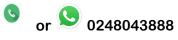
EaD Comprehensive Lesson Plans



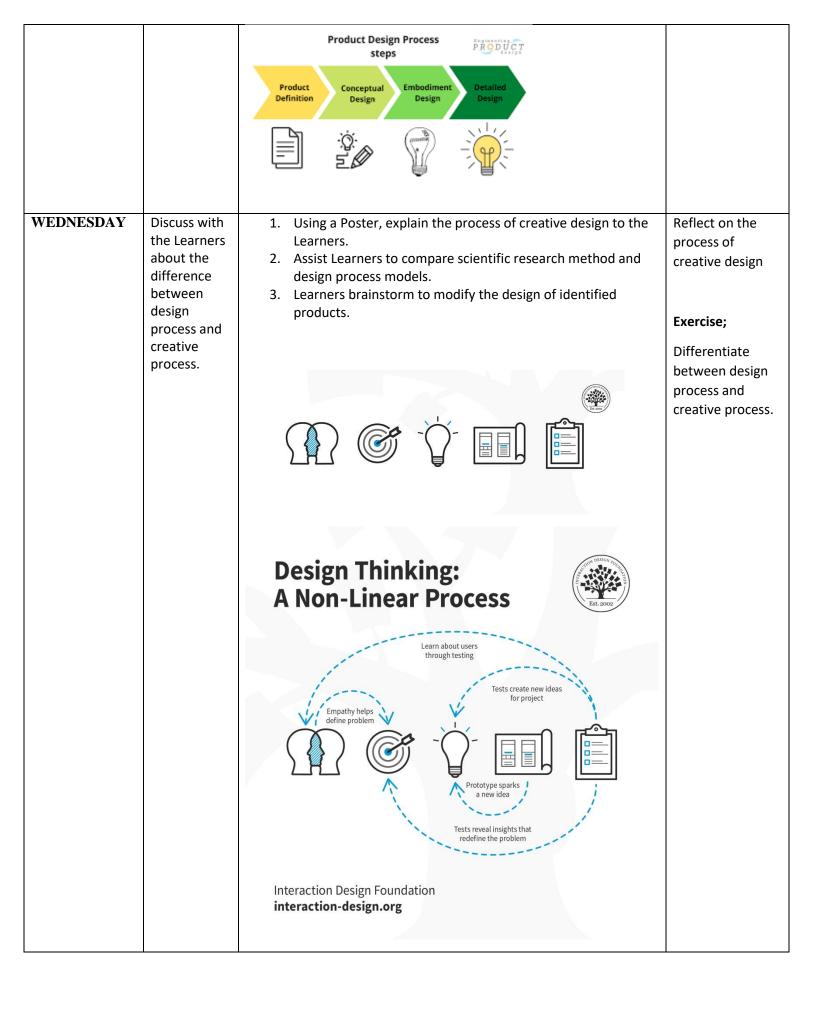


https://www.TeachersAvenue.net https://TrendingGhana.net https://www.mcgregorinriis.com

BASIC 8

WEEKLY LESSON PLAN – WEEK 3

Strand:	Design	Su	b-Strand	l:	Creat	ivity, Innovati	on a	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)		Performance Indicator: Learners can a processes in relation to creativity and in design.					•	
Week Ending	26-01-2024							
Class	B.S.8	Class Size:			Durat	ion:		
Subject	Creative Art ar	nd Design						
Reference	Creative Arts (Curriculum, Teachers R	esource I	Pack, Learners	Resou	rce Pack.		
Teaching / Learning Resources	Poster, Pictur Book, Pencil,	es, Video, Drawing colours	Cor	e Competenci	Communication Collaboration Critical The Creativity and Inno		tion hinking	
DAY/DATE	PHASE 1 : STARTER	PHASE 2: MAIN						PHASE 3: REFLECTION
TUESDAY	Discuss the meaning of design process with the Learners.	 Assist learners to explain the importance of design process in creative Problem solving. Demonstrate designing a product to solve a specific problem applying the design process. Assist Learners to identify the steps in design process in relation to creativity and innovation. 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". 						Learners practice designing a Product to solve a specific problem by applying design process.
								Exercise; Explain the concept of "Design Process".
		 steps of the design process 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. 						



The five stages of design thinking, according to the d.school, are:	
Empathize: research your users' needs. Define: state your users' needs and problems. Ideate: challenge assumptions and create ideas.	
Prototype: start to create solutions. Test: try your solutions out.	

Name of Teacher: School: District: