

BASIC TWO



Fayol Inc. 0547824419/0549566881 sirhoa1@gmail.com

SCHEME OF LEARNING- WEEK 5

BASIC TWO

Name of School.....

Week Endi	ing			
Class	J	Two		
Subject		ENGLISH LANGUAGE		
Reference		Engli	sh Language curriculum Page	
Learning Ir	ndicator(s)	BI.I	. 6.1.1. B1.2.6.1.1. B1.4.5.1.1. B1.5. 5.1.1.	B2.6.1.1.1
		 A. Learners can use appropriate greetings for different times of the day B. Learners can read level-appropriate sight words and use many of them in meaningful sentences C. Learners can make a list of objects in the school D. Learners can identify adjectives and use them to describe self and other people E. Learners can read a variety of age and level-appropriate books and texts from print and non-print. 		
Teaching/ L	earning Resources	Wor	d cards, sentence cards, letter cards and a cla	ass library
Core Comp	etencies: Reading and Writin	g Skill	s Personal Development and Leadership and	Collaboration
DAYS	PHASE I: STARTER IOMINS (Preparing The Brain F		PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION 10MINS (Learner And Teacher)
Monday	Engage learners to sing songs recite some familiar rhymes to know ONE POTATO, TWO POTATOES One potato, two potatoes, the potatoes, four Five potatoes, six potatoes, six potatoes, more. One potato, two potatoes, the potatoes, four Five potatoes, six potatoes, six potatoes, more.	nree	A. ORAL LANGUAGE (Conversation Pg.8) Revise daily greetings by having learners identify greeting times in the day. e.g. Morning-Good morning, Afternoon-Good afternoon, Evening-Good evening. Discuss the correct responses to these greetings. Let learners take turns to demonstrate greetings at different times of the day and also practice the appropriate responses. Discuss the importance of greetings	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
Tuesday	Engage learners to play "Read Cover- Write" game. Put word cards on the table, floor or a bowl. A pupil picks a word card, retthe word, covers it/ turns it cand writes the word on the board or book. He then picks the card again show it to the class. The class checks to see if the word is correct.	ads over and	B. READING (Vocabulary Pg.23) Introduce the appropriate sight words beginning with the commonest. Write them on the board, e.g. chair, table, child, etc. Use the word "tree" to teach the sight words. Have learners repeat the words aloud.	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

	The student with the correct	Tell a story and have learners	
	number of words wins the game.		
	number of words wins the game.	identify sight words in the story.	
		Have learners use the sight words in	
		meaningful sentences, e.g.	
		determiners - the: The boy is my	
		friend.	
Wednesday	Ask children to choose any 4	C. WRITING	Give learners task to
-	letters and write them in their	(Writing Sentences Pg.32)	complete while you go round
	books/on the floor.		the class to support those
		Guide learners with questions to talk	who might need extra help.
	The teacher says a simple word	about the various areas or places in	
	and if children have the sound at	the school e.g. head teacher's office,	Have learners to read and
	the beginning of that word they	canteen etc.	spell some of the keywords in
	cross it out.	Canteen etc.	the lesson
	T. 6 . 131.	Dat leaves we have seen a flat seek	tile lessoii
	The first child to cross out all 4	Put learners into groups. Let each	
	of their letters shouts BINGO!!	group choose a name for their group	
	and is the winner.	and an area or place they want to	
	This can also be played with high	work on.	
	frequency words that the		
	children know.	Let each group list the objects found	
		in the place of their choice.	
		'	
		Have a big chart on the wall and	
		copy their lists on the chart. Let	
		groups take turns to edit their work.	
		groups take turns to edit trien work.	
		Latinary and the afterdance de	
		Let learners copy the edited words	
		into their books	G: I
Thursday	Engage learners to play the	D.WRITING CONVENTIONS	Give learners task to
Thursday	classroom ghost game.	D.WRITING CONVENTIONS & GRAMMAR USAGE	complete while you go round
Thursday	classroom ghost game. Teacher scatters objects in	D.WRITING CONVENTIONS	complete while you go round the class to support those
Thursday	classroom ghost game.	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36)	complete while you go round
Thursday	classroom ghost game. Teacher scatters objects in	D.WRITING CONVENTIONS & GRAMMAR USAGE	complete while you go round the class to support those
Thursday	classroom ghost game. Teacher scatters objects in the classroom assuming it's a	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36)	complete while you go round the class to support those
Thursday	classroom ghost game. Teacher scatters objects in the classroom assuming it's a ghost.	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate	complete while you go round the class to support those who might need extra help. Have learners to read and
Thursday	classroom ghost game. Teacher scatters objects in the classroom assuming it's a ghost. Example you could place some textbooks on the floor,	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people.	complete while you go round the class to support those who might need extra help.
Thursday	classroom ghost game. Teacher scatters objects in the classroom assuming it's a ghost. Example you could place	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the	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
Thursday	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,	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help	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
Thursday	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.	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the	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
Thursday	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	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words.	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
Thursday	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	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple	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
Thursday	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	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves,	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
Thursday	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	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words	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
Thursday	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	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves,	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
Thursday	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	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words identified.	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
Thursday	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	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words identified. Have learners write parallel	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
	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 Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words identified. Have learners write parallel sentences to describe their friends	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
Thursday	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. Have a variety of age and	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words identified. Have learners write parallel	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 Call learners in turns to tell
	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. Have a variety of age and level-appropriate books for	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words identified. Have learners write parallel sentences to describe their friends	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
	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. Have a variety of age and	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words identified. Have learners write parallel sentences to describe their friends	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 Call learners in turns to tell
	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. Have a variety of age and level-appropriate books for	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words identified. Have learners write parallel sentences to describe their friends C.EXTENSIVE READING	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 Call learners in turns to tell the whole class what they
	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. Have a variety of age and level-appropriate books for	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words identified. Have learners write parallel sentences to describe their friends C. EXTENSIVE READING Use the Author's chair to introduce	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 Call learners in turns to tell the whole class what they
	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. Have a variety of age and level-appropriate books for learners to make a choice.	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words identified. Have learners write parallel sentences to describe their friends C. EXTENSIVE READING Use the Author's chair to introduce the reading/ library time.	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 Call learners in turns to tell the whole class what they read. Let Learners draw parts of
	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. Have a variety of age and level-appropriate books for learners to make a choice. Guide learners to select	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words identified. Have learners write parallel sentences to describe their friends C.EXTENSIVE READING Use the Author's chair to introduce the reading/ library time. Introduce narratives, pop-up and flip-	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 Call learners in turns to tell the whole class what they read.
	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. Have a variety of age and level-appropriate books for learners to make a choice. Guide learners to select	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words identified. Have learners write parallel sentences to describe their friends C. EXTENSIVE READING Use the Author's chair to introduce the reading/ library time.	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 Call learners in turns to tell the whole class what they read. Let Learners draw parts of
	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. Have a variety of age and level-appropriate books for learners to make a choice. Guide learners to select	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words identified. Have learners write parallel sentences to describe their friends C. EXTENSIVE READING Use the Author's chair to introduce the reading/ library time. Introduce narratives, pop-up and flipthe-page texts to learners.	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 Call learners in turns to tell the whole class what they read. Let Learners draw parts of
	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. Have a variety of age and level-appropriate books for learners to make a choice. Guide learners to select	D. WRITING CONVENTIONS & GRAMMAR USAGE (Using Adjectives Pg.36) Have learners read level-appropriate texts describing people. Put learners in groups to discuss the texts read. Provide questions to help them identify the descriptive words. Have learners write simple sentences to describe themselves, using the descriptive words identified. Have learners write parallel sentences to describe their friends C.EXTENSIVE READING Use the Author's chair to introduce the reading/ library time. Introduce narratives, pop-up and flip-	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 Call learners in turns to tell the whole class what they read. Let Learners draw parts of

Week Ending			
Class	Two		
Subject	MATHEMATICS		
Reference	Mathematics curriculum Page 24		
Learning Indicator(s)	B2.1.2.1.1		
Performance Indicator	Use conceptual understanding of addition and subtraction to add, and subtract numbers to 100		
Strand	Number		
Sub strand	Number Operations		
Teaching/ Learning Resources	Counters patterns made from manila card		
Core Competencies: Problem Solving skills: Critical Thinking: Justification of Ideas: Collaborative Learning: Personal			

