SAMPLE LESSON NOTES-WEEK

BASIC SIX

Fayol Inc. 0547824419/0549566881

SCHEME OF LEARNING- WEEK 2

BASIC SIX

Name of School.....

Week En	ding				
Class	Six				
Subject	EN	ENGLISH LANGUAGE			
Reference	ence English Language curriculum				
Learning	Indicator(s) B6.	1.1.1.2. B6.2.3.1.1. B6.3.1.1.2. B6.4.6.1.	1. B6.5.2.1.1. B6.6 .I.I.I		
	Ince Indicator A. B. C. D. E.	 A. Learners can compose songs around values discussed B. Learners can use common minimal pairs to decode words C. Learners can identify and use proper nouns D. Learners can choose appropriate ways and modes of writing for a variety of purposes E. Learners can use the comma, quotation marks to indicate direct speech and apostrophe to show plural possession; F. Learners can read and critique a variety of age- and level appropriate 			
Teaching/	Learning Resources Wo	books. ord cards, sentence cards, letter cards and a	class library		
	0	ills Personal Development and Leadership an	-		
DAYS	PHASE I: STARTER /0 MINS (Preparing The Brain For Learning)	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. <u>MAN IN THE MOON CAME</u> <u>DOWN TOO SOON</u> 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.152) Have learners identify some familiar songs taught. Guide them to sing identified songs with stress and rhythm. Discuss the meaning of the songs and morals they teach. Discuss values in the songs e.g. love, honesty etc. Ensure appropriate vocabulary and expressions are used to discuss the moral values. Put learners into small groups to compose songs around the values	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. READING (Word Families and Common Digraphs Pg.169) Give examples of minimal pairs Using "think-pair-share", let learners come up with more examples of minimal pairs.	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.	Two sounds differenceOne sound differencegoat, coat, boat, wall, ball train, chain Bridge, fridgeroad, IoanIntroduce and revise these and other similar spelling patterns using examples (two or three patterns at a time).Drill the pronunciation of the sounds.Have learners read several words having the spelling pattern.Let learners also read the words in context.	
Wednesday	Engage learners to sing songs and recite some familiar rhymes. <u>IF ALL THE WORLD WERE PAPER</u> 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.180) Provide learners with opportunities to further practice using these nouns. Learners to take their reading books and identify and make a list of these nouns, use them in sentences and present their work to the class for feedback. Use a language drill to help learners do practice activities. Learners play the "Lucky Dip game" for practice. Learners take turns to dip their hands into a box containing words of collective nouns, pick a card and use the word in a sentence. E.g. a team of horses, a bevy of ladies, a flock of sheep Learners can look for types of nouns using the internet and use them in sentences. Provide further practice activities to build on learners' knowledge on nouns.	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. <u>HICKETY PICKET, MY BLACK</u> HEN	D. <u>WRITING</u> (Paragraph Development Pg.197) Work with learners to select sample texts from a variety of models of writing from learners' readers and	Give learners task to complete whiles you go round to guide those who don't understand. Give remedial learning to
	Hickety, picket, my black hen,	teacher's resources e.g. newspapers, magazines etc.	those who special help.

	She lays eggs for gentleman;	Put learners into small groups and	
	Sometimes nine, sometimes	assign each group a mode of writing.	
	ten,	assign each group a mode of writing.	
	Hickety picket, my black hen.	Jumble the paragraphs and have	
	Thereby presed, my black them	learners re-arrange the paragraphs	
		into a coherent piece.	
		Encourage learners to use search	
		engines to search for the different	
		modes of writing they have studied.	
Friday	Play games and recite	E.WRITING CONVENTIONS &	Give learners task to
•	rhymes that learners are	GRAMMAR USAGE	complete whiles you go
	familiar with to begin the	(Using Punctuation Pg.211)	round to guide those who
	lesson.		don't understand.
		Give out samples of relevant texts to	
	Ask learners questions to	groups of learners to identify the	Give remedial learning to
	review their understanding in	punctuation marks used.	those who special help.
	the previous lesson.		
		Write a text on the board, leaving	
		out the punctuation marks.	
		Have the whole class punctuate it.	
		Have them study unpunctuated texts	
		individually for a few minutes and	
		then re-write the texts using	F 1 1 1 1 1
	1	appropriate punctuation marks	Encourage them to visit the
	Learners play "popcorn	where they have been omitted.	local library to read and borrow books
	reading" game. The rules are	F.EXTENSIVE READING	DOFFOW DOOKS
	simple: One student starts reading aloud and then calls	Have learners read books of their	
	out "popcorn" when they	choice independently during the	
	finish. This prompts the next	library period.	
	student to pick up where the	library period.	
	previous one left off.	Let learners write a one-page critical	
		commentary based on the books	
		read	
		Invite individuals to present their	
		work to the class for feedback.	

