



# Integrated ICT Learning Unit

## Volume 7

### 7.13 Youth Crisscross

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Click on the ? to reveal a clue

Across

2. What did the marchers throw at the police?
5. What every learner needs in order to learn.
7. What did the police fire at the marchers?
8. The people taking part in the march were mostly ...?
10. What is the name of day which commemorates this event?
11. The original intended action of the learners.
12. What was the surname of the 13 year old that was shot and killed?
13. What language did the learners wish to be taught in?
14. The march erupted into ...?
15. What did the police throw into the crowds?
17. What was the first name of the first child killed on June 16?

Down

1. What month did the march take place in?
3. What was the age of Hector Petersen, who was killed on June 16?
4. Where learners go to learn.
6. In which country did this event take place?
9. One of the basic rights that every child should have access to.
12. The law enforcers.
16. Where did the march take place?

## Overview

This integrated ICT learning unit consists of one activity which explores the concept of **Youth Day**.

### Lesson format:

- 10 minutes Educational game (optional; at the discretion of the teacher)
- 5 minutes "Tech Talk" which introduces ICT terminology
- 5 minutes Touch Typing skills which develops essential touch typing techniques
- 20 minutes+ Integrated activity involving tasks which relate to relevant content being covered in the classroom

### ICT applications used in this Learning Unit:

Word Processing	Graphics	Spreadsheets	Databases	Internet	E-mail	Presentations	Drawing	Web design	Information Organiser	Simulations & design	Desktop Publishing	Operating Systems	Programming & logic
√												√	

### Structure of the Learning Unit:

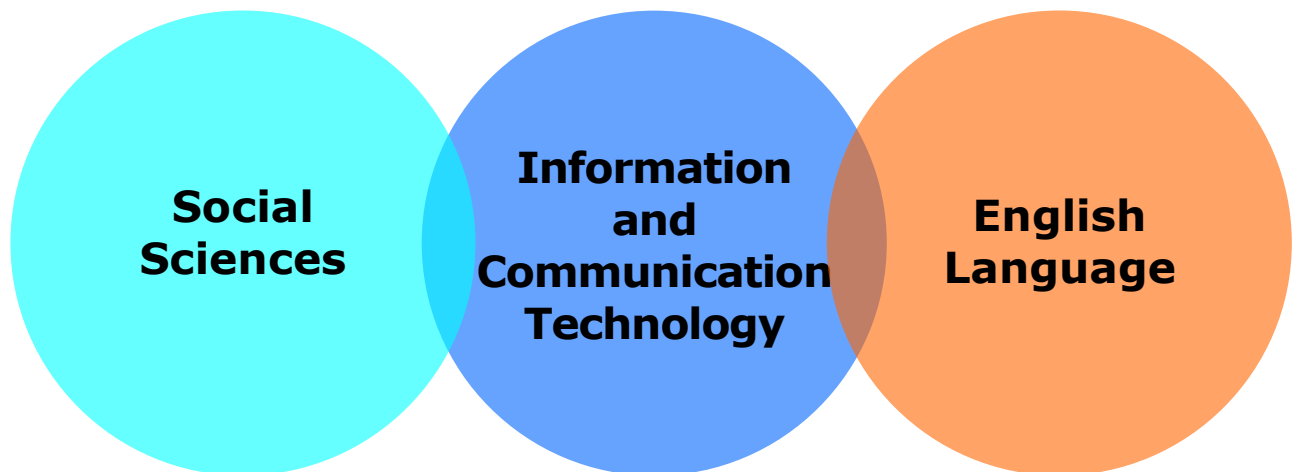
#### Integrated Activity

This lesson is aimed at integrating ICT into current, relevant class curriculum. Using this approach enables learners to use the computer not only as a working tool but also as a relevant learning tool to learn new concepts and skills or consolidate previously learnt work. This activity will take between 20 – 60 minutes (or 1-3 lessons) to complete depending on the ability of the learners and the time available.

