GRADE 7 CREATIVE ARTS & SPORTS TERM 2 SCHEMES

Week	Less	Stran	Sub	Specific Learning	Suggested Learning	Suggested Key	Learning	Assessment	Refl
	on	d	Strand	Outcomes	Experiences	Inquiry Questions	Resources	Methods	
1	1	2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	Weaving a handball net	By the end of the Sub Strand the learner should be able to: a) describe the steps of making a larks' head knot, b) weave a hand ball goal net using lark's head macrame knots, c) demonstrate the passing skills in handball,	 Learner is guided to: observe and discuss virtual or actual demonstrations of steps of making lark's head macramé knots, observe virtual or actual samples of 4 basic macramé knots used for weaving, (the larks head, half hitch, square, spiral/half knots), collaboratively practise tying the knots 	How does playing handball enhance health?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	
	2	2.0 Creat ing and	2.4 Handball	By the end of the Sub Strand the learner should be able to: a) describe the steps of	Learner is guided to: observe and discuss virtual or actual demonstrations	How does playing handball enhance health?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests.	

Performing in Creat ive Arts and Sport s	handball net	making a larks' head knot, d) weave a hand ball goal net using lark's head macrame knots, e) demonstrate the passing skills in handball,	of steps of making lark's head macramé knots, observe virtual or actual samples of 4 basic macramé knots used for weaving, (the larks head, half hitch, square, spiral/half knots), collaboratively practise tying the knots			Observation.	
3 2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	• Weaving a handball	By the end of the Sub Strand the learner should be able to: a) describe the steps of making a larks' head knot, f) weave a hand ball goal net using lark's head macrame knots, g) demonstrate the passing skills in handball,	 Learner is guided to: observe and discuss virtual or actual demonstrations of steps of making lark's head macramé knots, observe virtual or actual samples of 4 basic macramé knots used for weaving, (the larks head, half hitch, square, spiral/half knots), 	How does playing handball enhance health?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

4	2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	2.4 Handball Passes	By the end of the Sub Strand the learner should be able to: a) describe the steps of making a larks' head knot, h) weave a hand ball goal net using lark's head macrame knots, i) demonstrate the passing skills in handball,	 collaboratively practise tying the knots Learner is guided to: observe and discuss virtual or actual demonstrations of steps of making lark's head macramé knots, observe virtual or actual samples of 4 basic macramé knots used for weaving, (the larks head, half hitch, square, spiral/half knots), collaboratively practise tying the knots 	How does playing handball enhance health?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	
5	2.0 Creat ing and Perfo rming in Creat	2.4 Handball Passes	By the end of the Sub Strand the learner should be able to: a) describe the steps of making a larks' head knot, j) weave a hand ball goal net using lark's head macrame knots,	Learner is guided to: observe and discuss virtual or actual demonstrations of steps of making lark's head macramé knots,	How does playing handball enhance health?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

		ive Arts and Sport s		k) demonstrate the passing skills in handball,	 observe virtual or actual samples of 4 basic macramé knots used for weaving, (the larks head, half hitch, square, spiral/half knots), collaboratively practise tying the knots 				
2	1	2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	2.4 Handball Dribblin g	By the end of the Sub Strand the learner should be able to: 1) execute dribbling in handball for skill acquisition, m) execute jump shot in handball, n) appreciate each other's effort in weaving, passing, shooting and dribbling in handball.	 Learner is guided to: collaboratively, weave a handball goal net while observing the knots, size of the net and finishing, fix the net onto goal posts and use in practising shooting in a handball game, watch a virtual or observe a demonstration of passes (side pass, jump pass and flick pass), shooting (jump shot) and 	How does playing handball enhance health?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

2	2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	2.4 Handball Dribblin g	By the end of the Sub Strand the learner should be able to: o) execute dribbling in handball for skill acquisition, p) execute jump shot in handball, q) appreciate each other's effort in weaving, passing, shooting and dribbling in handball.	 Collaboratively, weave a handball goal net while observing the knots, size of the net and finishing, fix the net onto goal posts and use in practising shooting in a handball game, watch a virtual or observe a demonstration of passes (side pass, jump pass and flick pass), shooting (jump shot) and 	How does playing handball enhance health?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.
3	2.0 Creat ing and Perfo rming in Creat ive Arts and	Jump Shot	By the end of the Sub Strand the learner should be able to: r) execute dribbling in handball for skill acquisition, s) execute jump shot in handball, t) appreciate each other's effort in weaving, passing, shooting and	Learner is guided to: collaboratively, weave a handball goal net while observing the knots, size of the net and finishing, fix the net onto goal posts and use in practising shooting in a handball game,	How does playing handball enhance health?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.

