

EaD Comprehensive Lesson Plans



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BASIC 8

WEEKLY LESSON PLAN – WEEK 6

Strand:	Creative Arts		Sub-Strand:		Connections in Local and Global Cultures	
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.					
Indicator (s)	B8. 2.3.1.3.Determine the creative design approaches and processes used by visual artists in creating artworks that reflect the history, culture, environment and topical issues.			Performance Indicator: Learners can identify challenges of design processes.		
Week Ending	04-08-2023					
Class	B.S.8	Class Size:		Duration:		
Subject	Creative Arts & Design					
Reference	Creative Art Curriculum, Teachers Resource Pack, Learners Resource Pack, Textbook					
Teaching / Learning Resources	Chart, Poster, Picture, video			Core Competencies:		
DAY/DATE	PHASE 1 : STARTER		PHASE 2: MAIN			PHASE 3: REFLECTION
TUESDAY	Learners brainstorm to explain “art appreciation” as a process of art.		<div>1. Demonstrate on how to analyze works of design and art.</div> <div>2. Learners brainstorm to identify examples of societal issues that artworks can solve.</div> <div>3. Assist learners to practice applying design process in making artworks that can solve Societal issues.</div> <div>How to analyze works of design and art;</div> <div>• Observe the artwork and write down your observations. Be precise. Consider the composition, colors, textures, size, space, and other visual and material attributes of the artwork. Go beyond your first impressions. This should take some time—allow your eye to absorb the image. Making a sketch of the work can help you understand its visual logic.</div> <div>• Formulate a main claim. Your claim might do one of the following: o Reflect on the overall organization of the work of art</div> <div>Design process stages;</div> <div> Inspiration</div> <div> Percolation</div>			Reflect on the design processes. Exercise; 1. State the steps to follow to analyze works of design and art. 2. State 4 examples of societal issues that artworks can solve.

		 Preparation  Creation  reflection.	
WEDNESDAY	Review Learners knowledge on the previous lesson.	<ol style="list-style-type: none"> 1. Learners brainstorm to explain how design process is important. 2. Discuss 5 challenges of design process with the Learners. 3. Assist learners to identify 5 factors affecting the evaluation of artworks. <p>1. Set clearer expectations While an individual designer's creative process might be somewhat chaotic and messy, the design process as a whole is not. There's a predictable sequence of activities that everyone in a larger organization can understand. As a result, timelines are more predictable and there's less need to wonder "what's happening with the design?"</p> <p>2. Improve teamwork and alignment You can have the most talented design team in the world, but it doesn't matter if there isn't clarity and a common workflow that gets everyone working in sync. Maintaining an organized design process leads to better teamwork and alignment by providing clarity on design scope and objectives, who is responsible for what, and which activities must happen in what order.</p> <p>3. Create more efficiently The design process is like a workflow template to follow, and we all know that templates help us all work faster. So with everyone on the same page, multidisciplinary team members know how and when they can contribute during the design process, which means you can make important design decisions more quickly along the way.</p> <p>4. Deliver final designs that meet user and business needs The design process forces you to consider your user and their needs from the very start, which reflects positively in your final design and user experience. And because the design process also gives space to proper delivery and testing, your team benefits from less friction</p>	Through questions and answers, conclude the lesson.

		<p>during <u>developer handoff</u> and more certainty that the final designs meet all of the goals you intended for them.</p> <p>5. Gain happy users</p> <p>The ultimate goal for any design project is not just to solve a problem, but to also make users happy. The design process gives you that extra layer of assurance that you're doing the right thing and creating something that your users will actually enjoy.</p> <p>Common design process challenges</p> <ul style="list-style-type: none"> ✓ Communicating design intent <p>Staying true to your vision and design intent from ideation all the way to finished product is a big challenge in the design process. That's because it's not easy to communicate lots of design information to multiple members of a product team who aren't designers themselves.</p> <ul style="list-style-type: none"> ✓ Imagine having to describe a moving art installation to a room full of people, including what it looks like, how it moves, and the smallest of details. On top of that, each person in the room has varying levels of knowledge about art in general. This represents the communication challenge that happens during the design process between designers, product managers, developers, QA, stakeholders, and more. ✓ Making designs that stand out <p>How do you ensure your new designs actually make an impact on your users and don't get overlooked among competitors? And how do you push the envelope with your design concepts while also honoring your brand and user needs?</p> <ul style="list-style-type: none"> ✓ Making designs that stand out is a timeless challenge for design teams and it comes up often in the design process, as that's when you have to make trade-offs between what's exciting vs. what's practical. 	
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School:

District: