



INTEGRATED ACTIVITY (20 – 60 MINUTES)

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

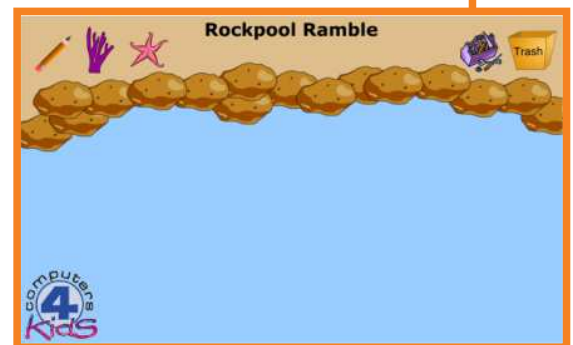
- **Where would you find a rock pool?**
- **What sort of plant life would you find in a rock pool?**
- **What kind of animals live in a rock pool?**

A short discussion takes place about the rock pools, where you would find them and the type of animal and plant life you would find in a rock pool.

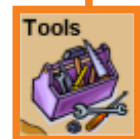
Explain to the learners that they are going to create a rock pool environment picture by placing the appropriate plants and animals into the rock pool.

Task: Today you are going to create a picture of a rock pool environment by placing pictures of appropriate plants and animals into the rock pool.

1. Double click on the **Computers 4 Kids** icon on your desktop and click on the relevant **volume number** and **lesson number**
2. Click on the template hyperlink under the Template Linx heading
3. The opened template will look like this:
4. Begin creating your rock pool by selecting rock pool animals to place in the pool.



5. **Click** on the **animals** icon (a starfish) at the top of your screen.
6. A small window will pop up containing a variety of rock pool animals.
7. **Click** on the animal you wish to place in the rock pool.
8. The animal will appear on your screen.
9. Drag and drop the animal where you wish to place it in your rock pool.
10. You can move the **animals** pop-up window by clicking and dragging it by the blue bar.
11. You can close the **animals** pop-up window by clicking on the "X" in the corner of the pop-up window.
12. You can flip, rotate or size the animals.
13. **Click** on the **tools** icon (a toolbox) at the top of the screen.
14. A small window will pop up containing six buttons.
15. To flip an animal over or from side to side, move the animal over the **flip** buttons. Each **click** on one of these buttons will flip the animal.
16. To size an animal, move the animal over the **sizing** buttons. Each **click** on one of these buttons will make the animal slightly smaller or larger.
17. To rotate the animal, move the animal over the **rotate** buttons. Each **click** on one these buttons will rotate the animal slightly clockwise (to the right) or anticlockwise (to the left).
18. Once you have sized, flipped or rotated your animal to the required position, you may drag the animal over the rock pool and drop the animal in place.



19. You can move the tools pop-up window by clicking and dragging it by the blue bar.
20. You can close the tools pop-up window by clicking on the "X" in the corner of the pop-up window.
21. If you make a mistake at any stage you can drag and drop the unwanted item into the bin.
22. If you wish to delete all the items you have placed on your screen and start the screen from scratch, press the refresh button on your browser or F5 on your keyboard. This will reload the screen.
23. Once you have placed sufficient animals in the rock pool you can click on the plants icon (a piece of seaweed) and place some plants into your rock pool in the same way as you placed the animals.
24. Once you have completed your rock pool with animals and plants you can insert text (eg. Learners name)
25. To insert text, click on the text icon. "Enter your text here" will appear on your screen. Delete this text by highlighting it and pressing delete, or clearing it by using the backspace key, and then type in your own text.
26. Once the text has been typed, move you cursor over the text.
27. A white hand will appear (that means you can move the text).
28. Click and drag the text to position it where you want it and drop it onto the rock pool picture.
29. Once your rock pool picture is complete with animals, plants and text, you can print it.
30. To print your rockpool, look for the menu at the top of the screen. On the menu, click on file (the first word) → print. (You could also use CTRL-P).
31. To close your rockpool ramble Click on the **X** in the top right hand corner of the screen or click on **File → Close**



*Note to the educator: If you **close** this Flash screen **without printing** at this point, you will lose your work. To save an image of your work you can take a screen capture of your completed work by pressing the **Print Screen** key on your keyboard. This will copy an image (like taking a photograph) of your completed work to the clipboard (of the computer). Open **MS Word** and click on the **paste icon** on the toolbar. Your screen capture image of your completed work will appear on your page. Save this document to your digital portfolio and print it out at your convenience. Screen captures are like photographs – they are flattened images and no further editing of the screen in its original context will be possible.*

