## **SAMPLE LESSON NOTES-WEEK 2**

BASIC FIVE

Fayol Inc. 0547824419/0549566881

## **SCHEME OF LEARNING- WEEK 2**

## **BASIC FIVE**

Name of School.

Week End	ling				
Class		Five			
	Subject		ENGLISH LANGUAGE		
Reference			English Language curriculum Page		
	ndicator(s)		.1.2. B5.2.3.1.1. B5.3.1.1.2. B5.4.3.1.1.	B5.5.2.1.1. B5.6.1.1.1	
Performance Indicator  Learn Learn Learn Learn Learn Learn Learn purp Learn Learn at lear  Teaching/ Learning Resources  Word		Learne Learne Learne purpos Learne Learne at leas	Learners can relate values in songs to real life experiences Learners can use common minimal pairs to decode words. e.g. — sash, wash Learners can identify and use: — proper nouns Learners can choose appropriate ways and modes of writing for a variety of purposes Learners can use punctuations: — (the comma) to write an address Learners can read a variety of age— and level appropriate books and present at least a-three-paragraph summary of each book read Word cards, sentence cards, letter cards and a class library  ng Skills Personal Development and Leadership and Collaboration		
DAYS	PHASE I: STARTE  MINS  (Preparing The Bra  For Learning)	ain	PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION IOMINS (Learner And Teacher)	
Monday	Engage learners to sing songs and recite some familiar rhymes.  MAN IN THE MOON CAME DOWN TOO SOON The man in the moon, Came tumbling down, And asked his way to Norwich; He went by the south, And burned his mouth While supping cold plum porridge.		A. ORAL LANGUAGE (Songs Pg.71)  Have learners sing familiar songs as in the previous lesson.  Lead learners to discuss the song and have them bring out the meaning.  In groups, learners discuss the values in the song, e.g. truthfulness, patience, etc. and relate the values to real life situations.  Have groups share their ideas with the class in the form of presentations.  Write salient responses on the chalkboard.	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	Engage learners to sing songs and recite some familiar rhymes.  JACK A NORY I'll tell you a story About jack-a-Nory, And now my story's begun; I'll tell you another, About jack and his brother,		B. <b>READING</b> (Word Families and Common Digraphs Pg.93)  Give examples of minimal pairs, e.g. watch, catch  In groups let learners come up with more examples	Give learners task to complete whiles you go round to guide those who don't understand.  Give remedial learning to those who special help.	

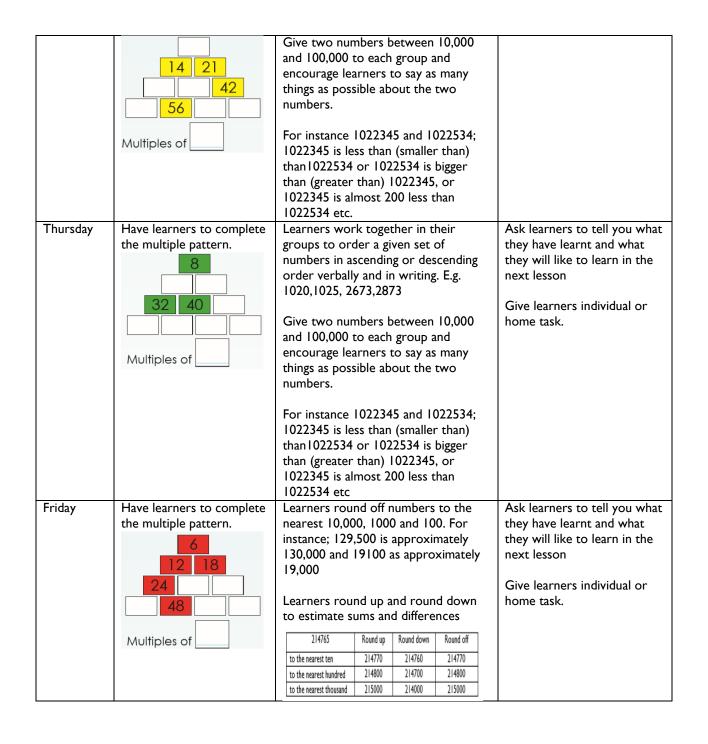
	And now my story is done.	Identify specific spelling patterns e.g. sh- fish, dish, sash, wash th — both, tooth  Drill learners on pronunciation of words.  Learners read the words containing minimal pairs, e.g. church, search, perch, fetch.  Work together with learners to write simple sentences with the minimal pairs.	
Wednesday	Engage learners to sing songs and recite some familiar rhymes.  IF ALL THE WORLD WERE PAPER If all the world were paper, And all the sea were ink, If all the trees were bread and cheese What would we have to drink?	C.GRAMMAR (Nouns Pg.105)  Introduce the concept in context. E.g. Christmas is coming. The people of Ga celebrate Homowo.  In pairs have learners give more examples of festivals and write them as proper nouns.  Briefly discuss what common nouns are, giving and eliciting several examples.  Use several examples to explain and exemplify count and non- count nouns and provide activities for practice.  Introduce singular and plural nouns in context. e.g. I need a table. Can you give me one of these tables? This child looks sick, but those children look healthy.  Have learners read the sentences and observe the underlined words.	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	Engage learners to sing songs and recite some familiar rhymes.  HICKETY PICKET, MY BLACK HEN Hickety, picket, my black hen, She lays eggs for gentleman; Sometimes nine, sometimes ten, Hickety picket, my black hen.	D.WRITING  (Paragraph Development Pg.122)  Put learners into small groups and assign each group a mode of writing.  Have learners study the sample text.  Guide them through appropriate questions to identify the: i. Mode of writing/types of essay ii.  Purpose iii. Audience	Give learners task to complete whiles you go round to guide those who don't understand.  Give remedial learning to those who special help.

