

EaD Comprehensive Lesson Plans



or



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BASIC 8

WEEKLY LESSON PLAN – WEEK 2

Strand:	Design		Sub-Strand:		Creativity, Innovation and Design	
Content Standard:	B8 1.2.1 Demonstrate understanding of creativity and innovation in terms of the design process, and its application in developing design solutions to problems in society.					
Indicator (s)	B8 1.2.1.1 Distinguish between creativity and innovation and their application for developing design solutions to problems in society. B8 1.2.1.2 Demonstrate understanding of the design process in relation to creativity and innovations in design. B8 1.2.1.3 Demonstrate ability to apply the design process to create artefacts that solve specific problems in the local community.			Performance Indicator: Learners can identify the design processes in relation to creativity and innovations .		
Week Ending	14-04-2023					
Class	B.S.8	Class Size:		Duration:		
Subject	Creative Art and Design					
Reference	Creative Arts Curriculum, Teachers Resource Pack, Learners Resource Pack.					
Teaching / Learning Resources	Poster, Pictures, Video, Drawing Book, Pencil, colours			Core Competencies:	<ul style="list-style-type: none">• Communication and Collaboration• Critical Thinking Creativity and Innovation	
DAY/DATE	PHASE 1 : STARTER	PHASE 2: MAIN				PHASE 3: REFLECTION
TUESDAY 11-04-2023	Discuss with Learners about the concept of Creativity.	<div>1. Assist Learners to distinguish between “Creativity” and “ Innovation”.</div> <div>2. Learners brainstorm to identify Products that solves specific problems in the Society.</div> <div>3. Demonstrate applying Creativity and Innovation skills to design a product that will solve specific Problem in the Society.</div> <div>Creativity and Innovation;</div> <div>Creativity is coming up with new and useful ideas. Innovation is the successful implementation of those ideas. One interesting connection between creativity and innovation: you can have quite a lot of creativity in a business organization without having much innovation at the other end.</div>				Group Work Learners in small groups to create a Product that can solve specific Problem in the Classroom.

		<p>Designing Products that solves specific problems in the society;</p> 	
<p>WEDNESDAY</p> <p>12-04-2023</p>	<p>Discuss the meaning of design process with the Learners.</p>	<ol style="list-style-type: none"> 1. Assist learners to explain the importance of design process in creative Problem solving. 2. Demonstrate designing a product to solve a specific problem applying the design process. 3. Assist Learners to identify the steps in design process in relation to creativity and innovation. <p>Design Process; Design process is a way of figuring out what you need to do, then doing it. Along the way you might solve one or more problems, try to achieve a goal, and/or create something specific. The first critical step to understanding the design process is that it's not about working the "right way" or "wrong way".</p> <p>steps of the design process</p> <ul style="list-style-type: none"> • Define the problem. Crucial to solving any design problem is to begin by asking the right questions. • Conduct research. • Brainstorm and conceptualize. • Create a prototype. • Select and finalize. • Product analysis. • Improve. 	<p>Learners practice designing a Product to solve a specific problem by applying design process.</p> <p>Exercise; Explain the concept of "Design Process".</p>

Name of Teacher:

School:

District: