SAMPLE LESSON NOTES-WEEK 3

BASIC TWO

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SCHEME OF LEARNING- WEEK 3

BASIC TWO

Name of School.....

Week End	ding				
Class		Two			
Subject		ENGLISH LANGUAGE			
Reference		English Language curriculum Page			
	Indicator(s)	B2.1.8.1.1. B2.2.7.2.1. B2.4.7.2.1. B2.5.9.1.1	. B2.6.1.1.1		
Performance Indicator		 A. Learners can use appropriate pronunciation and intonation in asking and answering wh – questions B. Learners can demonstrate understanding of the purpose and features of information texts. C. Learners can re-arrange jumbled sentences logically D. Learners can identify the structure of simple sentences E. Learners can read a variety of age and level-appropriate books and texts from print and non-print. 			
Teaching/ I	Learning Resources	Word cards, sentence cards, letter cards and a class	s library		
		Skills Personal Development and Leadership and C	ollaboration		
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	Engage learners to play the act it out game. Write familiar action word on cards and mix them up in a bowl. Invite learners to pick a card, read the action word and act it out.	(Asking And Answering Questions) Write the word why on the board and ask students to discuss what that word means. Challenge them to come up with a definition and explain when it is appropriate to use that word Ask Wh-questions and have learners answer them. e.g. Who took my pen? I did. Where is the book? It is on the table. Ask them to say what is common to all the questions introduced by Wh-words (what? when? why? how?). Guide learners to use appropriate pronunciation and intonation in asking and answering simple Wh – questions in pairs. One asks a Wh- question and the other answers. Let learners write out simple Wh – questions on their own	Have learners to use new words learnt in conversation. Give learners task to answer Wh-questions in their workbooks. If possible, mark learners work and give them feedback where necessary.		
Tuesday	Show conversational poster to learners. The posters can be two or three and must tell a story.	r B. READING	Using guided questions, have learners answer some questions based on the story read. Have learners summarize the story orally in pairs.		

	Call learners in turns to tell	Invite learners to summarize the text to	Ī
	their own stories using the	the whole class	
\A/ I	conversational posters.	0 M/DITING	A
Wednesday	Write words on manila	C. <u>WRITING</u>	Ask learners to tell you
	cards. Display them and	(Controlled Writing)	what they have learnt and
	have learners pick and make	Tell/Read an interesting story to learners.	what they will like to learn
	sentence with it.		in the next lesson.
		Let them retell the story.	
	write school		Have learners to read and
		Jumble up the sentences making up the	spell the key words on the
	story pencil	story and ask learners to re-arrange	board
	Story	them.	
Thursday	Teacher calls out different	D.WRITING CONVENTIONS &	Ask learners to tell you
i nai saay	actions for learners to act.	GRAMMAR USAGE	what they have learnt and
	Student have to mimic the	(Using Simple Sentences. Page 67)	what they will like to learn
	action continuously without	(Osing Simple Sentences, ruge 07)	in the next lesson.
	•	Lisa contact to halp learners identify the	iii tile liext lessoli.
	breaking. After a while	Use context to help learners identify the	
	teacher speeds up the	structure of simple sentences.	Have learners to read and
	tempo. For example:	Yaw came. (Name) + (Doing word)	spell the key words on the
	jumping, stamping of feet,	Musa ate.	board
	crazy dance, etc.		
		Let learners construct simple sentences	
		verbally.	
		Write simple sentences on the board for	
		learners determine its component.	
		•	
		Example: Joe waited for the train.	
F · I		"Joe"= subject "waited"=verb	
Friday	Have a variety of age and	C. EXTENSIVE READING	Call learners in turns to tell
	level-appropriate books for		the whole class what they
	learners to make a choice.	Use the Author's chair to introduce the	read.
		reading/ library time.	
	Guide learners to select		Let Learners draw parts of
	books.	Introduce narratives, pop-up and flip-the-	the story they read
		page texts to learners.	
		Introduce e-books to learners, if	
		available.	