		Jumble the paragraphs and have learners in groups re-arrange the paragraphs into a coherent piece.	
Friday	Engage learners to sing songs and recite some familiar rhymes.  Hark, hark! The dogs do bark Hark, hark! The dogs do bark	E.WRITING CONVENTIONS & GRAMMAR USAGE (Using Punctuation Pg. 139)  Revise the use of the comma before and after "Yes" and "No" in	Give learners task to complete whiles you go round to guide those who don't understand.
	The beggars are coming to town Some in rags, and some in jags, And some in velvet gowns.	sentences; after addressing a person, e.g. Kofi, can you help me?	Give remedial learning to those who special help.
		Introduce the use of the comma to write an address, and the apostrophe in contraction in context.	Invite individuals to present their work to the class for feedback.
		Provide sample sentences/texts for learners to identify the target punctuations.	Have learners to draw parts of the story
	Engage learners in the "popcorn reading" game The rules are simple: One	Have learners practice using the comma to write an address, and the apostrophe in contraction. Give pairs of learners unpunctuated sentences/texts to punctuate.	
	student starts reading aloud and then calls out "popcorn" when they finish. This prompts the next student to pick up where the previous one left off.	F.EXTENSIVE READING Have learners read independently books of their choice during the library period.	
		Assessment: Ask learners to write a-three-paragraph summary of the book read	

Week Ending	
Class	Five
Subject	MATHEMATICS
Reference	Mathematics curriculum Page 58
Learning Indicator(s)	B5.1.1.1.4 -5
Performance Indicator	Compare and order whole numbers up to 100,000 and represent the comparison using ">, <, or ="  B5.1.1.1.5 Round (off, up, down) whole numbers up to 100,000 to the nearest ten thousands, thousands, hundreds and tens
Strand	Number
Sub strand	Counting, Representation & Cardinality
Teaching/ Learning Resources	Counters, bundle and loose straws base ten cut square, patterns made from Manila cards, Bundle of stick

**Core Competencies:** Problem Solving skills; Critical Thinking; Justification of Ideas; Collaborative Learning; Personal Development and Leadership Attention to Precision

DAYS	PHA	-	STA	RTE	R	PHASE 2: MAIN 40MINS	PHASE 3:
	10 MIN	-	<b>—</b> .	_		(New Learning Including	REFLECTION IOMINS
	(Prep	-		Bra	ın	Assessment)	(Learner And Teacher)
	For L						
Monday	Have I the tab		s to c	omple	te	Guide Learners to identify numbers which are 10,000 more or 10,000 less than a given six-digit number.  E.g. 122,400 is 1,000 less than 133,400	Ask learners to tell you what they have learnt and what they will like to learn in the next lesson
	x 1 2	2	3	4	5	Learners use words such as: "equal to" "greater than" "less than" and later use symbols such as "<", "=", ">" to compare numbers up to 10,000 taking into consideration the place value of each digit in the given number.  E.g. 251200 = 251,200; 132,734 > 132,635	Give learners individual or home task.
Tuesday	Have learners to complete the table.					Guide Learners to identify numbers which are 10,000 more or 10,000 less than a given six-digit number. E.g. 122,400 is 1,000 less than 133,400	Ask learners to tell you what they have learnt and what they will like to learn in the next lesson
	× 1	2	3	4	5		
	6					Learners use words such as: "equal	Give learners individual or
						to" "greater than" "less than" and	home task.
					_	later use symbols such as "<", "=",	
	× 1	2	3	4	5		
	4					10,000 taking into consideration the place value of each digit in the given	
						place value of each digit in the given Fnumber.	
						E.g. 251200 = 251,200; 132,734 >	
						132,635	
Wednesday	dnesday Have learners to complete			omole	te	Learners work together in their	Ask learners to tell you what
the multiple pattern.			•		groups to order a given set of	they have learnt and what	
	and marapic patterns					numbers in ascending or descending	they will like to learn in the
					order verbally and in writing.	next lesson	
						E.g. 1020,1025, 2673,2873	
							Give learners individual or
							home task.