4	Sport s 2.0 Creat	2.4 Handball	dribbling in handball. By the end of the Sub Strand the learner	 watch a virtual or observe a demonstration of passes (side pass, jump pass and flick pass), shooting (jump shot) and Learner is guided to: collaboratively, 	How does playing handball	Digital devices.	Oral questions.	
	ing and Perfo rming in Creat ive Arts and Sport s	Jump shot	should be able to: u) execute dribbling in handball for skill acquisition, v) execute jump shot in handball, w) appreciate each other's effort in weaving, passing, shooting and dribbling in handball.	weave a handball goal net while observing the knots, size of the net and finishing, • fix the net onto goal posts and use in practising shooting in a handball game, • watch a virtual or observe a demonstration of passes (side pass, jump pass and flick pass), shooting (jump shot) and	enhance health?	Top Schholar visual Arts Teachers notes.	Oral discussions. Written tests. Observation.	
5	2.0 Creat ing and Perfo	2.4 Handball Jump shot	By the end of the Sub Strand the learner should be able to: x) execute dribbling in handball for skill acquisition,	Learner is guided to: • collaboratively, weave a handball goal net while observing the	How does playing handball enhance health?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

	in C iv A a	ming n Creat ve Arts and Sport		y) execute jump shot in handball, z) appreciate each other's effort in weaving, passing, shooting and dribbling in handball.	 knots, size of the net and finishing, fix the net onto goal posts and use in practising shooting in a handball game, watch a virtual or observe a demonstration of passes (side pass, jump pass and flick pass), shooting (jump shot) and 				
3	iii a P rriii C	Creat None of the Performing of the Performance of the Performa	Western Solo Instrumen E Fechnique S of Dlaying a descant recorder	By the end of the Sub Strand, the learner should be able to: a) explain the techniques of playing a descant recorder or any other Western instrument b) create a stencil of a descant recorder or any other Western instrument for printing, c) tune a Western instrument for a performance.	The learner guided to: • observe an actual or virtual demonstrations of techniques (appropriate playing posture, blowing, fingering, tonguing, strumming, picking, clarity of tone quality and embouchure) to playing the descant recorder or any other Western instrument,	1. How are the various instrumental techniques applied in playing Western solo instruments?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

				 observe an actual or virtual tutorials on tuning of a recorder or any other Western instrument and tune it appropriately, create a stencil motif of a descant recorder or a solo Western instrument by; -sketching on strong paper, -marking non image and 				
2	2.0 Creat ing and Perfo rming in Creat ive Arts and	2.5. Western Solo Instrumen t Technique s of playing a descant recorder	By the end of the Sub Strand, the learner should be able to: d) explain the techniques of playing a descant recorder or any other Western instrument e) create a stencil of a descant recorder or any other Western	image and The learner guided to: • observe an actual or virtual demonstrations of techniques (appropriate playing posture, blowing, fingering, tonguing, strumming, picking, clarity of tone quality and	2. How are the various instrumental techniques applied in playing Western solo instruments?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

	Sport		instrument for printing, f) tune a Western instrument for a performance.	embouchure) to playing the descant recorder or any other Western instrument, • observe an actual or virtual tutorials on tuning of a recorder or any other Western instrument and tune it appropriately, • create a stencil motif of a descant recorder or a solo Western instrument by; -sketching on strong paper, -marking non image and				
3	2.0 Creat ing and Perfo rming in	2.5. Western Solo Instrumen t	By the end of the Sub Strand, the learner should be able to: g) explain the techniques of playing a	The learner guided to: • observe an actual or virtual demonstrations of techniques	3. How are the various instrumental techniques applied in playing	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

Creat	Technique	descant recorder	(appropriate	Western solo		
ive	s of	or any other	playing posture,	instruments?		
	playing a	Western instrument	blowing, fingering,			
Arts	descant	h) create a stencil	tonguing,			
and	recorder	of a descant	strumming,			
Sport	recorder	recorder or any	picking, clarity of			
S		other Western	tone quality and			
3		instrument for	embouchure) to			
		printing,	playing the			
		i) tune a Western	descant recorder			
		instrument for a	or any other			
		performance.	Western			
		periormance.	instrument,			
			• observe an actual			
			or virtual			
			tutorials on			
			tuning of a			
			recorder or any			
			other			
			Western			
			instrument and			
			tune it			
			appropriately,			
			• create a stencil			
			motif of a descant			
			recorder or a solo			
			Western			
			instrument by;			
			-sketching on strong			
			paper,			
			-marking non			
			ŭ			
			image and			

4	2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	 2.5. Western Solo Instrumen t • Stencil motif of a descant recorde r 	By the end of the Sub Strand, the learner should be able to: j) tune a Western instrument for a performance, k) perform a solo instrumental piece in C Major, l) appreciate playing music on the descant recorder or any other Western solo instrument. m)	practise playing the technical exercises (ascending and descending scale of C major, tonic arpeggio, sight reading exercises in C Major and simple time) enhance recorder or any other Western instrument playing technique,	4.	What is the value of sight reading music?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.
5	2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	 2.5. Western Solo Instrumen t • Stencil motif of a descant recorde r 	By the end of the Sub Strand, the learner should be able to: n) tune a Western instrument for a performance, o) perform a solo instrumental piece in C Major, p) appreciate playing music on the descant recorder or any	practise playing the technical exercises (ascending and descending scale of C major, tonic arpeggio, sight reading exercises in C Major and simple time) enhance recorder or any other Western instrument playing technique,	5.	What is the value of sight reading music?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.

4	1	2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	2.5. Western Solo Instrumen t • Stencil motif of a descant recorde r	other Western solo instrument. q) By the end of the Sub Strand, the learner should be able to: r) tune a Western instrument for a performance, s) perform a solo instrumental piece in C Major, t) appreciate playing music on the descant recorder or any other Western solo instrument. u)	practise playing the technical exercises (ascending and descending scale of C major, tonic arpeggio, sight reading exercises in C Major and simple time) enhance recorder or any other Western instrument playing technique,	6.	What is the value of sight reading music?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	
	2	2.0 Creat ing and Perfo rming in Creat ive Arts and	 2.5. Western Solo Instrumen t • Stencil motif of a descant recorde r 	By the end of the Sub Strand, the learner should be able to: v) tune a Western instrument for a performance, w) perform a solo instrumental piece in C Major, x) appreciate playing music	practise playing the technical exercises (ascending and descending scale of C major, tonic arpeggio, sight reading exercises in C Major and simple time) enhance recorder or any other Western instrument playing technique,	7.	What is the value of sight reading music?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

3 2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	2.5. Western Solo Instrumen t • Tuning	on the descant recorder or any other Western solo instrument. y) By the end of the Sub Strand, the learner should be able to: z) tune a Western instrument for a performance, aa) perform a solo instrumental piece in C Major, bb) appreciate playing music on the descant recorder or any other Western solo instrument. cc)	practise playing the technical exercises (ascending and descending scale of C major, tonic arpeggio, sight reading exercises in C Major and simple time) enhance recorder or any other Western instrument playing technique,	8. What is the value of sight reading music?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	
4 2.0 Creat ing and Perfo rming in Creat ive	2.5. Western Solo Instrumen t • Tuning	By the end of the Sub Strand, the learner should be able to: dd) tune a Western instrument for a performance, ee) perform a solo instrumental piece in C Major,	practise playing the technical exercises (ascending and descending scale of C major, tonic arpeggio, sight reading exercises in C Major and simple time) enhance recorder or any other	9. What is the value of sight reading music?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

	5	Arts and Sport s 2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	2.5. Western Solo Instrumen t • Tuning	ff) appreciate playing music on the descant recorder or any other Western solo instrument. gg) By the end of the Sub Strand, the learner should be able to: hh) tune a Western instrument for a performance, ii) perform a solo instrumental piece in C Major, jj) appreciate playing music on the descant recorder or any other Western solo instrument.	practise playing the technical exercises (ascending and descending scale of C major, tonic arpeggio, sight reading exercises in C Major and simple time) enhance recorder or any other Western instrument playing technique,	10. What is the value of sight reading music?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	
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5	1	2.0 Creati ng and Perfor ming in Creati	2.6 FootballPictorial compositi on	By the end of the Sub Strand the learner should be able to: a) paint an imaginary composition of a football field with players in action,	Learner is guided to: • paint an imaginative pictorial composition of a football match to show:	1.How can colours be used to show distance?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

ve Arts and Sports	2.6	b) execute trapping skill in football c) perform dribbling skill in football, By the end of the Sub	-the field (atmospheric perspective) with emphasis on; -warm colours (progression) -cool colours (recession) - players in action, display and give feedback on each other's painted football fields. Learner is guided to:	2.How can	Digital devices.	Oral	
Creati ng and Perfor ming in Creati ve Arts and Sports	Football • Pictorial compositi on	Strand the learner should be able to: a) paint an imaginary composition of a football field with players in action, d) execute trapping skill in football e) perform dribbling skill in football,	● paint an imaginative pictorial composition of a football match to show: -the field (atmospheric perspective) with emphasis on; -warm colours (progression) -cool colours (recession) - players in action,	colours be used to show distance?	Internet. Top Schholar visual Arts Teachers notes.	questions. Oral discussions. Written tests. Observation.	

