SAMPLE LESSON NOTES-WEEK 7

BASIC SIX

Fayol Inc. 0547824419/0549566881

SCHEME OF LEARNING- WEEK 7

BASIC SIX

Name of School.....

Week End	ing				
Class	Six				
Subject	EI	ENGLISH LANGUAGE			
Reference		glish Language curriculum			
Learning I	()	5.1.10.1.3/B6.1.10.2.1. B6.2.7.2.3. B6.3.11.1	.I. B6.4.14.1.1. B6.5.9.1.2.		
		.6.1.1.1.			
Performance Indicator		Learners can demonstrate awareness of how	v meaning is conveyed		
		through. appropriate pace, stress and tone.			
	-	Learners can demonstrate awareness of the			
		Learners can form and use adjective phrases	•		
		Learners can write short paragraphs to desc Learners can construct complex sentences			
		Learners can read and critique a variety of a			
		books.			
Teaching/	Learning Resources W	ord cards, sentence cards, letter cards and a class	slibrary		
		kills Personal Development and Leadership and C			
	perencies. Reading and writing 5				
DAYS	PHASE I: STARTER 10	PHASE 2: MAIN 40MINS	PHASE 3: REFLECTION		
	MINS	(New Learning Including Assessment)	IOMINS		
	(Preparing The Brain For		(Learner And Teacher)		
	Learning)				
Monday	Play games and recite	A.ORAL LANGUAGE	Give learners task to		
	rhymes that learners are	(Presentation)	complete whiles you go		
	familiar with to begin the lesson.	Revise how meaning is conveyed through appropriate pace, stress and	round to guide those who don't understand.		
	lesson.	tone. Model presenting news or have	don t understand.		
	Ask learners questions to	learners watch a news presentation.	Give remedial learning to		
	review their understanding in	•	those who special help.		
	the previous lesson.	Put learners into groups to discuss pace,	· · · · · · · · · · · · · · · · · · ·		
		stress and tone of news presented.			
		Guide learners to prepare and present			
		news on given topics. Demonstrate a			
		model speech: Choose a familiar topic			
		and make a short but moving speech on			
		it.			
		Have learners discuss the speech			
		focusing on its pace and expressiveness.			
		Let learners speak on very short and			
		simple topics using appropriate voice			
Tuesday	Engage learners to sing songs	quality. B. READING	Give learners task to		
lucsuay	and recite familiar rhymes	(Comprehension)	complete whiles you go		
		(comprehension)	round to guide those who		
	LITTLE TOMMY	Guide learners systematically using given	don't understand.		
	TITTLEMOUSE	narrative texts to identify the			
	Little tommy tittle mouse	introduction body and conclusion in it.	Give remedial learning to		
	Lived in a little house,	,	those who special help.		
	He caught fishes	Have learners summarize each of these			
	In other men's ditches.	parts and make a summary of the whole			
		text using their part summaries.			

Wednesday	Play games and recite rhymes that learners are familiar with to begin the lesson. Ask learners questions to review their understanding in the previous lesson.	C.GRAMMAR (Adjective Phrases) Revise adjectives in context by having learners identify them in sentences and use them in their own sentences. Introduce the adjective phrase as a grammatical structure with the adjective as head. Note: The adjective phrase can be a single adjective or more. E.g. a beautiful house, a strong African oven. Provide sentences with adjective phrases and let learners identify the adjective phrases. In groups, learners form adjective	Give learners task to complete whiles you go round to guide those who don't understand. Give remedial learning to those who special help.
		phrases and use the phrases in	
Thursday	Play games and recite rhymes that learners are familiar with to begin the lesson. Ask learners questions to review their understanding in the previous lesson.	sentences. D.WRITING (Informative Writing) Briefly revise the writing process by having learners recall the stages and explain the features and relevance of each stage. Have learners select a topic and brainstorm to generate ideas. Put them into groups to organize the points for the development of paragraphs. Assign learners to individually develop the points into outlines and then into a draft. Let them do self and peer-editing before finally presenting the final work. Learners present their finished work in	Give learners task to complete whiles you go round to guide those who don't understand. Give remedial learning to those who special help.
Friday	Play games and recite rhymes that learners are familiar with to begin the lesson. Ask learners questions to review their understanding in the previous lesson.	groups. E. <u>WRITING CONVENTIONS & GRAMMAR USAGE</u> (Using Simple and Compound Sentences) Review the use of coordinators in sentences. Learners write examples of sentences containing coordinators. Let learners join pairs of simple sentences into compound ones. Introduce complex sentences with several examples. Elicit similar sentences from learners	Give learners task to complete whiles you go round to guide those who don't understand. Give remedial learning to those who special help.

