





Integrated ICT Learning Unit

Cricket Vocabulary



KEY CRICKET VOCABULARY		
<p>Equipment</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px dashed lightblue; padding: 2px;">Gloves</div> <div style="border: 1px dashed green; padding: 2px;">Pads</div> </div> <div style="display: flex; justify-content: center; align-items: center; margin-top: 10px;"> <div style="border: 1px dashed pink; padding: 2px;">Helmet</div> </div>	<p>Game Play</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="border: 1px dashed orange; padding: 2px;">5-wicket bag</div> <div style="border: 1px dashed purple; padding: 2px;">Run Rate</div> </div> <div style="display: flex; justify-content: center; align-items: center; margin-top: 10px;"> <div style="border: 1px dashed green; padding: 2px;">Power Play</div> </div> <div style="display: flex; justify-content: center; align-items: center; margin-top: 10px;"> <div style="border: 1px dashed yellow; padding: 2px;">Dismissal</div> </div>	<p>General</p> <div style="border: 1px dashed lightblue; padding: 2px; margin-top: 10px;">Cricket Laws</div> <div style="border: 1px dashed pink; padding: 2px; margin-top: 20px;">Cricket Laws</div>
<p>Players/position/umpires</p> <div style="border: 1px dashed pink; padding: 2px; margin-top: 10px;">Scorer</div> <div style="display: flex; justify-content: center; align-items: center; margin-top: 10px;"> <div style="border: 1px dashed lightblue; padding: 2px;">Runner</div> </div> <div style="border: 1px dashed orange; padding: 2px; margin-top: 10px;">Wicketkeeper</div>	<p>Movement</p> <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 10px;"> <div style="border: 1px dashed yellow; padding: 2px;">Throw</div> <div style="border: 1px dashed lightblue; padding: 2px;">Run</div> </div> <div style="border: 1px dashed pink; padding: 2px; margin-top: 10px;">Catch</div> <div style="border: 1px dashed green; padding: 2px; margin-top: 10px;">Catch</div>	<p>Types Of Games</p> <div style="border: 1px dashed orange; padding: 2px; margin-top: 10px;">Test Match</div> <div style="border: 1px dashed green; padding: 2px; margin-top: 10px;">One-day Match</div>



Overview

This integrated ICT learning unit consists of one activity which explores the concept of **key cricket vocabulary**.

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 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:

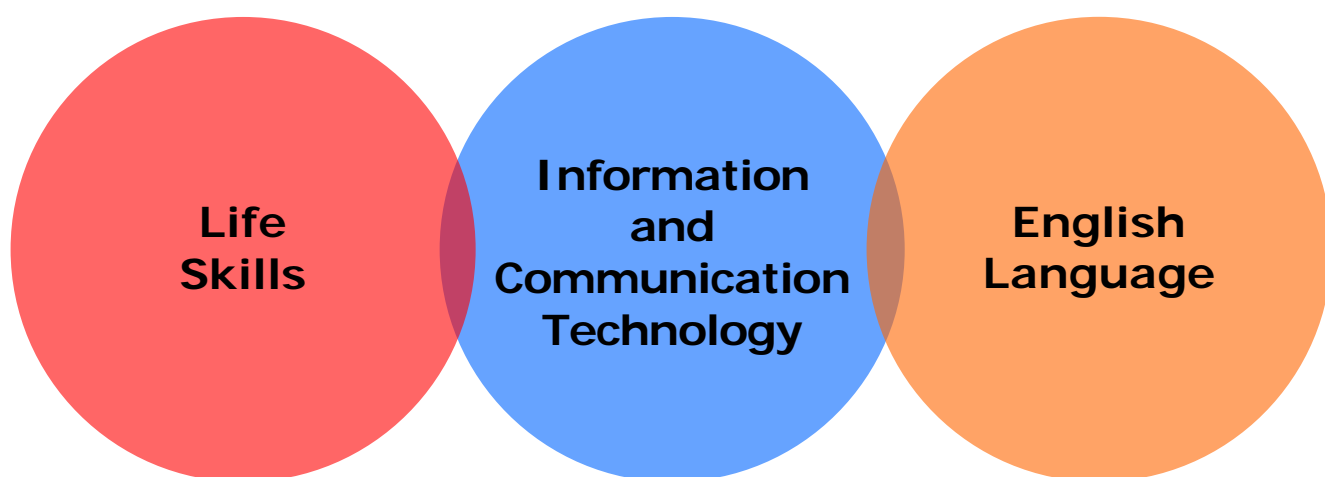
Integrated Activity

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, 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.

ICT INTEGRATION ACROSS THE CURRICULUM



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STRUCTURE OF LESSON CRICKET VOCABULARY

INTEGRATED LESSON	
Prior Learning Requirements	
Concept / Topic: Knowledge of the Common Wealth Games	
ICT Skills: Inserting text into order; Effective control and use 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	
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
AUTOSHAPPE A group of ready-made shapes which include rectangles and circles plus a variety of lines and connectors, block arrows, flowchart symbols, stars and banners.	
Integrated Activity	20 Min
Learners identify key cricket vocabulary and place each under the correct heading.	
Resources Used	
Software: Microsoft Word	
Prerequisite: None	
Template: KEY CRICKET VOCABULARY.doc	
WWW: None	
Subjects	
<ul style="list-style-type: none"> • Life Skills • English Language 	
Additional Learning Opportunities	
Concept / Topic: 6.28 Olympics	
ICT Skills: 7.23 Market Day	
Beyond the ICT Centre	
<ul style="list-style-type: none"> • Research who the players and teams competing in the ICC Cricket World Cup 2015 are. 	

Learner name:	Class:	
Integrated Activity: Learners identify pictures of the sports taking place at the Common Wealth Games 2014.		
Theme/Topic: Cricket Vocabulary	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 programme Using Shortcuts		
2.6.2 Close window		
2.6.3 Move window		
2.7.3 Navigating within a file (scrollbar / hyperlinks)		
2.7.4 Opening Files		
2.7.6 Closing Files		
Unit 4 - Word Processing		
4.1 Open programme		
4.3.1 Insert text		
4.3.2 Format Text (font face/ colour / size / bold / underline)		
4.3.3 Align text		
4.4.2 Insert Word Art		
4.8 Save		
4.10 Print		
4.11 Exit		
7 = Outstanding Achievement 6 = Meritorious Achievement 5 = Substantial Achievement 4 = Adequate Achievement 3 = Moderate Achievement 2 = Elementary Achievement 1 = Not Achieved		



INTEGRATED ACTIVITY

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

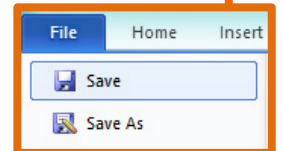
- **Where is the ICC Cricket World Cup 2015 being held?**
- **Which teams are playing?**
- **Do you have a favourite player?**

A short discussion takes place about the ICC Cricket World Cup 2015.

Task: Today you are going to identify key cricket vocabulary and place each under the correct heading.

*Note to the educator: This task requires the template **KEY CRICKET VOCABULARY.doc***

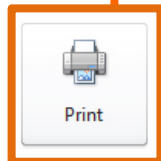
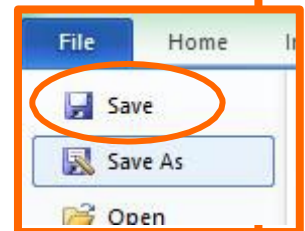
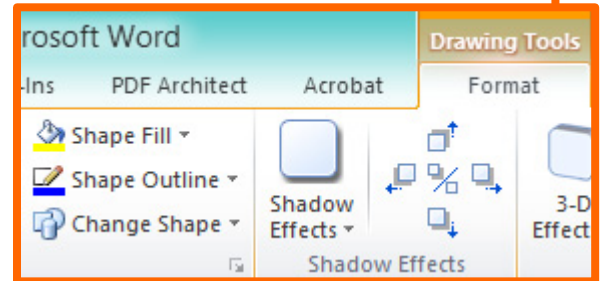
1. Open the **KEY CRICKET VOCABULARY.doc** template by double clicking the shortcut in the folder which you just downloaded.
2. Save your document into your digital portfolio → **File** → **Save As** → **locate your portfolio** → **double click** → **type a suitable name in the file name box** → **Save**
3. On the template you will see cricket vocabulary on the bottom of the page. Using these you will have to place each under the correct heading in the table.





KEY CRICKET VOCABULARY		
Equipment	Game Play	General
Players/position/umpires	Movement	Types Of Games

Swickerbag	CricketLane	Test match	Score	Gloves	Catch
Runner	Throw	Pace	One-day match	CricketLane	Run
Power Play	Wicketkeeper	Header	Chammar	Cash	Run Rate

4. Click on the Text Box to select it → **click and drag the Text Box to position it below the correct heading in the table.**
5. Once you have placed each term under the correct heading, shade each Text Box with a suitable colour.
6. Click on the Text Box → **Format** → **Shape Fill** → **choose a suitable colour.**
7. To save **File** → **Save OR CTRL + S.**
8. Print your work → **File** → **Print** → **Print button.**



KEY CRICKET VOCABULARY

<u>Equipment</u>	<u>Game Play</u>	<u>General</u>
<p>Gloves</p> <p>Pads</p> <p>Helmet</p>	<p>5-wicket bag</p> <p>Run Rate</p> <p>Power Play</p> <p>Dismissal</p>	<p>Cricket Laws</p> <p>Cricket Laws</p>
<u>Players/position/umpires</u>	<u>Movement</u>	<u>Types Of Games</u>
<p>Scorer</p> <p>Runner</p> <p>Wicketkeeper</p>	<p>Throw</p> <p>Run</p> <p>Catch</p> <p>Catch</p>	<p>Test Match</p> <p>One-day Match</p>