Week Ending	
Class	Five
Subject	SCIENCE
Reference	Science curriculum Page 18
Learning Indicator(s)	B5.1.1.2.1
Performance Indicator	Compare the differences among things that are living, dead and things that have never been alive
Strand	Diversity Of Matter
Sub strand	Living and Non Living Things
Teaching/ Learning Resources	Pictures of Plants and animals in the environment, plastics videos paper, metal woods pencil

**Core Competencies:** Problem Solving skills; Critical Thinking; Justification of Ideas; Collaborative Learning; Personal Development and Leadership Attention to Precision

DAYS	PHASE I: STARTER 10 MINS (Preparing The Brain For Learning)	PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION IOMINS (Learner And Teacher)
	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	Assemble living things (e.g. plants, insects, etc.), non-living things (e.g. firewood, pencils, paper, etc.) and things that have never lived (rocks, soil, water, etc.) for class activities.  Learners observe and comment on the samples.  Learners, in an activity, classify the provided specimen as (1) Things that are alive (2) Once alive or (3) Never been alive.  Learners are guided to compare the differences among things that are alive, once alive or never been alive.  Learners explain why they (learners) are classified as living things	Ask learners questions to review their understanding of the lessson.  Give learners task to do whiles you go round to guide those who need help.
	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	Learners, in an activity, classify the provided specimen as (1) Things that are alive (2) Once alive or (3) Never been alive.  Learners are guided to compare the differences among things that are alive, once alive or never been alive.  Learners explain why they (learners) are classified as living things	Ask learners to summarize what they have learnt.  Let learners say 5 words they remember from the lesson.

Week Ending	
Class	Five
Subject	OUR WORLD OUR PEOPLE
Reference	OWOP curriculum Page 23
Learning Indicator(s)	B5.1.1.1.1
Performance Indicator	Learners can explain that human beings are unique compared to other
	creatures.
Strand	All About Us
Sub strand	Nature of God
Teaching/ Learning Resources	Pictures, Charts, Video Clips

**Core Competencies:** Communication and Collaboration Critical Thinking and Problem Solving Cultural Identity and Global Citizenship

DAYS	PHASE I: STARTER 10 MINS (Preparing The Brain For Learning)	PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION IOMINS (Learner And Teacher)
	Play games and recite rhymes that learners are familiar with to begin the lesson.	Learners recall and retell stories about Creation. They talk about the nature of God as the Creator, the all-knowing,	Ask learners questions to review their understanding of the lessson.
	Ask learners questions to review their understanding in the previous lesson	powerful and creator of all things.  Learners look at themselves,	Give learners task to do whiles you go round to guide those who need help.
		pictures of different human beings, and animals and reflect on how they are different from animals and present their	
		findings to the class for discussion.	
	Play games and recite rhymes that learners are familiar with to begin the lesson.	Learners in groups reflect and make a poster on the characteristics of human beings	Ask learners to summarize what they have learnt.
	Ask learners questions to review their understanding in	that make them different from other creatures	Let learners say 5 words they remember from the lesson.
	the previous lesson	Example: - Having a unique personality - Ability to be creative and think rationally.	
		- Ability to communicate and collaborate Ability to exercise judgment	
		and make choices between right and wrong, ability to learn.	

Week Ending	
Class	Five
Subject	RELIGIOUS & MORAL EDUCATION
Reference	RME curriculum Page 34
Learning Indicator(s)	B5.1.1.1.2:
Performance Indicator	State the qualities of God that humankind should demonstrate.
Strand	God's Creation & Attributes
Sub strand	God The Creator
Teaching/ Learning Resources	Wall charts, wall words, posters, video clip, etc.

