

Integrated ICT Learning Unit Volume 7 Match Schedule

MATCH SCHEDULE											
	Thursday	Friday 13 June	Saturday 14 June	Sundey 15 June	Monday 16 June	Tuesday 17 June	Weenerday 18 June	Thursday 19 June	Friday 20 June	Sa.ur day 21 June	Sunday 32 line
Belo Horizonte			Colombia V5 Greece (13:00)			Belgium VS Algeria (13:00)				Argertina VS liar (13:00)	
Brasilia				Switzerland VS Ecuador (13:80)				Colombia VS Cuta c'Ivoi e (13:00)			
Cuiaba		Chile VS Australia (18:00)				Nussis YS Ko eu Republic (18:00)				Nigeria VS Beznic Lerzeçosino [16:30]	
Curitiba					Iran VS N geria (16:00)				Foundaries VS Foundaries (19:00)		
Fortaleza			Uruguay VS Costa Rica (16.00)			BraziVS Mexico (16.00)	Cameroor VS Croatla			Germany VS Ghana (16.00)	USAVS
Manaus			England VS Italy (18:00)				(18:00)				Portugal (18:00)
Natal		Mexico VS Cameroon (13:00)			Chara VS USA (19:00)			Japan VS Greece (19:00)			
Parto Alegre				France VS Fondures (16:00)			Australia V\$ Nether ands (13-00)				Korea Republic VS Algeria (16:00)
Recife			Cote divoire VSJapan (22:00)						Casta Rica (13:00)		
Rio de Janeiro				Argentine VS Bosnite Hercegovina (3:00)			Spair VS Chile (16:00)				Belgum V3 Russia (13:00)
Salvador	Brazil VS	Spain VS Netherlands (16:00)			Germany VS Portugal (13:00)			Uruguay VS	Switzerland VS France (16:00)		
Sao Paulo	Croatia (17:00)							England (16:00)			





Overview

This integrated ICT learning unit consists of one activity which explores the concept of match schedules.

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

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.

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Computers 4 Kids © Match Schedule

STRUCTURE OF LESSON MATCH SCHEDULE

INTEGRATED LESSON

Prior Learning Requirements

Concept / Topic:

General knowledge of spreadsheets

ICT Skills:

Inserting text into cells

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

BACKUP

A spare copy of data or information that we make to ensure that the original copy is safe. The backup copy (either on stiffy or CD) should be kept offsite away from the original copy

Integrated Activity

20 Min

Learners create a match schedule, including date, time and participants playing in the match.

Resources Used

Software: Internet Explorer; Microsoft Excel

Prerequisite: None

Template: Match Schedule.xls

WWW: Various

earning Outcomes

- Language
- Social Science
- Mathematics

Additional Learning Opportunities

Concept / Topic:

1.2 Better Bonds

ICT Skills:

1.16 My Health

Beyond the ICT Centre

 Do research on timetables to see the most important information that is displayed on a timetable.

Learner name:	Class						
Integrated Activity: Learners create a match schedule, including date, time and participants playing in the match.							
Theme/Topic: Match Schedule	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							
Unit 5 – Spreadsheets							
5.1 Open programme							
5.3.1 Insert data							
5.3.3 Align data							
5.3.4 Format cells (fill / borders)							
5.7.1 Inserting WordArt							
5.7.2 Format Word Art							
5.7.3 Move WordArt							
5.7.4 Resize WordArt							
5.8 Save							
5.9 Print Preview							
5.10 Print							
5.11 Exit							

4 = Exceeded Requirements 3 = Satisfied Requirements 2 = Partially Satisfied Requirements 1 = Has Not Satisfied Requirements

Name:	Class:						
Integrated Activity: Learners create a match schedule, including date, time and participants playing in the match.							
Theme/Topic: Match Schedule	Integrated Activity						
e-Learner Skills	Practice	Practice					
Unit 7 - Web Browsing and Email							
7.1 Open web browser							
7.3.2 Access Saved web page							
7.4 Search engines							
7.5.1 Using Hyperlinks							
7.5.2 Using Scrollbars							
7.5.3 Using Forward / Back button							
7.7 Copy / Paste Information							
7.8.1 Save Images							
7.11 Exit Web Browser							

