SAMPLE LESSON NOTES-WEEK 4

KG 2

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## WEEKLY LESSON PLAN FOR KG 2- WEEK 4

DATE:		STRAND: All Around Us	
DAY: MONDAY			
DAT: MONDAT			
CLASS: KG2		SUB STRAND: Water	
CONTENT STANDARD:		INDICATORS: K2.6.3.1.1	
K2.6.3.1 Demonstrate un	•		
that water is an importan		PERFORMANCE INDICATOR:	
resource that helps all liv		Discuss where we get water from, its im	portance to living things
human, plants and animal		and how to care for water sources.	
CORE COMPETENCE: Creativity and Innovation (C		n and collaboration (CC) Personal Develo	pment and Leadership (PL)
KEY WORDS:			
PHASE/DURATION	LEARNERS	ACTIVITIES	RESOURCES
PHASE I:	Display word	cards on the teachers table in front of	
STARTER 10 MINS	the class.		
(Preparing the Brain		nto three or four.	
for Learning)		Ider from the group in turns to face the her back to the board.	
		on the board for the others to make its	
	sound.	on the board for the others to make its	
	The leader the	en search through the word cards to	
	identify the le		
	Learners make the letter sound with actions		
PHASE 2: MAIN	Using the con for the week.	nmunity circle time introduce the theme	Pictures of sources of water
40MINS (New Learning	for the week.	water	
Including	Display a conv	versational poster (#12) on sources of	
Assessment)	water and some concrete materials related to the		
Assessmenty	theme and engage learners in active discussion.		
	Sources of water		
		5	
	str	tap river river ream lake	
	Call on learners randomly to answer questions or		
	contribute to	the discussion.	
	Have learners regite a poem/rhyme or sing a song		
	Have learners recite a poem/rhyme or sing a song related to them, e.g. "Rain, rain go away."		
		observe the Conversational poster and	
		y out of the pictures or watch and o on the sources of water.	

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	Using Language Experience Approach (LEA) have the learners create an informational text on Sources of Water.	
	Learners dictate the story to you and you write it on a big sheet for them.	
	Let this become the reading text for the week	
	Take Learners out of the class to the field for a stretch up.	
	Engage Learners to use any of the play toys available.	
	Make a choice to use any of the learning centers created	
	Listen to a story	
PHASE 3:	Review lesson with Learners by singing songs in	
REFLECTION	relation to it	
IOMINS		
(Learner and		
Teacher)		

DATE: 26/11/2019		STRAND: All Around Us		
DAY: TUESDAY				
CLASS: KG2		SUB STRAND: Water		
CONTENT STANDARD:		<b>INDICATORS</b> : K2.6.3.1. 2		
K2.6.3.1 Demonstrate ur	nderstanding	PERFORMANCE INDICATOR:		
that water is an importar	nt natural	Learners can participate actively in the	shared reading of the big	
resource that helps all liv	ring things,	book which relates to the theme, answ		
human, plants and animals		and demonstrate how sentences are written with spaces between the words		
		and collaboration (CC) Personal Develo	pment and Leadership (PL)	
Creativity and Innovation (	CI) Critical Thinki	ng and Problem Solving		
KEY WORDS:				
PHASE/DURATION	LEARNERS A	CTIVITIES	RESOURCES	
PHASE I:	Engage learners	to play the "Sound hunters" game.		
STARTER 10 MINS	Children are spl	it into teams. One from each team is		
(Preparing the Brain	chosen with a to			
for Learning)		it a sound, a player must shoot their		
		ring a word that begins /ends with that		
	sound. The person who shoots first wins and stays on. The			
	loser sits down and another person from that team comes up. Whichever team has its player standing at			
	the end wins.			
PHASE 2: MAIN	Use the Big book on the Thirsty Crow. Do a Picture Pictures of sources of			
40MINS		walk through the text and have learners guess what water		
(New Learning	the text will be a	about.		
Including Assessment)	Read the story aloud with all enthusiasm and pause often for the learners to predict what happens next in the story.			
	Ask simple Story map questions on the setting,			
	characters, the problem and the resolution of the problem.			
	Learners think-pair share and then brainstorm as a whole class how water is very important to human beings and plants.			
		o draw parts of the story. Create a pictures and paste on the classroom		
	Let learners act or role-play parts of the story. The role-paly should educate on the importance of water.			
	Take Learners out of the class to the field for a stretch up.			
	Engage Learners to use any of the play toys available.			