Learners play "popcorn reading" game. The rules are simple: One student starts reading aloud and then calls out "popcorn" when they finish. This prompts the next student to pick up where the	F. EXTENSIVE READING Have learners read books of their choice independently during the library period. Let learners write a one-page critical commentary based on the books read	Encourage them to visit the local library to read and borrow books
previous one left off.	Invite individuals to present their work to the class for feedback.	

Week Endi	ng					
Class		Six				
Subject		MATHEMATICS				
Reference		Mathematics curriculum Page				
Learning In	dicator(s)	B6.3.3.5.2				
Performan	ce Indicator	Identify images of a single transformation of 2	D shapes in a plane			
Strand		Number	• •			
Sub strand		Geometric Reasoning				
Teaching/ L	earning Resources	Counters, bundle and loose straws				
		lls; Critical Thinking; Justification of Ideas; Collabor	ative Learning: Personal			
	and Leadership Attention to Pre					
DAYS	PHASE I: STARTER 10 MINS (Preparing The Brain For Learning)	PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION 10MINS (Learner And Teacher)			
Monday Can you work out what number will be at the top of the pyramid?		In a plane, a geometric transformation moves a geometric figure to a new position in one of three ways. Each transformed figure is the image of the original figure. Reflection (or flip)- A figure is flipped over a line of reflection so that its mirror image is formed. Ask learners to identify images of reflections of 2D shapes in the figure. Reflection (Flip) Reflection (Flip)	Give learners task to complete whiles you go round to guide those who don't understand. Give remedial learning to those who special help.			
Tuesday	Can you make a pyramid with 100 at the top?	In a plane, a geometric transformation moves a geometric figure to a new position in one of three ways. Each transformed figure is the image of the original figure. Translation (or slide)- Every point of a figure moves the same distance and in the same direction along a line. Ask learners to identify images of reflections of 2D shapes in the figure. Translation (Slide) $H \rightarrow FOHMER = FOHMER = ABCD$ is moved 3 units right and 2 units up. Translation image $EFGH = ABCD$.	Give learners task to complete whiles you go round to guide those who don't understand. Give remedial learning to those who special help.			

Wednesday	Can you put the digits 1 to 9 in a square so that every row, column and diagonal add to 15?	In a plane, a geometric transformation moves a geometric figure to a new position in one of three ways. Each transformed figure is the image of the original figure. Rotation (or turn) -A figure is turned around a center point. Ask learners to identify images of reflections of 2D shapes in the figure. Rotation (Turn) Rotation arrow p f c f c f c f c f c f c f c f c f c f	Give learners task to complete whiles you go round to guide those who don't understand. Give remedial learning to those who special help.
Thursday	Can you put the numbers I to 7 in each circle so that the total of every line is 12?	Rotation image MNOP = ABCD. Ask learners to identify images of translations of given 2D shapes in a given plane. Ask learners to study the shapes, identify their images and the translation vectors. E.g. shape F is a translation of shape A by the translation vector $\binom{2}{-3}$ (or 2 right, 3 three down); and Shape X is a translation of shape W by the translation vector $\binom{0}{6}$ (or 0 right, 6 up)	Give learners task to complete whiles you go round to guide those who don't understand. Give remedial learning to those who special help.
Friday	Can you put the digits I to II in the circles do that every line has the same total?	Ask learners to identify images of translations of given 2D shapes in a given plane. Ask learners to study the shapes, identify their images and the translation vectors. <i>E.g.</i> shape <i>F</i> is a translation of shape <i>A</i> by the translation vector $\begin{pmatrix} 2 \\ -3 \end{pmatrix}$ (or 2 right, 3 three down); and Shape <i>X</i> is a translation of shape W by the translation vector $\begin{pmatrix} 0 \\ 6 \end{pmatrix}$ (or 0 right, 6 up)	Give learners task to complete whiles you go round to guide those who don't understand. Give remedial learning to those who special help.

