## **SAMPLE LESSON NOTES-WEEK 7**

**BASIC THREE** 

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## **SCHEME OF LEARNING- WEEK 7**

## **BASIC THREE**

Name of School.....

Week Endir	ng				
Class		Three			
Subject E		ENGLISH LANGUAGE			
Reference		Engli	nglish Language curriculum Page		
			33.1.9.1.1. B3.2.7.2.4. B3.3.13.1.1. B3.5.9.1.1. B3.6.1.1.1.		
Performance Indicator		A. Learners can give and respond to commands, instructions and directions B. Learners can read level-appropriate texts independently C. Learners can write a short paragraph to support an opinion or claims with clear reasons D. Learners can identify and use coordinating conjunctions to join similar ideas or contrasting ideas in sentences			
<b>T b</b> :/ <b>l</b>		E. Learners can read a variety of age and level-appropriate books and summarize them			
	<u> </u>		d cards, sentence cards, letter cards and a cla		
Core Comp	etencies: Reading and Writing	g Skill:	s Personal Development and Leadership and G	Collaboration	
DAYS	PHASE I: STARTER 10 M (Preparing The Brain For Learning)	INS	PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION  10MINS (Learner And Teacher)	
Monday	Play games and recite rhym	nes	A. <b>ORAL LANGUAGE</b>	Give learners task to	
	that learners are familiar w to begin the lesson.	rith	(Asking and Answering Questions)  Model giving instructions and ask	complete while you go round the class to support those who might need extra help.	
	Ask learners questions to		learners to follow them:		
	review their understanding the previous lesson.	in	Pair up learners to practice giving and following instructions, e.g. giving and following instructions to clean the classroom.	Have learners to read and spell some of the keywords in the lesson	
			Model giving directions and ask learners to follow them:  Show directions flash cards (go		
			straight, turn left/right) and ensure		
			learners understand the words.		
Tuesday	Engage learners to sing son and recite familiar rhymes		B. <b>READING</b> (Comprehension)	Give learners task to complete while you go round the class to support those	
	LITTLE TOMMY TITTLEMOU Little tommy tittle mouse Lived in a little house, He caught fishes In other men's ditches.	<u>JSE</u>	Provide learners with level- appropriate texts and encourage them to read independently.	who might need extra help.  Have learners to read and spell some of the keywords in the lesson	
	in other men's dittres.		Provide learners with pre-reading questions to enable them focus.  Discuss with learners the pre reading questions and finding answers to them.	iii ule lessoii	
Wednesday	Play games and recite rhym that learners are familiar w to begin the lesson.		C. WRITING (Argumentative Writing) Choose a simple topic for an argument. e.g. Which food is better; rice or fufu?	Give learners task to complete while you go round the class to support those who might need extra help.	

	Ask learners questions to review their understanding in the previous lesson.	Let learners choose one of the meals and give reasons why they think it is better.	Have learners to read and spell some of the keywords in the lesson
		Put the class into two to argue on the topic.	
Thursday	Play games and recite rhymes that learners are familiar with to begin the lesson.	D.WRITING CONVENTIONS & GRAMMAR USAGE (Using Simple and Compound Sentences)	Give learners task to complete while you go round the class to support those who might need extra help.
	Ask learners questions to review their understanding in the previous lesson.	Demonstrate the structure of a compound sentence by joining simple sentences with "and".  Simple Conjunction Compound Sentence  The boy woke up and woke up and prayed  Have learners identify the coordinating conjunction in the sentence.  Put learners in groups to form simple sentences.  Let learners join the simple sentences with "and" and "but".	Have learners to read and spell some of the keywords in the lesson
Friday	Have a variety of age/level- appropriate books for learners to make a choice from.	Using the Author's chair, introduce the reading/library time.	Let learners summarize the books they read to the whole class
	Guide learners to select books for readings	Introduce narratives, expository, procedural texts to learners.	Learners draw parts of the stories they read.

Three
MATHEMATICS
Mathematics curriculum Page
B3.3.1.1.4
Learners can use attributes to recognize quadrilaterals
Geometry and Measurement
2D And 3D Shapes
2D and 3D shapes and objects boldly drawn on manila cards.

