



DIVISIONAL PUBLIC SCHOOL Sahiwal
Cambridge Campus
Demonstration Topics of Art

Guidelines for Demonstration Lesson

Each candidate will be given 10 minutes for the demonstration.

Candidates may choose any topic of their own choice related to their subject.

Candidate should submit the lesson plan/activity planner based on the assigned topic before the demonstration.

Candidate should clearly share the learning objectives at the beginning of the lesson.

Candidate should demonstrate clear delivery of the concept.

Candidate should include a relevant activity/demonstration related to the topic.

Candidate should design and ask effective oral and verbal questions during the lesson.

Candidate should include a short assessment/Worksheet to check students' understanding.

Each criteria carries marks: sharing of lesson objectives, delivery of concept, design of oral and verbal questions, quality of assessment, and subject-based vocabulary

| Classes | Topics | Learning Objectives |
|----------------|-------------------------------------|---|
| 1 | Basic Shapes in Art | 1. Students will be able to identify and draw basic shapes (circle, square, triangle, rectangle). 2. Students will be able to create simple pictures using these basic shapes. |
| 2 | Primary and Secondary Colors | 1. Students will be able to identify primary colors (red, blue, yellow) and secondary colors (green, orange, purple). 2. Students will be able to mix primary colors to create secondary colors. |
| 3 | Lines and Patterns | 1. Students will be able to recognize different types of lines (straight, curved, zigzag, wavy). 2. Students will be able to create decorative patterns using different lines. |
| 4 | Symmetry in Art | 1. Students will be able to identify symmetrical shapes and objects in art and nature. 2. Students will be able to create a simple symmetrical drawing by using a line of symmetry. |
| 5 | Shading and Texture | 1. Students will be able to apply basic shading techniques to show light and dark areas. 2. Students will be able to create different textures in drawings (smooth, rough, soft). |