SAMPLE LESSON NOTES-WEEK 5

BASIC TWO

Fayol Inc. 0547824419/0549566881 sirhoa1@gmail.com

SCHEME OF LEARNING- WEEK 5

BASIC TWO

Name of School.....

Week Ending							
Class		Two					
Subject		ENGLISH LANGUAGE					
Reference		English Language curriculum Page					
Learning In	ndicator(s)	-	.I. B2.2.7.2.3. B2.4.8.I.I. B2.5.9.I.2. B2	6.1.1.1			
	ce Indicator	A. Lear	A. Learners can give and respond to commands				
		B. Learners can connect characters, ideas and information within a text					
		C. Learners can develop two coherent paragraphs on one idea or concepts					
			using leading questions				
			D. Learners can identify nouns and verbs in simple sentences				
		E. Learners can read a variety of age and level-appropriate books and texts					
Tooching/ L	earning Resources		n print and non-print. ards, sentence cards, letter cards and a class lib	rany			
			lls Personal Development and Leadership and (-			
Core Comp	etericies. Reading and v	VIILIII SKI	ils Fersonal Development and Leadership and C	Collabol ation			
DAYS	PHASE I: STARTE	R 10	PHASE 2: MAIN 40MINS	PHASE 3:			
DAIG	MINS		(New Learning Including	REFLECTION 10MINS			
	(Preparing The Bra	in For	Assessment)	(Learner And Teacher)			
	Learning)		•	, ,			
Monday	Engage learners to sing s		A. ORAL LANGUAGE	Give learners task to			
	and recite some familiar	rhymes	(Giving and Responding to Instructions)	complete while you go			
	they know		Decise works (section would) be becine	round the class to support			
	ONE POTATO, TWO		Revise verbs (action words) by having learners identify the present form of	those who might need extra help.			
	<u>POTATOES</u>		verbs and use them in sentences, e.g.	neip.			
	One potato, two potato	es,	come, go, sit, etc. (action).	Have learners to read and			
	three potatoes, four		(423.2.7)	spell some of the keywords			
	Five potatoes, six potatoes, seven potatoes, more. One potato, two potatoes, three potatoes, four		Have several learners obey commands	in the lesson			
			such as 'stand up', 'close the door'.				
			The teacher gives commands which the				
			class/individuals promptly obey.				
	Five potatoes, six potato	es,	Have Learners role-play giving and				
	seven potatoes, more		responding to commands.				
Tuesday	Engage learners to play '	'Read-	B. READING	Give learners task to			
	Cover- Write" game.		(Comprehension)	complete while you go			
	Put word cards on the ta	ablo		round the class to support			
	floor or a bowl.	able,	Read out a story or a passage to	those who might need extra			
	A pupil picks a word car	d, reads	learners aloud.	help.			
	the word, covers it/ turr		Example: Suzy loves Fanta. She was always afraid to try a new drink. One day, she found	Have learners to read and			
	over and writes the wor the board or book.	d on	the courage to try Coca-Cola. She decided that	spell some of the keywords			
	the board of book.		she loves both equally. From now on, she tries	in the lesson			
	He then picks the card a	gain and	new drinks.				
	show it to the class.		Lies the KIMI streets as to help leavening				
The class checks to see if the word is correct.		Use the KWL strategy to help learners follow the story or passage.					
	word is correct.		remain and seer y or passage.				
	The student with the co		Have learners connect the ideas and				
number of words wins the		he	information within a text to help				
	game.		construct meaning.				
Wednesday	Ask children to choose a	•	C. WRITING	Give learners task to			
	letters and write them in books/on the floor.	n their	(Guided Composition)	complete while you go			
	Sooks, on the noor.		Write selected topics on the board	round the class to support			
			Write selected topics on the board, e.g. "Myself".	those who might need extra help.			
			C.8. 1173CH.	псір.			