**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)
Monday	Take learners through math	Guide learners to use attributes to	Give learners task to
- <b>-</b> /	mental to solve the following. $15 - = 10$	recognize rhombuses, parallelograms as examples of quadrilaterals	complete whiles you go round to guide those who don't understand.
		Let learners draw examples of	
	9 + = 11	quadrilaterals that do not belong to any of these subcategories.	Give remedial learning to those who special help.
	+ 3 = 10	A parallelogram has opposite sides that are parallel and that are the same length.	
	- 4 = 1	Quadrilateral <i>ABCD</i> is a parallelogram.	
	14 - = 7	A rhombus has opposite sides that are parallel. All four sides are the same length.	
		Quadrilateral <i>QRST</i> is a rhombus.	
Tuesday	Take learners through math	Guide learners to use attributes to	Give learners task to
	mental to solve the following.	recognize trapezoids, rectangles, and	complete whiles you go
		squares as examples of quadrilaterals.	round to guide those who don't understand.
	+ 3 = 6	Learners to draw examples of	don't understand.
	- 8 = 0	quadrilaterals that do not belong to any	Give remedial learning to
	- 0 - 0	of these subcategories.	those who special help.
	6 - = 2	A square has opposite sides that are parallel. All its sides are the same length. All the angles	
	2 + = 7	of a square are right angles.	
	+ 1 = 9	Quadrilateral <i>JKLM</i> is a square.	
	+ 1 - 9	A trapezoid has exactly one pair of parallel sides.	
		Quadrilateral WXYZ is a trapezoid.	
Wednesday	Take learners through math	Guide learners to use attributes to	Give learners task to
	mental to solve the following.	recognize rectangles as example of	complete whiles you go
	8 - = 2	quadrilaterals.	round to guide those who don't understand.
		Learners to draw examples of	
	+ 5 = 14	quadrilaterals that do not belong to any of these subcategories.	Give remedial learning to those who special help.
	- 10 = 7	A rectangle also has opposite sides that are parallel and that are	alose who special fleip.
	1 + = 4	the same length. All the angles of a rectangle are right angles.  Quadrilateral <i>EFGH</i> is a rectangle.	
		Quadrilateral EFGF1 is a rectalligite. H	

Thursday	Take learners through math	Guide learners to give cut-out shapes of	Give learners task to
,	mental to solve the following.	different types of quadrilaterals and have	complete whiles you go
		learners examine their features.	round to guide those who
	- 4 = 1		don't understand.
		Learners discuss the characteristics and	
	14 - = 7	regroup them as rhombuses,	Give remedial learning to
		parallelograms, trapezoids and draw	those who special help.
	8 + = 14	these quadrilaterals	
	18 - = 9		
Friday	Take learners through math	Guide learners to give cut-out shapes of	Give learners task to
	mental to solve the following.	different types of quadrilaterals and have	complete whiles you go
		learners examine their features.	round to guide those who
	2 + 7		don't understand.
		Learners discuss the characteristics and	
	+ 1 = 9	regroup them as rectangles, and squares	Give remedial learning to
	9	and draw these quadrilaterals.	those who special help.
	- 1 = 2		
	+ 6 = 11		

Week I	nding			
Class		Three		
Subject	:	SCIENCE		
Referer	ice	Science curriculum Page		
Learning Indicator(s)		B3.5.2.1.2		
	nance Indicator	Learners can explain the term air-bo	orne diseases and give examples	
Strand		Humans And The Environment		
Sub str	and	Diseases		
Teachi	ng/ Learning Resources	Pictures and videos depicting some	common skin diseases	
Core C	ompetencies: Problem Solving s	kills; Critical Thinking; Justification of Idea	s; Collaborative Learning; Personal	
Developr	nent and Leadership Attention to Pr	recision		
DAYS	PHASE I: STARTER 10	PHASE 2: MAIN 40MINS	PHASE 3: REFLECTION	
	MINS	(New Learning Including	10MINS	
	(Preparing The Brain For Learning)	Assessment)	(Learner And Teacher)	
	Engage learners to sing songs	Begin the lesson with a song,	Ask learners questions to	
	and play games to get them	rhyme or poem on air-borne	review their understanding of	
	ready for lesson.	diseases, e.g. I have a little cough	the lesson.	
		Sir.		
	Use questions and answers		Have learners write 3 facts of	
	to review learners	Learners in groups name and	the lesson on a sheet of paper	
	understanding in the previous lesson.	discuss some common air-borne	and it in their pockets and learn	
	lesson.	diseases. e.g. cold, cough, measles, chicken pox and rashes.	it on their way home.	
		chicken pox and rashes.		
	Play games and recite rhymes	Brainstorm with learners to bring	Ask learners questions to	
	that learners are familiar with	out the meaning of the term 'air-	review their understanding of	
	to begin the lesson.	borne disease'	the lesson.	
	C			
	Ask learners questions to	92	Have learners write 3 facts of	
	review their understanding in		the lesson on a sheet of paper	
	the previous lesson.		and it in their pockets and learn	
			it on their way home.	
		Summarize learners' ideas and		
		reinforce the concept of air-borne		
	Play games and recite rhymes	diseases.  Learners in a class discussion, find	Ask learners questions to	
	that learners are familiar with	out the effect of unclean and	review their understanding of	
	to begin the lesson.	contaminated air.	the lesson.	
	Ask learners questions to	Learners investigate the effects of	Have learners write 3 facts of	
	review their understanding in	smoking cigarette on the health of	the lesson on a sheet of paper	
	the previous lesson.	a person and communicate their	and it in their pockets and learn	
	'	findings.	it on their way home.	
			,	