	2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.6 Football • Pictorial compositi on	By the end of the Sub Strand the learner should be able to: a) paint an imaginary composition of a football field with players in action, f) execute trapping skill in football g) perform dribbling skill in football,	 display and give feedback on each other's painted football fields. Learner is guided to: paint an imaginative pictorial composition of a football match to show:	3. How can colours be used to show distance?	Digital devices. Internet. Top Schholar visual Arts Teachers notes. Digital devices.	Oral questions. Oral discussions. Written tests. Observation.	
	Creati ng and Perfor ming	Football Trapping	Strand the learner should be able to: h) execute trapping skill in football	Learner is guided to: demonstrate the skills of trapping demonstrate dribbling skills	4. Why is ball control important in a football match?	Internet. Top Schholar visual Arts Teachers notes.	questions. Oral discussions. Written tests. Observation.	

		in Creati ve Arts and Sports		i) perform dribbling skill in football, value team effort in a football game	 Practise, in groups, trapping and dribbling for ball control 				
	5	2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.6 Football Trapping	By the end of the Sub Strand the learner should be able to: j) execute trapping skill in football k) perform dribbling skill in football, value team effort in a football game	Learner is guided to: demonstrate the skills of trapping demonstrate dribbling skills Practise, in groups, trapping and dribbling for ball control	5. Why is ball control important in a football match?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	
6	1	2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.6 FootballTrapping	By the end of the Sub Strand the learner should be able to: l) execute trapping skill in football m)perform dribbling skill in football, value team effort in a football game	Learner is guided to: • demonstrate the skills of trapping • demonstrate dribbling skills • Practise, in groups, trapping and dribbling for ball control	6. Why is ball control important in a football match?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

2	2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.6 Football Trapping	By the end of the Sub Strand the learner should be able to: n) execute trapping skill in football o) perform dribbling skill in football, value team effort in a football game	Learner is guided to: demonstrate the skills of trapping demonstrate dribbling skills Practise, in groups, trapping and dribbling for ball control	7. Why is ball control important in a football match?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.
3	2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.6 Football Trapping	By the end of the Sub Strand the learner should be able to: p) execute trapping skill in football q) perform dribbling skill in football, value team effort in a football game	Learner is guided to: demonstrate the skills of trapping demonstrate dribbling skills Practise, in groups, trapping and dribbling for ball control	8. Why is ball control important in a football match?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.
4	2.0 Creati ng and Perfor ming in	2.6 FootballDribbling	By the end of the Sub Strand the learner should be able to: r) execute trapping skill in football s) perform dribbling skill in football,	Learner is guided to: Practise, in groups, trapping and dribbling for ball control Use the skills of trapping and	9. Why is ball control important in a football match?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.

		Creati ve Arts and Sports		value team effort in a football game					
	5	2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.6 FootballDribbling	By the end of the Sub Strand the learner should be able to: t) execute trapping skill in football u) perform dribbling skill in football, value team effort in a football game	Learner is guided to: • Practise, in groups, trapping and dribbling for ball control • Use the skills of trapping and	10. Why is ball control important in a football match?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	
7	1	2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.6 FootballDribbling	By the end of the Sub Strand the learner should be able to: v) execute trapping skill in football w)perform dribbling skill in football, value team effort in a football game	Learner is guided to: Practise, in groups, trapping and dribbling for ball control Use the skills of trapping and	11. Why is ball control important in a football match?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

2 2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.6FootballDribbling	By the end of the Sub Strand the learner should be able to: x) execute trapping skill in football y) perform dribbling skill in football, value team effort in a football game	Learner is guided to: Practise, in groups, trapping and dribbling for ball control Use the skills of trapping and	12. Why is ball control important in a football match?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.
3 2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	2.7 Storytellin g • Storytelli ng techniqu es	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, b) compose a 3 to 5- minute story addressing an issue in society, c) create a flipbook animation for storytelling,	The learner is guided to: • watch live/recorded narration clips to discuss storytelling techniques (use of voice, use of body, use of songs, audience involvement, props and costumes), • explore to identify a pertinent and contemporary issue in society for storytelling,	1. How can storytelling be made interesting?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.

