

**DISCUSSION OF LAST TERM EXAMINATION QUESTIONS**

**(REVISION)**



or



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**BASIC 9**

**WEEKLY LESSON PLAN – WEEK 1**

<b>Week Ending</b>	12-01-2024				
<b>Class</b>	B.S.9	<b>Class Size:</b>		<b>Duration:</b>	
<b>Subject</b>	Creative Arts and Design				
<b>Reference</b>	Examination Questions, Marking Scheme, Learners Note books, Marked Scripts.				
<b>DAYS</b>	<b>PHASE 1 : STARTER</b>	<b>PHASE 2: MAIN</b>			<b>PHASE 3: REFLECTION</b>
<b>MONDAY</b>	Ask Learners to take their copies of the Previous term examination questions and the marked answer sheets for discussion.	<ol style="list-style-type: none"> <li>1. Select a model reader to read the essay type questions to the class.</li> <li>2. Call Individual Learners at random to answer questions.</li> <li>3. Discuss questions with the Learners.</li> </ol> <p><b>Sample of Questions;</b></p> <ol style="list-style-type: none"> <li>1. a. Name the following dances lettered A-C below state he tribes that performs each dance.</li> </ol> <div style="display: flex; justify-content: space-around;">   </div> <div style="text-align: center;">  </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <span>A</span> <span>B</span> <span>C</span> </div> <p style="text-align: center;">6 marks</p> <ol style="list-style-type: none"> <li>b. Name one (1) costume each of the dances lettered A-C above. 3 marks</li> <li>c. Identify an instrument each for the dances lettered A-C. 3 marks</li> </ol>			Give Learners exercise on samples of the examination questions to answer in their exercise books.

d. Identify any three (3) usefulness of traditional dance to the Ghanaian society.  
3 marks

**SELECTIVE ASPECT – 45 MARKS**

**ANSWER ONLY THREE  
QUESTIONS FROM THIS  
SECTION**

2. a. Define the following terms: *i. Creative-problem solving* *ii. Design thinking*  
4 marks  
b. Discuss the four (4) stages of design thinking.  
  
8 marks  
c. List any three (3) importance of creative-problem solving.  
3 marks
3. a. Highlight any four (4) importance of design process.  
8 marks  
b. As a designer, explain any three possible problems that design thinking is known for solving.  
6+1 marks
4. a. Outline the elements involved if you want to create a prototype video game as a designer.  
5 marks  
b. Explain the following terms in art: *i. Casting* *ii. Assemblage* *iii. Folding*  
6 marks  
c. Highlight any two (2) types of casting.  
  
4 marks
5. a. Describe the uses of the following tools in casting:  
*i. Sieve and Parting Dust* *ii. Striker and the Spoon* *iii. Runner-bar pattern and dowel*  
6 marks  
b. What are some five (5) importance of metal casting?  
5 marks  
c. Discuss any two (2) available construction techniques

<b>WEDNESDAY</b>	A model reader to read multiple choice questions to the class.	<ol style="list-style-type: none"> <li>1. Call Individual Learners at random to choose correct answers among options.</li> <li>2. Learners brainstorm to give reasons or explanations to their answers.</li> <li>3. Discuss with Learners answers to challenging multiple choice.</li> </ol> <p><b>Sample of Questions;</b></p> <ol style="list-style-type: none"> <li>1. One of these allows an individual to explore potential solutions regardless of whether a problem has been defined.               <ol style="list-style-type: none"> <li>A. Creative-problem solving</li> <li>B. Creative thinking</li> <li>C. Design thinking</li> <li>D. Design solution</li> </ol> </li> <li>2. Using negative words like “no” discourages.....               <ol style="list-style-type: none"> <li>A. Manipulative thinking</li> <li>B. Creative thinking</li> <li>C. Problem solving</li> <li>D. Adapting to change</li> </ol> </li> <li>3. By framing problem as questions, one shifts from obstacles to.....               <ol style="list-style-type: none"> <li>A. Demands</li> <li>B. Supplies</li> <li>C. Maturity</li> <li>D. Solutions</li> </ol> </li> <li>4. The first stage of design thinking is to.....               <ol style="list-style-type: none"> <li>A. Ideate</li> <li>B. Develop</li> <li>C. Clarify</li> <li>D. Implement</li> </ol> </li> <li>5. It is normally referred to as human-centered, solutions-based process that fosters the ideation and development of solutions.               <ol style="list-style-type: none"> <li>A. Design process</li> <li>B. Design thinking</li> </ol> </li> </ol>	Give Learners exercise on samples of the A-D multiple choice questions to answer in their exercise books.

		C. Design analysis D. Design probation	
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Name of Teacher:

School:

District: