FIRST TERM WEEKLY LESSON PLAN – B8

WEEK I

Week Ending: 13-01-	2023	DAY:	Subject:	Creative Arts And [Design	
Duration: 60MINS			Strand:	Design		
Class: B8		Class Size:	Sub Strand: Drawing, Shading		g, And C	Coloring
B8 I.2.I.Demonstrate und and use of drawing, shadin and modelling media and to for creative expression of Performance Indicate	derstanding and coloring techniques design ideas.	Indicator: 38 1.2.1.1 Explore availal and techniques for drawi designs from lines, simple	ng, shading a	nd coloring to create	als	Lesson:
Learners can explore at techniques for drawing,	vailable manual a		rials and	Core Competen PL5.2: PL6.1: CG5.		2: DL5.3
Key words						
Reference: Creative	Arts And Design	n Curriculum P.g. 24				
Phase/Duration	Learners Activ	ities			Resou	ırces
PHASE I: STARTER	how they spen	ners back from the Ch t their vacation holida ance indicators and in	ys.	•		
PHASE 2: NEW LEARNING	Display the too to observe. Using the pick of the tools and the tools are the tools and the tools are the tools and the tools are the tools a	rners to mention som ading, and coloring. ols and materials on the and say technique, has different materials and tell its sto explore to determ of other available mandrawing, shading, and square, set square, present the square, set square, present adding to the square, set square, present and square, square	we learners in uses. mine and do ual tools, mand coloring for	cument the nature aterials and		are, set e, protractor,

PHASE 3:	Ask learners to do the following by ways of reflecting on the	
REFLECTION	lesson:	
	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: 13-01	1-2023	DAY:	Subject: Cro	eative Arts And Des	sign
Duration: 60MINS	,		Strand: Visual Arts		
Class: B8		Class Size:	Sub Strand	iques	
B8. 2.1.1.Demonstrate media and techniques from direct observation making and weaving Performance Indicates	and their application/ memory and in	on in drawing	drawing from d and imagination to express own	ore media and technic irect observation/ med , print making and we views in visual artwo ording and research sk Core Competen	mory Lesson: aving I of I rks to ills.
Learners can draw fro	m direct observat	ion/ memory and	imagination	PL5.2: PL6.1: CG5.	4: PL6.2: DL5.3
Key words	Observation, me	mory , imaginatio	n		
Reference: Creative	Arts And Design	Curriculum P.g. 2	28		
Phase/Duration	Learners Activitie	es			Resources
PHASE 2: NEW LEARNING	Draw attention to indicator(s). Brainstorm learn Observation draw Guide learners to observe. Guide learners to observe. Guide learners to materials and equobservation/mem	ers to draw scene ers to discuss the wing and imaginate to state the differency and imaginate bservation/memo	e, classify and ring from direct ion, print making	ecord the tools, and and weaving.	Pictures and Vidoes

	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:	Ask learners to do the following by ways of reflecting on the lesson:	
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: 13-01	I-2023 DAY :			Subject: Creative Arts And Design			gn
Duration: 60MINS		l .		Strand: Performing Arts (Music)			
Class: B8		Class	Size:	Su	b Strand: Media And Tec	hniq	ues
Content Standard:			Indicator:				
B8. 2.1.2.: Demonstrate		_			fast or slow music is heard		Lesson:
apply tempo, dynamics music	and simple for	rms in			ontrast activities and events with fast or slow music	S	I of I
Performance Indica	tor:		triat are associa	ueu	Core Competencies:		
Learners can tell the di		veen fast	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 Des	ign Curr	iculum P.g. 31				
						1	
Phase/Duration		Learners Activities			Re	sources	
PHASE I: STARTER	Recap of pre	vious les	sson using RCA	techi	nique.		
	Draw Jearne	r's atton	tion to the new	امدده	on's content standard and		
	indicator(s).	3 accen	don to the new	10330	on a content standard and		
PHASE 2: NEW	` '	n terms	used in describir	g the	e speed of	Pic	tures and
LEARNING			egro, poco a poc			Vic	deos
	D:#amamaiaaa	h - 4:	. foot oud alove u	:	. :		
	on specific or			nusic	in relation to moments		
	on speeme of	ccus.0110	•				
	<u>Assessment</u>						
			allegro, poco a p				
PHASE 3:	Ask learners	to do th	ne following by w	vays	of reflecting on the		
REFLECTION	lesson:						
	I. Tell the cla	ass what	you learnt durir	ng th	e lesson.		
	2. Tell the cla	ass how	you will use the	kno	wledge they acquire		
	during the les	sson.					
	3. Which asp	ects of t	the lesson did yo	u no	t understand?		