4	Creat ing and Perfo rming in Creat ive Arts and Sport s	2.7 Storytellin g • Storytellin ng techniqu es	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, d) compose a 3 to 5-minute story addressing an issue in society, e) create a flipbook animation for storytelling,	 develop, in groups, a character/charact ers for a story, The learner is guided to: watch live/recorded narration clips to discuss storytelling techniques (use of voice, use of body, use of songs, audience involvement, props and costumes), explore to identify a pertinent and contemporary issue in society for storytelling, develop, in groups, a character/charact ers for a story, The learner is 	2. How can storytelling be made interesting?	Digital devices. Internet. Top Schholar visual Arts Teachers notes. Digital devices.	Oral questions. Oral discussions. Written tests. Observation.
	Creat ing and	Storytellin g	Strand, the learner should be able to: a) describe techniques used in storytelling,	guided to: • watch live/recorded narration clips to discuss	storytelling be made interesting?	Internet. Top Schholar visual Arts Teachers notes.	questions. Oral discussions. Written tests. Observation.

	rm in Cr ive Ar an	techniqu es es cts d oort	f) compose a 3 to 5-minute story addressing an issue in society, g) create a flipbook animation for storytelling,	storytelling techniques (use of voice, use of body, use of songs, audience involvement, props and costumes), explore to identify a pertinent and contemporary issue in society for storytelling, develop, in groups, a character/charact ers for a story,				
8	ing an Pe rm in Cr ive Ar	Storytellin g d orfo ning eat eat ets	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, h) compose a 3 to 5- minute story addressing an issue in society, i) create a flipbook animation for storytelling,	The learner is guided to: • watch live/recorded narration clips to discuss storytelling techniques (use of voice, use of body, use of songs, audience involvement, props and costumes), • explore to identify a pertinent and	4. How can storytelling be made interesting?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

2 2.0	2.7	By the end of the Sub	•	groups, a character/characters for a story,	How can flip	Digital devices.	Oral	
Creing and Permin in Creive Arts and Spo	at Storytellin g fo ng • Composi ng a story	Strand, the learner should be able to: a) describe techniques used in storytelling, j) compose a 3 to 5-minute story addressing an issue in society, k) create a flipbook animation for storytelling,	•	guided to: arrange milestones in a sequential order (beginning, middle and end) to create a short story,	book animation be used in storytelling?	Internet. Top Schholar visual Arts Teachers notes.	questions. Oral discussions. Written tests. Observation.	

			craftsmanship in use of materials and tools, -collating the papers, -binding of papers (using string/stapling).				
3 2.0 Creating and Performing in Creative Arts and Sports	g Composi ng a story	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, l) compose a 3 to 5-minute story addressing an issue in society, m)create a flipbook animation for storytelling,	 The learner is guided to: arrange milestones in a sequential order (beginning, middle and end) to create a short story, draw a sequence of a moving character to create a Flip Book Animation focussing on; -sequencing of objects/image(s) -positioning of objects on subsequent pages) -creativity (storyline), 	How can flip book animation be used in storytelling?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

			finish and present the flip book with focus on: - craftsmanship in use of materials and tools, -collating the papers, -binding of papers (using string/stapling).				
C in an P in C iv A	Creat ng a story	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, n) compose a 3 to 5- minute story addressing an issue in society, o) create a flipbook animation for storytelling,	 The learner is guided to: arrange milestones in a sequential order (beginning, middle and end) to create a short story, draw a sequence of a moving character to create a Flip Book Animation focussing on; -sequencing of objects/image(s) -positioning of objects on subsequent pages) 	How can flip book animation be used in storytelling?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

5	2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	2.7 StorytellingComposing a story	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, p) compose a 3 to 5-minute story addressing an issue in society, q) create a flipbook animation for storytelling,	-creativity (storyline), finish and present the flip book with focus on: -craftsmanship in use of materials and tools, -collating the papers, -binding of papers (using string/stapling). The learner is guided to: arrange milestones in a sequential order (beginning, middle and end) to create a short story, draw a sequence of a moving character to create a Flip Book Animation focussing on; -sequencing of objects/image(s)	How can flip book animation be used in storytelling?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	
				objects/image(s) -positioning of objects on				

						subsequent pages) -creativity (storyline), finish and present the flip book with focus on: -craftsmanship in use of materials and tools, -collating the papers, -binding of papers (using string/stapling).				
9	1	2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	2.7 Storytellin g • Composing a story	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, r) compose a 3 to 5-minute story addressing an issue in society, s) create a flipbook animation for storytelling,	•	The learner is guided to: arrange milestones in a sequential order (beginning, middle and end) to create a short story, draw a sequence of a moving character to create a Flip Book Animation focussing on; -sequencing of objects/image(s)	How can flip book animation be used in storytelling?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

