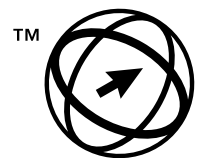




Integrated ICT Learning Unit
Volume 2
Soccer Special – My Makarapa



Endorsed by the
ECDF Foundation

Overview

This integrated ICT learning unit consists of one activity which explores the concept of **creating a makarapa**.

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, 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.

LEARNING OUTCOMES ADDRESSED IN THIS INTEGRATED ICT LEARNING UNIT						
Learning Areas	LO1	LO2	LO3	LO4	LO5	LO6
Languages	Listening	Speaking	Reading & viewing	Writing	Thinking & reasoning	Language Structure and use
Mathematics	Numbers, operations & relationships	Patterns, functions & algebra	Space & shape (Geometry)	Measurement	Data Handling	
Natural Sciences	Investigate relationships & solve problems in scientific, technological & environmental contexts	Interpret & apply scientific, technological and environmental knowledge	Relationship between science, technology, society & environment			
Social Sciences - History	Historical Enquiry	Historical Knowledge and Understanding	Historical interpretation			
Social Sciences - Geography	Geographical Enquiry	Geographical Knowledge and Understanding	Exploring Issues			
Arts and Culture	Creating, Interpreting and Presenting	Reflection	Participation and Collaboration	Expression and Communication		
Life Orientation	Health Promotion	Social Development	Personal Development	Physical Development and Movement	Orientation to World of Work	
Economics and Management Sciences	Economic Cycle	Sustainable Growth and Development	Managerial, Consumer & Financial Knowledge & Skills	Entrepreneurial Knowledge & skills		
Technology	Technological Processes & Skills	Technological Knowledge & Understanding	Technology, Society & the Environment			

STRUCTURE OF LESSON MY MAKARAPA

INTEGRATED LESSON	
Prior Learning Requirements	
<p>Concept / Topic: Basic familiarity with a makarapa soccer hat</p> <p>ICT Skills: Inserting graphics; Drag and drop; Adding line and fill colour</p>	
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
<p>DRAG To click on/select an image and hold the left mouse button down. While holding it down, move/drag the object to where you want to move/resize it.</p>	
Integrated Activity	20 Min
Learners create a makarapa using various shapes and graphics	
Resources Used	
<p>Software: Microsoft Word</p> <p>Prerequisite: None</p> <p>Template: my_makarapa.doc</p> <p>WWW: None</p>	
Learning Outcomes	
<ul style="list-style-type: none"> • Language LO 1; LO 3; LO 5 • Arts and Culture LO 1 	
Additional Learning Opportunities	
<p>Concept / Topic: 2.2 I am Special 2.16 Insects</p> <p>ICT Skills: 2.6 Sea Animals 2.9 Transport</p>	
Beyond the ICT Centre	
<ul style="list-style-type: none"> • Make your own crazy soccer hats using recyclable materials. • Create a special birthday hat that is worn by people in the class when it is their birthdays 	

Learner name:	Class:	
Integrated Activity: Learners create a makarapa using various shapes and graphics		
Theme/Topic: My Makarapa	Integrated Activity	
Learning Outcomes & Assessment Standards	Practice	Assess
Language		
2.1.2 Demonstrates appropriate listening behaviour by showing respect		
2.3.1 Uses visual cues to make meaning		
2.5.4 Organises information in simple graphical forms		
<i>Comment:</i>		
Arts and Culture		
2.1.4.1 Explores the immediate environment using the elementary functions of line, shape, colour and contrast in two-dimensional and three-dimensional work		
<i>Comment:</i>		
Concepts and Skills		
Creativity		
Colour, shape and line		
Graphic representation		
Organising information		
4 = Exceeded Requirements 3 = Satisfied Requirements 2 = Partially Satisfied Requirements 1 = Has Not Satisfied Requirements		

Learner name:	Class:	
Integrated Activity: Learners create a makarapa using various shapes and graphics		
Theme/Topic: My Makarapa	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		
2.5.1 Open / Exit programmes Using Shortcuts		
2.7.1 Navigating through folders / Folder structure		
2.7.3 Navigating within a file (scrollbar / hyperlinks)		
2.7.4 Opening Files		
2.7.5 Saving Files		
2.7.6 Closing Files		
Unit 4 - Word Processing		
4.1 Open programme		
4.2.2 Opening document		
4.3.1 Insert text		
4.5.1 Insert graphics		
4.5.2 Format graphics		
4.5.3 Move graphics		
4.5.5 Copy / Paste graphics		
4.8 Save		
4.10 Print		
4.11 Exit		
4 = Exceeded Requirements 3 = Satisfied Requirements 2 = Partially Satisfied Requirements 1 = Has Not Satisfied Requirements		

Integrated Lesson My Makarapa (Microsoft Excel)



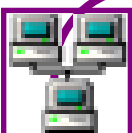
EDUCATIONAL GAME: (10 minutes)

A suitable educational game, as per Appendix A, 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 minutes)

1. Demonstrate right click using the mouse.
2. Demonstrate left click using the mouse.
3. Demonstrate how to drag an object by holding down the left mouse button and moving the mouse.



TECH TALK: (5 minutes)

DRAG

To click on/select an image and hold the left mouse button down. While holding it down, move/drag the object to where you want to move/resize it.