Week Ending: 20-01	-2023	DAY:	Subject:	Creative Arts And [Design	
Duration: 60MINS			Strand:	Design		
Class: B8		Class Size:	Sub Strand: Drawing, Shading		g, And	Coloring
B8 1.2.1.Demonstrate un and use of drawing, shadi and modelling media and for creative expression o	ng, coloring techniques design ideas. B8 1.2.1.1 Explore a and techniques for designs from lines, s		ring, shading and coloring to create			Lesson: I of I
Learners can explore a techniques for drawing	vailable manual	_	rials and	Core Competen PL5.2: PL6.1: CG5.		.2: DL5.3
Key words	Digital, technic	ques				
Reference: Creative	Arts And Desig	n Curriculum P.g. 24				
Phase/Duration PHASE I: STARTER	Learners Activ	vities mers back from the Ch			Resc	urces
PHASE 2: NEW LEARNING	Share perform Brainstorm leafor drawing, sl	nance indicators and intarrers to mention some nading, and coloring. ols and materials on the	troduce the	tools and materials	-	uare, set re, protractor, r
	Engage learner and suitability techniques for reflection. E.g. of tools: T pencil. Assessment	and say technique, have and materials and tell its are to explore to determ of other available many drawing, shading, and resquare, proposes and materials for exposes and mat	mine and do ual tools, m coloring for	cument the nature aterials and r appreciation and aper, cardboard,		

PHASE 3:	Ask learners to do the following by ways of reflecting on the	
REFLECTION	lesson:	
	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?	

Duration: 60MINS Class: B8 Content Standard: B8. 2.1.1.Demonstrate und		Class Size:	Strand: Vis	sual Arts		
Content Standard: B8. 2.1.1.Demonstrate und		Class Size:		Strand: Visual Arts		
B8. 2.1.1.Demonstrate und				Sub Strand: Media And Techniques		
media and techniques and from direct observation/ n making and weaving Performance Indicator	their applicati nemory and ir	on in drawing	drawing from di and imagination to express own	ore media and techniq irect observation/ men , print making and wen views in visual artwon rding and research ski	mory Lesson: laving I of I rks to ills.	
Learners can draw from d		ion/ memory and	imagination	PL5.2: PL6.1: CG5.		
Key words Ob	Observation, memory , imagination					
Reference: Creative Art	s And Design	Curriculum P.g. 2	8			
Phase/Duration Lea	arners Activiti	es			Resources	
PHASE 2: NEW LEARNING Gu obs Guma obs	aw attention to licator(s). An attention dicator(s). An attention draw attention draw attention draw attention delearners to serve.	ers to draw scenes to the new lesson' ers to discuss the wing and imagination of state the differency and imagination between the differency and imagination at its dispensation of the di	e, classify and rong from direction, print making	ecord the tools, ag and weaving.	Pictures and Vidoes	

	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	
DLIACE 2.	drawing.	
PHASE 3:	Ask learners to do the following by ways of reflecting on the lesson:	
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: 20-01-2023		ng: 20-01-2023 DAY:		Subject: Creative Arts And Design			
Duration: 60MINS		l		Strand: Performing Arts (Dance & Drama)			
Class: B8		Class	Size:	Sub Strand:	Media And Tec	hniques	5
Content Standard: B8. 2.1.3. Demonstrate Ghanaian dance forms	e understandin	g of		tify various Gha	naian Dance typ nce	-	esson: of I
Performance Indicator: Learners can Identify various Ghanaian performance		ın Danc	e types and their	context of	Core Compe PL5.6: CI 5.5.		es:
Key words	Dance, perfo	rmance					
Reference: Creative	Arts And Des	ign Curr	riculum P.g. 32				
						_	
Phase/Duration PHASE I: STARTER	Learners Activities Recap of previous lesson using RCA technique.			Resou	irces		
	indicator(s).		tion to the new				
PHASE 2: NEW LEARNING	people that people the center of the center people that people the center people that peop	rs to ide ir and so s compa	entify the dance of cococultural) are and contrast of performance.	types and catego	ories. ategories.	Pictur Video	es and s
PHASE 3:	Ask learners	to do tl	ne following by v	vays of reflecting	g on the		
REFLECTION	lesson:						
			you learnt durii	-			
	during the le	sson.	you will use the		•		
	3. Which asp	ects of	the lesson did yo	ou not understar	nd?		

Week Ending: 27-0	1-2023	DAY:	Subject: Cr	eative Arts And Des	ign
Duration: 60MINS			Strand: Vi	sual Arts	
Class: B8		Class Size:	Sub Strand	: Media And Techni	iques
B8. 2.1.1.Demonstrate media and techniques from direct observation making and weaving Performance Indicate Learners can draw from the standard from the sta	e understanding of and their application/ memory and in ator:	ion in drawing magination, print	drawing from d and imagination to express own encourage reco	lore media and technic lirect observation/ men n, print making and wen n views in visual artwording and research ski Core Competen PL5.2: PL6.1: CG5.	mory Lesson: laving I of I rks to ills. cies:
Key words		emory , imaginatio			
Reference: Creative	e Arts And Design	Curriculum P.g. 2	28		
DI /D					
Phase/Duration PHASE I: STARTER	Learners Activiti			antion halidaya	Resources
PHASE 2: NEW LEARNING	indicator(s). Revise with learn still life drawing. Tools – are care pencils, p Materials – care production drawing pins, Equipment – undertaking tare protractor, etc.	devices that are use astel, drawing pen, are surfaces, substa n of items. Exampl eraser, etc. these are special i o perform a service c.	materials and ed for executing charcoal, etc. inces or medium es include ink. Beinstruments need e. Examples inclu	equipment used for projects. Examples s that are used for pard, paint, easel, led for an ade compass,	Pictures and charts
	In groups, task le memory and ima Engage learners and maintenance manner. Example:	lirect observation and woven items) for the carners to make congination in nature to apply knowledgets.	/memory and in or appreciation. lirect drawing of e ge and skills in o ls and equipme	observation or cleaning-up, storing nt in a sustainable	