Core Competencies: Cultural Identity, Sharing Reconciliation, Togetherness, Unity Communication and Collaboration, Critical Thinking Creativity and Innovation Digital Literacy

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)
	Play games and sing songs to begin the lesson.	Let learners mention qualities of God that humankind should demonstrate: love, patience,	Ask learners questions to review their understanding of the lessson.
	Using questions and answers, review the understanding of learners of the previous lesson	mercy, kindness, forgiveness, honesty, accountability etc.  Let learners discuss among those qualities of God they should possess to make them God's children.	Give learners task to do whiles you go round to guide those who need help.
		Let learners, in pairs or in groups, discuss how they can use their God-given unique qualities: - Serve God and humankind, - Protect and preserve the environment, - Live together in harmony, - Contribute to development, etc.	
		Let learners present their work for appreciation and discussion in class.	

Week Ending	
Class	Five
Subject	HISTORY
Reference	History curriculum Page 30
Learning Indicator(s)	B5.2.1.1.1
Performance Indicator	Describe how our ancestors lived in ancient times (before the 15th century) and compare it with how we live today.
Strand	My Country Ghana
Sub strand	The People Of Ghana
Teaching/ Learning Resources	Wall charts, wall words, poster, etc.

Core Competencies: The use of evidence to appreciate the significance of historical locations help learners to become critical thinkers and digital literates

DAYS	PHASE I: STARTER 10 MINS (Preparing The Brain For Learning)	PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION IOMINS (Learner And Teacher)
	Play games and recite rhymes that learners are familiar with to begin the lesson.	Identify the kinds of food they ate, the clothes they wore and how they travelled etc.	Ask learners questions to review their understanding of the lessson.
	Ask learners questions to review their understanding in the previous lesson	Compare life today to life in ancient days. E.g. Food eaten, Clothes worn, Mode of travel, buildings Communication, Trading, Professions and Technology.	Give learners task to do whiles you go round to guide those who need help.
	Play games and recite rhymes that learners are familiar with to begin the lesson.	Produce a photo album (Tactile photo album for visually impaired) of family members	Ask learners to summarize what they have learnt.
	Ask learners questions to review their understanding in the previous lesson	Visit ancient sites and museums	Let learners say 5 words they remember from the lesson.
		Use videos/ documentaries /internet to highlight how life today has changed from the past	

Week En	ding				
Class		Five	Five		
Subject		CREATIVE ARTS			
Reference		Crea	Creative Arts curriculum Page 64		
		B5 2.	1.1.1		
	ance Indicator	Explo	ore and study some compositions ar	nd performances of Ghanaian	
			performing artists living in Africa	•	
Strand		Perfo	Performing Arts		
Sub strar	nd		Thinking and Exploring Ideas (Performing Arts)		
Teaching/ Learning Resources			Photos, videos, art paper, colors and traditional art tools, other materials		
Como Com	amatamainas Duritir Militar		available in the community  Creativity, Innovation Communication Collaboration Digital Literacy		
Core Con	ipetencies: Decision Making	Creativ	vity, innovation Communication Collabo	ration Digital Literacy	
DAYS	PHASE I: STARTER	2 10	PHASE 2: MAIN 40MINS	PHASE 3:	
DAIS	MINS	10	(New Learning Including	REFLECTION IOMINS	
	(Preparing The Brain	n	Assessment)	(Learner And	
	For Learning)		7 133 233 111 211 21	Teacher)	
	Play games and recite rhyr	nes	Learners are to study the	Ask learners questions to	
	that learners are familiar v		compositions and performances	review their understanding	
	to begin the lesson.		of Ghanaian and other African	of the lessson.	
			performing artists		
	Ask learners questions to		(e.g. Chinua Achebe)	Give learners task to do	
	review their understanding	g in		whiles you go round to	
	the previous lesson		Guide learners to gather	guide those who need help.	
			information through OERs:		
			library studies, internet surfing recorded videos, etc.		
			For example, 'Things fall Apart'		
			by Chinua Achebe.		
			,		
			Engage learners to discuss the		
			compositions and performances		
			of selected artists and find out		
			how their works reflect the		
	DI I : I		history and culture of Africans.		
	Play games and recite rhyr		Learners are to study the	Ask learners to summarize	
	that learners are familiar v to begin the lesson.	VILII	compositions and performances of Ghanaian and other African	what they have learnt.	
	to begin the lesson.		performing artists	Let learners say 5 words	
	Ask learners questions to		(e.g. Chinua Achebe)	they remember from the	
	review their understanding	g in	,	lesson.	
	the previous lesson		Let learners write a brief about		
			Chinua Achebe using the		
			following guidelines:		
			- Name		
			- Country of origin		
			- Training - Type of compositions and		
			performances		
			- Title of some works - Style.		
	<u> </u>		or come works office		

