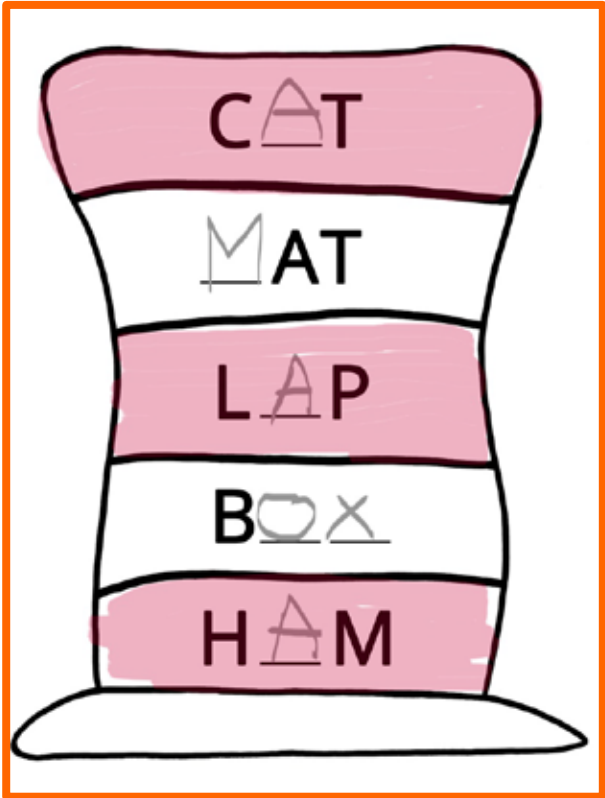




Integrated ICT Learning Unit

The Cat in the Hat



STRUCTURE OF LESSON THE CAT IN THE HAT

INTEGRATED LESSON	
Prior Learning Requirements	
Concept / Topic: Knowledge of Dr Seuss's novels and characters.	
ICT Skills: Ability to print PDF documents	
Educational Game	10 Min
A suitable educational game may be used as an optional activity at any point during the course of the lesson at the discretion of the ICT or class teacher	
Keyboard / Mouse Skills	5 Min
A suitable activity should be selected by the ICT or class teacher to ensure continuity and progression of appropriate skills	
Tech Talk	5 Min
AUTOSHAPES A group of ready-made shapes which include rectangles and circles plus a variety of lines and connectors, block arrows, flowchart symbols, stars and banners.	
Integrated Activity	20 Min
Learners fill in the missing letters on "The Cat in The Hat's" hat, as well as colour it in.	
Resources Used	
Software: None	
Prerequisite: None	
Template: hat_dr_seuss.pdf	
WWW: None	
Subjects	
<ul style="list-style-type: none"> · Life Skills · English Language 	
Beyond the ICT Centre	
<ul style="list-style-type: none"> · The librarian comes in and reads a story to the learners. 	



INTEGRATED ACTIVITY

In order to promote relevant discussion, the following questions are posed by the educator to the learners:

- **Who is Dr. Seuss?**
- **Who is your favourite character?**
- **Which is your favourite novel?**

A short discussion takes place about Dr. Seuss, who he was and what famous novels he wrote.

Task: Today learners fill in the missing letters on "The Cat in The Hat's" hat, as well as colour it in.

*Note to the educator: This task requires the template **hat_dr_seuss.pdf***

1. Open the **hat_dr_seuss.pdf** template by double clicking the shortcut in the folder which you just downloaded.
2. Print this file ® **File** ® **Print** ® **Print button**.