	 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: 27-01-2023 DAY:				Subject: Creative Arts And Design			
Duration: 60MINS				Strand: Performing Arts (Music)			
Class: B8		Class	Size:	Sub Strand:	Media And Tec	hniques	
apply tempo, dynamics and simple forms in and compare			B8 2.1.2.5 Tell and compare a that are associa	Tell how fast or slow music is heard e and contrast activities and events ociated with fast or slow music Core Competencies:			
Learners can compare with fast or slow music		ctivities	and events that	are associated	PL5.6: CI 5.5.		
Key words	Tempo, fast,	slow, m	edium				
Reference: Creative	Arts And Desi	ign Curr	riculum P.g. 31				
Phase/Duration	Learners Act	ivitios				Resources	
PHASE I: STARTER						Resources	
DUACE O NIEVA	indicator(s).		tion to the new			Di di	
PHASE 2: NEW LEARNING	Brainstorm le effect on liste		for the meaning	of tempo in mu	sic and its	Pictures and Videos	
	of music. Example of music. Example of music.	amples: betwee	plain Italian term allegro, poco a p n fast and slow r	oco, largo, etc.			
	Assessment I. Define the i. Allegro ii.	followin					
PHASE 3:	2. How many		s allegro ne following by v	vovs of roflection	an the		
REFLECTION	lesson: I. Tell the cla 2. Tell the cla during the les	ass what ass how sson.	you learnt during by v you will use the the lesson did yo	ng the lesson. knowledge the	y acquire		

Week Ending: 27-01	01-2023 DAY:			Subject: Crea	ative Arts And [Design	
Duration: 60MINS				Strand: Performing Arts (Dance/Drama)			
Class: B8		hniques					
Content Standard: B8. 2.1.3. Demonstrate Ghanaian dance forms	e understanding	g of	Indicator: B8.2.1.3.9 Exper techniques and o drama.				
Performance Indica Learners can practice I dance and drama.		hniqu	es and dynamics o	of rhythm in	Core Compe PL5.6: CI 5.5.		
Key words	Dance, perfor	rmanc	e, techniques, dyn	namics			
Reference: Creative	•		• •				
Phase/Duration	Learners Acti					Resources	
PHASE I: STARTER	Recap of prev	ious l	esson using RCA	technique.			
	Draw learner indicator(s).	's atte	ntion to the new	lesson's content	t standard and		
PHASE 2: NEW LEARNING	 Action Space and Time In groups of the present their Develop body that incorport Guide learner Technical Dynamics Play and demondand dynamics Apply relevant direct a play. Assessment What is sometimes Under the properties Identify the properties What is the properties 	three, finding and inques mics - onstra	iscuss the technic - (i.e., beat, temp (i.e. fast, slow, snow te dance movement is and techniques of dancing?	he elements of oness by engaging ques and dynamico, intensity), mooth, flow) ents with different to choreographes the space of a	in activities cs in dancing. nt rhythms a dance or	Pictures and Videos	
PHASE 3: REFLECTION	Ask learners to lesson: I. Tell the cla	to do .ss wha .ss hov	the following by vat you learnt during value the	dynamics			

3. Which aspects of the lesson did you not understand?	
,	

Week Ending: 03-02	-2023	DAY:	Subject: Creative Arts And Design			
Duration: 60MINS			Strand:	Design		
Class: B8		Class Size:	Sub Stra	nd: Drawing, Shading	g, And Coloring	
B8 1.2.1.Demonstrate un and use of drawing, shadi and modelling media and for creative expression o	derstanding ng, coloring techniques f design ideas.	Indicator: B8 1.2.1.1 Explore available manual and digital tools, materia and techniques for drawing, shading and coloring to create designs from lines, simple shapes and forms				Lesson: I of I
Learners can explore a techniques for drawing	vailable manual	_	rials and	Core Competen PL5.2: PL6.1: CG5.		.2: DL5.3
Key words	Digital, technic	ques				
Reference: Creative	Arts And Desig	n Curriculum P.g. 24				
Phase/Duration PHASE I: STARTER	Learners Activ	rities ners back from the Ch			Resc	ources
PHASE 2: NEW LEARNING	Share perform Brainstorm lea for drawing, sl Display the to to observe. Using the pick	nance indicators and interpretation holiday nance indicators and interpretation some nading, and coloring. The coloring and materials on the and say technique, have and materials and tell its	e teachers	tools and materials		uare, set re, protractor, r
	and suitability techniques for reflection. E.g. of tools: T pencil. Assessment	rs to explore to detern of other available manual drawing, shading, and resquare, prools and materials for cools	ual tools, m coloring for otractor, pa	aterials and r appreciation and aper, cardboard,		