Week Ending		
Class	Five	
Subject	GHANAIAN LANGUAGE	
Reference	Ghanaian Language curriculum Page 34	
Learning Indicator(s)	B5.1.3.1.1- 2	
Performance Indicator	Explore a poem of about six to seven lines correctly.	
Strand Oral Language/Extensive Reading		
Sub strand Songs / Reading Texts, And Short Stories		
Teaching/ Learning Resources	Word cards, sentence cards, letter cards, handwriting on a manila card	
Cover Company to project Country and the contract of Company to the contract of the latest traction of the contract of the con		

Core Competencies: Creativity and innovation, Communication and collaboration, Critical thinking

DAYS	PHASE I: STARTER 10 MINS (Preparing The Brain For Learning)	PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION IOMINS (Learner And Teacher)
	Engage learners to sing songs and recite rhymes to prepare them for the lesson.	Ask a learner to explore a poem and listen to a poem accompanied by audio.	Use questions to review their understanding of the lesson
	Play games with learners	Let the learners perform the gestures that accompany the poems.	Ask learners to summarize what they have learnt
		Explore a poem for learners to listen.	
		Lead learners to explore poems correctly.	
	Split learners into 2 teams.  Taking turns, learners from each team come up and chose a	Let learners listen to a poem recital.	Use questions to review their understanding of the lesson
	vocabulary word.	Read a poem and discuss key issues in the poem.	Ask learners to summarize
	Learners to draw something on the board while only their tries to guess the word	Let learners explore poems they know.	what they have learnt
		Lead learners to recognize the key words in the poem they explore.	
		Put learners into groups and let the groups discuss the key issues and present to the class.	
	Have learners share what is	Allow a learner to explore a	Use questions to review
	going on in their lives.	poem for the whole class to listen.	their understanding of the lesson
	You and your learners can talk about plans for the weekend.	Allow learners to write down	Ask learners to summarize
		what they think about the poem and let them discuss.	what they have learnt
		In groups, help learners to discuss the theme of the poem.	

Week Ending	
Class	Five
Subject	PHYSICAL EDUCATION
Reference	PE curriculum Page 57
Learning Indicator(s)	B5.1.3.1.2:
Performance Indicator	Skip and leap continuously
Strand	Motor Skill And Movement Patterns
Sub strand	Locomotive skills
Teaching/ Learning Resources	Pictures and Videos

**Core Competencies:** Learners develop personal skills and competencies such as skipping and leaping, concentration, precision, coordination strength, cardiorespiratory endurance

DAYS	PHASE I: STARTER 10 MINS (Preparing The Brain For Learning)	PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION IOMINS (Learner And Teacher)
	Play games and recite rhymes that learners are familiar with to begin the lesson.	Learners bend their needs, push against the ground to skip and leap as many times as they can at their own pace in a	Ask learners questions to review their understanding of the lessson.
	Ask learners questions to review their understanding in the previous lesson	demarcated area.  Learners practice the activities as individuals and in groups at their own pace.	Give learners task to do whiles you go round to guide those who need help.
		Organize competition for learners in groups.	
		End the lesson with cool down and use questions to summarize the lesson	

Week Ending	
Class	Five
Subject	COMPUTING
Reference	Computing curriculum Page II-I2
Learning Indicator(s)	B5.1.1.1.4-5
Performance Indicator	Learners can perform some basic mousing and keyboarding skills
Strand	Introduction To Computing
Sub strand	Generation Of Computers
Teaching/ Learning Resources	Pictures of telephone, mobile phone, radio, tablets,

**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)	PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION 10MINS (Learner And Teacher)
	Play games and recite rhymes that learners are familiar with to begin the lesson.	Guide learners to Identify the left, right mouse button,	Ask learners to summarize what they have learnt.
	Ask learners questions to review their understanding in the previous lesson	Demonstrate the holding of mouse, performing single, double and triple clicking, dragging object and using the scroll wheel	Let learners say 5 words they remember from the lesson.
		Guide learners to master the use of mouse through practical sessions and games.	
		Guide learners to type using top row keys (Q, W, E, R, and T keys for the left-hand and Y, U, I, O, and P keys for the right-hand), bottom row keys (Z, X, C, V, and B keys for the left-hand and N, M, comma, period, and forward slash keys for the right-hand), numerical pad (1, 2, 3,9. etc.)	
		Guide learners to type short paragraphs Word Processor or typing tutorial (e.g. Mavis Beacon) to improve typing speed	