**EMERALD ROYAL INT’L SCHOOL**

**LESSON PLAN/NOTE FOR WEEK 1 ENDING: 5TH MAY, 2023**

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| **Term** | 3rd |
| **Week** | 1 |
| **Class** | SS2 |
| **Date** | 05/05/2023 |
| **Subject** | Data Processing |
| **Topic** | Graphic packages |
| **Sub-Topic** | Uses of Graphic software package |
| **Period** | 5th |
| **Time** | 11:10-11:40 |
| **Duration** | 30minutes |
| **Number in class** | 5 |
| **Average age** | 15years |
| **Sex** | Mixed |
| **Specific Objectives** | By the end of the lesson, students should be able to:   1. list the uses of Graphic Software packages 2. Explain the uses of Graphic Software Packages |
| **Rationale** | To enable students understand the uses of graphic packages |
| **Previous knowledge** | Students have been taught Graphic packages in their previous lesson |
| **Instructional material** | Computer set, charts, pictures |
| **Reference** | Data Processing for Senior Secondary Education (SS1 – 3) by Hiit Plc |

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| **STEPS** | **TEACHER’S ACTIVITIES** | **STUDENTS’ ACTIVITIES** | **LEARNING POINTS** |
| Introduction | The teacher introduces the lesson by asking the students to explain the meaning of Graphic Software Packages | Students participate in the class discussion. | To arouse the students interest for the lesson. |
| Step I | *The teacher lists some of the uses of Graphic Software Package below:*   1. Scanning of documents and pictures 2. **Editing shapes and images** 3. **Create brand identity** 4. **Digital printing and the printing press** 5. **Develop and publish marketing materials** 6. **Create and print brand-differentiating materials** 7. **Creation of communication patterns** 8. **Create visual patterns** 9. **Teaching and learning** 10. **View images** | Students listen as the teacher lists the uses. | To ensure all students are carried along. |
| Step II | *The teacher explains the uses of Graphic Software Packages as thus:*   1. ****Scanning of documents and pictures****: Graphic packages provide a tool that helps in converting hardcopy documents into softcopy in varying degrees of resolution. You can also scan pictures into the computer system using such apps. 2. ****Editing shapes and images:**** Graphics packages can be used to modify shapes and images. Tools such as pencil, eraser, paintbrush, etc can be used to modify existing images. 3. ****Create brand identity****: With graphic packages like CorelDraw, you can create brand identity such as logo, business card, company letterhead, etc. Your choice of an app depends on the nature of the design. CorelDraw can be used to create simple and sophisticated designs. 4. ****Digital printing and the printing press****: Graphic packages are mostly used by print media to develop digital materials such as kindle and ebooks. They also have features that allow them to create and produce volume printing such as newsletters, books, magazines, etc. 5. ****Develop and publish marketing materials****: They can be used to create online and offline marketing materials such as flyers, banners, etc. 6. ****Create and print brand-differentiating materials****: Some graphic packages can be used to create visual materials for product differentiation. Product labels, packaging designs, t-shirts, cover designs, etc can be created using some graphic packages. 7. ****Creation of communication patterns****: You can create different communication patterns using graphic packages. For example, you can create concept arts, t-shirt designs, etc. 8. ****Create visual patterns****: You can also use graphic apps to create environmental design and visual patterns. Examples include creating signage, street signs, traffic signs, etc. 9. ****Teaching and learning****: Computer graphic software can be used to teach elementary graphics to students. Also, students use them to learn the basics of drawing and painting in school. 10. ****View images****: one of the most used graphic packages is to view images and pictures. Depending on the type, you can view images with different file extensions such as jpg, png, tiff, gif, etc. | Students pay attention to the teacher’s explanation and ask questions where necessary. | For proper understanding of the lesson |
| Summary | *The teacher summarizes the lesson by going over the uses of Graphic Packages and explaining them again to ensure all students understand the lesson.* | Students pay attention and copy the note into their exercise books. | For reference purpose |
| Evaluation | The teacher asks the students to explain the uses of graphic pacakges. | Students answer the question orally | To ascertain the students level of understanding of the lesson |
| Conclusion | The teacher corrects the students where necessary. | Students take note of the correction(s) made. | To ensure proper understanding of the lesson |
| Assignment | The teacher gives the following assignment:   1. Mention the uses of graphic software packages and explain in your own words | Students copy the assignment in their exercise books | To encourage studying at a home. |



24/5/2023

Principal Head Instuctor