PHASE 3:	Ask learners to do the following by ways of reflecting on the	
REFLECTION	lesson:	
	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: 03-02	2-2023	DAY:	Subject: Cr	sign		
Duration: 60MINS			Strand: Visual Arts			
Class: B8		Class Size:	Sub Strand	: Media And Techni	iques	
Content Standard: B8. 2.1.1.Demonstrate media and techniques from direct observatio making and weaving Performance Indica	and their application/ memory and in	on in drawing	drawing from d and imagination to express own	ore media and technic irect observation/ men , print making and wen i views in visual artwon ording and research ski	mory Lesson: aving I of I rks to ills.	
Learners can draw fro		ion/ memory and	imagination	PL5.2: PL6.1: CG5.		
Key words	Observation, me	mory , imaginatio	n			
Reference: Creative	Arts And Design	Curriculum P.g. 2	28			
Phase/Duration	Learners Activitie	es			Resources	
PHASE I: STARTER	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	still life drawing. Tools – are care pencils, poes are pencils, poes are pencils, poes at the production drawing pins, Equipment – undertaking to protractor, etc. Guide learners to create drawing donature (prints and linguished) in groups, task learners and maintenance manner. Example:	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. Suide learners to apply the tools, materials and equipment safely to reate drawing direct observation/memory and imagination in ature (prints and woven items) for appreciation. In groups, task learners to make direct drawing observation or memory and imagination in nature Ingage learners to apply knowledge and skills in cleaning-up, storing and maintenance of tools, materials and equipment in a sustainable manner.				

	Papers should be keep away from all forms of liquors like water, oil etc.	
PHASE 3:	Ask learners to do the following by ways of reflecting on the lesson:	
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: 03-02	3-02-2023 DAY :			Subject: Creative Arts And Design			
Duration: 60MINS Stran			Strand: Per	Strand: Performing Arts (Dance/Drama)			
Class: B8		Clas	s Size:	Sub Strand:	Media And Tec	hniques	
Ghanaian dance forms	B. 2.1.3. Demonstrate understanding of B9.2.2.3.7 Perform an original dance drama a				Lesson:		
Performance Indicator: Learners can practice by using the techniques and dynamics of rhythm in dance and drama. Core Competence Com							
Key words	Dance, perfo	rmanc	e, techniques, dyn	amics, design, c	ulture		
Reference: Creative	Arts And Desi	gn Cu	rriculum Pg. 32				
Phase/Duration PHASE I: STARTER	Learners Acti		esson using RCA			Resources	
PHASE 2: NEW LEARNING	indicator(s).	Brainstorm learners to identify some socio-cultural issues in the					
	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,						
PHASE 3: REFLECTION	Ask learners lesson: I. Tell the cla 2. Tell the cla during the les	Energy etc. Ask learners to do the following by ways of reflecting on the					

Week Ending: 10-02	-2023	DAY:	Subject: Creative Arts And Design			
Duration: 60MINS			Strand:	Design		
Class: B8 Class Size: Sub Strand:			nd: Drawing, Shading	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 1.2.1.2 Demonstrate materials and techniques shading and coloring to an and forms			for freehand	and outline drawing,	Lesson: I of I	
Performance Indicator: Learners can explore available manual and digital tools, materials and techniques for drawing, shading and coloring Core Competence PL5.2: PL6.1: CG5.4						
Key words	Digital, techniq	ues				
Reference: Creative	Arts And Design	Curriculum P.g. 24				
					Resources	
Phase/Duration PHASE I: STARTER	Learners Activi	Learners Activities				
PHASE 2: NEW LEARNING	Draw learner's attention to the new lesson's content standard and indicator(s). 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				T-square, set square, protractor, paper	
	Digital tools for drawing					
PHASE 3: REFLECTION	lesson: I. Tell the class 2. Tell the class during the lesso	o do the following by very what you learnt during the show you will use the con.	ng the lesso knowledge	on. they acquire		

Week Ending: 10-02-2023 DAY:				Subject: Creative Arts And Design			
Duration: 60MIN	5	1		Strand: Vis	sual Arts		
Class: B8		Class	Size:	Sub Strand	: Media And Techn	iques	
					chniques in print mak al artworks	ing to	Lesson:
Performance Indicator: Learners can draw from direct observation/ memory and imagination PL5.2: PL6.1: CG5.4						2: DL5.3	
Key words	Observa	tion, me	mory , imaginatior	1			
Reference: Creat	ve Arts And	Design	Curriculum P.g. 28	8			
Phase/Duration	Learners	Activitie	es			Resources	
PHASE I: STARTE	R Recap of	R Recap of previous lesson using RCA technique.					
	Draw lea		ttention to the ne	w lesson's con	tent standard and		
PHASE 2: NEW	Guide lea	arners to	identify and use	the relevant m	edia and	Pictur	es and
LEARNING			ntmaking to create			charts	S
	Examples	s: low/re	lief, direct, stencil,	, block printing	g, etc.		
	Learners	apply ar	nd design using rel	evant media ar	nd techniques in		
			reate own visual a		4.55		
		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,					
			ing color, harmon				
PHASE 3:				•	cting on the lesson:		
REFLECTION			vhat you learnt du	•			
			ow you will use th	ne knowledge	they acquire		
	during th		of the lesson did				

Week Ending: 10-02-	2-2023 DAY: Subje			Subject: Crea	ative Arts And [Desig	gn
Duration: 60MINS Strand: Performing Arts (M			orming Arts (M	lusic)		
Class: B8		Class Size:		Sub Strand: Expression	Creative and A	estl	hetic
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 B8. 2.2.2. Demonstrate the ability to use concept of musical art works that reflect a environment.			icator: 2.2.2.4 Design and produce own ical genre that reflect the history cultures, physical and social ronment			I of I	
	Performance Indicator:Core CompLearners can perform dance and/or drama on socio-cultural issuesPL6.7: CI 5.1.						
Key words		rmance, technique					
Reference: Creative	-		-				
Phase/Duration PHASE I: STARTER	Learners Act					Re	sources
	Draw learner indicator(s).	vious lesson using	e new	lesson's content			
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.						
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.				dy	namics	
	•	ects of the lesson	did yo	u not understar	nd?		