Week End	ding						
Class	-	Six	Six				
Subject		SCIE	NCE				
Reference	2	Scienc	e curriculum Page				
	Indicator(s)	B6.5.2	.1.1				
	nce Indicator		n the causes, symptoms and preven	tion of Eczema			
Strand			ns & The Environment				
Sub stran	-	Diseas					
Teaching/	Learning Resources	Picture	es or charts on causes, symptoms a	nd control of chicken pox			
			itical Thinking; Justification of Ideas; Co	llaborative Learning; Personal			
Developmer	nt and Leadership Attention to P	recision					
DAYS	PHASE I: STARTER 10 M (Preparing The Brain For	IINS	PHASE 2: MAIN 40MINS (New Learning Including	PHASE 3: REFLECTION			
	Learning)		Assessment)	(Learner And Teacher)			
	and play games to get them ready for lesson.Use questions and answers to review learners understanding in the previous lesson.Play games and recite rhymes that learners are familiar with to begin the lesson.Ask learners questions to review their understanding in		Learners watch pictures of people suffering from eczema. Eczema is an itchy inflammation of the skin.	Ask learners questions to review their understanding of the lessson. Give learners task to do whiles you go round to			
			In groups, learners come out with the possible causes, symptoms and prevention.	guide those who need help.			
			Allow group presentations and write learners' ideas on the board.	Ask learners questions to review their understanding of the lessson.			
			Invite health personnel to give a talk on eczema and other common skin diseases.	Give learners task to do whiles you go round to guide those who need help.			

Week En	ding			
Class		Six		
Subject		OUR	WORLD OUR PEOPLE	
Reference	e	OWC	PP curriculum Page	
Learning	Indicator(s)	B6.4.4	.1.1.	
Performa	ance Indicator	Learne	ers can describe the agricultural value	chain and the job opportunities
Strand		Our B	eliefs And Values	
Sub stran		Farmi	ng In Ghana	
Teaching	/ Learning Resources	Pictur	es, Charts, Video Clips	
Core Cor	mpetencies: Communicatio	n and Co	llaboration Critical Thinking and Problem	Solving and Global Citizenship
DAYS	PHASE I: STARTER 10		PHASE 2: MAIN 40MINS	PHASE 3: REFLECTION
	(Preparing The Brain Fo	or	(New Learning Including	IOMINS
	Learning)		Assessment)	(Learner And Teacher)
	Engage learners to sing s	•	Learners discuss the meaning of	Ask learners questions to
	and play games to get the ready for lesson.	em	agricultural value chain	review their understanding of the lessson.
	Use questions and answers to review learners understanding in the previous lesson.		Agricultural value chain is the practice of linking farmers to people who can process, package, market and eventually buy the food they produce. Learners talk about job	Give learners task to do whiles you go round to guide those who need help.
			opportunities in the agricultural value chain e.g. crop farming, livestock, fisheries Agro-chemicals industry, meat processing.	
			Learners write essays on their choice of job opportunities in the agricultural value chain.	Ask learners questions to review their understanding of the lessson.
			Have learners to read out their essay to the whole class	Give learners task to do whiles you go round to guide those who need help.

Week End	ding						
Class		Six	Six				
Subject			LIGIOUS & MORAL EDUCATIO	N			
Reference	5	RM	E curriculum Page				
Learning	Indicator(s)	B6.5	5.2.1.1:				
Performa	nce Indicator	Lear	rners can identify attitudes and behavic	ors of a responsible family			
		men	nber.				
Strand			Family, Authority & Obedience				
Sub stran	-		es, Relationship in the Family & Charac				
Teaching/	Learning Resources	Wa	ll charts, wall words, posters, video clip	o, etc.			
Core Con	npetencies: Cultural Identity	, Shari	ng Reconciliation, Togetherness, Unity Co	mmunication and Collaboration,			
Critical Thin	king Creativity and Innovation	Digita	l Literacy				
DAYS	PHASE I: STARTER 10 M (Preparing The Brain For Learning)		PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION 10MINS (Learner And Teacher)			
	Engage learners to sing son and play games to get ther ready for lesson. Use questions and answer review learners understan in the previous lesson.	n s to	Let learners, in groups, discuss attitudes and behaviors of a responsible family member: - taking part in family activities, - obedience to elders of the family, - respect for family members, - accepting responsibility (performing assigned duties), - taking initiatives, - helping needy relatives, etc.	Ask learners to summarize what they have learnt. Let learners say 5 words they remember from the lesson.			