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	Teacher calls out numbers from I to 20 Have learners to write number patterns in the air. Randomly call learners to write a said number on the board	Add a given set of numbers in two different ways. e.g. 35 + 54 and 54 + 35 or 18 + 12 + 3 and 3 + 18 + 12 Let learners understand by explaining why the order in which numbers are added does not change the sum. Give learners a set of numbers to add at their own pace. Encourage others by helping them to add.	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 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.	Introduce learners to the concept of zero. Let learners understand that zero is a number which represent "nothing" Explain to learners why the difference or sum of two numbers is the same as the initial number when 0 is added or subtracted from that number. e.g., why $27 + 0 = 27$ or $55 - 0 = 55$	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	Get a viral picture, a trending news on twitter, Facebook, YouTube and other social media handles.	Guide learners to match a word problem to a missing addend e.g., 34 + = 57	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.	Guide learners to match a word problem to a missing subtrahend e.g. 27 = 24 Guide learners to match a word problem to a missing minuend e.g 54 = 63	Give remedial learning to those who special help.
Thursday	Teacher calls out numbers from I to 20 Have learners to write number patterns in the air. Randomly call learners to write a said number on the board	Create an addition or subtraction number sentence and word problem for a number up to 100 Example: Given the solution 53, create an addition or subtraction sentence with an answer of 53 and a corresponding word problem.	Give learners task to complete whiles you go round to guide those who don't understand. Give remedial learning to those who special help.

NA7L.F.	.1* .	1			
Week En	ding	_			
Class		Two			
Subject		SCIE			
Reference			e curriculum Page 37		
	Indicator(s)	B2.1.2			
Performa	ince Indicator		the common properties of material	ls such as soft, hard, rough,	
<u> </u>			th, opaque, transparent, bendable		
Strand			Diversity of Matter		
Sub stran		Mater			
	/ Learning Resources		, woods plastics soil stones paper p	· · · · · · · · · · · · · · · · · · ·	
			ritical Thinking; Justification of Ideas; Co	llaborative Learning; Personal	
Development	t and Leadership Attention to I	recision			
DAYS	PHASE I: STARTER /	0	PHASE 2: MAIN 40MINS	PHASE 3:	
DAIS	MINS	U	(New Learning Including	REFLECTION IOMINS	
	(Preparing The Brain F	or	Assessment)	(Learner And Teacher)	
	Learning)		,	,	
	Begin the lesson by sharing	g a	Learners collect and bring a	Ask learners to summarize	
	few jokes with learners.		variety of everyday materials	what they have learnt.	
			from the home, school and		
	Make sure to choose joke		community.	Let learners say 5 words	
	will get learners attention.		Managarah ah adda ada da ta ana	they remember from the	
	Call two learners to share	thoir	Materials should include items	lesson.	
	jokes as well	uieii	such as cotton wool, pieces of cloths, pieces of paper, cardboard, wood,		
	Jokes as Well		plastics, polythene bags, soil samples,		
			marbles, chalk, crayon, pen, straws.		
			Learners sort and group the		
			materials based on texture (hard		
			or soft), and size (big or small).		
			Group materials into those that		
			they can see through		
			(transparent) and those that we		
			cannot see through (opaque)		
			with the teacher's assistance		
	Play games, sing songs and		Provide materials that can bend,	Ask learners to summarize	
	familiar rhymes to begin th	ne	for learners to observe.	what they have learnt.	
	lesson.		Learners feel and draw materials	Let learners say 5 words	
	Using questions and answe	ers.	that are hard, soft, smooth, etc.	they remember from the	
	revise with learners on the			lesson.	
	previous lesson.		Learners display their drawings		
			in class for discussion.		
			Know that the properties of a		
			given material enable it to be		
			used for making certain products,		
			e.g. clay is used for making pots		
			because it can be moulded		
			without breaking, etc.		
	I		j 6, -	I	

Week Ending	
Class	Two
Subject	OUR WORLD OUR PEOPLE
Reference	OWOP curriculum Page 21
Learning Indicator(s)	B2.1.3.1.1.
Performance Indicator	Identify the role and responsibilities of the individual members of the family
Strand	All About Us
Sub strand	My Family & the community
Teaching/ Learning Resources	Pictures, Charts, Video Clips

