



**Integrated ICT Learning Unit**  
Volume R  
Mascot Colour-in



## Overview

This integrated ICT learning unit consists of one activity which explores the concept of **colouring in the Fifa World Cup mascot**.

### 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 MASCOT COLOUR-IN

| INTEGRATED LESSON  |               |
|--|---------------|
| <b>Prior Learning Requirements</b>   |               |
| <b>Concept / Topic:</b><br>General knowledge of FIFA World Cup mascot  |               |
| <b>ICT Skills:</b><br>Knowledge of basic Microsoft Paint tools; Effective use and control of the mouse   |               |
| <b>Educational Game</b>  | <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   |               |
| <b>Touch Typing</b>  | <b>5 Min</b>  |
| A suitable activity should be selected by the ICT or class teacher to ensure continuity and progression of appropriate skills  |               |
| <b>Tech Talk</b>   | <b>5 Min</b>  |
| <b>SCANNER</b><br>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? |               |
| <b>Integrated Activity</b>   | <b>20 Min</b> |
| Using Microsoft Paint, learners colour-in the FIFA World Cup's mascot.   |               |
| <b>Resources Used</b>  |               |
| <b>Software:</b> Microsoft Paint   |               |
| <b>Prerequisite:</b> Fuleco.jpg  |               |
| <b>Template:</b> None  |               |
| <b>WWW:</b> None   |               |
| <b>Learning Outcomes</b>   |               |
| <ul style="list-style-type: none"> <li>• Language</li> <li>• Life Skills</li> </ul>  |               |
| <b>Additional Learning Opportunities</b>   |               |
| <b>Concept / Topic:</b><br>2.17 Me and my emotions   |               |
| <b>ICT Skills:</b><br>1.9 Shape and Pattern  |               |
| <b>Beyond the ICT Centre</b>   |               |
| <ul style="list-style-type: none"> <li>• Print and cut out the FIFA World Cup official mascot from the internet and stick it up around the classroom. This will get the learners into the World Cup mood.</li> </ul>   |               |

| Learner name:   | Class               |        |
|---|---------------------|--------|
| <b>Integrated Activity: Using Microsoft Paint, learners colour-in the FIFA World Cup's mascot.</b>  |                     |        |
| Theme/Topic: Mascot Colour-in   | Integrated Activity |        |
| e-Learner Skills  | Practice            | Assess |
| <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  |                     |        |
| 2.7.4 Opening Files   |                     |        |
| 2.7.5 Saving Files  |                     |        |
| 2.7.6 Closing Files   |                     |        |
|   |                     |        |
| <b>MS Paint</b>   |                     |        |
| 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  |                     |        |
| <b>4 = Exceeded Requirements   3 = Satisfied Requirements</b><br><b>2 = Partially Satisfied Requirements   1 = Has Not Satisfied Requirements</b> |                     |        |



## INTEGRATED ACTIVITY

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

- **Do you know what kind of animal the FIFA World Cup's mascot is?**
- **Do you know what the mascot's name is?**
- **Why is it important to have a mascot for a sport?**

A short discussion takes place about the FIFA World Cup's mascot, what kind of animal it is and what the purpose of a mascot is.

Mascot: The tatu-bola, an armadillo that defends itself from predators by rolling up into a ball, was chosen as the official mascot by FIFA at a ceremony organised by the local organising committee in September 2012. His name is Fuleco, meaning "**Futebol**" ("Football") and "**Ecologia**" ("Ecology") in Portuguese, Brazil's primary language.

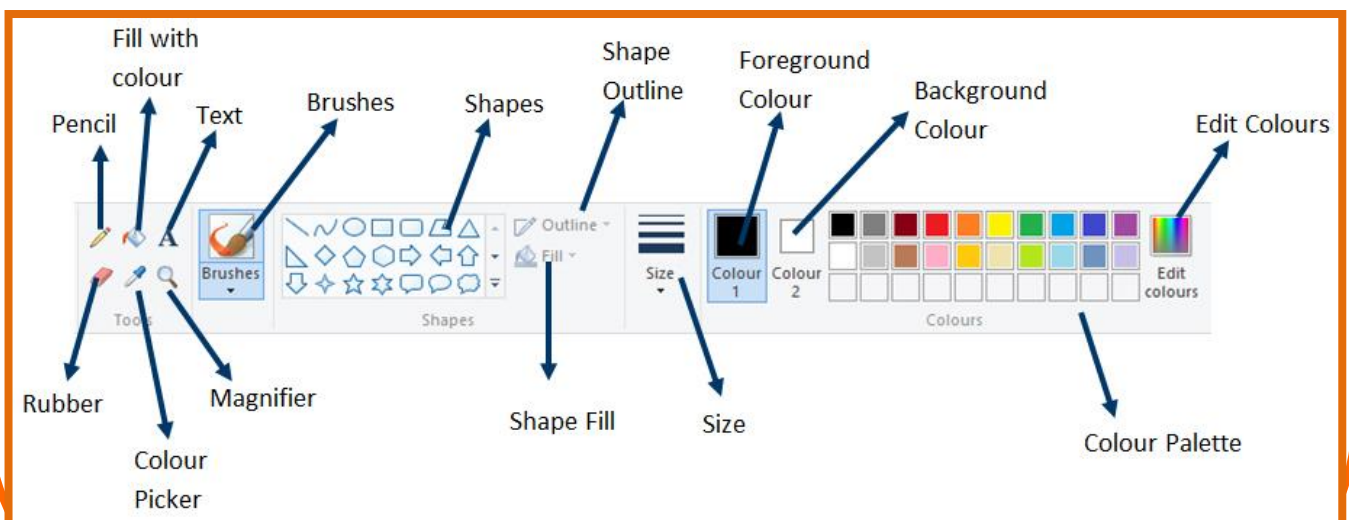


Today we are going to colour-in the FIFA World Cup's official mascot.

**Task: The learners will colour-in the Fifa World Cup's mascot.**

*Note to the educator:*

*This task requires the template **mascot 2014.jpg** for this lesson.*



1. Open **Microsoft Paint** by double clicking on the desktop shortcut icon or locating it on the start menu.
2. Open the template **mascot 2014.jpg** → **Paste down facing arrow** → **Paste from** → **locate the image** → **Open**.
3. In Paint find the **toolbar** on the left and click on the **paintbrush**.
4. At the top of the **toolbar**, choose what thickness of paintbrush you want → **Size** down facing arrow → **choose suitable thickness**.
5. Choose a colour from the **palette** at the top of the **screen**.
6. Colour-in the FIFA mascot using the correct colours.
7. Note: you can use the Paint Fill tool to colour-in.
8. Type your name and grade 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 in the box.
9. Type your name and grade inside the box.
10. When you have finished colouring in the mascot, you should **print** your work out → **File** → **Print** → **Print** → **OK**.
11. Close the program: **File** → **Exit** (Windows 8) OR **Paint icon** → **Exit** (Windows 7) OR use the "X" in the top right-hand corner of the screen.