Week Er	nding					
Class	iidiii 6	Two				
Subject		M/	ATHEMATICS			
Reference	ce	Ma	thematics curriculum Page 27			
Learning	Indicator(s)	B2.	1.2.4.2			
	ance Indicator	Lea	rners can use personal strategies to a	dd and subtract within 100		
Strand		Number				
Sub stra	nd	Number Operations				
Teaching	g/ Learning Resources	Со	unters, bundle and loose straws base	ten cut square, Bundle of sticks		
	npetencies: Problem Solving s nt and Leadership Attention to P		Critical Thinking; Justification of Ideas; Co on	llaborative Learning; Personal		
DAYS PHASE I: STARTER MINS		•	PHASE 2: MAIN 40MINS (New Learning Including	PHASE 3: REFLECTION 10MINS		
	(Preparing The Brain	For	Assessment)	(Learner And Teacher)		

DAYS Monday	PHASE I: STARTER 10 MINS (Preparing The Brain For Learning) Engage learners to make a	PHASE 2: MAIN 40MINS (New Learning Including Assessment) Guide learners to decompose a	PHASE 3: REFLECTION 10MINS (Learner And Teacher) Give learners task to
Tionday	story from the conversational poster below.	number into easier numbers to add and doing partial sums. E.g. when adding 28 + 47, record	complete whiles you go round to guide those who don't understand.
		think 20 + 40 + 8 + 7, which is the same as 60 + 15 which is the same as 75.	Give remedial learning to those who special help.
		Assessment: let learners practice with more examples.	
Tuesday	Share to learners an A4 sheet paper. Encourage learners to draw how they want their day to be.	Using the 'Friendly jumps'' strategy, guide learners to decompose numbers into a friendlier number and add in "chunks" or by "friendly jumps"	Give learners task to complete whiles you go round to guide those who don't understand.
	Let learners paste their drawing s on the classroom wall to create a gallery.	e.g. when adding 26 + 32, start with 26, add 10 three times to get 56 (26 + 10 + 10 + 10), then add on 2 to get 58. The answer is 58. Assessment: let learners practice with	Give remedial learning to those who special help.
Wednesday	Draw some 2 dimensional shapes with dotted lines on the board and ask learners to trace and say the name of each object.	more examples. Using the 'Friendly jumps' strategy, guide learners to decompose numbers into a friendlier number and add in "chunks" or by "friendly jumps"	Give learners task to complete whiles you go round to guide those who don't understand.
	square	e.g. when adding 18 + 28, start with 28, add 10 to get 38 (28 + 10), then add on 8 to get 46. The answer is 46.	Give remedial learning to those who special help.
	rectangle triangle	Assessment: let learners practice with more examples.	
Thursday	Engage learners to sing songs and recite rhymes	Using the moving part strategy, guide learners to move one number to the other number to create numbers that	Give learners task to complete whiles you go round to guide those who
	ONCE I CAUGHT A FISH ALIVE One, two, three, four, five	are easier to add.	don't understand.

	Once I caught a fish alive Six, seven, eight, nine, ten Then I let it go again Why did you let it go? Because it bit my finger so Which finger did it bite? This little finger on my right	E.g. when adding 29 + 56, move I from 56 to 29 to create the expression 30 + 55 = 85) Assessment: let learners practice with more examples.	Give remedial learning to those who special help.
Friday	Let learners fill in the missing the boxes 1	Using the Compensation strategy, guide learners to add more to a number to make it friendlier, then subtract the amount added from the answer e.g. when adding 26 + 39, add 1 to 39 to create the expression 26 + 40, which gives 76, then subtract from the answer the 1 that was added; 76 - 1 = 75, so the answer is 75. Assessment: let learners practice with	Give learners task to complete whiles you go round to guide those who don't understand. Give remedial learning to those who special help.
		more examples.	

Week Ending	
Class	Two
Subject	SCIENCE
Reference	Science curriculum Page 44
Learning Indicator(s)	B2. 5.1.1.2
Performance Indicator	Learners can know the need for keeping classrooms and school compound
	clean
Strand	Humans and the Environment
Sub strand	Personal Hygiene And Sanitation
Teaching/ Learning Resources	Brooms, long brushes, rake, cutlass, hoe etc.
Cama Camanatanaian B. II. C.I.	

