**EMERALD ROYAL INT’L SCHOOL**

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

|  |  |
| --- | --- |
| **Term** | 3rd |
| **Week** | 1 |
| **Class** | SS2 |
| **Date** | 03/05/2023 |
| **Subject** | Data Processing |
| **Topic** | Graphic packages |
| **Sub-Topic** | Meaning of Graphic software package |
| **Period** | 12th |
| **Time** | 2:00 – 2:40 |
| **Duration** | 40minutes |
| **Number in class** | 5 |
| **Average age** | 15years |
| **Sex** | Mixed |
| **Specific Objectives** | By the end of the lesson, students should be able to:   1. Define graphic software packages 2. State what Graphic software is for |
| **Rationale** | To enable students understand the concept of graphic packages |
| **Previous knowledge** | Students have been taught web design in their previous lesson |
| **Instructional material** | Computer set, charts, pictures |
| **Reference** | Data Processing for Senior Secondary Education (SS1 – 3) by Hiit Plc |

|  |  |  |  |
| --- | --- | --- | --- |
| **STEPS** | **TEACHER’S ACTIVITIES** | **STUDENTS’ ACTIVITIES** | **LEARNING POINTS** |
| Introduction | The teacher introduces the lesson by asking the students to explain the meaning of web design. | Students participate in the class discussion. | To arouse the students interest for the lesson. |
| Step I | *The teacher deefines graphic packages as thus:*  Graphic packages are specially designed software that are used for graphic production of images, drawings, designs, pictures and other graphic related jobs.  Graphic can also be defined as those programs that allow artists and other people to use a [computer](https://stoplearn.com/category/computer-studies-jssce/) to create, edit, display and print graphics images. | Students listen as the teacher explains. | For proper understanding of the lesson |
| Step II | *The teacher explains what Graphic software is meant for as thus:*  Some of the common things people use graphics software for include editing and sharing digital photos, creating logos, drawing and modifying clip art, creating [digital fine art](https://www.lifewire.com/best-digital-art-software-4705458), creating web graphics, designing advertisements and product packaging, touching up scanned photos, and drawing maps or other diagrams.  There are the unconventional uses as well, such as editing video in Photoshop or 3D drawing in Illustrator. | Students pay attention to the teacher’s explanation and ask questions where necessary. | To ensure all students are carried along. |
| Summary | *The teacher summarizes the lesson as thus:*  Compute graphics are graphics created using computers and more generally, the representation and manipulation of image data by a computer. | Students pay attention and copy the note into their exercise books. | For reference purpose |
| Evaluation | The teacher asks the students to explain 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. | Students copy the assignment in their exercise books | To encourage studying at a home. |



24/5/2023

Principal Head Instuctor