	2.0	2.7	By the and of the Cub		-positioning of objects on subsequent pages) -creativity (storyline), finish and present the flip book with focus on: -craftsmanship in use of materials and tools, -collating the papers, -binding of papers (using string/stapling).	How can flin	Digital davises	Oral	
2	2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	2.7StorytellingComposing a story	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, t) compose a 3 to 5-minute story addressing an issue in society, u) create a flipbook animation for storytelling,	•	The learner is guided to: arrange milestones in a sequential order (beginning, middle and end) to create a short story, draw a sequence of a moving character to create a Flip Book Animation focussing on;	How can flip book animation be used in storytelling?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	oral questions. Oral discussions. Written tests. Observation.	

				((-sequencing of objects/image(s) -positioning of objects on subsequent pages) -creativity (storyline), finish and present the flip book with focus on: -craftsmanship in use of materials and tools, -collating the papers, -binding of papers (using string/stapling).				
3	2.0 Creat ing and Perfo rming in Creat ive Arts and	2.7 Storytellin gComposi ng a story	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, v) compose a 3 to 5-minute story addressing an issue in society, w) create a flipbook animation for storytelling,	•	The learner is guided to: arrange milestones in a sequential order (beginning, middle and end) to create a short story, draw a sequence of a moving character to create a Flip	How can flip book animation be used in storytelling?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

	Sport				Book Animation					
	_				focussing on;					
	S				-sequencing of					
					objects/image(s)					
					-positioning of					
					objects on					
					subsequent					
					pages)					
					-creativity					
					(storyline),					
					finish and present					
					the flip book					
					with focus on: -					
					craftsmanship in					
					use of materials					
					and tools,					
					-collating the					
					papers,					
					-binding of papers					
					(using					
					string/stapling).					
4	2.0	2.7	By the end of the Sub	_	rni 1 '		How can flin	Digital devices.	Oral	
4	2.0 Creat		Strand, the learner	•	The learner is		How can flip book	Internet.	questions.	
		Storytellin	should be able to: a)		guided to:		animation be	Top Schholar	Oral	
	ing and	g	describe techniques		arrange milestones in a		used in	visual Arts	discussions.	
	Perfo		used in storytelling,		sequential order		storytelling?	Teachers notes.	Written tests.	
			x) compose a 3 to 5-		(beginning, middle		story terming.		Observation.	
	rming		minute story		and end)					
	in	• Composi	addressing an issue		to create a short					
	Creat	ng a story	in society,		story,					
	ive	3101 y	.,,	•	draw a sequence					
	Arts				of a moving					
					51 th 1110 / 1119	1				

	and Sport s		y) create a flipbook animation for storytelling,	character to create a Flip Book Animation focussing on; -sequencing of objects/image(s) -positioning of objects on subsequent pages) -creativity (storyline), finish and present the flip book with focus on: -craftsmanship in use of materials and tools, -collating the papers, -binding of papers (using string/stapling).				
5	2.0 Creat ing and Perfo rming in Creat	2.7 Storytellin g Flipbook animatio n	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, z) compose a 3 to 5-minute story addressing an issue in society,	• The learner is guided to: manipulate the flip book by emphasising on; - frequency of image(s) -speed of flick per second to	How can flip book animation be used in storytelling?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

		ive Arts and Sport s		aa) create a flipbook animation for storytelling,	•	animate the story, explore vocal and physical warm up exercises in in readiness for storytelling, rehearse the short story for performance, present a short story to an audience, record the narration and avail it on a digital platform.				
10	1	2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	Storytellin g Flipbook animatio n	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, bb) compose a 3 to 5-minute story addressing an issue in society, cc) create a flipbook animation for storytelling,	•	The learner is guided to: manipulate the flip book by emphasising on; - frequency of image(s) -speed of flick per second to animate the story, explore vocal and physical warm up exercises in in readiness for storytelling,	How can flip book animation be used in storytelling?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

2 2 0	2.7	Ry the and of the Sub	•	rehearse the short story for performance, present a short story to an audience, record the narration and avail it on a digital platform.	How can flin	Digital davious	Oval	
2 2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	2.7 Storytellin g Flipbook animatio n	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, dd) compose a 3 to 5-minute story addressing an issue in society, ee) create a flipbook animation for storytelling,	•	The learner is guided to: manipulate the flip book by emphasising on; - frequency of image(s) -speed of flick per second to animate the story, explore vocal and physical warm up exercises in in readiness for storytelling, rehearse the short story for performance, present a short story to an audience,	How can flip book animation be used in storytelling?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