	The teacher says a simple word and if children have the sound at the beginning of that word they cross it out. The first child to cross out all 4 of their letters shouts BINGO!! and is the winner. This can also be played with high frequency words that the children know.	Teacher and learners brainstorm to generate ideas about the topic. Put learners in groups and ask leading questions to guide them develop the ideas generated into one or two paragraphs.	Have learners to read and spell some of the keywords in the lesson
Thursday	Engage learners to play the classroom ghost game. Teacher scatters objects in the classroom assuming it's a ghost. Example you could place some textbooks on the floor, put a pen on the window sill, etc. Put learners into pairs to make a note of what the ghost has moved around Example the books are the floor but they should be in the cupboard.	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Simple Sentences) Use questions and samples for learners to identify nouns and verbs in the structure of simple sentences. e. g. i. Ofori danced. (Who danced? What did Ofori do?) ii. Ama laughed. (Who danced? What did Ama do?) have learners use the simple sentences in forming compound and complex sentences orally with the aid of conjunctions. Let learners write the sentences in thier workbooks.	Give learners task to complete while you go round the class to support those who might need extra help. Have learners to read and spell some of the keywords in the lesson
Friday	Have a variety of age and level-appropriate books for learners to make a choice. Guide learners to select books.	C.EXTENSIVE READING Use the Author's chair to introduce the reading/ library time. Introduce narratives, pop-up and flipthe-page texts to learners. Introduce e-books to learners, if available.	Call learners in turns to tell the whole class what they read. Let Learners draw parts of the story they read

Week Endi	ng				
Class	8	Two			
Subject		MATHEMATICS			
Reference		Mathematics curriculum Page 30			
		B2.1.3.1.3			
Learning Indicator(s) Performance Indicator		1 11 11			
Strand		Learners can determine the number of halves and quarters in a whole Number			
Sub strand		Fractions			
		Paper strips, cut out cards Ils; Critical Thinking; Justification of Ideas; Colla	harativa Lagrainas Barranal		
	and Leadership Attention to Pre		borative Learning, Personal		
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 "I haveWho has" game. Give out number cards (from I-20) to learners at random. Leaners are to identify numbers based on tally marks, frames, dice, fingers etc. The first child shouts and mention the number on his card and ask for another number. Example, I have 5Who	Show learners several pictorial representations or card cut outs of halves, fourths and wholes Ask learners to state the relationship between a whole and one-half; Half of an Orange Half of an circle Half of the watermelon	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	has 9? Teacher calls out numbers from 1 to 20 Have learners to write number patterns in the air. Randomly call learners to write a said number on the board	Show learners several pictorial representations or card cut outs of halves, fourths and wholes Ask learners to state the relationship between a whole and one-half; Half a triangle Half a Square Half a Circle	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	Engage learners to sing the song WE CAN COUNT We class two We can count We count 1,2,3,4,5 We count 6,7,8,9,10 We class two can count very well.	Show learners several pictorial representations (or card cut outs) of halves, fourths and wholes Ask learners to state the relationship between a whole and one-fourth	Give learners task to complete whiles you go round to guide those who don't understand.		

Thursday	Get a viral picture, a trending news on twitter, Facebook, YouTube and other social media handles.	Show learners several pictorial representations (or card cut outs) of halves, fourths and wholes Ask learners to state the relationship	Give learners task to complete whiles you go round to guide those who don't understand.	
	Discuss what is trending and invite learners to share their opinions on them.	between a whole and one-fourth 1 one-fourth	Give remedial learning to those who special help.	
Friday	Engage learners to sing the song WE CAN COUNT We class two	Show learners several pictorial representations (or card cut outs) of halves, fourths and wholes Ask learners to state the relationship	Give learners task to complete whiles you go round to guide those who don't understand.	
	We can count We count 1,2,3,4,5 We count 6,7,8,9,10 We class two can count very well.	between one-half and one-fourth. = 1 2	Give remedial learning to those who special help.	

Week End	ding					
Class		Two				
Subject		SCIENCE				
Reference	•	Science curriculum Page 46				
Learning I	Indicator(s)	B2.5.2.1.2				
Performa	nce Indicator	Learners can name some common water-borne diseases and their prevention				
Strand		Humans and the Environment	·			
Sub strand	d	Diseases				
Teaching/	Learning Resources	Pictures and videos depicting some common skir	n diseases			
	_	kills; Critical Thinking; Justification of Ideas; Collaborat				
	t and Leadership Attention to Pi	- · · · · · · · · · · · · · · · · · · ·	3			
DAVC	DUACE L CTARTER (A	DIACE 2 MAIN (OMING	DUACE 2 DEEL COTION			
DAYS	PHASE I: STARTER 10	PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION 10MINS			
	(Preparing The Brain For	(New Learning Including Assessment)	(Learner And Teacher)			
	Learning)		(Learner And Teacher)			
	Led learners to recite few	In groups learners observe containers of	Ask learners questions to			
	rhymes	dirty water and clean water.	review their understanding			
		,	of the lessson.			
	One little finger	Show pictures or videos of people				
	One little finger, one little	suffering from diarrhea	Give learners task to do			
	finger, two little fingers		whiles you go round to			
	Tap, tap, tap	7.5	guide those who need help.			
	Point to the ceiling,					
	Point to the floor,					
	Put them on your head,					
	HEAD!	and the second second				
	(continue with the lyrics by					
	pointing to all the body parts)					
		Ask learners to identify which sample of				
		water (dirty or clean), is likely to contain				
		microorganisms that cause diseases.				
	Begin the lesson by sharing		Ask learners to summarize			
	few jokes with learners.	dirty water and clean water.	what they have learnt.			
	Mala auga ta ab	Channel and describe	Latiannana			
	Make sure to choose jokes		Let learners say 5 words			
	that will get learners	suffering from cholera.	they remember from the			
	attention.		lesson.			
	Call to the language to the man					
	Call two learners to share					
	their jokes as well					
		2				
		Adalasmanataidasii				
		Ask learners to identify which sample of				
		water (dirty or clean), is likely to contain				
	Dlay games sing sames and	microorganisms that cause diseases.	Ask learners to summarize			
	Play games, sing songs and	Let learners discuss how they will prevent				
	recite familiar rhymes to	themselves from contracting water-borne	what they have learnt.			
	begin the lesson.	diseases (boiling water, filtering water,	Lot loarners say E words			
	Lising questions and answer	etc.).	Let learners say 5 words			
	Using questions and answer		they remember from the lesson.			
	previous lesson.	Let learners create posters, compose songs or rhymes on how to prevent	icssuii.			
	pi evious iessoii.	water- borne diseases				
		water - DOFFIE diseases	<u> </u>			

Week En Class Subject			ORLD OUR PEOPLE	
Learning Indicator(s)B2.4.4.3Performance IndicatorLearnerStrandOur No.Sub strandFarmingTeaching/ Learning ResourcesPicture		B2.4.4.2. Learners Our Nat Farming Pictures,	PP curriculum Page 35 2.1. ers can Identify the types of simple agricultural tools and their uses Nation Ghana ng In Ghana es, Charts, Video Clips Collaboration Critical Thinking and Problem Solving Cultural Identity and Globa	
DAYS	PHASE I: STARTER / (Preparing The Brain I Learning) Learners to share their experience with the use agricultural tools. Ask how many of them being to farms before. Let them mention some agricultural tools they home.	e of have	PHASE 2: MAIN 40MINS (New Learning Including Assessment) Learners observe simple agricultural tools and talk about their uses Learners visit the school garden/farms or gardens close to the school and let learners observe and talk about tools used for digging, pruning, harvesting, weeding, watering.	PHASE 3: REFLECTION IOMINS (Learner And Teacher) 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, sing songs a	and recite	Show pictures or videos of different	Ask learners to

Play games, sing songs and recite familiar rhymes to begin the lesson.

Using questions and answers,

revise with learners on the

previous lesson.

Show pictures or videos of different types of agricultural tools from books, and let learners talk about their differences and draw.



summarize what they have learnt.

Let learners say 5 words they remember from the lesson.

Play games, sing songs and recite familiar rhymes to begin the lesson.

Using questions and answers, revise with learners on the previous lesson.

Learners in groups talk about ways of caring for agricultural tools

Example: i. clean the tools after use,
ii. oil metallic agricultural tools,
iii. keep the tools in appropriate place,
iv. use the tool for the appropriate work.

Learners sketch different agricultural

tools.

Ask learners to summarize what they have learnt.

Let learners say 5 words they remember from the lesson.

Week Ending				
Class	Two			
Subject	RELIGIOUS & MORAL EDUCATION			
Reference	RME curriculum Page 12			
Learning Indicator(s)	B2.4.1.1.3:			
Performance Indicator	Learners can describe factors that promote good relationships between children and their parents.			
Strand	The Family and the Community			
Sub strand	Roles And Relationships			
Teaching/ Learning Resources	Wall charts, wall words, posters, video clip, etc.			
Core Compatancias: Cultural Identity, Sharing Bonnetilistics, Tourshouse, Llaise, Communication and Callab austica				

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

DAVC	DUACE I CTARTER IO MINIC	DUACE 2. MAIN 40MING	DUACE 3. DEEL ECTION
DAYS	PHASE I: STARTER 10 MINS	PHASE 2: MAIN 40MINS	PHASE 3: REFLECTION
	(Preparing The Brain For	(New Learning Including	I OMINS
	Learning)	Assessment)	(Learner And Teacher)
	Teacher brings a bag into the	Lead learners to talk about good	Ask learners questions to
	classroom that contains an	relationships.	review their understanding
	object that has a connection to		of the lessson.
	the lesson.	Let learners talk about things	
		that promote good	Give learners task to do
	Then it is passed around and	relationships: comportment,	whiles you go round to
	learners try to determine what	respect, love, obedience,	guide those who need help.
	is in the bag just by feeling it.	humility, friendliness, etc.	
	The student who guess right	Let learners identify their friends	
	wins, and hence introduce the	and say things they like about	
	lesson	them.	
		Let learners dramatize behaviors	
		that show good relationships.	
		that show good relationships.	

Week Ending				
Class	Two			
Subject	HISTORY			
Reference	History curriculum Page 13			
Learning Indicator(s)	B2.3.2.1.1			
Performance Indicator	Learners can describe how early trade was carried out between			
	Ghanaians and Europeans			
Strand	My Country Ghana			
Sub strand	International Trading Including Slave Trade			
Teaching/ Learning Resources Wall charts, word cards, posters, video clip, 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	PHASE 2: MAIN 40MINS	PHASE 3: REFLECTION
	(Preparing The Brain For	(New Learning Including Assessment)	10MINS (Learner And Teacher)
	Learning) Have learners to sing some	Describe how people of old	Ask learners questions to
	patriotic songs they know.	ghana lived.	review their understanding
	pati lotic soligs they know.	gilalia lived.	of the lessson.
	Using questions and answers,	Long ago, the people of old	of the lessson.
	review learners understanding in	Ghana lived in tribes and clans.	Give learners task to do
	the previous lesson.	Each tribe or clan were ruled by	whiles you go round to
	the previous lesson.	chiefs or kings. Tribes fought	guide those who need help.
		amongst themselves to claim	gaide those who heed help.
		power and lands. The lands	
		where used for farming, since	
		everyone farms to feed his/her	
		family. People exchanged farms	
		items they did not have because	
		there were no money.	
		Call learners in turns to recall	
		parts of the history that interest	
		them most.	
		Let learners act parts of the	
		story.	
	Revise some familiar rhymes and	Describe how early trade was	Ask learners to summarize
	tongue-twisters taught.	carried out between Ghanaians	what they have learnt.
		and the Europeans.	
	Baa, Baa, Black Sheep		Let learners say 5 words
	Baa, baa, black sheep	Organize learning corners with	they remember from the
	Have you any wool.	real items or pictures of items	lesson.
	Yes sir, yes sir, three bags full.	brought by the Europeans such	
	One for my master, one for his	as Gin, Gun, Gun Powder,	
	dame,	Textiles, Tobacco, Iron Bars,	
	One for the little boy who lives	Elephant tusks, Ivory, Gold.	
	down the lane		

Week End	ding					
Class		Two				
Subject	Subject		CREATIVE ARTS			
Reference	Reference		Creative Arts Curriculum Page			
Learning I	Learning Indicator(s)		B2.1.3.4.3 B2.1.3.5.3			
Performa	nce Indicator		Learners can plan a display of own visual artworks to share creative			
			experiences based on ideas that reflect topical issues in other Ghanaian			
_			communities.			
Strand			ual Arts			
Sub strand			splaying and Sharing			
i eaching/	Learning Resources		otos, videos, art paper, colors and traditional a	art tools, other materials		
Core Cor	netencies Decision Making		ativity, Innovation Communication Collaborati	ion Digital Literacy		
Core Con	TPECETICIES: Decision Flaking	Cica	activity, innovation communication conaborate	Digital Literacy		
DAYS	PHASE I: STARTER 10		PHASE 2: MAIN 40MINS	PHASE 3: REFLECTION		
	MINS		(New Learning Including	IOMINS		
	(Preparing The Brain For Learning)	•	Assessment)	(Learner And Teacher)		
	Learners are to watch a		Art exhibition may present or	Ask learners to tell the		
	short video or pictures on	an	showcase paintings, drawings, drama,	whole class what they		
	exhibition or visit an		music, dance performance by	have learnt.		
	exhibition Centre, prefera	•	individuals artists, groups of artists.			
	during the circuit, district	or		Learners tell what they		
	regional cultural festival.		Guide learners to plan for the	will like to learn		
			exhibition by:			
Ask learners to talk about		- fixing a date				
parts of the video or pictures that interest them.		ires	- selecting a venue - inviting an audience			
that interest them.			- inviding an audience			
			Brainstorm to agree on a theme for			
			the exhibition (e.g. Healthy living);			
			, , ,			
			Select works for the exhibition by			
			considering factors such as creativity			
			and originality, finishing and			
			decoration, relevance of the works to			
			the theme, social and cultural			
	Ack learners questions to		importance Decide on mode of display, e.g.	Use series of questions		
	Ask learners questions to review learners		hanging, draping, spreading;	Use series of questions and answers to review		
	understanding in the		manbing, araping, spi caumg,	learners understanding of		
	previous lesson.		Plan the layout of the exhibition hall,	the lesson.		
	pi evidus iessoii.		prepare labels for the works (e.g.			
		title, name of artist, date);	Call learners in turns to			
			·	summarize the lesson		
			Clean and prepare the hall and its			
			environment and make it ready for			
			the exhibition;			
			Plan for post exhibition activities such			
			as cleaning, appreciation, evaluation,			
			reporting, etc.			
			r oper ung, etc.			

