EaD Comprehensive Lesson Plans

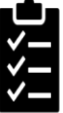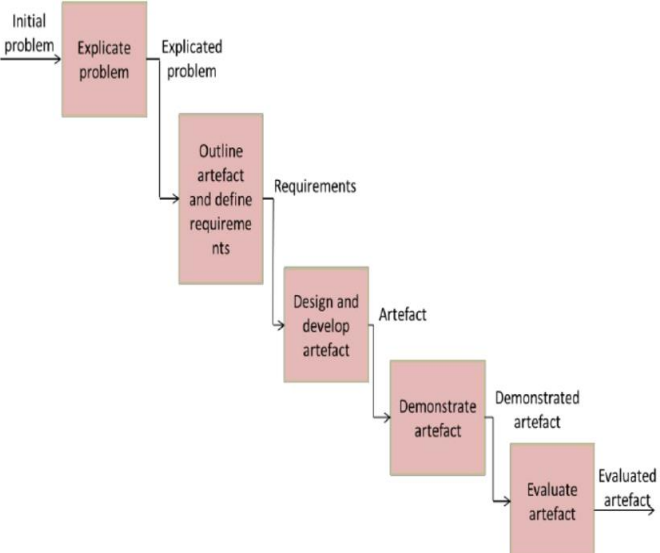| Strand:	Design	Sub-Strand:		Creativity, Innovation and the design process

BASIC 9

WEEKLY LESSON PLAN – WEEK 4

Content Standard:	B9 1.3.1 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)	B9 1.3.1.3 Demonstrate ability to apply the design process to create artefacts that solve specific problems in the local community		**Performance Indicator** Learners can apply the knowledge they have acquired in innovation and creativity.		
Week Ending	04-10-2024				
Class	B.S.9	Class Size:		Dura tion:	
Subject	Creative Arts & Design				
Reference	Creative Arts & Design Curriculum, Teachers Resource Pack, Learners Resource Pack, Textbook.				
Teaching / Learning Resources	Poster and video showing steps in design process, Pictures displaying modified products		**Core Competencies:**		• Communication and Collaboration. • Critical Thinking and Problem Solving. • Creativity and Innovation.

DAY/DATE	PHASE 1 : STARTER	PHASE 2: MAIN	PHASE 3: REFLECTION
WEDNESDAY	Show Learners pictures and video of solving societal problems by applying the knowledge in creativity and innovation.	1. Learners brainstorm to identify 5 environmental and social problems in their community. 2. Assist Learners to explain how they can apply the knowledge they have acquired in creativity and innovation to solve the identified problems. 3. Demonstrate to create artefacts that can solve societal problems whilst Learners observe. **Design thinking process;** The design thinking process is a problem-solving design methodology that helps you tackle complex problems by framing the issue in a human-centric way. The design thinking process works especially well for problems that are not clearly defined or have a more ambiguous goal **Problems that Design Thinking is known for solving:** • Finding human-centered solutions to business problems. • Developing new products, features, and services. • Improving processes, ways of working and	Learners in small groups to create an artefacts applying design process. **Practical;** Make an artefact that can be used to collect and dump refuse in your community.

		operations. • Designing business strategies and policies. • Improving the efficiency and engagement of an organization. • Influencing social change and community initiatives	
THURSDAY	Discuss the steps to follow to create artefacts applying the design process.	1. Assist Learners to design and create model artefacts that express own concept for solving specific problems in the society. 2. Inspect and appreciate Learners artefacts by giving appropriate comments. 3. Assist Learners to display design expressions and prototypes of artefacts to disseminate own creativity and innovation for appreciation and feedback. **Design Process;** The Design Thinking Process Empathize Define Ideate Prototype Test Make:Iterate Initial problem → Explicate problem → Explicated problem → Outline artefact and define requirements → Requirements → Design and develop artefact → Artefact → Demonstrate artefact → Demonstrated artefact → Evaluate artefact → Evaluated artefact	Through questions and answers, conclude the lesson.

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