Week End	ding			
		Three		
Subject		OUR WORLD OUR PEOPLE		
Reference		DWOP curriculum Page		
Learning I		B3.5.2.1.1.		
	• •	Learners can Identify the parts of the compu	ter and how they work	
Strand		My Global Community		
Sub strane	,			
		Pictures, Charts, Video Clips		
		and Collaboration Critical Thinking and Problem	Solving Cultural Identity and Global	
Citizenship	The Control Communication	Tana Condon action Charles Filming and Frontier	Johnny Cartaran racinary and Groban	
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)			
	Play games and recite rhyme		Ask learners questions to	
	that learners are familiar wit	th describe a computer.	review their understanding of	
	to begin the lesson.		the lessson.	
		Have learners to draw a computer and		
	Ask learners questions to	color it.	Give learners task to do whiles	
	review their understanding	in	you go round to guide those	
	the previous lesson.		who need help.	
		The state of the s		
	Play games and recite rhyme	es Guide pupils to state the basic uses of	Ask learners to summarize	
	that learners are familiar wit	th a computer.	what they have learnt.	
	to begin the lesson.	For example;	·	
		i. For learning,	Let learners say 5 words they	
	Ask learners questions to	ii. For playing games,	remember from the lesson.	
	review their understanding i	in iii. For watching movies,		
	the previous lesson.	iv. For playing music		
		Guide pupils to identify the main parts		
		of a computer and state their		
		functions.		
		e.g. monitor, mouse, keyboard, etc.		
	Play games and recite rhyme		Ask learners questions to	
	that learners are familiar with		review their understanding of	
	to begin the lesson.	each other.	the lessson.	
		e.g. monitor		
	Ask learners questions to	MONITOR	Give learners task to do whiles	
	review their understanding		you go round to guide those	
	the previous lesson.		who need help.	
	ane previous lesson.		who heed help.	
		Have learners to talk about the		
		monitor and relate to them.		

Week Ending			
Class	Three		
Subject	RELIGIOUS & MORAL EDUCATION		
Reference	RME curriculum Page		
Learning Indicator(s)	B3.4.2.1.1:		
Performance Indicator	Learners can explain the need to live in harmony with one another.		
Strand	The Family and the Community		
Sub strand	Personal Safety In The Community		
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)
	Engage learners to sing songs and play games to get them ready for lesson.	Have learners mention ways of living in harmony with one another.	Ask learners questions to review their understanding of the lesson.
	Use questions and answers to review learners understanding in the previous lesson.	Discuss the need to live in harmony with one another: to promote peace and unity, law and order, growth and development, etc.	Have learners write 3 facts of the lesson on a sheet of paper and it in their pockets and learn it on their way home.
		In a Think-Pair-Share session, let learners talk about attitudes and behaviors that promote harmonious living at home, school, community, etc.	

Week Ending	
Class	Three
Subject	HISTORY
Reference	History curriculum Page
Learning Indicator(s)	B3.3.1.1.1
Performance Indicator	Learners can describe how the Europeans settled on the Gold Coast, including forming alliances with the local chiefs.
Strand	Europeans in Ghana
Sub strand	Arrival of Europeans
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
DAIS	(Preparing The Brain For	(New Learning Including	IOMINS
	Learning)	Assessment)	(Learner And Teacher)
	Engage learners to sing songs and play games to get them ready for lesson.	Explain why other Europeans who came later also settled on the Gold Coast	Ask learners series of questions to review their understanding of the lesson
	Use questions and answers to review learners understanding in the previous lesson	Learners use the internet to find out the castles and forts the Europeans built.	Ask learners to summarize what they have learnt  Give learners individual or
		Have learners to design a poster of the forts and castles.	home task
	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	Let learners Investigate how the Europeans settled on the Gold Coast including forming alliances with the local chiefs and marrying the local people.  Learners present their findings	Ask learners series of questions to review their understanding of the lesson  Ask learners to summarize what they have learnt
		in groups to the whole class.  Let learners sketch a map to show some of the european alliances.	Give learners individual or home task