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

DAYS	PHASE I: STARTER 10 MINS (Preparing The Brain For Learning)	PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION IOMINS (Learner And Teacher)
	Begin the lesson by sharing a few jokes with learners. Make sure to choose jokes	Learners, in turns, talk about their roles in the house. Example: Children run errands, performing house chores,	Ask learners to summarize what they have learnt.
	that will get learners attention.	Engage learners to role play some of the roles in the house.	Let learners say 5 words they remember from the lesson.
	Call two learners to share their jokes as well	Let learners identify the roles of their parents in the family: Example: Parents provide shelter, food, security and education for their children, etc.	
	Play games, sing songs and recite familiar rhymes to begin the lesson.	Learners, in turns, talk about their roles in the school. Example: Children run errands, learning, etc.	Ask learners to summarize what they have learnt.
	Using questions and answers, revise with learners on the previous lesson.	Engage learners to role play some of the roles in the school.	Let learners say 5 words they remember from the lesson.
		Let learners identify the roles of people in the community. Example: Police protects people, Doctors care for the sick, etc.	
	Begin the lesson by sharing a few jokes with learners.	Learners role play the functions of the various members in the family and the community,	Ask learners to summarize what they have learnt.
	Make sure to choose jokes that will get learners attention.	e.g. learners play the role of a father, mother, police, doctor, teacher, etc.	Let learners say 5 words they remember from the
	Call two learners to share their jokes as well	Teacher encourages learners to undertake their routine responsibilities without being commanded or prompted	lesson.

Week Ending	
Class	Two
Subject	RELIGIOUS & MORAL EDUCATION
Reference	RME curriculum Page 7
Learning Indicator(s)	B2.1.2.1.1
Performance Indicator	Explain the importance of the environment.
Strand	God's creation and Attributes
Sub strand	The Environment
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 IOMINS (Learner And Teacher)
	Play games, sing songs and recite familiar rhymes to begin the lesson.	Take a nature walk of the school environment with learners to observe:	Ask learners to summarize what they have learnt.
	Using questions and answers, revise with learners on the previous lesson.	- things of natural existence (objects God created): trees, stones, animals, etc.,	Let learners say 5 words they remember from the lesson.
		- things created by humankind: buildings, cars, tables, chairs, etc.	
		In groups, let learners examine things made by humankind and identify the materials used in making the things.	
		Guide learners to talk about the importance of the environment.	

Week Ending		
Class	Two	
Subject	HISTORY	
Reference	History curriculum Page 10	
Learning Indicator(s)	B2.2.1.1.1	
Performance Indicator Identify the ethnic groups in each region in Ghana		
Strand My Country Ghana		
Sub strand	The People of Ghana	
Teaching/ Learning Resources A map of Ghana tracing the migration route of the ethnic group		
Core Competencies: The use of evidence to appreciate the significance of historical locations help learners		

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

DAYS	PHASE I: STARTER 10 MINS (Preparing The Brain For Learning)	PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION 10MINS (Learner And Teacher)
	Play games, sing songs and recite familiar rhymes to begin the lesson.	Revise with learners on the sixteen administrative regions and their capitals in ghana.	Ask learners to summarize what they have learnt. Let learners say 5 words
	Using questions and answers, revise with learners on the previous lesson.	Call learners randomly for them to tell the regions they were born. Base on learners responses to introduce the Akan ethnic group. Find out from learners the language, cloths and food by the Akans. With the Aid of a Ghana map, guide learners to locate the regions that make up the Akan ethnic group. Show pictures or video on some practices of the Akan ethnic group.	they remember from the lesson.
		Discuss the Akan Ethnic group with learners.	

