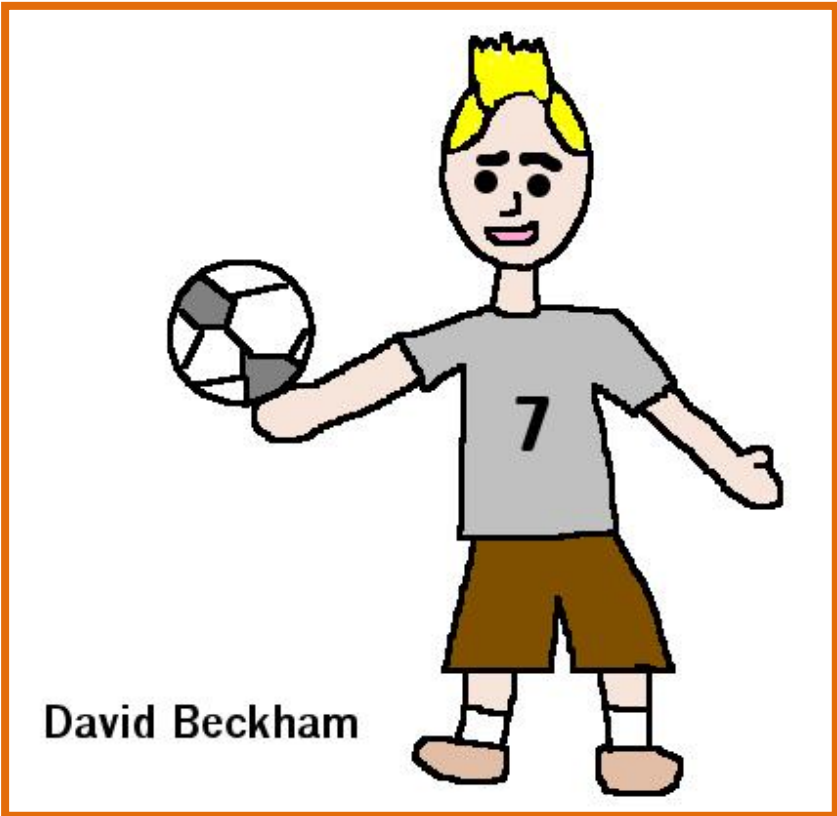




Integrated ICT Learning Unit
Volume 1
My Favourite Soccer Player



Overview

This integrated ICT learning unit consists of one activity which explores the concept of a famous soccer player.

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 MY FAVOURITE SOCCER PLAYER

INTEGRATED LESSON	
Prior Learning Requirements	
Concept / Topic: General knowledge of favourite soccer player ICT Skills: Knowledge of basic Tux 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
RIGHT CLICK When we use the RIGHT-HAND mouse button it is called RIGHT CLICKING. Normally we do this when we want to know something more about something on the screen or we want to see a menu.	
Integrated Activity	20 Min
Learners draw their favourite soccer player.	
Resources Used	
Software: Tux Paint Prerequisite: None Template: None WWW: None	
Learning Outcomes	
<ul style="list-style-type: none"> • Language • Life Skills 	
Additional Learning Opportunities	
Concept / Topic: 1.5 My Family ICT Skills: 1.9 Shape and Pattern	
Beyond the ICT Centre	
<ul style="list-style-type: none"> • Cut pictures of your favourite soccer player out of old magazines. Share with the class. • Design a poster of your favourite soccer player. 	

Learner name:	Class	
Integrated Activity: Learners draw their favourite soccer player.		
Theme/Topic: My Favourite Soccer Player	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 3 - Drawing		
3.1 Open programme		
3.2 New picture (blank canvas)		
3.4.1 Use Paintbrush		
3.4.2 Use Stamps		
3.4.3 Use Lines		
3.4.4 Use Shapes		
3.4.5 Use Colour palette		
3.4.7 Use Grow / shrink		
3.4.8 Use Special effects		
3.4.9 Use Fill		
3.4.10 Use Eraser		
3.4.11 Use Undo / redo		
3.5.1 Text Font face		
3.5.2 Text Font colour		
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:

- Who is your favourite soccer player?
- Do you know what colour soccer gear they wear?
- Could you describe them?

A short discussion takes place about the learners' favourite soccer player and why they are their favourite.

Task: The learners will draw a picture of their favourite soccer player in Tux Paint. They will type the soccer player's name anywhere on the page.

1. Open a new document in Tux Paint by double clicking on the Tux Paint icon on the desktop or clicking on the Start Menu → Programs → Tux Paint
2. We are going to draw a picture of our favourite soccer player. Try to use the rectangle, oval, pentagon, straight line and paintbrush tools that we have experimented with so far..
3. To draw lines, click the lines icon on the left toolbar.
4. On the right toolbar, click the up / down arrows to scroll through the various line styles and thicknesses available.
5. Choose a colour for your line from the colour palette at the bottom of your screen
6. Click on the screen where you wish to begin your line. While holding the left mouse button down, drag to the point where you wish to end your line.
7. Release your left mouse button to finish drawing your line.



Tux Paint



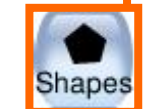
Brushes



Lines



Colors



Shapes



Shapes

8. To draw a variety of shapes, click on the shapes icon on the left toolbar.
9. From the toolbar on the right choose the shape which you wish to draw.
If you select the outlined shape, you will draw a shape outlined in your selected colour with no fill. Selecting the black shape will draw a shape filled with your selected colour.
10. Select a colour for your shape by clicking on the desired colour in the colour palette at the bottom of the screen.
11. To draw your shape, move your cursor to the place on your screen where you want to draw your shape. Your cursor will change to a cross shape.
12. Click and hold the left mouse button down to begin drawing your shape. Drag the shape to the desired size.
13. Release the left mouse button when your shape is the required size. Your cursor will now change into a round arrow.
14. You may now rotate your shape if you wish. Move your mouse to rotate the shape to the desired angle. Click once more to place your shape onto the screen.
15. If you make a mistake you can use the Undo icon on the left toolbar to undo your last action (or use CTRL-Z).
16. You can also rub out mistakes with the eraser on the left toolbar. You can choose the size of the eraser from the options on the right toolbar. Click and hold the left mouse button down to drag the eraser over your picture and erase mistakes.
17. To colour in large areas of your drawing you can use the fill tool.
18. Click on the magic icon (left toolbar) → fill icon (right toolbar).
19. Choose a colour from the colour palette at the bottom of the screen. Click on the area you want to fill with colour.
20. A message will pop up telling you that "Starting a new picture will erase the current one!". Click on "That's OK!" to discard the current drawing and start a new blank document.
21. When you have finished your drawing you can type the name of your favourite soccer player under the picture.

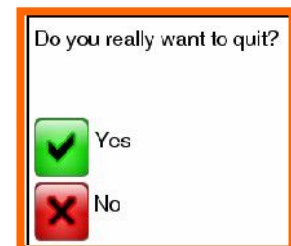


Starting a new picture will erase the current one!

 That's OK!

 Never mind!

22. Click on the **Abc Text** icon on the left toolbar.
23. Now choose the size and style of font you want from the right toolbar.
24. Choose a colour for the text from the colour palette at the bottom of the screen.
25. Click on the page where you want to type your favourite soccer player's name. Type the name and press Enter once you are finished typing.
26. Now we can change the font style and size.
27. Save your work by clicking on the Save icon on the left toolbar.
28. You will see a confirmation message at the bottom of the screen confirming that your image has been successfully saved.
29. Print out your picture using the print icon.
Exit by clicking on the Quit icon. A window will pop up confirming that you wish to quit the programme → Yes





David Beckham