Week Ending: 17-02	-2023	DAY:	Subject:	Subject: Creative Arts And Design			
Duration: 60MINS			Strand:	Design			
Class: B8		Class Size:	Sub Stra	ı nd: Drawing, Shadin	g, And Coloring		
Content Standard: B8 1.2.1.Demonstrate unand use of drawing, shadiand modelling media and for creative expression of Performance Indicates	ng, coloring techniques f design ideas.	Indicator: B8 1.2.1.2 Demonst materials and techni shading and coloring and forms	Lesson: I of I				
Learners can explore a techniques for drawing	vailable manua	•	naterials and	Core Competen PL5.2: PL6.1: CG5.			
Key words	Digital, techn	iques					
Reference: Creative	Arts And Desi	gn Curriculum P.g.	24				
Phase/Duration PHASE I: STARTER	Learners Acti				Resources		
PHASE 2: NEW LEARNING	indicator(s). Revise with led drawing and of Examples: Peretc. Have learners manual tools. Brainstorm led They are tools are used to draw learners coloring. Examples: sm	earners to mention coloring. ncils, curved templars make sketches of earners for the meathat are computer baw, shade or color old artphones, tablets,	attention to the new lesson's content standard and right of the meaning of digital tools. The meaning of digital tools are computer based devices and applications that we shade or color objects just like the manual tools do. Indeed, the meaning of digital tools and the manual tools do. Indeed, the meaning of digital tools are computer based devices and applications that we shade or color objects just like the manual tools do. Indeed, the meaning of digital tools are computer based devices and applications that we shade or color objects just like the manual tools do. Indeed, the meaning of digital tools are computers and applications that we shade or color objects just like the manual tools do. Indeed, the meaning of digital tools are computers and applications that we shade or color objects just like the manual tools do. Indeed, the meaning of digital tools are computers and the meaning of digital tools are computers, as the meaning of digital tools.				

	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:	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?					

Week Ending: 17-02	2-2023	DAY:		Subject: Cr	eative Arts And Des	sign	
Duration: 60MINS				Strand: Vis	sual Arts		
Class: B8		Class	Size:	Sub Strand	: Media And Techni	iques	
B8. 2.1.1.Demonstrate of Visual Arts media a			Indicator: B8. 2.1.1.2 Experir generate own idea		chniques in print maki al artworks	ng to	Lesson:
Performance Indica Learners can draw from		bservat	ion/ memory and i	imagination	Core Competen PL5.2: PL6.1: CG5.		2: DL5.3
Key words	Observat	ion, me	mory , imagination	1			
Reference: Creative	Arts And	Design	Curriculum P.g. 2	8			
Dhaga/Duration	1	A -41: -14.*				Dere	
Phase/Duration PHASE I: STARTER	Learners		_	A tochnique		Resou	ırces
FHASE I. STARTER		rner's a	ttention to the ne	•	tent standard and		
PHASE 2: NEW LEARNING	Classroom Guide lead create vistexamples Relief privare raised E.g. stamp Direct privatrix and templated shell, hund Learners printing and Example: Demonstition use the own visual Have lear reflection Examples pattern, or	irners to sual artwo ries to see relevant artwo ries of spectontrast	a process in printer and the non-printer and the non-printer are done by the printer and man-responding to the printer and man-responding to the printing, block powers and technical an	bus techniques bus techniques block printing making which sting areas are the substrate made objects s rope, bottle to the internet for to the class. rinting, etc. tings are made niques in printic orks for appreciality: stencil, ious color.	in printmaking to g, etc. the printing areas below the surface. ting paste on the e. The matrix or uch as leaves, snail cops, etc. cother types of e. Guide learners making to create ciation and view work.	Pictur	res and