Week End	ling				
Class	-	Six			
Subject		MATHEMATICS			
Reference		Mathe	Mathematics curriculum Page 115		
Learning I	ndicator(s)	B6.1.1	.1.2-3		
	nce Indicator	Read a	and write numbers in figures and in	words up to 1,000,000,000	
		Identif	fy numbers in different positions are er chart		
Strand		Numb	per		
Sub strand	1	Count	ting, Representation And Cardinality	у	
Teaching/	Learning Resources	Count	ters, bundle and loose straws base t	en cut square	
	Detencies: Problem Solving s and Leadership Attention to Pr		tical Thinking; Justification of Ideas; Col	laborative Learning; Personal	
DAYS	PHASE I: STARTER I		PHASE 2: MAIN 40MINS (New Learning Including	PHASE 3: REFLECTION 10MINS	
	(Preparing The Brain F Learning)		Assessment)	(Learner And Teacher)	
Monday	Review the previous lesso Bring real Ghana cedi curr of different denominations	ency	Read out number figures and have learners write them in words up to 10,000,000.	What have we learnt today?	
	class. Put them in a box in front the class. Call out an amou for learners to model it. D	of unt	Assessment : Engage learners to play the place value number wheel game.	Have learners summarize the important points of the lesson.	
	groups to create competit	ion.	Use the hundred thousand number wheel to generate 6- digit numbers and represent the number generated on a place value frame.	Engage pupils in a think pair share activity to. Write number in figures and in words up to 1000000	
Tuesday	Have learners to complete table.	e the	Read out number figures and have learners write them in words up to 10,000,000.	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 2	5	Assessment : Engage learners to play the place value number wheel game.	Give learners individual or home task.	
			Use the hundred thousand number wheel to generate 6- digit numbers and represent the number generated on a place value frame.		
Wednesday	Have learners to complete table.		Read out number figures and have learners write them in words up to 10,000,000.	Ask learners to tell you what they have learnt and what they will like to learn in the next lesson	
	× 1 2 3 4 6	5	Assessment : Engage learners to play the place value number wheel game.	Give learners individual or home task.	
	× 1 2 3 4 4	5	Use the hundred thousand number wheel to generate 6- digit numbers and represent the		

		number generated on a place value frame.	
Thursday	Have learners to complete the multiple pattern.	Display a number chart in multiples of 1,500 between 10,000 and 50,000.	Ask learners to tell you what they have learnt and what they will like to learn in the next lesson
	14 21 42 56 Multiples of	lead learners to identify numbers in different positions around a given number. Put learners in pairs and give each group a number grid and have them identify numbers in different positions around a chosen number	Give learners individual or home task.
Friday	Have learners to complete the multiple pattern.	Display a number chart in multiples of 1,500 between 10,000 and 50,000.	Ask learners to tell you what they have learnt and what they will like to learn in the next lesson
	14 21 42 56 Multiples of	lead learners to identify numbers in different positions around a given number. Put learners in pairs and give each group a number grid and have them identify numbers in different positions around a chosen number	Give learners individual or home task.

Week En	ding				
Class	0	Six	Six		
Subject S		SCIE	SCIENCE		
Reference Scie		Scienc	cience curriculum Page 34		
Learning	Indicator(s)	B6.1.1	.1.1		
•	nce Indicator	Classif	fy plants based on their root system	I	
Strand		Divers	sity Of Matter		
Sub stran	d	Living	And Non- Living Things		
Teaching	/ Learning Resources	Pictur	es of Plants and animals in the envir	onment	
	petencies: Problem Solving t and Leadership Attention to F		itical Thinking; Justification of Ideas; Co	llaborative Learning; Personal	
DAYS	PHASE I: STARTER I MINS (Preparing The Brain F Learning)		PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION <i>10MINS</i> (Learner And Teacher)	
	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.		Review previous lesson on parts of a plant with learners (stem, root, leaves and flowers). Learners uproot young plants (e.g. grass, beans, mango, cassava and sweet potato) and bring to class. Learners are shown pictures of the root systems of different plants Learners observe and identify the similarities and differences between the roots of the	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 rhyr that learners are familiar v begin the lesson. Ask learners questions to review their understanding the previous lesson.	vith to	various plants. Task learners to put the plants into two main groups based on the similarities in their roots system. Learners give reasons for their classifications Build the vocabulary of learners by explaining to them the two main root systems of plants, namely; tap roots and fibrous roots. Learners to mould tap root and	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.	
			fibrous root using blu tack and display for discussion		

Week E	nding			
Class Size		Six		
Subject		OUR	WORLD OUR PEOPLE	
Reference	ce	OWC	P curriculum Page 44	
Learning	g Indicator(s)	B6.1.1	.1 .1	
Perform	ance Indicator	Descr	ibe the attributes of God	
Strand		Natur	e Of God	
Sub stra	nd	Map M	1aking And Land Marks	
-	/ Learning Resources		es, Charts, Video Clips	
Core Co Global Citiz		on and C	collaboration Critical Thinking and Prot	plem Solving Cultural Identity and
DAYS	DAYSPHASE I: STARTER 10 MINS (Preparing The Brain For Learning)Play games and recite rhymes 		PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION 10MINS (Learner And Teacher)
			Learners in groups discuss the attributes of God e.g. love, patience, merciful, Omniscient- All-knowing.	Ask learners to tell the whole class what they have learnt.
			Le	Learners tell what they will like to learn.
	Play games and recite rhyn that learners are familiar w begin the lesson. Ask learners questions to review their understanding the previous lesson.	vith to	Learners watch a short video about creation Learners talk about what they saw in the video on creation Learners mention some of the things they like in the video	Ask learners to tell the whole class what they have learnt. Learners tell what they will like to learn.
			Assessment: learners to draw and color one thing they saw in the video.	

Week E	nding				
Class	0	Six			
Subject		RELIC	RELIGIOUS & MORAL EDUCATION		
Reference	ce	RME c	urriculum Page 46		
Learning	g Indicator(s)	B3.1.1	.1.1		
	ance Indicator	Learne	ers can demonstrate ways to care fo	or the environment	
Strand		God's	Creation And Attributes		
Sub stra	nd	God T	he Creator		
Teaching	/ Learning Resources	Wall c	harts, wall words, posters, video cli	p, etc.	
	npetencies: Cultural Identity hking Creativity and Innovation		Reconciliation, Togetherness, Unity Co teracy	mmunication and Collaboration,	
DAYS	PHASE I: STARTER /0 MINS (Preparing The Brain For Learning)		PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION <i>IOMINS</i> (Learner And Teacher)	
	Play games and recite rhyn that learners are familiar w begin the lesson. Ask learners questions to review their understanding the previous lesson.	vith to	Let learners list the attributes of God: love, patience, merciful, Omniscient (All-knowing), etc. Guide learners to discuss the attributes of God in English and local languages. In groups, ask learners to identify the attributes of God that are present in humankind: love, patience, merciful, etc. Through questions and answers, let learners show how they can relate the attributes of God to their lives. Guide learners to write essays on the attributes of God and present their works to class for	Ask learners to tell the whole class what they have learnt. Learners tell what they will like to learn.	

Week En	ding					
Class		Six	Six			
Subject		HIST	ORY			
Reference	e	Histor	y curriculum Page 40			
Learning	Indicator(s)	B6.3.4	.1.1			
Performa	ance Indicator	Assess	the changes that the European pre	sence brought to Ghana.		
Strand		Europ	eans In Ghana			
Sub stran	nd	Impact	Of European Presence			
Teaching	/ Learning Resources	Wall c	harts, wall words, posters, video cli	p, etc		
Core Corr	petencies: The use of evid	lence to	appreciate the significance of histo	rical locations help learners		
to become	critical thinkers and digital li	terates				
DAYS	PHASE I: STARTER /(U	PHASE 2: MAIN 40MINS	PHASE 3:		
	MINS (Preparing The Brain F	lor	(New Learning Including Assessment)	REFLECTION 10MINS (Learner And Teacher)		
	Learning)	01	Assessmenty	(Learner And Teacher)		
	Play games and recite rhyn	nes	Show and discuss a	Ask learners to tell the		
	that learners are familiar w		documentary of European	whole class what they have		
	begin the lesson.		presence in Ghana	learnt.		
				1		
	Ask learners questions to review their understanding	≠ in	Discuss the activities the Europeans engaged in (trade,	Learners tell what they will like to learn.		
	the previous lesson.	5 111	vocational training centers,	like to learn.		
			health facilities, development of			
			local alphabet, translation of the			
			Bible)			
	Play games and recite rhyn		Debate the impacts of European	Use series of questions and		
	that learners are familiar w	with to	presence on Ghana	answers to review learners		
	begin the lesson. Ask learners questions to review		Engage learners in a fish bowl	understanding of the lesson.		
			activity.	Call learners in turns to		
their understanding in the			summarize the lesson.			
previous lesson.			Have learners in the fish bowl			
			discuss the impacts of European			
			presence in Ghana, while other			
			learners observe them			

Week E	nding				
Class	0	Six			
Subject		CRE	CREATIVE ARTS		
Referen	се	Creat	Creative Arts curriculum Page 100		
Learning	g Indicator(s)	B6 2.1			
	nance Indicator	Explo	ore and study performing artworks of s	ome international performing	
		artist	-		
Strand			rming Arts		
Sub stra			king and Exploring Ideas (Performing A		
-	/ Learning Resources	availat	s, videos, art paper, colors and traditional a ble in the community		
Core Co	mpetencies: Decision Making	Creativ	ity, Innovation Communication Collaborati	on Digital Literacy	
DAYS	PHASE I: STARTER / (MINS (Preparing The Brain F Learning)		PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION <i>10MINS</i> (Learner And Teacher)	
	Learners are to watch a sh video that reflects topical issues in the local commun Ask learners to talk about parts of the video or pictur that interest them.	iity;	Learners are to use OERs (e.g. library, videos, Facebook, internet) to study and share the artworks of some international performing artists (e.g. Michael Jackson) Guide learners to discuss the works of the international artists studied in relation to the history and cultures of some communities in the world. Engage learners to write briefs about choice of artists using the following guidelines: - Name - Country of origin - Training - Type of artworks - Title of some works - Preferred compositions and performances - Contribution to the development of the performing arts industry.	Ask learners to tell the whole class what they have learnt. Learners tell what they will like to learn.	
	 Play games and recite rhym that learners are familiar we to begin the lesson. Ask learners questions to review their understanding the previous lesson. Ask learners questions to review learners understand in the previous lesson. 	vith g in	Guide learners to discuss the works of the international artists studied in relation to the history and cultures of some communities in the world. E.g. Bob Marley Engage learners to write briefs about choice of artists using the following guidelines: - Name - Country of origin - Training - Type of artworks	Use series of questions and answers to review learners understanding of the lesson. Call learners in turns to summarize the lesson.	

- Title of some works - Preferred compositions and	
performances	
- Contribution to the development of the performing arts industry.	

