**BASIC 7**

**WEEKLY LESSON PLAN – WEEK 4**

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| **Strand:** | Design | | | **Sub-Strand:** | | | | | Design in nature and manmade environment | | | |
| **Content Standard:** | B7/JHS1 1.1.1 Demonstrate understanding of design as a concept in relation to the elements (dots, lines, and shapes) and principles (balance, rhythm, repetition) of design and as a medium for creative expression of design in nature and the manmade environment | | | | | | | | | | | |
| **Indicator (s)** | B7/JHS1 1.1.1.3 Research to identify and record in writing what constitutes the principles of design and describe how they are used to organize the elements of design into building blocks for creative expression of design in nature and the manmade environment. | | | | | | **Performance Indicator:**  Learners can use the principles of design to organize the elements of design. | | | | | |
| **Week Ending** | 04-10-2024 | | | | | | | | | | | |
| **Class** | B.S.7 | | **Class Size:** | |  | | | **Duration:** | | |  | |
| **Subject** | Creative Art and Design | | | | | | | | | | | |
| **Reference** | Creative Arts Curriculum, Teachers Resource Pack, Learners Resource Pack. | | | | | | | | | | | |
| **Teaching / Learning Resources** | Posters and Pictures showing natural and manmade things in the environment, Video, Wordchart | | | | | **Core Competencies:** | | | | * Communication and Collaboration * Critical Thinking * Creativity and Innovation | | |
| **DAY/DATE** | **PHASE 1 : STARTER** | **PHASE 2: MAIN** | | | | | | | | | | **PHASE 3: REFLECTION** |
| **MONDAY** | Learners brainstorm to mention examples of materials they can use to create their own design. | * Discuss 3 techniques that can be used to create a design * Assist Learners to select examples of elements and principles of design to create their own designs.   **Design Techniques;**   * Drawing * Painting * Sculpture * Printmaking * Photography * Hatching. * Cross-Hatching. * Contour Lines. * Weaving. * Stippling. * Scribbling | | | | | | | | | | Inspect Learners work, appreciate and comment. |
| **THURSDAY** | Through questions and answers, review learners knowledge on the meaning of design techniques. | 1. Discuss with Learners the difference between simple and impressive design techniques. 2. Learners brainstorm to create their own designs for inspection. 3. Learners to display their works.   **Simple Design Techniques;** A simple design can be characterized as a design that is not elaborate or artificial but is crisp and concise. It's unambiguous and unadorned, and it uses the least possible number of components, classes, or methods, or the simplest solution. Simple design is unaffected, unassuming, and humble.  **Impressive design Techniques;**10 Simple and Impressive Design Techniques — Smashing Magazine | | | | | | | | | | Give feedbacks on Learners created designs. |

**Name of Teacher: School: District:**