#### e-Learner Assessment

The required assessment for each unit is completed by the ICT teacher by means of evaluating each skill on the skills matrix. The ICT teacher can indicate on the skills matrix whether the skill is being practised or developed by inserting a tick in the appropriate column next to the appropriate skills. Should the teacher wish to formally assess the skills, the relevant achievement level can be indicated in the assess column next to each skill assessed. The corresponding e-Learner skills should also be marked off when completed. The e-Learner skills can also be formally assessed by subscribing to the relevant online e-Learner assessment for which an ECDL endorsed certificate will be issued upon successful completion of the course. By utilising these assessment tools, the level of ICT competency as well as the progress of each learner can be monitored. The assessment matrix, as contained in this lesson instruction book, may be printed or photocopied for each learner.

## **ICT INTEGRATION ACROSS THE CURRICULUM**



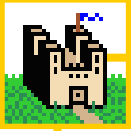
## STRUCTURE OF LESSON 7.13 YOUTH CRISSCROSS

INTEGRATED LESSON	
<b>Prior Learning Requirements</b>	
<b>Concept / Topic:</b> Knowledge of historical events of Youth Day	
<b>ICT Skills:</b> Drag and drop; Entering text	
Educational Game	<b>10 Min</b>
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	
Touch Typing	<b>5 Min</b>
A suitable activity should be selected by the ICT or class teacher to ensure continuity and progression of appropriate skills	
Tech Talk	<b>5 Min</b>
<b>SCREEN CAPTURE</b>	
A screen capture is like taking a photograph of what is on your computer screen at the time. It is a useful way of having a record of information without having to copy it all. A graphics programme is usually used to take a screen capture.	
Integrated Activity	<b>20 Min</b>
Learners complete a crossword puzzle using words relating to June 16 <sup>th</sup>	
<b>Resources Used</b>	
<b>Software:</b> Flash	
<b>Prerequisite:</b> None	
<b>Template:</b> Yes	
<b>WWW:</b> None	
<b>Subjects</b>	
<ul style="list-style-type: none"> <li>• English Language</li> <li>• Social Science</li> </ul>	
<b>Additional Learning Opportunities</b>	
<b>Concept / Topic:</b> 7.15 Co-operation and conflict	
<b>ICT Skills:</b> 7.7 Market Plan	
<b>Beyond the ICT Centre</b>	
<ul style="list-style-type: none"> <li>• Search resources (library, internet etc.) for articles relating to June 16<sup>th</sup>.</li> <li>• Write a poem about the tragic events of June 16<sup>th</sup> and how it has helped to shape the future of our country.</li> <li>• Collect pictures of youth (past and present) and make a "Then and Now" collage</li> </ul>	

Learner name:	Class	
<b>Integrated Activity: Learners complete a crossword puzzle using words relating to June 16<sup>th</sup></b>		
<b>Theme/Topic: Youth Crisscross</b>	<b>Integrated Activity</b>	
<b>Subjects</b>	<b>Practice</b>	<b>Assess</b>
<b>English Language</b>		
Listens attentively to instructions and responds appropriately		
Reads and views information and responds critically		
Able to collate facts and write about them in an ordered manner		
Applies thinking and reasoning skills to successfully complete required task		
<i>Comment:</i>		
<b>Social Science</b>		
Demonstrates historical knowledge and understanding		
<i>Comment:</i>		
<b>Concepts and Skills</b>		
Youth Day		
Summarising		
Interpretation		
Organising information		
<p style="text-align: center;"> <b>7 = Outstanding Achievement      6 = Meritorious Achievement</b>  <b>5 = Substantial Achievement      4 = Adequate Achievement</b>  <b>3 = Moderate Achievement      2 = Elementary Achievement      1 = Not Achieved</b> </p>		

Learner name:		Class	
<b>Integrated Activity: Learners complete a crossword puzzle using words relating to June 16<sup>th</sup></b>			
<b>Theme/Topic: Youth Day</b>		<b>Integrated Activity</b>	
<b>e-Learner Skills</b>		<b>Practice</b>	<b>Assess</b>
<b>Unit 2 - Files and Folders</b>			
2.2.1 Right / Left click mouse			
2.2.2 Single / Double click mouse			
2.3.1 Alpha / numeric keys on keyboard			
2.3.2 Special Keys (Ctrl / Alt / Shift / Caps / Space etc) on keyboard			
2.5.1 Open / Exit programmes Using Shortcuts			
2.7.4 Opening Files			
2.7.6 Closing Files			
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## Integrated Lesson Youth Crisscross (Flash)