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: 17-02-	-2023	DAY:		Subject: Creative Arts And Design				
Duration: 60MINS		1		Strand: Performing Arts (Dance and Drama)				
Class: B8		Class Size:		Sub Strand: Creative and Aesthetic Expression				
design process (Idea de display own creative an reflect a range of differ	B8.2.2.3.Demonstrate how to apply the concept of design process (Idea development) to produce and display own creative and expressive art-forms that			licator: 2.2.3.8 Plan and display own and errs' dance and drama pieces that ect a range of different times and tures Lesson: I of I				
	Performance Indicator: Learners can plan and display own and others' dance and dr					eten CC	n cies: 7.5	
Key words		rmance, techniqu		•	ulture			
Reference: Creative	Arts And Des	ign Curriculum Pg	;. 32					
Phase/Duration PHASE I: STARTER	Learners Activities Recap of previous lesson using RCA technique.					Re	esources	
	Draw learner indicator(s).	r's attention to th	e new	lesson's conten	t standard and			
PHASE 2: NEW LEARNING	Example: ban	earners some trace naya, Agbaza, Ado discuss the signific istory, cultures, e	wa, ke ance o	te, etc. f these dances a	nd how that	_	ctures and deos	
	reflects the history, cultures, environment and heritage of a people. Describe how to plan a dance or drama production that reflects the history, cultures, environment and heritage of a people. Choose and prepare a venue to showcase the performance.							
		d perform the plan						
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: 24-0	2-2023	DAY:		Subject	: Creative Arts And	Design	1
Duration: 60MINS		I		Strand:	Visual Arts		
Class: B8		Class Size:		Sub Str	and: Creative & A	esthetic	Expression
B8. 2.2.1. Demonstrate concept of the design p own creative and exprerange of different times	e the ability rocess to pressive art-for and culture	oduce and display ms that reflect a		Design and	I produce your own a range of different tin		Lesson: I of 2
	Performance Indicator:Core CompeterLearners can design and produce your own artworksPL5.2: PL6.1: CG5						2: DL5.3
Key words	Observat	tion, memory , imag	gination				
Reference: Creative	e Arts And	Design Curriculum	n P.g. 33				
B. (D.							
Phase/Duration PHASE I: STARTER		Activities	D.C.4			Resou	urces
PHASE 2: NEW LEARNING	Task lear planning any of the man-mad Example: Ghana's i Apply reand techn topical is Example: Ghana's i	ners to research are and developing idea e following: history le environment. Plan an artwork or ndependence in 19 corded ideas, designiques to create art sues. Design an artwork ndependence in 19	nd record rest to make	elevant inf visual artwood opical issue nsion Sche y, sanitation oppropriate communi Pension So y, sanitation	cormation for vorks that reflect es, natural and eme services, on, etc. e tools, materials cate views about cheme services, on, etc.	Pictur charts	res and
	Have learners to reflect on and explain whether the artwork in progress conveys the intended ideas and meaning for appropriate revision and use peer- and selfevaluation to review work. Examples of art specific language vocabulary: form, line, texture, colour, shape, technique, media.						
PHASE 3: REFLECTION	I. Tell th 2. Tell th during th	e class what you lea e class how you wi	arnt during II use the kı	the lessor nowledge	they acquire		

Week Ending: 24-02	-2023	DAY:		Subject: Crea	tive Arts And [Design		
Duration: 60MINS				Strand: Performing Arts (Music)				
Class: B8		Class Size:		Sub Strand:	Creative & Aes	sthetic Expression		
B8. 2.2.2 Demonstrate the design process to concern times and cultiferent times and cultiferent times and cultiferent can plan and	create and disports that reflectures. tor:	olay own at a range of	B8. 2 other range	ator: .2.2.5 Plan and d rs' musical work of different tim	s that reflect a	etencies:		
Key words		rmance, techniqu						
Reference: Creative	•	•			2.041 0			
		6 6	9					
Phase/Duration	Learners Act	ivities				Resources		
PHASE I: STARTER	Recap of pre	vious lesson using	RCA	technique.				
	indicator(s).	r's attention to th						
PHASE 2: NEW LEARNING	ground (e.g. this lesson. Revise with previously a Learners ide for the perform Costuming: costumes ar performance Group Performance	ers to randomly nances. encourage learned the right cost e. rmances: Ask grown sked as you facilitates	shed, une dan ot, synders and pick to une to ups to ate the	inder a shady to ce-drama studitopsis, acts and indigenous style heir roles or period be fast in char to choose for the present their danger occurrences.	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: I. Tell the cla 2. Tell the cla during the les	ass what you learn ass how you will u sson.	the order picked as you facilitate the recording processes of the performances 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: 03-03	3-2023 DAY: Subj				Subject: Creative Arts And Design			
Duration: 60MINS				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 all ideas and develop models forms for appreciation and the standard ideas.					of simple shapes and		Lesson:	
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: CG5.4						.2: DL5.3		
Key words								
Reference: Creative	Arts And Design	Curricu	lum Pg. 25					
Phase/Duration	Learners Activit	ties				Resources		
PHASE I: STARTER	Recap of previous Draw learner's indicator(s).		J	·	ntent standard and			
PHASE 2: NEW LEARNING						Pictu	ires and Videos	
PHASE 3: REFLECTION	Ask learners to do the following by ways of reflecting on the 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?							

Week Ending: 03-0	3-2023	DAY:		Subject: Creative Arts And Design				
Duration: 60MINS		<u> </u>		Strand: Visual Arts				
Class: B8		Class Size:		Sub Strand: Creative & Aesthetic Expression				
concept of the design p own creative and expre range of different times	Content Standard: 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 Performance Indicator:				l produce your own a range of different tin		Lesson: I of 2	
Performance Indicator: Learners can design and produce your own artworks Core Competer PL5.2: PL6.1: CG5						2: DL5.3		
Key words	1	ion, memory , imag						
Reference: Creative	e Arts And	Design Curriculum	n P.g. 33					
Phase/Duration PHASE I: STARTER		Activities				Resou	ırces	
PHASE 2: NEW LEARNING	Task lear planning any of the man-mad Example: Ghana's i Apply recand techn topical is: Example: Ghana's i Have lear	ners to research are and developing idea to following: history, the environment. Plan an artwork or ndependence in 19 the corded ideas, designations to create articles.	nd record reas to make on SSNIT Per 57, galamsa on process, a cworks that to on SSNIT 57, galamsa and explain	elevant information scheen sion Scheen, sanitation scheen	ermation for vorks that reflect es, natural and eme services, on, etc. e tools, materials cate views about cheme services, on, etc.	Pictur	res and	
	Examples		uage vocab					
PHASE 3: REFLECTION	Ask learr I. Tell th 2. Tell th during th	Examples of art specific language vocabulary: form, line, texture, colour, shape, technique, media. Ask learners to do the following by ways of reflecting on the 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?						

