EaD Comprehensive Lesson Plans



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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)	innovation and their a	istinguish between creativity and ad their application for developing ons to problems in society. Performance Indicator: Learn design processes in relation to common innovations.				•			
Week Ending	19-01-2024								
Class	B.S.8	Class Size:		Duration		tion:			
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			ompetencies: Collab • Critica		nunication and boration al Thinking ivity and Innovation			
DAY/DATE	PHASE 1 : STARTER	PHASE 2: M	AIN		1		PHASE 3: REFLECTION		
TUESDAY		 Assist Learners to distinguish between "Creativity" and "Innovation". Learners brainstorm to identify Products that solves specific problems in the Society. Demonstrate applying Creativity and Innovation skills to design a product that will solve specific Problem in the Society. Creativity and Innovation; 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. Designing Products that solves specific problems in the society; 				Group Work Learners in small groups to create a Product that can solve specific Problem in the Classroom.			

WEDNESDAY	Show Learners pictures and video depicting the application of creativity and innovation.	 Discuss with the Learners about the importance of creativity and innovation in problem solving. Demonstrate on how to apply knowledge of creativity and innovation to evaluate the design products that solve specific problems in society for appreciation. Learners brainstorm to identify problems in their Community that knowledge of creativity and innovation can be applied to solve. Creativity and innovation are powerful tools that can help individuals generate accumulative success. Here are some ways to leverage these tools: Generate new ideas: Creativity is all about generating new ideas. Take the time to brainstorm new ways of doing things or new products/services that you could offer. Don't be afraid to think outside the box and consider unconventional solutions. Continuously improve: Innovation is about taking those new ideas and turning them into tangible results. Continuously improve on your ideas and products/services, taking feedback and iterating until you have something that truly stands out in the market. Stay current: Keep up with the latest trends and developments in your industry. This will help you stay ahead of the curve and identify new opportunities for growth. Embrace change: Change is inevitable in any industry, and those who are most successful are the ones who can adapt quickly. Be open to new ways of doing things and be willing to take risks. Collaborate: Working with others can be a great way to generate new ideas and bring them to life. Collaborate with colleagues, partners, or even customers to gain new perspectives and insights. 	Learners in small groups to discuss and report to the class on artefacts available in their local community and report on specific challenges associated with their design for reflection and discussion. Exercise; State 5 importance of creativity and innovation.
lame of Teacher:		perspectives and insights. School: District:	