### **EDUCATIONAL GAME: (10 minutes)**

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



### **TOUCH TYPING: (5 minutes)**

#### **Check that all learners:**

1. Have their eyes are in line with the screen.
2. Are sitting with their bodies square to the keyboard and monitor.



### **TECH TALK: (5 minutes)**

#### **SCREEN CAPTURE**

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## INTEGRATED ACTIVITY

*Note to the educator: The events which led to the establishment of Youth Day can be a sensitive issue; therefore this lesson has concentrated on hopes and developments for the youth of the future rather than a subjective view of the past.*

In order to promote meaningful and relevant discussion about this topic, the following questions are posed by the educator to the learners:

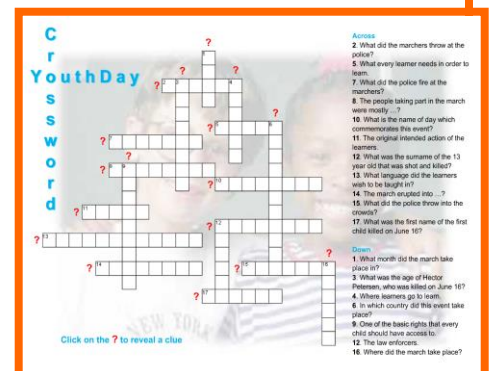
- **Every action has a reaction....how have the events of the past shaped the future?**
- **Is change a necessary part of growth and progress for the future?**

A short discussion follows where learners discuss how various past events have changed the course of history. Discuss whether these events have had a positive or negative effect.

Explain to the learners that they are going to complete a crossword puzzle using words relating to the events of June 16<sup>th</sup>.

**Task: Today you are going to complete a crossword puzzle. All the words used are related to the events of June 16<sup>th</sup> (Youth Day).**

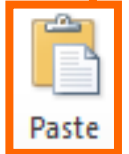
1. Double click on the **Computers 4 Kids** icon on your desktop and click on the relevant **volume number** and **lesson number**.
2. Click on the template hyperlink under the Template Link heading.
3. The opened template will look like this:
4. Begin your crossword by solving the first clue.
5. If you are unsure of the correct answer, you can click on the red "?" next to the block on the crossword where the answer should be filled in. This will give you the first letter of the answer.



6. To enter your answer into the crossword puzzle, click once on an empty block.
7. The cursor will flash in the empty block indicating that you may now enter your text.
8. Click on each empty block in a similar way to enter text into each crossword puzzle block.
9. To print your youth day crossword, look for the **menu** at the top of the screen. On the menu, click on **file** (the first word) → **print**. (You could also use CTRL-P)
10. To exit the screen: Click on the **X** in the top right hand corner of the screen or click on **File → Close**



*Note to the teacher: If you **close** this Flash screen **without printing** at this point, you will lose your work. To save an image of your work you can take a screen capture of your completed work by pressing the **Print Screen** key on your keyboard. This will copy an image (like taking a photograph) of your completed work to the clipboard (of the computer. Open **MS Word** and click on the **paste icon** on the **Home ribbon**. Your screen capture image of your completed work will appear on your page. Save this document to your digital portfolio and print it out at your convenience. Screen captures are like photographs – they are flattened images and no further editing of the screen in its original context will be possible.*



# Crisscross YouthDay SSWORd

The crossword puzzle grid contains the following words and clues:

- Across:**
  - 1. JUN
  - 2. SECT
  - 3. THIR
  - 4. SCHOOL
  - 5. BOK
  - 6. SOUT
  - 7. BULL
  - 8. LEARNER
  - 9. DEAD
  - 10. YOUTH
  - 11. POLICE
  - 12. PETERS
  - 13. MARCH
  - 14. VIOLEN
  - 15. TAKE
  - 16. LAW
- Down:**
  - 1. JUNE
  - 2. SECT
  - 3. THIR
  - 4. SCHOOL
  - 5. BOK
  - 6. SOUT
  - 7. BULL
  - 8. LEARNER
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