group Perfor the order pict performance	learners on some nd plan their plotentify instrument formance. ers to randomly mances. encourage learned the right cost ce. mances: Ask ground the syou facilities	shed, the dand the da	under a shady to be drama studi opsis, acts and indigenous styl their roles or p be fast in char to choose for the oresent their da	ree, etc.) for ed scenes; lized dances ositions for nging ne right nce-drama in esses of the	Pictures and Videos
PHASE 3: REFLECTION	lesson: 1. Tell the cl 2. Tell the cl during the l	to do the followir ass what you learr ass how you will u esson. ects of the lesson	nt durir use the	ng the lesson. knowledge they	v acquire	

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Week Ending:		DAY:		Subject: Creative Arts And Design			
Duration:		l		Strand:	Design		
Class: B8		Class	Size:	Sub Stra	nd: Drawing, Shadin	g, 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 1.2.1.3 Demonstrate ability to generate of ideas and develop models of simple shapes of forms for appreciation and display					s of simple shapes and		Lesson: 1 of 1
Performance Indicator: Learners can demonstrate ability to generate design ideas and develop models of simple shapes and forms for appreciation and display Core Competence PL5.2: PL6.1: CG5.							.2: DL5.3
Key words							
Reference: Creative	Arts And Design	Curricul	um Pg. 25				
Phase/Duration	Learners Activit	ies				Resc	ources
PHASE 1: STARTER	Recap of previo	us lesso	n using RCA t	echnique.			
	Draw learner's indicator(s).	attentior	n to the new	lesson's cor	ntent standard and		
PHASE 2: NEW LEARNING	to illustrate ten forms using card	nplates fo dboard, S	or creating m Styrofoam, pu	odels of sim Ilp paper ar		Pictu	res and Videos
	appreciation.	ispidy tin	cii iiiatartwi	JINS TOT TET	cectori, display and		
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:	DAY: Subject: Creative Arts And						
Duration:				_	Visual Arts		
Class: B8		Class Size:		Sub Stra	ind: Creative & Ae	sthetic Expression	
B8. 2.2.1. Demonstrate the ability to apply the concept of the design process to produce and display own creative and expressive art-forms that reflect a range of different times and cultures				1 Design an at reflect a	nd produce your own a range of different tim		Lesson: 1 of 2
Performance Indica Learners can design a		e your own artwork	KS		Core Competend PL5.2: PL6.1: CG5.		2: DL5.3
Key words	Observati	ion, memory , imag	gination				
Reference: Creative	Arts And	Design Curriculum	P.g. 33				
Phase/Duration		Activities				Reso	urces
PHASE 1: STARTER	Recap of	previous lesson usi	ing RCA tec	hnique.			
			the new les	son's cont	ent standard and		
PHASE 2: NEW LEARNING	planning any of the man-ma Example: Ghana's in Apply recand techn topical in Example: Ghana's in Have lear progress revision a Examples colour, s	Praw learner's attention to the new lesson's content standard and indicator(s). Task learners to research and record relevant information for planning and developing ideas to make visual artworks that reflect any of the following: history, culture, topical issues, natural and man-made environment. Example: Plan an artwork on SSNIT Pension Scheme services, Ghana's independence in 1957, galamsay, sanitation, etc. Apply recorded ideas, design process, appropriate tools, materials and techniques to create artworks that communicate views about copical issues. Example: Design an artwork on SSNIT Pension Scheme services, Ghana's independence in 1957, galamsay, sanitation, etc. Have learners to reflect on and explain whether the artwork in progress conveys the intended ideas and meaning for appropriate evision and use peer- and selfevaluation to review work. Examples of art specific language vocabulary: form, line, texture,					
PHASE 3: REFLECTION	 Tell the Tell the during the 	ers to do the follove class what you leader of the class how you wile lesson. aspects of the less	arnt during I use the kr	the lesson nowledge t	hey acquire		

