



Integrated ICT Learning Unit

Volume R
Mascot Colour-in



STRUCTURE OF LESSON MASCOT COLOUR-IN

INTEGRATED LESSON	
Prior Learning Requirements	
Concept / Topic: General knowledge of FIFA World Cup mascot	
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 FIFA World Cup's mascot.	
Resources Used	
Software: Microsoft Paint	
Prerequisite: Fuleco.jpg	
Template: None	
WWW: None	
Learning Outcomes	
<ul style="list-style-type: none"> • Language • Life Skills 	

Learner name:	Class	
Integrated Activity: Using Microsoft Paint, learners colour-in the FIFA World Cup's mascot.		
Theme/Topic: Mascot Colour-in	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		
<p style="text-align: center;">4 = Exceeded Requirements 3 = Satisfied Requirements 2 = Partially Satisfied Requirements 1 = Has Not Satisfied Requirements</p>		

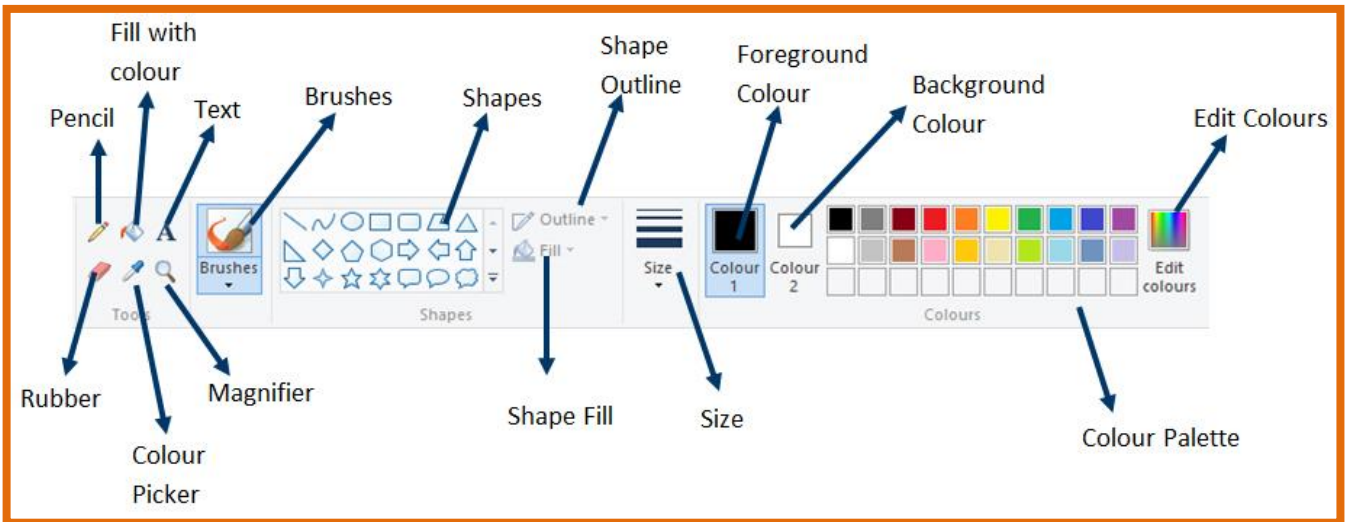


INTEGRATED ACTIVITY

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

Note to the educator:

*This task requires the template **mascot.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.