3	2.0 Creat ing and Perfo rming in Creat ive Arts and Sport s	2.7 Storytellin g • Flipbook animatio n	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, ff) compose a 3 to 5-minute story addressing an issue in society, gg) create a flipbook animation for storytelling,	•	record the narration and avail it on a digital platform. The learner is guided to: manipulate the flip book by emphasising on; -frequency of image(s) -speed of flick per second to animate the story, explore vocal and physical warm up exercises in in readiness for storytelling, rehearse the short story for performance, present a short story to an audience, record the narration and avail it on a digital platform. The learner is	How can flip book animation be used in storytelling?	Internet. Top Schholar visual Arts Teachers notes. Digital devices.	Oral questions. Oral discussions. Written tests. Observation.	
_	Creat		Strand, the learner	_	guided to:	book	Internet.	questions.	

	ing and Perfo rming in Creat ive Arts and Sport s	Storytellin g Flipbook animatio n	should be able to: a) describe techniques used in storytelling, hh) compose a 3 to 5-minute story addressing an issue in society, ii) create a flipbook animation for storytelling,	•	manipulate the flip book by emphasising on; - frequency of image(s) -speed of flick per second to animate the story, explore vocal and physical warm up exercises in in readiness for storytelling, rehearse the short story for performance, present a short story to an audience, record the narration and avail it on a digital platform.	animation be used in storytelling?	Top Schholar visual Arts Teachers notes.	Oral discussions. Written tests. Observation.	
5	2.0 Creat ing and Perfo rming in Creat	2.7 Storytellin g • Flipbook animatio n	By the end of the Sub Strand, the learner should be able to: a) describe techniques used in storytelling, jj) compose a 3 to 5- minute story addressing an issue in society,	•	The learner is guided to: manipulate the flip book by emphasising on; - frequency of image(s) -speed of flick per second to	How can flip book animation be used in storytelling?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

		ive Arts and Sport s		kk) create a flipbook animation for storytelling,	animate the story, explore vocal and physical warm up exercises in in readiness for storytelling, rehearse the short story for performance, present a short story to an audience, record the narration and avail it on a digital platform.				
11	1	2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.8 SwimmingPainting a human form	By the end of the Sub Strand the learner should be able to: a) paint a human form in a backstroke position, b) execute a water entry skill in swimming using a pencil dive, c) perform backstroke skill in swimming for skill development,	Learner is guided to: ■ paint a composition of a swimmer in water with emphasis on (body position and balance) using wash and brush stroke techniques, ■ display and give feedback on own and others' paintings.	1. How can drawing be used to enhance water safety awareness? 2. Why are water safety skills important?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

2	2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.8 Swimming • Painting a human form	By the end of the Sub Strand the learner should be able to: d) paint a human form in a backstroke position, e) execute a water entry skill in swimming using a pencil dive, f) perform backstroke skill in swimming for skill development,	 watch a virtual or live demonstration of backstroke and water entry skill (pencil dive), Learner is guided to: paint a composition of a swimmer in water with emphasis on (body position and balance) using wash and brush stroke techniques, display and give feedback on own and others' paintings. watch a virtual or live demonstration of backstroke and water entry skill 	3. How can drawing be used to enhance water safety awareness? 4. Why are water safety skills important?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	
3	2.0 Creati ng and	2.8 Swimming	By the end of the Sub Strand the learner should be able to: g) paint a human form in a	(pencil dive), Learner is guided to: • paint a composition of a swimmer in water with	5. How can drawing be used to enhance water	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

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Perfor ming in Creati ve Arts and Sports	Painting a human form	backstroke position, h) execute a water entry skill in swimming using a pencil dive, i) perform backstroke skill in swimming for skill development,	emphasis on (body position and balance) using wash and brush stroke techniques, • display and give feedback on own and others' paintings. • watch a virtual or live demonstration of backstroke and water entry skill (pencil dive),	safety awareness? 6. Why are water safety skills important?			
4 2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.8 Swimming • Painting a human form	By the end of the Sub Strand the learner should be able to: j) paint a human form in a backstroke position, k) execute a water entry skill in swimming using a pencil dive, l) perform backstroke skill in swimming for skill development,	 ▶ paint a composition of a swimmer in water with emphasis on (body position and balance) using wash and brush stroke techniques, ▶ display and give feedback on own and others' paintings. ▶ watch a virtual or live 	7. How can drawing be used to enhance water safety awareness? 8. Why are water safety skills important?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