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 10MINS (Learner And Teacher)
	Ask learners to draw two smileys to express how they feel that moment. Have learners to present their	They observe the ceiling, windows, floors and their sitting areas within the classroom and communicate their findings.	Ask learners questions to review their understanding of the lessson. Give learners task to do
	smileys to whole class for discussion	Learners tour the school compound and tell whether it is a clean or dirty compound.	whiles you go round to guide those who need help.
		Put learners into groups. Get each group some cleaning equipment. Apportion areas of the school compound among the groups.	
		Encourage them to clean and tidy up the compound.	
	Engage learners in the "Jump Counting" game	Learners discuss the need to keep the classroom and school surroundings clean.	Ask learners to summarize what they have learnt.
	Have learners count while jumping with each count. Challenge them to count by twos, fives, or tens!	i. to avoid sickness, ii. to destroy the hiding places of mosquitoes, snakes, wall geckos and to ensure good ventilation.	Let learners say 5 words they remember from the lesson.
		Let learners sketch a dirty compound. Let the paste their sketches on the classroom wall to create a gallery.	
	Let learners sing songs and recite rhymes about machines.	Learners discuss the need to keep the classroom and school surroundings clean.	Ask learners to summarize what they have learnt.
	Encourage learners to dance with actions whiles singing	i. to avoid sickness, ii. to destroy the hiding places of mosquitoes, snakes, wall geckos and to ensure good ventilation.	Let learners say 5 words they remember from the lesson.
		Let learners sketch a clean compound. Let the paste their sketches on the classroom wall to create a gallery.	

Week Er	Week Ending					
Class		Two				
Subject		OUR WORLD OUR PEOPLE				
Reference		OWOP curriculum Page 34				
	1114164661 (5)	B2.4.4.1. I.				
Perform	ance Indicator	Learners can explain the importance of fa	arming in Ghana			
Strand		Our Nation Ghana				
Sub strai	nd	Farming In Ghana				
Teaching/	Learning Resources	Pictures, Charts, Video Clips				
Core Co Global Citize		and Collaboration Critical Thinking and Prob	olem Solving Cultural Identity and			
DAYS	PHASE I: STARTER 10	PHASE 2: MAIN 40MINS	PHASE 3:			
	MINS (Preparing The Brain For Learning)	(New Learning Including Assessment)	REFLECTION 10MINS (Learner And Teacher)			
	Create a competition and lets learners recite a tongue twister without a mistake Example: Sea shells She sells seashells by the seashore The shells she sells are surely seashells So if she sells shells on the seashore, I am sure she sell seashore shells	Learners talk about various farming activities in Ghana Learners visit and observe different farm activities: e.g. poultry farm Learners in groups talk about importance of poultry farming in their community Learners draw and color a poultry farm.	Ask learners to tell what they have learnt. Let learners write a summary of the lesson to a class mate who was absent from school. Give learners task to complete at home.			
	Engage learners to play the ball game. Write some new words in the lesson on a ball. Throw the ball to learners in turns to form sentences with the word which has their right thumb on.	Learners talk about various farming activities in Ghana Learners visit and observe different farm activities: e.g. pepper farming Learners in groups talk about importance of farming in their community Learners draw and color any crop farm produce.	What have we learnt today? Presidents of the Fourth Republics. Learners must say or write 10 words to express their thoughts of the lesson. Give learners task to complete at home.			

Learners talk about various farming activities in Ghana

Learners visit and observe different farm activities: e.g. fish farming



Learners in groups talk about importance of farming in their community

Learners draw and color a fish.

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Week En	nding	-		
Class		Two	SIGUIS A MADAL EDUISATIO	
Subject			GIOUS & MORAL EDUCATIO	N
Reference			curriculum Page 12	
_	Indicator(s)	B2.4.1		
Performa	ance Indicator	betwe	ers can describe factors that promo en children and their parents	te good relationships
Strand		The Fa	amily and the Community	
Sub strai	nd	Roles	And Relationships	
Teaching/	Learning Resources	Wall o	charts, wall words, posters, video cli	p, etc.
			Reconciliation, Togetherness, Unity Co	ommunication and Collaboration,
Critical Thin	king Creativity and Innovation	Digital L	iteracy	
DAYS	PHASE I: STARTER II		PHASE 2: MAIN 40MINS (New Learning Including	PHASE 3: REFLECTION 10MINS
	(Preparing The Brain F Learning)	or	Assessment)	(Learner And Teacher)
	Engage learners in the thui up game.	mbs	Lead learners to talk about good relationships.	Ask learners questions to review their understanding of the lesson.
	Say a few statements and have learners give you a thumbs up when they agree with you. Let learners give reasons when they disagree with you.		Let learners talk about things that promote good relationships: comportment, respect, love, obedience,	Have learners write 3 facts of the lesson on a sheet of paper and it in their pockets
			humility, friendliness, etc. Let learners identify their friends and say things they like about them.	and learn it on their way home.
			Let learners dramatize behaviors that show good relationships.	

Week En	ding				
	Class				
Subject		Two HISTORY			
		History curriculum Page 12			
	Indicator(s)	B2.2.5	,		
	ance Indicator	Learne	ers can identify Ghanaian women who have	ve made significant	
			butions to national development		
Strand		Му Со	ountry Ghana		
Sub stran	nd	Some	Selected Individuals		
Teaching	Learning Resources	Picture	es of some outstanding Entrepreneurs in	Ghana	
Core Con	petencies: The use of evic	lence to	appreciate the significance of historical lo	ocations help learners to	
become crit	tical thinkers and digital liter	ates			
D 41/2					
DAYS	PHASE I: STARTER I	0	PHASE 2: MAIN 40MINS	PHASE 3: REFLECTION 10MINS	
	(Preparing The Brain F	or	(New Learning Including Assessment)	(Learner And Teacher)	
	Learning)	٠.		(_carrier_And_reaction)	
	Review learners understar	nding	Guide learners to name some	Ask learners series of	
	in the previous lesson using	ıg	outstanding women in the history of	questions to review their	
	questions and answers.		Ghana e.g. Rebecca Naa Dedei	understanding of the lesson	
	Show sistemes of Doboses	Nlaa	Aryeetey	Ask learners to summarize	
	Show pictures of Rebecca Dedei Aryeetey to learner		Rebecca Naa Dedei Aryeetey	what they have learnt	
	to talk about it	3 101	Rebecca Naa Dedei Aryeetey was	what they have learne	
		200	born in 1923, at Osu and grew up in	Learners to read and spell	
	JAV W Special P		James Town, Accra. After her primary	the key words on the	
			education Naa Dei went into the flour	board.	
			business. She became so wealthy and		
			influential through her flour business which earned her the name		
	GHSPLASH.COI	W	"Ashikishan" a Ga word meaning		
			flour. She became the first woman		
	Engage learners to play gall and sing songs to begin the		chief financier of the then CPP party		
	lesson.	е	led by kwame Nkrumah. As a political		
	1035011.		activist of the CPP she campaigned		
			and funded nkrumah. She is remembered by the double decker		
			buses which were brought to Accra		
			by harry sawyer. The buses were		
			popularly known as "Auntie Dedei"		
			bus.		
			She also has her image on 50 pesewas		
	Rovious learners underster	nding	Using pictures, let learners retell the	Ask learners series of	
	Review learners understar in the previous lesson using		contributions of Joyce Bamford-Addo	questions to review their	
	questions and answers	6	to national development	understanding of the lesson	
	1				
				Ask learners to summarize	
	Engage learners to play gai		Think pair-share-activity: Individual	what they have learnt	
	and sing songs to begin the	е	learners identify a woman who they		
	lesson.		admire most in the community.		
			They choose partners and discuss the reasons for their choice.		
L			ו כמסטווס וטו נוופוו נווטונפ.		

Week En	nding				
Class		Two			
Subject		CREATIVE ARTS			
Reference		Creati	ve Arts curriculum Page		
Learning	Indicator(s)	B2.1.2	.2.3 B2.1.2.3.3		
Performa	ance Indicator	knowl	ers can create own visual artworks edge and understanding of topical is unities		
Strand		Visual	Arts		
Sub strar	nd	Plannii	ng, Making and Composing		
	Learning Resources	availabl	, videos, art paper, colors and tradition le in the community		
Core Con	npetencies: Decision Making	Creativi	ty, Innovation Communication Collabor	ration Digital Literacy	
DAYS			PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION IOMINS (Learner And Teacher)	
			Learners are to explore the local environment to select available materials and tools that are good for making artworks. Learners gather materials and tools available in their community based on artworks they wish to create. Example: how to make a mosaic. Guide learners to make a simple	Ask learners to talk about what they have learnt. Through questions and answers review learners understanding of the lesson	
			Mosaic Allow learners to practice in groups following the steps I. choose your colors and cut pieces of papers from the magazine 2. cut small pieces of squares or any other shapes you want 3. draw the outline of your image. E.g. fish 4. with the help of the paint brush, apply and glue the paper pieces to form the image. Learners to discuss and compare their artworks to the artworks studied.	Ask learners to talk about what they have learnt. Through questions and answers review learners understanding of the lesson	

