



Integrated ICT Learning Unit
Volume R
Honouring a Fluffy Hero



Overview

This integrated ICT learning unit consists of one activity which explores the concept of a **Royal Family Tree**.

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, a symbol of 1, 2, 3 or 4 is inserted into the matrix in the assess column next to each skill assessed. The corresponding skills should also be marked off on the e-Learner Administration System and forwarded to Head Office when completed. As a pre-requisite for accreditation, all the required skills for each e-Learner unit need to be mastered. In this way, the level of ICT competency as well as the progress of each learner can be monitored. This matrix may be printed or photocopied for each learner.

STRUCTURE OF LESSON HONOURING A FLUFFY HERO

INTEGRATED LESSON	
Prior Learning Requirements	
Concept / Topic: How animals can help us.	
ICT Skills: Knowledge of basic Microsoft Paint tools; Effective use and control of the mouse	
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	
Touch Typing	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
SCANNER A device that plugs into your computer that allows you to copy text and images. You can then edit them and print them out. It is similar to a photocopier. Do we have a scanner here in this centre?	
Integrated Activity	20 Min
Using Microsoft Paint, learners colour-in the fluffy hero's medal.	
Resources Used	
Software: Microsoft Paint	
Prerequisite: hero_medal.png	
Template: None	
WWW: None	
Learning Outcomes	
<ul style="list-style-type: none"> • Language • Life Skills 	
Additional Learning Opportunities	
Concept / Topic: 2.17 Me and my emotions	
ICT Skills: 1.9 Shape and Pattern	
Beyond the ICT Centre	
<ul style="list-style-type: none"> • Print and cut out the FIFA World Cup official mascot from the internet 	

Learner name:	Class	
Integrated Activity: Using Microsoft Paint, learners colour-in a medal to be awarded to a service animal.		
Theme/Topic: Honouring A Fluffy Hero	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		
2.3.2 Special Keys (Ctrl / Alt / Shift / Caps / Space etc) on keyboard		
2.7.4 Opening Files		
2.7.5 Saving Files		
2.7.6 Closing Files		
MS Paint		
3.1 Open programme		
3.2 New picture (blank canvas)		
3.3.1 Load Saved Image		
3.4.5 Colour palette		
3.4.9 Fill		
3.4.10 Eraser		
3.4.11 Undo / redo		
3.6 Save		
3.7 Print		
3.8 Exit		
4 = Exceeded Requirements 3 = Satisfied Requirements 2 = Partially Satisfied Requirements 1 = Has Not Satisfied Requirements		



INTEGRATED ACTIVITY

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

- **How do animals help people?**
- **Do you have any pets?**
- **What can an animal do that people cannot?**

A short discussion takes place about animals and how service animals work with people to protect them and help them with tasks they wouldn't be able to do by themselves

A British army dog that helped save lives by finding explosive devices in Afghanistan is to be awarded a medal of honour by the animal charity PDSA.

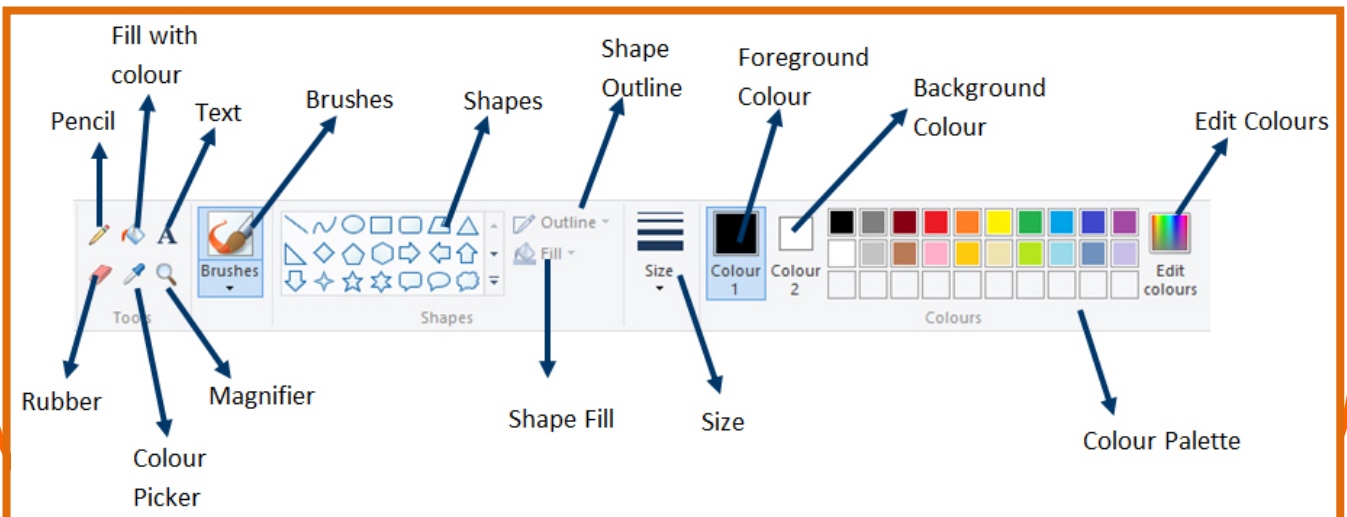


Today we are going to colour-in a medal that can be given to an animal.

Task: The learners will colour-in a medal that can be given to an animal.

Note to the educator:

*This task requires the template **hero_medal.png** for this lesson.*



1. Open the template **hero_medal.png** → **Paste down facing arrow** → **Paste from** → **locate the image** → **Open**.
2. In Paint find the **toolbar** on the left and click on the **paintbrush**.
3. At the bottom of the **toolbar**, choose what thickness of paintbrush you want.
4. Choose a colour from the **palette** at the bottom of the **screen**.
5. Colour-in the medal using the correct official colours.
6. Note: you can use the Fill tool to colour-in.
7. Type your name on your picture: On the **toolbar** → click on the **A** icon.
Hold the left mouse button down and drag down and across to form a box big enough to write in. Click on the box.
8. When you have finished colouring in the mascot, you should **print** your work out → **File** → **Print** → **Print** → **OK**.
9. Close the program: **File** → **Exit** or use the cross in the top right-hand corner of the screen.