Week Ending: 03-03-	-2023	DAY:		Subject: Creative Arts And Design			
Duration: 60MINS				Strand: Performing Arts (Dance and Drama)			
Class: B8		Class Size:			Creative & Aes		,
Content Standard:		Glass Gize.	Indicato		Creative a res	Scriccic	Lxpression
of design process to produce and display own creative and expressive art-forms that reflect a range of different times and cultures			B8.2.2.3. appraisal drama ai	9 Organize an a of own and oth tworks that ref times, cultures	ners' dance and lect a range of		Lesson: 2 of 2
					Core Compo		
Key words	Dance, perfo	rmance, techn	iques, dyn	amics, design, c	ulture		
Reference: Creative	Arts And Desi	ign Curriculum	n Pg. 37				
						T -	
Phase/Duration PHASE I: STARTER	Learners Act	ivities vious lesson us				Reso	ources
	indicator(s).			lesson's content			
PHASE 2: NEW LEARNING	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					Pictu Vide	ires and os
PHASE 3: REFLECTION	strengths and weakness. 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: 10-03-	-2023	DAY:		Subject:	Creative Arts And [Design	
Duration: 60MINS				Strand: Design			
Class: B8		Class	Size:	Sub Strand: Drawing, Shading, And Coloring			Coloring
Content Standard: B8 1.2.1.Demonstrate under drawing, shading, coloring techniques for creative expensions.	g and modelling me opression of design	edia and		velop models	ability to generate desi s of simple shapes and nd display	gn	Lesson:
Performance Indicate Learners can demonstrate models of simple shape	ate ability to gen		_		Core Competen PL5.2: PL6.1: CG5.		.2: DL5.3
Key words							
Reference: Creative	Arts And Design	Curricu	lum Pg. 25				
Phase/Duration	Learners Activit	ties				Resc	ources
PHASE I: STARTER	Recap of previo	us lesso	n using RCA	technique.			
	Draw learner's indicator(s).	attentio	n to the new	lesson's co	ntent standard and		
PHASE 2: NEW LEARNING	cardboard. 1. Square: Draperpendicule equal length square. 2. Circle: Drapointed end around it. 3. Triangle: Drandpoint. Of the second to the other strandpoint. Of the second to the other strandpoint. Of the second to the other second than the first a rectangle. 5. Cylinder: Docircles with Connect the second of the circle second the circle second the second the second than the first second than the first second than the first second than the second than the first second than the se	aw a stradar to the connect of the c	ight line and a first line. Make the ends of ght line and nampass on the raight line and the midpoint of the first line. It is a first line. It is first line. The first line are first line. Make the midpoint of the first line are first line. Make the first line are first line are first line are first line. Make the and lines are diameter at with a curve of and draw a sircumference.	another strake sure the fire two limark its mice midpoint a mark its mark its mark its mark its mark its midpoint of the first emidpoint of the seconds of the test of equal lest each end of line to crestraight line. Cut out a lest from the the circle.	In the lines are of the sector of the lines. In the lines are of the sector of the lines. In the lines are of the sector of the lines. In the lines are of the lines are a cylinder. In the lines are of the lines are a cylinder. In the lines are of the lines are a cylinder. In the lines are of the lines are of the lines are a cylinder. In the lines are of		ires and Videos

	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:	
N.Z. Z.Z. T.O.K	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: 10-03	3-2023	DAY:		Subject: Creative Arts And Design				
Duration: 60MINS				Strand: Visual Arts				
Class: B8		Class Size:		Sub Str Cultures	and: Connections I	n Local	And Global	
Content Standard: B8. 2.3.1.Demonstrate the ability to correlate and generate ideas from creative artworks of visual artists that reflect a range of different times, cultures and topical issues Performance Indicator: Learners can Identify and discuss visual artists in Gi			whose work reflected the history, culture, environment and topical issues in the community Core Competencies:					
Key words								
Reference: Creative	Arts And	Design Curriculum	n P.g. 38					
Phase/Duration PHASE I: STARTER		Activities				Resources		
PHASE 2: NEW LEARNING	Draw learner's attention to the new lesson's content standard and indicator(s). Conduct an enquiry and gather information on visual artists in the community whose work made impact on the history, culture, environment and topical issues. 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/					Pictur	res and	
PHASE 3: REFLECTION	 Tell th Tell th during th 	e class what you lea e class how you wil	arnt during Il use the kr	the lessor nowledge	they acquire			

