EaD Comprehensive Lesson Plans

Strand:	Creative Arts	Sub-Strand:	Creative and Aesthetic expression

BASIC 9

WEEKLY LESSON PLAN – WEEK 13

Content Standard:	B9. 2.2.1. Exhibit art works produced from competences and skills acquired from the application of the philosophies, designs and processes learnt from different times and cultures
Indicator (s)	B9. 2.2.1.1 Design and produce own visual artworks that reflect a range of different times, cultures and topical issues **Performance Indicator:** Learners can compare examples of visual artworks portraying their culture and that does portrays others culture.
Week Ending	06-12-2024
Class	B.S.9 **Class Size:** **Duration:**
Subject	Creative Arts & Design
Reference	Creative Arts & Design Curriculum, Teachers Resource Pack, Learners Resource Pack, Textbook.
Teaching / Learning Resources	Poster, Pictures, chart, video. **Core Competencies:** • Critical Thinking and Problem Solving Communication and Collaboration.

DAY/DATE	PHASE 1 : STARTER	PHASE 2: MAIN	PHASE 3: REFLECTION
WEDNESDAY	Learners brainstorm to identify examples of old and modern visual artists in their Community.	1. Show Learners video and pictures displaying visual artworks of other people's culture. 2. Demonstrate on designing visual artworks of other culture whilst Learners observe. 3. Learners brainstorm to identify examples of visual artists from different culture. Artists often explore the characteristics that determine our personal and social identity. They construct a sense of who we are as individuals, as a society, or as a nation. They question stereotypes and conventions while exploring attributes such as gender, sexuality, race, nationality and heritage. Our culture is informed by various forms of artistic and social endeavour such as technology, politics, style, music, performance and the arts. 'Cultural studies' emerged in the late 1950s and has been informed by radical approaches such as Marxism, feminism and semiotics	Reflect on how to identify elements of design in visual artworks. **Exercise;** 1. State 5 visual artworks from others culture. 2. Write names of 5 visual artists from other culture.

The definition of the "visible" is changing due to the rapid advancement of technologies; new technologies have succeeded in making that which was never visible before perceivable. Newfangled forms of visual media—from video conferencing to augmented reality—continue to change the way that humans communicate, experience, learn, and exchange. Furthermore, individuals' access to visual exchange platforms is perpetuating how visual content is made, circulated, and aestheticized—these platforms give space for the development of visual mediums, expanding and revolutionizing the way that art, design, photography, performance, music, marketing and so on are traditionally practiced and determined.

THURSDAY	Review Learners knowledge on the previous lesson.	1. Learners brainstorm to apply knowledge on design process to create artefacts. 2. Develop and use peer- and self-evaluation criteria to review work in progress for reflection, encouragement, guidance and improvement. 3. Discuss with the Learners about principles of design used in the artefacts created. o **Design artifacts should clearly communicate to the viewer what stage the artifact is in.** Is it a working draft, that's not ready for feedback? Is it an experiment, with no connection to a project effort? Is it ready for review and specific feedback from others? Is it a source of truth for development? Some ways this might be expressed include in the title of the artifact, the Figma project cover,	Through questions and answers, conclude the lesson.

		or labels within the content.	
		Design artifacts ready for feedback should be tailored for asynchronous review. Figma files, for example, can communicate beyond the design itself: we can use annotations and other techniques to make assumptions tangible and visible in context, to specifically request feedback on a given topic, or to surface points of uncertainty. **Everyone learns best in different ways.** When sharing design artifacts, consider adding extra ways of consuming the artifacts, such as a Loom video walkthrough of the artifact, or linking back and forth other documentation and artifacts. .	

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