Week E	nding					
Class		Tw	70			
Subject		Gŀ	GHANAIAN LANGUAGE			
Reference			anaian Language curriculum Page 67			
Learning	g Indicator(s)	or(s) B2.1.9.1.3-4				
Perform	ance Indicator		arners can use and answer question words	s, 'who", "why.", "what",		
			here" and "when."			
Strand			al Language			
Sub stra	nd		king & Answering Questions			
Teaching	g/ Learning Resources	Wo	ord cards, sentence cards, letter cards, handwr	iting on a manila card		
Core Co	mpetencies: Creativity and	l inno	vation, Communication and collaboration, Crit	tical thinking		
DAYS	PHASE I: STARTER /	0	PHASE 2: MAIN 40MINS	PHASE 3: REFLECTION		
	MINS	-	(New Learning Including	10MINS		
	(Preparing The Brain F Learning)	or	Assessment)	(Learner And Teacher)		
	Share an interesting story	- IC	Write some questions on flashcards	Use questions to review their		
	with learners about yourse	eif.	and show them to learners.	understanding of the lesson		
	Call a learner to share his/her story to the whole		Lead learners to read the questions.	Ask learners to summarize what they have learnt		
	class.		Let learners form their own questions using the question word under discussion.			
			Assist learners to recognize when to use the question word "why".			
			Let learners form their own questions using the question word under discussion.			
	Divide the class into group Share pieces of papers to each group.	os.	Write questions on flashcards and show them to learners.	Use questions to review their understanding of the lesson		
	Each group is supposed to write three questions on t		Call learners individually to read the questions.	Ask learners to summarize what they have learnt		
	previous lesson. Have the group's exchange the papers and solve the questions on them. The fir group to get every questions	•st	Let learners understand when to use the question words "who," "what," "where" and "when".			
	correct wins!		Ask learners questions using the question words under discussion and call them to answer the questions (correct learners where necessary). E.g. What is your age? Who is your mother? Where is your teacher? When will you come?			
	Put learners into pairs.		Write questions on flashcards and show them to learners.	Use questions to review their understanding of the lesson		
	Learners must tell 3 facts about themselves to their partner. Two of them should be true and one should be lie.	ue,	Let learners understand when to use the question words "who," "what," "where" and "when".	Ask learners to summarize what they have learnt		

The other partner have to find out which one is the lie.	Ask learners questions using the question words under discussion and call them to answer the questions (correct learners where necessary). E.g. What is your age? Who is	
	E.g. What is your age? Who is your mother? Where is your teacher? When will you come?	

Week En	ding					
Week Ending Class		Two				
0.000		PHYSICAL EDUCATION				
Subject						
Reference		PE curriculum Page 21				
Learning Indicator(s)		B2.1.12.1.15				
Performance Indicator		Learners can clap and dance to beat (rhythm)				
Strand		Motor Skill And Movement Patterns				
Sub strand		Manipulative Skills				
Teaching/ Learning Resources		Pictures and Videos				
Core Cor	npetencies: Personal De	velo	pment and Leadership skills			
1 222 2 22 2 2 2 2 2 2 2 2 2 2 2 2 2 2						
DAYS	PHASE I: STARTER 10 MINS (Preparing The Brain For Learning) Show a picture or video kids dancing to learners. Let learners talk about the pictures and relate to them.		PHASE 2: MAIN 40MINS (New Learning Including Assessment) Learners clap a beat and dance to the beat. Emphasis on coordination in clapping	PHASE 3: REFLECTION 10MINS (Learner And Teacher) Use questions to review their understanding of the lesson		
			to the beat and coordination dancing. Give learners corrective feedback to improve their coordination. Allow them to progress at their own pace with fun and enjoyment.	Ask learners to summarize what they have learnt		