Week Ending: 10-03	DAY:		Subject: Creative Arts And Design					
Duration: 60MINS	Strand: Per	forming Arts (M	lusic)					
Class: B8 Class Size:				Sub Strand: Connections In Local And Global Cultures				
B8. 2.3.2. Demonstrate generate ideas from income and Ghanaian are of different times, cultured.	digenous creat t musicians tha ures and topica	ive musical at reflect a range	B8. 2 work	ator: 3.2.4. Distinguis s of Ghanaian a ry, culture, envi	rt composers re	eflect the	Lesson: 2 of 2	
Performance Indica Learners can distinguis composers		ys musical works o	of Gha	naian art	Core Compe PL6.7: Cl 5.1.			
Key words	Dance, perfo	rmance, techniqu	es, dyn	amics, design, c	ulture			
Reference: Creative	Arts And Des	ign Curriculum Pg	g. 39					
DI /D ::		• • •						
Phase/Duration PHASE I: STARTER	Learners Activities Recap of previous lesson using RCA technique.						Resources	
THASE I. STARTER		r's attention to th		•	standard and			
PHASE 2: NEW LEARNING	Compare Ephraim Amu and J. H. K. Nketia					Pictures Videos	and	
PHASE 3: REFLECTION	lesson: I. Tell the cla 2. Tell the cla during the les	to do the following ass what you learn ass how you will usson.	nt durii	ng the lesson. knowledge they	v acquire			

FIRST TERM WEEKLY LESSON PLAN – B8 WEEK 10

REVISION AND END OF TERM ASSESSMENT

Week Ending: 17-03-2023 DAY:				Subject: Creative Arts And Design				
Duration: 60MINS			Strand: Design					
Class Siz			Size:	Sub Strand: Sub strands for the term				
Content Standard: Demonstrate knowledge and understanding in the topics treated so far. Indicator: Recall and within the topics treated so far.				summarize all what they have learnt			Lesson:	
Performance Indicator: Learners can recall and summarize all what they have learnt within the term Core Competer PL5.2: PL6.1: CG5								
Reference: Creative	Arts And Design	Curricu	lum Pg. 25					
Phase/Duration	Learners Activi	ties				Resc	ources	
PHASE I: STARTER			n using RCA	technique.			. u. 000	
	Draw learner's attention to the new lesson's content standard and indicator(s).							
PHASE 2: NEW LEARNING	materials and to create designs of the create designs of the create designs of the create with lear techniques to do drawing, shading the carners is illustrate templated using cardboard display and appoint of the create	Revise with learners to explore available manual and digital tools, 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 lesso 3. Which aspec	what yo how yo on.	ou learnt during the unit will use the	ng the lesso knowledge	on. they acquire			

Week Ending: 17-03	3-2023	DAY:		Subje	ct: Creative Arts And	Design	
Duration: 60MINS			Strand: Visual Arts				
Class: B8 Class Siz			œ:	Sub S	trand: Sub strands fo	r the te	rm
Content Standard: Indicator: Demonstrate knowledge and understanding in the topics treated so far. Indicator: Recall and summent the term				narize all what they have learnt within lof 2			
Performance Indicator: Learners can recall and summarize all what they have learnt within the term Core Competencie PL5.2: PL6.1: CG5.4:							
Reference: Creative	Arts And	Design Cu	rriculum P.g. 38				
Phase/Duration	Learners	Activities				Resou	ırces
PHASE I: STARTER	Recap of	previous le	sson using RCA tec	chnique.			
	Draw lea						
PHASE 2: NEW LEARNING	Revise woodservati express of research		Pictures and charts				
	Engage le to genera						
	Learners to apply techniques of drawing direct observation/memory and imagination to make own visual artworks						
	Let learners experiment with available media and techniques for weaving to create visual artworks.						
	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: 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: 17-03	DAY:		Subject: Crea	Design				
Duration: 60MINS				Strand: Performing Arts (Music)				
Class: B8 Class Size:				Sub Strand:	Sub strands fo	r the teri	n	
				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 Con PL6.7: CI 5.								
Reference: Creative	Arts And Des	ign Curriculum	n Pg. 39					
Phase/Duration		Learners Activities						
PHASE I: STARTER	Recap of pre Draw learner indicator(s).							
PHASE 2: NEW LEARNING	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.						and	
PHASE 3: REFLECTION	lesson: I. Tell the cla 2. Tell the cla during the le	ass what you le ass how you w sson.	earnt during the	vays of reflecting ng the lesson. knowledge they u not understar	v acquire			

Week Ending: 17-03-2023 DAY:				Subject: Creative Arts And Design					
Duration: 60MINS		<u> </u>		Strand: Strand	ds treated for th	ne term			
Class: B8 Class Size:				Sub Strand: Sub strands for the term					
Content Standard: Demonstrate knowledge and understanding in the topics treated so far.				r: on towards vacat		Lesson:			
Performance Indicate Learners can answer a books.	estions in	their exercise Core Competencies: PL6.7: CI 5.1. CC 7.5							
Reference: Creative	Arts And Des	ign Curriculun	n Pg. 39						
Phase/Duration	Learners Act	Learners Activities Resources							
PHASE I: 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, As Question exercise			
	Mark learners answer sheets or exercise books.								
	Fill in learner's SBA books and report cards.								
	Distribute learners answer sheets or exercise books for feedback.								