Week E	nding				
		Three			
Subject		CREATIVE ARTS			
Reference	e		Creative Arts curriculum Page		
	Indicator(s)	B3.1.4.6.3 B3.1.4.7.3			
Performance Indicator L			Learners to agree on guidelines for assessing and deriving meaning from own and others' visual artworks as representations of artworks produced or found in other African communities		
Strand		Visual Arts			
Sub stra	nd	Appreciating and Appraising			
	g/ Learning Resources	Photos, videos, art paper, colors and traditional art to the community			
Core Co	mpetencies: Decision Making	Creativity, Innovation Communication Collaboration D	igital 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)		
	Engage learners to sing songs and play games to g them ready for lesson.	Appreciating in art is the ability of people to look at a work of art and understand how the work was made.	Use questions to review their understanding of the lesson		
	Use questions and answer to review learners understanding in the previous lesson	<ul> <li>them agree to it.</li> <li>Description of the work: this stage involves describing what the work is made of, size of the work and materials used.</li> <li>The subject matter: this stage talks about the meaning of the work.</li> <li>Appraisal: this stage talks of the use of the artwork.</li> <li>Experience to share: this stage talks about the design process</li> </ul>	Ask learners to summarize what they have learnt  Learners to read and spell the key words on the board		
	Engage learners to sing songs and play games to g them ready for lesson.  Use questions and answer to review learners understanding in the previous lesson.  Show pictures or videos t learners on the process or producing the artwork.	et appraisal, guide learners to write a note on a previous artwork produced or performed in class.  E.g. an artwork produced by Cheri Samba	Use questions to review their understanding of the lesson  Ask learners to summarize what they have learnt  Learners to read and spell the key words on the board		

7 <sup>th</sup> Weel	k Ending					
Class		Three				
Subject		GHANAIAN LANGUAGE				
Reference		Ghanaian Language curriculum Page 103				
Learning Indicator(s)		B3.2.8.1.1				
Performance Indicator		Learners can read short passages of about six to ten sentences aloud				
		using correct tone.				
Strand		Writing				
Sub strand		Fluency				
Teaching/ Learning Resources		Word cards, sentence cards, letter cards, handwriting on a manila card				
		ovation, Communication and collaboration, Crit				
2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2						
DAYS	PHASE I: STARTER 10 MINS (Preparing The Brain For	PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION 10MINS (Learner And Teacher)			
	Learning)		(===:::::)			
	Write words on th board and cover parts with a smiley	Write a short passage of about six to ten sentences.	Ask learners questions to review their understanding			
	for learners to guess the word	Read aloud the short passage of about	of the lessson.			
	Have learners sing songs to begin the lesson	six to ten sentences using correct tone for learners to listen.	Give learners task to do whiles you go round to guide those who need help.			
		Lead learners to read the passage. Let learners read aloud the passage as a group and then individually.				
		Ask questions based on the passage read for learners to answer				
	Have learners play games and recite familiar rhymes to begin the lesson	Write a short passage of about six to ten sentences.	Ask learners to summarize what they have learnt.			
	Using questions and answers, review their understanding of the previous lesson	Read aloud the short passage of about six to ten sentences using correct tone for learners to listen.	Let learners say 5 words they remember from the lesson.			
		Lead learners to read the passage. Let learners read aloud the passage as a group and then individually.				
		Ask questions based on the passage read for learners to answer				
	Draw or print pictures of vocabulary words with number on it and paste them	Write a short passage of about six to ten sentences.	Ask learners to summarize what they have learnt.			
	on the classroom wall. Ask learners to make a list of them.	Read aloud the short passage of about six to ten sentences using correct tone for learners to listen.	Let learners say 5 words they remember from the lesson.			
		Lead learners to read the passage. Let learners read aloud the passage as a group and then individually.				
		Ask questions based on the passage read for learners to answer				

Week Er	nding				
Class		Three			
Subject		PHYSICAL EDUCATION			
Reference		PE curriculum Page			
Learning Indicator(s)		B3.2.4.2.6: B3.2.5.2.7:			
Performance Indicator		A. Learners can identify the key elements for increasing accuracy in rolling a ball and throwing a ball.     B. Learners can explain the similar movement elements of the underhand throw and the underhand volleyball serve.			
Strand		Movement Concepts, Principles And Strategies			
Sub strand		Body Management / Strategies			
Teaching/ Learning Resources		Pictures and Videos			
Core Con	npetencies: Creativity and in	novation	, Communication and collaboration, Cr	itical thinking	
DAYS	PHASE I: STARTER 10 A (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	n s to	Learners identify elements for increasing accuracy in rolling and throwing as coordination, agility, strength, flexibility, timing, etc.  Learners identify that the	Ask learners questions to review their understanding of the lesson.  Have learners write 3 facts of the lesson on a sheet of	