		I						
Week Ending:		DAY:		Subject: Creative Arts And Design				
Duration:				Strand: Perfo	orming Arts (Da	nce an	nce and Drama)	
Class: B8		Class Size:		Sub Strand:	Creative & Aest	thetic	Expression	
Content Standard: B8. 2.2.3. Demonstrate how to apply the concept of design process to produce and display own creative and expressive art-forms that reflect a range of different times and cultures			appraisa drama ai	2.3.9 Organize an appreciation and			Lesson: 2 of 2	
Performance Indicate Learners can organize a dance and drama art	an appreciatio	n and appraisa	l of own ar	nd others'	Core Compe PL6.7: Cl 5.1.			
Key words	Dance, perfo	rmance, techni	ques, dyna	ımics, design, cı	ulture			
Reference: Creative	Arts And Desi	gn Curriculum	Pg. 37					
Phase/Duration PHASE 1: STARTER	Recap of pre Draw learner indicator(s)	Learners Activities Resources 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 PHASE 3:	Note and reproduction a of future p Through a castrengths a	Invite an audience to watch the performance of own and others' for appreciation and appraisal. Note and record the strengths and weaknesses of the production and performance for discussion and modification of future performances. Through a class discussion, engage learners to discuss their strengths and weakness.						
PHASE 3: REFLECTION	lesson: 1. Tell the classified the classified during the leading t	ass what you le ass how you w esson.	earnt durir ill use the	ays of reflecting og the lesson. knowledge they u not understar	v acquire			

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Week Ending:		DAY:		Subject:	Creative Arts And D	esign	
Duration:				Strand:	Design		
Class: B8		Class	Size:	Sub Stra	nd: Drawing, Shading	g, And	Coloring
drawing, shading, coloring techniques for creative e	ate understanding and use of oloring and modelling media and ative expression of design ideas. B8 1.2.1.3 Demonstrate ability to generate design ideas and develop models of simple shapes and forms for appreciation and display						
Performance Indica Learners can demonstr models of simple shape	ate ability to gen		-	•	Core Competend PL5.2: PL6.1: CG5.		.2: DL5.3
Key words							
Reference: Creative	Arts And Design	Curricul	um Pg. 25				
Phase/Duration	Learners Activit					Resc	ources
PHASE 1: STARTER	Recap of previo	ous lessoi	n using RCA t	echnique.			
	Draw learner's indicator(s).	attentior	n to the new l	lesson's cor	ntent standard and		
LEARNING	perpendicule equal length square. 2. Circle: Draw pointed end around it. 3. Triangle: Draw midpoint. Of the second to the other. 4. Rectangle: perpendicule than the firm a rectangle. 5. Cylinder: Draw of the circle by draw of the circle by draw of the total circle circle circle by draw of the circle circl	lar to the h. Conne v a straight line connect t line, the rend of t Draw a star to the st line. Ce the same circles a circle e to its cawing twe the circle the circle awing two	ght line and manages on the aight line and eperpendicular the midpoint on connect the che first line. Attaight line are first line. Attaight line are first line. With a curved and draw a sircumference	ake sure the f the two linark its mid midpoint and the first e midpoint of the first e midpoint of the seconds of the to create the core traight line to create the circle.	point. Place the and draw a circle and draw a circle and mark its line and mark its line to one end of of the second line eate a triangle. straight line ond line longer two lines to create and the lines. at a cylinder. from the centre sector of the endpoints of the Join the two		

	Guide learners to identify simple products and generate drawings to illustrate templates for creating models of simple shapes and forms using cardboard, Styrofoam, pulp paper and/or clay Have learners display their final artworks for reflection, display and appreciation.	
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:		DAY:		Subject	: Creative Arts And	Design		
Duration:				Strand: Visual Arts				
Class: B8		Class Size:			Sub Strand: Connections In Local And Global Cultures			
				ed the history, cultur	re,	Lesson: 1 of 2 2: DL5.3		
Key words								
Reference: Creative	Arts And	Design Curriculum	P.g. 38					
Phase/Duration PHASE 1: STARTER		Activities				Reso	urces	
PHASE 2: NEW LEARNING	indicato Conduct a communi environr	an enquiry and gath ty whose work mad nent and topical i	ner informa le impact oi ssues.	ion on vis	ual artists in the ory, culture,	Pictur chart	res and cs	
PHASE 3:	Examples: ethnic group, education, exhibition, museum, gallery. Classify and record information on visual artists in the community and their artworks according to their areas of specialization/discipline. Examples: ethnic group, education, exhibition, museum, gallery Select any visual artist in the community and make a presentation on their life, work and influence. Example; ethnic group, education, philosophy and competition/ exhibition, role model, achievement Ask learners to do the following by ways of reflecting on the lesson:							
REFLECTION	2. Tell th during the	e class what you lea e class how you wil ne lesson. aspects of the lesso	l use the kn	owledge t	hey acquire			

Week Ending:		DAY:		Subject: Crea	itive Arts And [Design		
Duration:					orming Arts (Mu	,		
Class: B8		Class Size:		Sub Strand: Connections In Local And Global Cultures				
B8. 2.3.2. Demonstrate the capacity to correlate and generate ideas from indigenous creative musical wforms and Ghanaian art musicians that reflect a range				ndicator: 38. 2.3.2.4. Distinguish different ways musical works of Ghanaian art composers reflect the history, culture, environment and topical ssues				
Performance Indicate Learners can distinguis composers		ys musical works c	of Ghan	aian art	Core Compe PL6.7: CI 5.1.			
Key words	Dance, performance, techniques, dynamics, design, culture							
Reference: Creative	Arts And Desig	gn Curriculum Pg	. 39					
DI (D. ()		, .				T 5		
Phase/Duration PHASE 1: STARTER	Learners Acti		DC A 4	a ala mi a u a		Resourc	ces	
PHASE I: STARTER		vious lesson using 's attention to the		•	standard and			
PHASE 2: NEW LEARNING	Compare Ep	Compare Ephraim Amu and J. H. K. Nketia Pictures ar Videos					and	
PHASE 3: REFLECTION	lesson: 1. Tell the class 2. Tell the class during the last	k learners to do the following by ways of reflecting on the esson: Tell the class what you learnt during the lesson. Tell the class how you will use the knowledge they acquire uring the lesson. Which aspects of the lesson did you not understand?						

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Week Ending:		DAY: Subject: Creative Arts And Design						
Duration:				Strand:	Design			
Class: B8		Class	Size:	Sub Stran	d: Sub strands for tl	he teri	m	
Content Standard: Demonstrate knowledg the topics treated so	Indicator: Recall and s within the		ıll what they have le	arnt	Lesson: 1 of 1			
Performance Indica Learners can recall and term		hat they	have learnt w	learnt within the Core Competencies: PL5.2: PL6.1: CG5.4: PL6.2: DL5.3				
Reference: Creative	Arts And Design	Curricul	um Pg. 25					
Phase/Duration	Learners Activit	ies				Resc	ources	
PHASE 1: STARTER	Recap of previo	us lesso	n using RCA t	echnique.				
PHASE 2: NEW	indicator(s). Revise with lear	Draw learner's attention to the new lesson's content standard and indicator(s). Revise with learners to explore available manual and digital tools, Pictures and Videos						
LEARNING	Revise with lear techniques to d drawing, shadin Have learners is illustrate templ using cardboard display and ap Assessment Identify four too Learners make	materials and techniques for drawing, shading and coloring to create designs from lines, simple shapes and forms. Revise with learners to explore available digital tools, materials and techniques to determine and document their suitability for drawing, shading and coloring for appreciation and reflection Have learners identify simple products and generate drawings to illustrate templates for creating models of simple shapes and forms using cardboard, Styrofoam, pulp paper and/or clay for reflection, display and appreciation.						
PHASE 3: REFLECTION	Ask learners to lesson: 1. Tell the class 2. Tell the class during the less 3. Which aspect	what yo how you son.	u learnt durir u will use the	ng the lesso knowledge	n. they acquire			