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:

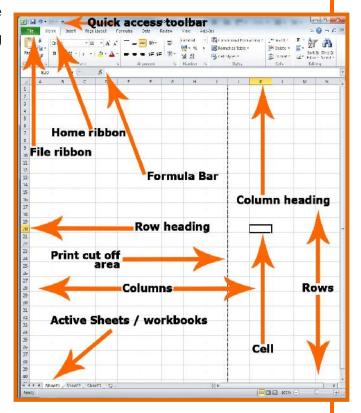
- How many cities are taking part in the 2014 FIFA World Cup?
- Why is it important to know the times of each match?
- Do you know why they plan the time schedule of each match before the World Cup has started?

A short discussion takes place about match schedules and why they are important.

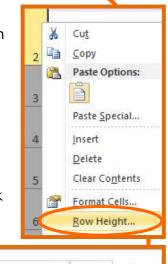
Task: Explain to the learners that today we are going to create a match schedule in a spreadsheet programme.

Note to the educator: Learners will be required to use the following 12 hosting cities in the schedule:

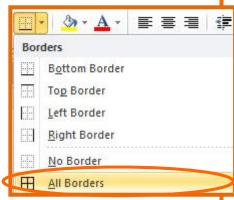
- Manaus
- Fortaleza
- Natal
- Recife
- Salvador
- Belo Horizonte
- Rio de Janeiro
- Curitiba
- Porto Alegre
- Sao Paulo
- Brasilia
- Cuiaba

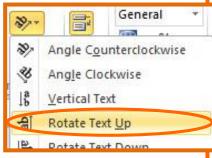


- Open the Template for the lesson by double clicking on Match 1. Schedule.xls in the folder which you downloaded.
- 2. Save your document into your digital portfolio → File È Save As È locate your portfolio È double click È type a suitable name in the file name box È Save.
- Begin by changing the height of 12 rows A3 A 14 È click, 3. hold and drag to highlight the row headings È right click È Row Height È 35 È OK.
- 4. Change the column width (B2 – AE) È click, hold and drag to highlight the column headings È right click È Column Width È 10 È OK.
- 5. Click in cell A3 and list the 12 cities.
- Highlight and colour each cell È Home Ribbon È 6. Font È Fill Colour.
- 7. Give each cell a border È highlight each cell È Home Ribbon È click on down facing arrow È choose All Borders.
- In columns B2 AE È type in the dates which 8. each game is taking place. (12 June – 13 July).
- 9. Change the text orientation to Rotate Text Up È Highlight across all dates È Home Ribbon È Alignment tab È Orientation È Rotate Text Up.
- 10. Again give each cell a colour fill and border.
- Access the webpages to do research on the match 11. schedule and write each date, time and participants playing on a piece of paper.
- 12. Minimise Microsoft Excel È click small "-" sign in the top right corner.
- Once you have finished the research E Exit the web page. 13.
- 14. Maximise Microsoft Excel È click on the tab on the bottom of the screen.













15. Fill in the schedule È placing the correct participating team under the correct date and the time at which the match is taking place.



- 16. Again give each cell a colour fill and border È choose colour fill È grey È border colour È black.
- 17. Insert a suitable name using WordArt. Eg: "MATCH SCHEDULE"
- 18. Click on the Insert Ribbon È WordArt icon È Select a suitable, easy to read WordArt style by clicking on your choice. Type the heading in the text box.



19. Change the font and size if you wish by highlighting the text → Choose a suitable font.



20. The WordArt will appear on the page. To position your WordArt on your page. Select the WordArt È hover your mouse over the WordArt until you see the cross hair È click and drag the WordArt.



- 21. To save → File → Save.
- 22. Print your work → File → Print → Print Button
- 23. Close Microsoft Excel by clicking on File È Exit or clicking on the top "X" at the top right of your screen.