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12	5	2.0 Creating and Performing in Creative Arts and Sports	2.8 Swimming • Pencil dive	By the end of the Sub Strand the learner should be able to: m) paint a human form in a backstroke position, n) execute a water entry skill in swimming using a pencil dive, o) perform backstroke skill in swimming for skill development,	demonstration of backstroke and water entry skill (pencil dive), Learner is guided to: demonstrate a pencil dive (feet first), demonstrate flutter kicks, arm action and breathing while in supine position, practise drills for backstroke focusing on coordination, engage in water games for enjoyment and to enhance skill development, Observe others and give feedback on the execution of the backstroke skill. Learner is guided to:	9. How can drawing be used to enhance water safety awareness? 10. Why are water safety skills important?	Digital devices. Internet. Top Schholar visual Arts Teachers notes. Digital devices.	Oral questions. Oral discussions. Written tests. Observation.	
		Creati ng and	Swimming	By the end of the Sub Strand the learner should be able to:	 Learner is guided to: demonstrate a pencil dive (feet first), 	can drawing be used to	Internet. Top Schholar visual Arts Teachers notes.	questions. Oral discussions. Written tests.	

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	Perfor ming in Creati ve Arts and Sports	Pencil dive	 p) paint a human form in a backstroke position, q) execute a water entry skill in swimming using a pencil dive, r) perform backstroke skill in swimming for skill development, 	 demonstrate flutter kicks, arm action and breathing while in supine position, practise drills for backstroke focusing on coordination, engage in water games for enjoyment and to enhance skill development, Observe others and give feedback on the execution of the backstroke skill. 	enhance water safety awareness? 12. Why are water safety skills important?		Observation.	
2	Creati S ng and Perfor	2.8 Swimming Pencil dive	By the end of the Sub Strand the learner should be able to: s) paint a human form in a backstroke position, t) execute a water entry skill in swimming using a pencil dive,	Learner is guided to: • demonstrate a pencil dive (feet first), • demonstrate flutter kicks, arm action and breathing while in supine position, • practise drills for backstroke	13. How can drawing be used to enhance water safety awareness? 14. Why are water safety skills important?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

and Sports		u) perform backstroke skill in swimming for skill development,	focusing on coordination, engage in water games for enjoyment and to enhance skill development, Observe others and give feedback on the execution of the backstroke skill.				
3 2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.8 Swimming • Pencil dive	By the end of the Sub Strand the learner should be able to: v) paint a human form in a backstroke position, w) execute a water entry skill in swimming using a pencil dive, x) perform backstroke skill in swimming for skill development,	Learner is guided to: demonstrate a pencil dive (feet first), demonstrate flutter kicks, arm action and breathing while in supine position, practise drills for backstroke focusing on coordination, engage in water games for enjoyment and to enhance skill development,	can drawing be used to enhance water safety awareness? 16. Why are water safety skills important?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	

4	2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.8 Swimming • Pencil dive	By the end of the Sub Strand the learner should be able to: y) paint a human form in a backstroke position, z) execute a water entry skill in swimming using a pencil dive, aa) perform backstroke skill in swimming for skill	Observe others and give feedback on the execution of the backstroke skill. Learner is guided to: • demonstrate a pencil dive (feet first), • demonstrate flutter kicks, arm action and breathing while in supine position, • practise drills for backstroke focusing on coordination, • engage in water games for enjoyment and	17. How can drawing be used to enhance water safety awareness? 18. Why are water safety skills important?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	
			aa) perform backstroke	games for				

13,14	2.0 Creati ng and Perfor ming in Creati ve Arts and Sports	2.8 Swimming • Pencil dive	By the end of the Sub Strand the learner should be able to: bb) paint a human form in a backstroke position, cc) execute a water entry skill in swimming using a pencil dive, dd) perform backstroke skill in swimming for skill development,	Learner is guided to: • demonstrate a pencil dive (feet first), • demonstrate flutter kicks, arm action and breathing while in supine position, • practise drills for backstroke focusing on coordination, • engage in water games for enjoyment and to enhance skill development, Observe others and give feedback on the execution of the backstroke skill.	19. How can drawing be used to enhance water safety awareness? 20. Why are water safety skills important?	Digital devices. Internet. Top Schholar visual Arts Teachers notes.	Oral questions. Oral discussions. Written tests. Observation.	
			END TERM	EXAMS AND C	CLOSING			