Week Ending:	DAY: Subject: Creative Arts And De					Design		
Duration:				Strano	d: Visual Arts			
Class: B8		Class Siz	e:	Sub St	rand: Sub strands for	the te	rm	
Content Standard: Demonstrate knowled understanding in the transfer.	opics treat	ed so far.	Indicator: Recall and summa the term	ecall and summarize all what they have learnt within				
Performance Indicate Learners can recall and the term	cator: and summarize all what they have learnt within PL5.2: PL6.1: CG5.4: PL						DL5.3	
Reference: Creative	Arts And I	Design Curi	riculum P.g. 38			·		
Phase/Duration	Learners	Activities				Resou	ırces	
PHASE 1: STARTER	Recap of	previous le	esson using RCA tec	hnique.				
		Draw learner's attention to the new lesson's content standard and indicator(s).						
PHASE 2: NEW LEARNING	observati	on/ memor wn views i	media and techniquy y and imagination, p n visual artworks to	orint ma	king and weaving to	Pictur chart	es and s	
			xperiment by using eas and make visua					
			chniques of drawing make own visual a		observation/memory			
		•	ent with available r visual artworks.	nedia ar	nd techniques for			
	drawing.	to make tw			nory and imagination			
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?							

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Week Ending:		DAY:		Subject: Crea	ntive Arts And [Design		
Duration:				Strand: Perfo	orming Arts (Mu	ısic)		
Class: B8		Class Size:		Sub Strand: Sub strands for the term				
Content Standard: Demonstrate knowledg topics treated so far.	•	anding in the		tor: and summarize all what they have learnt the term				
Performance Indicator: Learners can recall and summarize all what they have learnt within the term Core Competencies: PL6.7: CI 5.1. CC 7.5								
Reference: Creative	Arts And Desig	gn Curriculum	Pg. 39					
Phase/Duration	Learners Acti					Resourc	ces	
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	compare and fast or slow Engage learn reflect the hi	Revise with learners to tell how fast or slow music is heard and compare and contrast activities and events that are associated with fast or slow music. Engage learners to design and produce own musical genre that reflect the history and cultures, physical and social environment.						
	Have learners plan and display own and others' musical works that reflect a range of different times and cultures. Assessment Define the following allegro, poco a poco, largo.							
PHASE 3: REFLECTION	lesson: 1. Tell the class 2. Tell the class during the lead	ass what you le ass how you wi esson.	earnt durir ill use the	ays of reflecting ng the lesson. knowledge they ou not understar	acquire			

Week Ending:		DAY:		Subject: Creative Arts And Design				
Duration:				Strand: Strands treated for the term				
Class: B8 Class Size:			Sub Strand: Sub strands for the term			n		
Content Standard: Demonstrate knowledge and understanding in the topics treated so far.		Indicator: Preparation towards vacation				Lesson: 1 of 1		
Performance Indicator: Learners can answer all end of term assessment quebooks.				PL6.7: CI 5.1.				
Reference: Creative	Arts And Desig	gn Curriculum	Pg. 39					
Phase/Duration	Learners Activities					Resources		
PHASE 1: STARTER	Ask learners to bring and display all the materials needed for the assessment. Educate them on the consequences of examination mal practice.					Exercise books, pen, pencils, erasers, Answer sheets.		
PHASE 2: NEW LEARNING	Engage learners to arrange themselves properly to sit for the assessment test. SBA, Assessm Questions an exercise books. Mark learners answer sheets or exercise books. Fill in learner's SBA books and report cards.							
	Distribute le feedback.	earners answe	er sheets	or exercise bo	ooks for			

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