Week En	ding				
Class		Two			
Subject		CREATIVE ARTS			
Reference		Creative Arts curriculum Page			
Learning Indicator(s)		B2.1.3.4.1 B2.1.3.5.1			
Performance Indicator		Plan for a display of own artworks that reflect the history and culture			
		or way of life of people in other Ghanaian communities			
Strand		Visual Arts			
Sub strand		Displaying and Sharing (Visual Arts)			
Teaching/ Learning Resources		Photos, videos, art paper, colors and traditional art tools, other materials available in the community			
Core Competencies: Decision Making		Creativity, Innovation Communication Collaboration Digital Literacy			
DAYS PHASE I: STARTER 10 MINS (Preparing The Brain F Learning)			PHASE 2: MAIN 40MINS (New Learning Including Assessment)	PHASE 3: REFLECTION IOMINS (Learner And Teacher)	
	Engage learners to play games, sing songs and recite rhymes to begin the lesson. Using questions and answers review learners on the previous lesson.		Learners are to watch a short video or exhibition of artworks of people in other Ghanaian communities; Discuss the need for displaying portfolio of own visual artworks. Plan a display of portfolio of own visual artworks to share ideas, educate and inform the public on the history and culture of other people in Ghana	Ask learners to tell the whole class what they have learnt. Learners tell what they will like to learn	
	Engage learners to play gasing songs and recite rhymbegin the lesson. Using questions and answereview learners on the prolesson.	nes to ers	Guide learners to make artworks on their own. It may include paintings, collage, paper work, drawings etc. Go round the class to ensure that learners are following the right orders. Learners to display portfolio of own visual artworks to educate and inform the public on the history and culture of people in the local community	Use series of questions and answers to review learners understanding of the lesson. Call learners in turns to summarize the lesson	

Week Ending							
Class	Two						
Subject GHANAIAN LANGUA	GHANAIAN LANGUAGE						
	Ghanaian Language curriculum Page 72						
Learning Indicator(s) B2.2.4.1.1-3	• •						
	Use alphabetic knowledge to Blend syllables to produce simple words						
decode words.							
Strand Reading	Reading						
Sub strand Phonics: letter & sound kn	Phonics: letter & sound knowledge						
Teaching/ Learning Resources Word cards, sentence cards,	Word cards, sentence cards, letter cards, handwriting on a manila card						
Core Competencies: Creativity and innovation, Communication and collaboration, Critical thinking							
	-						
DAYS PHASE I: STARTER 10 PHASE 2: MAIN							
MINS (New Learning I							
(Preparing The Brain For Assessment)	(Learner And Teacher)						
Learning) Flash letter cards to learners for Let learners explo	una adama a la la acceptiona de mariano						
Flash letter cards to learners for them to make its sounds.	re a rhyme. Use questions to review their understanding of the						
Ask pupils to write some letters Write some syllab	<u> </u>						
in the air as you mention them manila card and sh							
learners.	Ask learners to summarize						
	what they have learnt						
Lead learners to re	ead the						
syllables.							
Load learners to b	land syllablas						
Lead learners to b to produce simple							
Have learners to write letter Revise the letters							
patterns in the air. alphabet with learn							
	lesson						
Write some word							
Engage learners to sing songs card and assist lear							
and dance to it alphabetic knowled	dge to decode what they have learnt						
the words. Flash letter cards to learners for Write some simple	e sentences Use questions to review						
them to make its sounds. on the board.	their understanding of the						
Ask pupils to write some letters	lesson						
in the air as you mention them Lead learners to re							
sentences.	Ask learners to summarize						
	what they have learnt						
Call learners to re							
sentences on the b	poard as a						
group.							
Let learners read t	the sentences						
individually and co							
where necessary.							

Week En	ding						
Class		Two					
Subject		PHYSICAL EDUCATION					
Reference		PE curriculum Page					
Learning Indicator(s)		B2.1.5.1.5:					
Performance Indicator		Leaners can transfer weight from feet to hands and from hands to feet,					
		landing with control.					
Strand		Motor skills and movement pattern					
Sub strand		Rhythmic skills					
Teaching/ Learning Resources		Videos and pictures					
Core Competencies: Competencies and skills such as strength, balance, tolerance, patience, collaboration.							
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)						
	Take learners through general and specific warm ups.		Learners stand shoulder width apart.	Have learners to practice individually and in groups.			
			Let them transfer weight from the feet to the hands sideways by bending the trunk laterally and placing the hand on the ground after warm-ups and demonstration. Transfer weight momentarily from feet to one hand to the other in hand stand position. This process is continuous rotational movement of the body through landing on both feet and back to standing position with control (cartwheel).	Help those who finds it difficult and help them Assessment: Organize mini game for learners for fun and enjoyment. Take learners through cool down to end the lesson			
			Learners practice with support and feedback. Allow learners to progress at their own pace.				