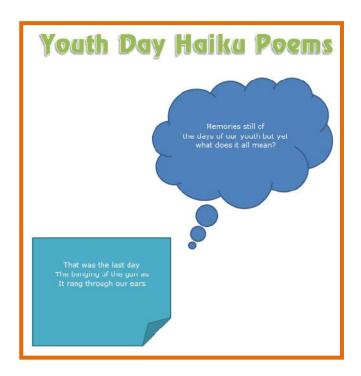


Integrated ICT Learning Unit

Youth Day Haiku Poems







Overview

This integrated ICT learning unit consists of one activity which explores the concept of haiku poetry.

Lesson format:

10 minutes Educational game (optional; at the discretion of the teacher)

5 minutes "Tech Talk" which introduces ICT terminology

5 minutes Mouse skills which develop essential mouse and keyboard/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	Graphics	Spreadsheets	Databases	Internet	E-mail	Presentations	Drawing	Web design	Information Organiser	Simulations & design	Desktop Publishing	Operating Systems	Programming & logic
	\checkmark													

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.

STRUCTURE OF LESSON YOUTH DAY HAIKU POEMS

INTEGRATED LESSON

Prior Learning Requirements

Concept / Topic:

Knowledge of haiku poetry and youth day

ICT Skills:

Inserting shapes and text

Educational Game

<u>10</u> 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

BOOKMARK

A special character or code in the document so you can move straight back to a place on a later date.

Integrated Activity

20 Min

Learners write haiku poems about youth day.

Resources Used

Software: Microsoft Word

Prerequisite: None Template: None WWW: None

Subjects

- English Language
- Life Skills

Additional Learning Opportunities

Concept / Topic:

7.10 Youth Day

ICT Skills:

4.11 African Tales

Beyond the ICT Centre

 Find poetry in classroom textbooks that explore youth day and highlight alliteration, couplets, limericks and/or quatrains that you can find.

Learner name:	Class							
Integrated Activity: Learners write haiku poems about youth day.								
Theme/Topic: Youth Day Haiku Poems	Integrated Activity							
e-Learner Skills	Practice	Assess						
Unit 2 - Files and Folders								
2.2.1 Right / Left click mouse								
2.2.2 Single / Double click mouse								
2.3.1 Alpha / numeric keys on keyboard								
2.5.1 Open / Exit programmes Using Shortcuts								
2.6.2 Close window								
2.6.3 Move window								
2.7.4 Opening Files								
2.7.6 Closing Files								
Unit 4 - Word Processing								
4.1 Open programme								
4.3.1 Insert text								
4.3.3 Align text								
4.5.1 Insert graphics								
4.7.1 Inserting WordArt								
4.7.2 Format WordArt								
4.7.3 Move WordArt								
4.8 Save								
4.10 Print								
4.11 Exit 7 = Outstanding Achievement 6 = Merito	rious Achievement							

4 = Adequate Achievement

1 = Not Achieved

2 = Elementary Achievement

5 = Substantial Achievement

3 = Moderate Achievement

Integrated Lesson Youth Day Haiku Poems (Microsoft Word)



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



KEYBOARD/ MOUSE SKILLS: (5 minutes)

Check that all learners:

- 1. Are holding the mouse correctly.
- 2. Know which finger is used to click the mouse button.
- 3. Can left click and right click.



TECH TALK: (5 minutes)

BOOKMARK

A special character or code in the document so you can move straight back to a place on a later date.

INTEGRATED ACTIVITY

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

- Name a few different types of poetry.
- Do you know what a haiku poem is?
- What is a syllable?

A short discussion takes place about haiku poetry.

Today we are going to think about haiku poems and then write our own which will cover the topic of youth day. Haiku poems are a type of Japanese poetry which is three lines with each line containing a set of syllables. It uses the 5-7-5 syllable pattern.

Task: Today we are going to create a haiku poem about youth day.

 Open your word processing programme by double clicking on the Microsoft Word icon on the desktop or by clicking Start È All Programs È Microsoft Office È Microsoft Word.



- 2. Save your document È File È Save As È select required folder by clicking on the down arrow in the save in box È select folder È type a suitable name in the file name box È save
- 3. Insert a suitable heading using WordArt È click on the WordArt icon on the Insert Ribbon È Select the WordArt style you want by clicking on it.



4. Type your heading in the text box "Youth Day Haiku Poems". Make any changes to the size and style of the font by highlighting the text È Home Ribbon È Font.

- Click on the WordArt to activate the adjustment handles to resize the heading.
- 6. To change the colour and effect of the heading select the WordArt È Format Ribbon È Shape Fill È click on the down arrow in the fill box È select colours and / or the Shape Effects down facing arrow.
- 7. You are now going to insert a shape under the WordArt.
- 8. The cursor should be under the WordArt. If not, press the shift key and enter at the same time until the cursor is in the right position OR double click on the underneath the WordArt.
- 9. To insert a shape È Insert Ribbon È Shapes È select a suitable Shape. Your cursor will change into a crosshair. Click and drag to draw the shape on a blank area of your page.
- 10. To change the fill colour and outline of the shape È click on the shape È Format



Ribbon È under Shape Styles È choose a preset.

11. Add text to the Shape È right click È Add Text È enter your

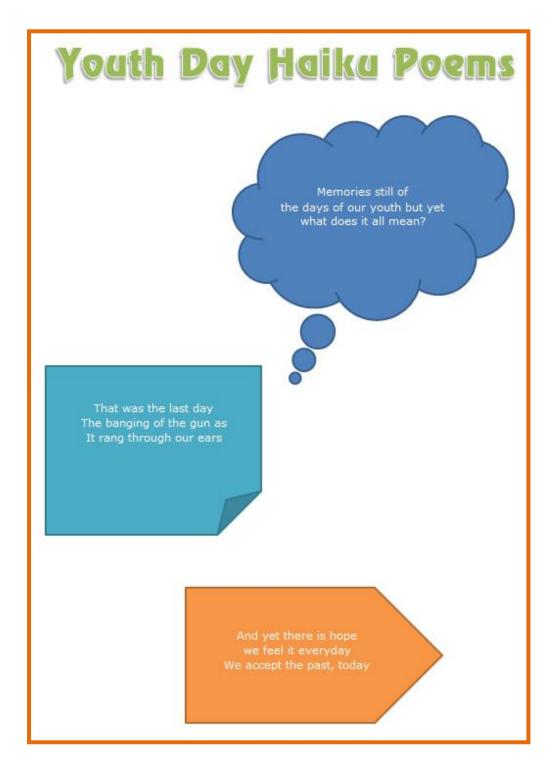
- 11. Add text to the Shape E right click E Add Text E enter your poem È click on the blank area of your page to finish entering text. (Remember: the poem is only 3 lines long. The first line of the poem must have 5 syllables, the second line must have 7 syllables and the third line must have 5 syllables.)
- 12. Highlight the text by clicking and dragging across the text.
- 13. Change the colour, size and style by clicking on the Home Ribbon È Font.



14. Write as many haiku poems as you'd like, remember to make use of a different shape each time.

- 15. To print È File È Print È Print Button.
- 16. Close Microsoft Word by clicking on File È Exit or clicking on the "X" in the top right hand corner of the screen.





11