Week En	ding				
Class	<u> </u>	Six	Six		
Subject		GHA	GHANAIAN LANGUAGE		
Reference	e	Ghana	aian Language curriculum Page 68		
	Indicator(s)	B6.1.3			
	ance Indicator	Exploi	re poems correctly and recognize th	ne key words and talk about	
			themes	,	
Strand		Oral L	_anguage		
Sub strar	nd	Poems	s		
Teaching	/ Learning Resources	Word	cards, sentence cards, letter cards, hand	dwriting on a manila card	
		l innovat	ion, Communication and collaboration,	Critical thinking	
	· · · ·			•	
DAYS	PHASE I: STARTER /	0	PHASE 2: MAIN 40MINS	PHASE 3:	
	MINS		(New Learning Including	REFLECTION 10MINS	
	(Preparing The Brain F Learning)	or	Assessment)	(Learner And Teacher)	
	Review learners understar	nding	Give copies of poems to	Use questions to review	
	in the previous lesson usir	ng	learners.	their understanding of the	
	questions and answers			lesson	
			Read the poem aloud and let		
	_		learners read the poem in turns.	Ask learners to summarize	
	Engage learners to play ga			what they have learnt	
	and sing songs to begin the	e	Call a learner to explore the		
	lesson.		poem with the correct stress and rhythm.		
	Engage learners to sing the	<u>م</u>	Let learners to explore poems	Use questions to review	
	alphabets song	-	in groups.	their understanding of the lesson	
	A B C SONG		With the given copies of poems,		
	A,B,C,D,E,F,G,H,I,J,K,L,M		allow learners to read through	Ask learners to summarize	
	N,O,P,Q,R,S,T,U,V,W,X,Y	,Ζ.	the poem and discuss it.	what they have learnt	
	Now I know my ABC's				
	Next time won't you sing	with	Lead learners to recognize the		
	me		key words in the poem.		
	Review learners understar	nding	With the copies of the poem,	Use questions to review	
	in the previous lesson usir	ng	brainstorm and lead learners to	their understanding of the	
	questions and answers.		say the theme of the poem.	lesson	
	Engage learners to play ga	mes	Put learners into groups to bring	Ask learners to summarize	
	and sing songs to begin the		out the issues discussed in the	what they have learnt	
	lesson.		poem and the theme.	,	
			Listen to each group's theme		
			and discuss it.		

Week En	ding				
Class		Six			
Subject		PHYSICAL EDUCATION			
Reference		PE curriculum Page 69			
Learning Indicator(s)		B6.1.2.1.2:			
Performance Indicator		Learners can jump for distance, landing on both feet and bending the			
		hips, knees, and ankles to reduce the impact force.			
Strand		Motor Skill And Movement Patterns			
Sub strand		Locomotive Skills			
Teaching/ Learning Resources		Pictures and videos			
Core Cor	npetencies: Learners dev	velop co	mpetencies and personal skills such	as critical thinking,	
collaboratio	n, communication, body bal	ance, po	ower		
-					
DAYS	PHASE I: STARTER /0		PHASE 2: MAIN 40MINS	PHASE 3:	
	MINS (Proparing The Prain For		(New Learning Including	REFLECTION <i>10MINS</i> (Learner And Teacher)	
	(Preparing The Brain For Learning)		Assessment)	(Learner And Teacher)	
	Play games and recite rhymes		Guide learners to perform long	Ask learners questions to	
	that learners are familiar with to		jumps by	review their understanding	
	begin the lesson. Ask learners questions to		J	of the lessson.	
			Practicing approach run		
				Give learners task to do whiles you go round to	
	review their understanding in				
	the previous lesson.			guide those who need help	
			- YOAN		
			Practicing approach run and		
			single take off with a		
			comfortable foot		
			Practice landing on both feet		
			with emphasis on bending the		
			hips, knees, and ankles to		
			reduce the impact force.		
			Learners practice at their own		
			pace base on their abilities		
			Learners end the lesson with		
			cool down.		

Week E	nding				
Class		Six			
Subject		COMPUTING			
Reference		Computing curriculum Page 30			
Learning Indicator(s)		B6.1.1.1.3.			
Performance Indicator		Learners can perform some basic mousing and keyboarding skills			
Strand		Word Processing			
Sub strand		Generation Of Computers			
Teaching/ Learning Resources		Images of clipboard, styles, fonts, paragraph and editing in in the Home Tab of MS –Word			
	npetencies: Creativity and inno elopment and leadership. 5. Digital li		2. Communication and collaboration. 3. Cul	tural identity and global citizenship. 4.	
DAYS	PHASE I: STARTER 10 MINS (Preparing The Brain For Learning)		PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION <i>IOMINS</i> (Learner And Teacher)	
	Learning) Play games and recite rhyn that learners are familiar w begin the lesson. Ask learners questions to review their understanding the previous lesson.	vith to	Guide learners to Identify the left, right mouse button, Demonstrate the holding of mouse, performing single, double and triple clicking, dragging object and using the scroll wheel Guide learners to master the use of mouse through practical sessions and games. Guide learners to type short paragraphs Word Processor or typing tutorial (e.g. Mavis Beacon) to improve typing speed	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	