Week End	ling					
Class		Two				
Subject	Subject		GHANAIAN LANGUAGE			
Reference		Ghanaian Language curriculum Page 70				
Learning Indicator(s)		B2.1.1	1.1.1-3			
Performa	nce Indicator	Learn	ers can say the time by the hour, ha	If hour and recognize the		
			of the week in chronological order	· ·		
Strand		Readir	ng			
Sub strand	1	Presei	ntation			
Teaching/	Learning Resources	Word	cards, sentence cards, letter cards, hand	lwriting on a manila card		
Core Con	petencies: Creativity and in	novation	n, Communication and collaboration, Cr	itical thinking		
DAYS	PHASE I: STARTER 10 M	IINS	PHASE 2: MAIN 40MINS	PHASE 3: REFLECTION		
	(Preparing The Brain For	,	(New Learning Including	IOMINS		
	Learning)		Assessment)	(Learner And Teacher)		
	Flash letter cards to learne	ers for	Discuss the various times of the	Use questions to review		
	them to make its sounds.		day with learners, e.g., morning,	their understanding of the		
	Ask pupils to write some I		afternoon and evening.	lesson		
	in the air as you mention t	hem				
			Show a clock to learners and	Ask learners to summarize		
			ask learners to tell you what the	what they have learnt		
			clock is used for.			
			Use the clock to assist learners			
			to tell the time by the hour. E.g.			
			The time is 3 o'clock.			
	Have learners to write letter		Use the clock to assist learners	Use questions to review		
	patterns in the air.		to tell the time by half hour.	their understanding of the		
			E.g. The time is 2:30pm.	lesson		
			The time is 30 minutes past 4			
	Engage learners to sing songs and dance to it		o'clock.	Ask learners to summarize what they have learnt		
			Draw several faces of clocks			
			showing different times, on the			
			board.			
			Invite learners in turns to tell the time.			
	Flash letter cards to learne	ers for	Revise the lesson on telling the	Use questions to review		
	them to make its sounds.		time with learners.	their understanding of the		
	Ask pupils to write some I			lesson		
	in the air as you mention t	hem	Write the days of the week on			
			the board and lead learners to	Ask learners to summarize		
			mention them.	what they have learnt		
			Call learners to mention the			
			names of the days of the week individually.			
			Lead learners to mention and			
			arrange the names of the days of			
			the week in a chronological			
			order. E.g. Monday, Tuesday,			
			etc.			
L	I		1			

Week En	ding			
Class		Two		
Subject		PHYSICAL EDUCATION		
Reference		PE curriculum Page 22		
Learning Indicator(s)		B2.1.13.1.17		
Performance Indicator		Learners can roll forward (a forward roll) from standing position and back to standing		
Strand		Motor Skill And Movement Patterns		
Sub strand		Rhythmic Skills		
Teaching/ Learning Resources		Pictures and Videos		
Core Competencies: Personal Development and Leadership Skills				
DAYS	PHASE I: STARTER 10 N (Preparing The Brain For Learning)		PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION 10MINS (Learner And Teacher)
	Learners jog within demarcated area with their hands stretched sideways to warm their body up. Show pictures or videos of the skill to be learnt.	to	Squat in front of a spread mat/safe floor. Place hands on the mat/floor and tuck the chin to touch the chest. From this position, push with the hands and roll forward in a round form and back to the standing. Learner progress at their own pace and always give support. Learners practice the skill, observe and give them corrective feedback. Ensure that learners progress at their own pace.	Organize a mini game competition to exhibit the skill learnt. End lesson with a cool down. Have learners to reflect on what they have learnt