	Make a choice to use any of the learning centers created
	Listen to a story
PHASE 3:	Review lesson with Learners by singing songs in
REFLECTION	relation to it
IOMINS	
(Learner and	
Teacher)	

DATE:		STRAND: All Around Us	
DAY: WEDNESDAY			
CLASS: KG2 CONTENT STANDARD:		SUB STRAND: Water INDICATORS: K2.6.3.1.3	
K2.6.3.1 Demonstrate understanding that water is an important natural resource that helps all living things, human, plants and animals		<b>PERFORMANCE INDICATOR</b> : Learners can use a variety of new vocabulary learnt about the sources and importance of water to all living things to create a text for reading using LEA	
CORE COMPETENCE: Creativity and Innovation ( KEY WORDS:		and collaboration (CC) Personal Develo king and Problem Solving	pment and Leadership (PL)
PHASE/DURATION	LEARNERS ACTIVITIES		RESOURCES
PHASE I: STARTER 10 MINS (Preparing the Brain for Learning)	Have learners to sing songs and recite rhymes that relate to the lesson. <u>HAPPY FAMILY</u> I love you You love me We are happy family, with a great big hug and a kiss from me to you.		
PHASE 2: MAIN 40MINS (New Learning Including Assessment)			Pictures of sources of water
PHASE 3: REFLECTION <i>IOMINS</i> (Learner and Teacher)	Review lesson with Learners by singing songs in relation to it		

DATE:		STRAND: All Around Us		
DAY: THURSDAY				
CLASS: KG2 CONTENT STANDARD:		SUB STRAND: Water INDICATORS: K2.6.3.1.4.		
K2.6.3.1 Demonstrate ur	•			
that water is an importar resource that helps all liv				
human, plants and animal		Learners can blend the letter-sounds learn so far into syllables, read and write the syllables boldly and legibly in their books.		
CORE COMPETENCE:	Communication ar	nd collaboration (CC) Personal Develo	• ,	
Creativity and Innovation (				
KEY WORDS:				
PHASE/DURATION	LEARNERS AG		RESOURCES	
PHASE I:	Have learners to	sing familiar songs and recite rhymes		
STARTER 10 MINS	they know.			
(Preparing the Brain	ABC SONG			
for Learning)	A,B,C,D,E,F,G,H,	I,J,K,L,M,N,O,P,		
	Q, R, S, T, U, V, V			
	Now I know my	ABC's you sing with me?		
		you sing with me:		
	A,B,C,D,E,F,G,H,I,J,K,L,M,N,O,P,			
	Q, R, S, T, U, V, W, X, Y, Z. Now I know my ABC's			
	Thank you for singing with me!			
PHASE 2: MAIN	Revise and teach the letter sound for the week.			
40MINS	Write and teach words containing the letter sound in			
(New Learning Including	context. Demonstrate each word for learners to guess			
Assessment)	the word for themselves.			
	Teach learners to blend individual letter sound to form one syllabic words.			
	Practice creating together consona			
	front and give the Let them hold inc gradually and slov	ending process. Call two pupils to the em a consonant and a vowel sound. dividual letter card separately and wly move towards each other until to each other and put their letters a syllable.		
	Pupils practice m blend sounds eas	ore of this process to help them ily.		
	Learners make th into their books	neir own simple words and copy them		

Take leaners out of the class to the field for a stretch up.
Engage leaners to use any of the play toys available.
Make a choice to use any of the learning centers created
Listen to a story
Review lesson with Learners by singing songs in
relation to it

DATE:		STRAND: All Around Us			
DAY: FRIDAY					
CLASS: KG2		SUB STRAND: Water			
CONTENT STANDAR	D <sup>,</sup>	INDICATORS: K2.6.3.1.5 K2.6.	317		
K2.6.3.1 Demonstrate ur	- •	PERFORMANCE INDICAT			
water is an important na	•	◆ Learners can draw and color diff			
that helps all living things		<ul> <li>Learners can draw and color diff</li> <li>Learners can measure, estimate</li> </ul>			
and animals	, naman, planes	different containers of water	and compare the capacity of		
	Communication and	d collaboration (CC) Personal Develo	pment and Leadership (PL)		
Creativity and Innovation (					
KEY WORDS:	, 0	5			
PHASE/DURATION	LEARNERS AC	TIVITIES	RESOURCES		
PHASE I:	Engage Learners to	o sing songs and recite familiar			
STARTER 10 MINS	rhymes				
(Preparing the Brain	-				
for Learning)	I AM COUNTING				
	• I'm counting one	e, what is one Ione, alone it shall be.			
		o pair come pair let us pair			
	• 3 - Turn around	o pair come pair let us pair			
	• 4 - Follow me				
	• 5 - Fire				
	• 6 - Sister				
	• 7 - Savior				
	• 8 - Eat more fruits • 9 - Nana Yaw				
	• 9 - Nana Yaw • 10 - Thank your God.				
PHASE 2: MAIN		k at the conversational poster again			
40MINS		or any two sources of water.			
(New Learning					
Including					
Assessment)	EFFE	-			
	ET TE				
	Well	Hand pump			
		containers of water in the classroom			
		fill the bottles, bowls and the			
	containers, measure and estimate the volumes and compare the weight.				
	( = )	100			
	-				
		the different liters of existing water			
		which weight is heavier or less			
	heavy.				
	Centre time: Mea	sure water with different sizes of			
		are volumes of different sizes of			
	containers of wate				

	Set up stations for different uses of water	
	Teach rhymes and songs as learners sing along	
	Have learners dance with actions as they sing the songs	
	Make a choice to use any of the learning centers created	
PHASE 3: REFLECTION	Teacher sings songs and recite rhymes in relation to the lesson with learners	Sea saw, mary go round, and other play toys
(Learner and Teacher)	Take learners out to the field. Guide them to swing the sea-saw, sit on the mary-go- round etc.	
	Sing rhymes and songs with learners as they play	