Week En	Iding							
Class		Six						
Subject		HIS	HISTORY					
Reference	e	His	History curriculum Page 45					
Learning	Indicator(s)		6.1.1.2					
Performance Indicator Lo			rners can ident ler the Fourth			ical parties that ha	ve governed the country	
Strand		Inde	ependent Ghar	na				
Sub stran	Sub strand The Republics							
	/ Learning Resources					ers, video clip, etc.		
	mpetencies: The use of evid ritical thinkers and digital litera		to appreciate	the signi	ifica	nce of historical lo	cations help learners to	
DAYS	PHASE I: STARTER /0 MINS (Preparing The Brain For		PHASE 2: MA (New Learnin		-	Assessment)	PHASE 3: REFLECTION 10MINS (Learner And Teacher)	
	Learning)							
	Engage learners to sing son	Igs	Learners to li	st the pa	artie	s and their dates	Ask learners to summarize	
and play games to get them ready for lesson.		ı ı	of tenure in o	office in t	what they have learnt.			
	,		lt is obvious t	hat unde	Let learners say 5 words			
	Use questions and answers		the NDC and		they remember from the			
	to review learners		parties to have won the general elections.				lesson.	
	understanding in the		Political	Date		President		
	previous lesson.		Party NDC	1002.10	~			
		Y	NDC	1992-19		J.J Rawlings J.J Rawlings		
	NDC		NPP	2001-20		J.A Kufour		
	NDC Mg		NPP	2005-20		J.A Kufour		
	10tto: DEVELOPMENT IN FREED	1011	NDC NDC	2009-20 2013-20		John E.A Mills J.D Mahama		
			NPP	2013-20 2017-dat		Akufo Addo		
	Engage learners to sing son	igs	Guide learner	s to ide	Ask learners to summarize			
	and play games to get them	-	parties that has taken part in general				what they have learnt.	
	ready for lesson.		elections under the fourth republic.					
			Party Leader(s)				Let learners say 5 words	
	CPP PNC		CPP- Convention Peoples Party	n	Geo	orge Hagan, orge Agudey, Paa esi Nduom	they remember from the lesson.	
	A WAR EYE KUBE		PPP- Progressive Peoples Party		Paa	Kwesi Nduom		
	FREEDOM	1	PNC- Peoples National Convention		Edw	ard Mahama		
			NDP- National Democratic Party	y		. Nana Konadu ′lings		
			GCPP- Great Consolidated Pop Party			Lartey		
	WAL DEMOCRATIC		UGM- United G Movement DFP- Democrati		Bro	rles Wereko bby nanuel Ansah		
			Freedom Party	L	Ant			

Week Er	nding						
Class	-	Six	Six				
Subject		CRE	CREATIVE ARTS				
Reference	e	Creat	Creative Arts curriculum Page				
Learning	Indicator(s)	B6 I.4	.6.3 B6 I.4.7.3				
	ance Indicator	Learne	ers can analyze and appreciate own or oth	ers' performing artworks and			
			nt reports as feedback on artworks that co				
			ze public on topical issues in the world.				
Strand		Visual					
Sub stra	nd	Appre	ciating and Appraising (Visual Arts)				
Teaching	g/ Learning Resources		, videos, art paper, colors and traditional art to	ools.			
			ativity, Innovation Communication Collaboratio				
	•	0		5 ,			
DAYS	PHASE I: STARTER	0	PHASE 2: MAIN 40MINS	PHASE 3: REFLECTION			
	MINS		(New Learning Including Assessment)	IOMINS			
	(Preparing The Brain Learning)	For		(Learner And Teacher)			
	Engage learners to sing		Appreciating in art is the ability of	Use questions to review their			
	and play games to get t ready for lesson.	hem	people to look at a work of art and understand how the work was made.	understanding of the lesson			
				Ask learners to summarize			
	Use questions and answ	vers	Explain to learners the guidelines and	what they have learnt			
	to review learners understanding in the previous lesson.		have them agree to it.				
			Description of the work: this stage	Learners to read and spell the			
			involves describing what the work is	key words on the board			
			made of, size of the work and				
			materials used.				
			The subject matter: this stage talks				
			about the meaning of the work.				
			Appraisal: this stage talks of the use				
			of the artwork.				
			Experience to share: this stage talks				
			about the design process				
	Engage learners to sing		Using the steps in appreciating and	Use questions to review their			
	and play games to get t	hem	appraisal, guide learners to write a	understanding of the lesson			
	ready for lesson.		note on a previous artwork produced				
			or performed in class.	Ask learners to summarize			
	Use questions and answ	vers		what they have learnt			
	to review learners		E.g. an artwork produced by El-Anatsui				
	understanding in the						
	previous lesson.						
	Show pictures or video						
	learners on the proces producing the artwork						
			> Description of the work: the artwork				
			is a sculpture sewn together with				
			copper wire.				
			\succ The subject matter: <i>His art draws</i>				
			connections between consumption,				
			waste, and the environment				
			> Appraisal: it can be used for				
			decoration.				
			Experience to share: talk about how				
			the sculpture is done				

Week E	-						
Class	Six						
Subject		GHANAIAN LANGUAGE					
Referen		Ghanaian Language curriculum Page					
		4.7.1.1-3					
		rners can compose and write a simple	poem, prose and a play				
Strand		mposition Writing					
Sub stra		erary Writing					
Teaching	g/ Learning Resources Wo	ord cards, sentence cards, letter cards, hand	writing on a manila card				
Core Co	mpetencies: Creativity and innovation	tion, Communication and collaboration, Crit	tical thinking				
DAYS	PHASE I: STARTER 10 MINS	PHASE 2: MAIN 40MINS	PHASE 3: REFLECTION				
	(Preparing The Brain For Learning)	(New Learning Including Assessment)	IOMINS (Learner And Teacher)				
	Write words on th board and	Read a simple poem on a flashcard.	Ask learners questions to				
	cover parts with a smiley for		review their understanding of				
	learners to guess the word	Discuss the composition of poems such as the choice of words, rhyme	the lessson.				
	Have learners sing songs to begin the lesson	and stanzas and theme.	Give learners task to do whiles you go round to guide those				
		Use the flashcards with short	who need help.				
		poems on them to help learners					
		compose a good simple poems.					
	Have learners play games and recite familiar rhymes to begin	Read a simple prose on a flashcard.	Ask learners to summarize wha they have learnt.				
	the lesson	Discuss the features of the prose with learners.	Let learners say 5 words they				
	Using questions and answers,		remember from the lesson.				
	review their understanding of the previous lesson	Use the flashcards with short prose written on them to help learners compose their own short prose on a given situation.					
	Draw or print pictures of vocabulary words with number on it and paste them	Allow learners to discuss a play they have watched.	Ask learners to summarize wha they have learnt.				
	on the classroom wall. Ask learners to make a list of them.	Let learners watch a play and discuss the costume, characters and settings.	Let learners say 5 words they remember from the lesson.				
		Discuss daily activities and experiences with learners.					
		Choose an experience and guide learners on how to write a play on that.					
		Allow learners to choose a daily activity in groups and write a short play on it.					

Week En	ding					
Class	5	Six				
Subject		PHYSICAL EDUCATION				
Referenc	e	PE cur	riculum Page			
Learning	Indicator(s)	B6.2.5	5			
Performa	ance Indicator		ers can identify opportunities to pas ed (offense and defense).	s or dribble while being		
Strand		Mover	ment Concepts, Principles And Strat	egies		
Sub strar	nd	Strate	gies			
Teaching	/ Learning Resources	Pictur	es and Videos			
Core Co	mpetencies: Learners develop	o commu	inication skills as speaking, listening, and	acquisition of new concepts.		
	•			· · ·		
DAYS	(Preparing The Brain For		PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION 10MINS (Learner And Teacher)		
	PHASE I: STARTER 10 MINS (Preparing The Brain For Learning) Engage learners to sing songs and play games to get them ready for lesson. Use questions and answers to review learners understanding in the previous lesson.		After general and specific warm- ups, guide learners to keep their body between opponent and the ball. Let them possess the ball in the opponents playing grounds. Dribble in a zigzag manner. Instruct them to pass the ball to their teammates when they are free.	Ask learners to summarize what they have learnt. Let learners say 5 words they remember from the lesson.		

Week End	ding			
Class		Six		
Subject		COMPUTING		
Reference		Computing curriculum Page		
Learning Indicator(s)		B6.6.7.1.5-7		
Performance Indicator		Learners can demonstrate attaching files to e-mail messages.		
Strand		Programming And Databases		
Sub strand		Electronic Mail		
Teaching/ Learning Resources		Pictures or projected images		
Core Competencies: Creativity and innovation. 2. Communication and collaboration. 3. Cultural identity and global citizenship. 4. Personal development and leadership. 5. Digital literacy				
DAYS	PHASE I: STARTER 10 MINS (Preparing The Brain For Learning)Engage learners to sing songs and play games to get them ready for lesson.Use questions and answers to review learners understanding in the previous lesson.		PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION 10MINS (Learner And Teacher)
			Guide learners to create an address list Guide learners to attach files to email Assist learners in writing email using techniques as NOT writing	Ask learners to summarize what they have learnt. Let learners say 5 words they remember from the lesson.
			in caps. Check the extension of files before downloading and use the subject line for summary etc.	