INTEGRATED ACTIVITY (20 – 60 MINUTES)

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

- **Have you ever been to a big sporting event?**
- **How do supporters or fans show their support for their team?**
- **have you ever seen soccer fans wearing a makarapa?**

A short discussion takes place about the variety of sporting events that there are and how supporters often wear the team colours or take posters and flags to show their support. In South Africa soccer supporters often wear the makarapa which is a hard hat (construction hat) with various items attached to it which represent their team.

Explain to learners that they are going to create their own makarapa which should have items on it which represent the team they support. It can be anything from colourful shapes to national symbols, animals or flowers - the more outrageous the better!

Task: Create a unique makarapa which represents the team you support using coloured lines, shapes and graphics.

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. **Save** your **document** into your **digital portfolio** → **Office Button** → **save as** → **locate your portfolio** → **double click** → **type a suitable name in the file name box** → **save**
5. *Note to Educator: The Makarapa template also contains a pair of oversized glasses which are also commonly worn with the makarapa. You may choose to add colour and items to the glasses as well or you may delete the glasses and only work on the makarapa if you wish.*



6. Begin by looking at the makarapa hat. It has been coloured in yellow for you may choose to colour it any colour you wish.

7. Click once on the makarapa hat. It will have blue adjustment handles around it.

8. Double click once more on one of the parts of the hat

(eg: the brim of the hat). The selected section of the hat will become outlined in grey adjustment handles and a formatting window will appear. Once you have done this a new **format toolbar** will appear.

9. Select a **"Shape Fill "** and a **"Shape Outline"**, **select a colour for each from their drop down colour palette → OK**

10. If you do not see a colour you like select **More Outline Colours** or **More Fill Colours** to see a larger range of colour.

11. Your selected piece of the hat will now be coloured with the fill and line colour of your choice.

12. You may colour the other parts of the hat and glasses in a similar way.

13. Once you have added line and fill colour to your hat and glasses it is time to get creative adding in some colourful shapes and graphics.

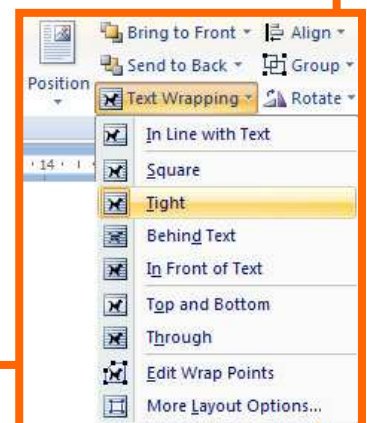
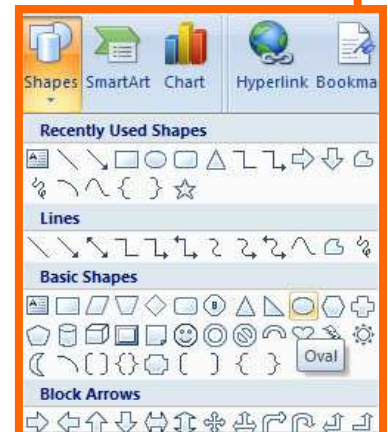
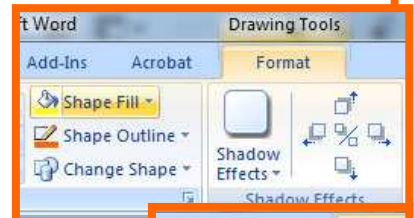
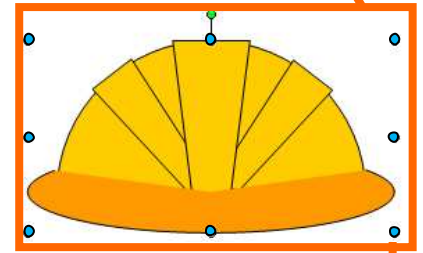
14. Select a shape from the Autoshapes menu. **Click on Insert Toolbar → Shapes → click on the required shape.** Your cursor will change into a crosshair shape.

15. **Click and hold the left mouse button down** as you **drag** to draw the shape on a blank area of your page.

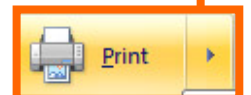
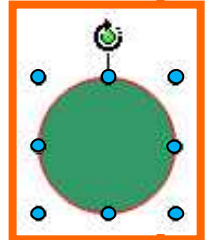
16. **Double click** on the drawn shape to view the formatting pop-up toolbar (as above)

17. Click on **Text Wrapping → select tight → OK**

18. To add colour to your shape, **double click on the drawn shape → select a "Shape Fill"** and **"Shape Outline"** for your newly drawn shape as you did before



19. Move your drawn shape into position by clicking and holding the left mouse button down and dragging it into position.
20. Get creative and see how many different coloured shapes you can add to your makarapa hat.
21. You may also add graphics to your hat. Minimise the document you are working on and maximise your interface. Click on the link under **Pix Linx**.
22. When you are **viewing your images as thumbnails** → **right click on the selected image** → **copy** → **maximise your document** → **right click** → **paste**.
23. You will need to format this image in the same way as you formatted your drawn shape.
24. **Double click on the image** → **format tab** → **text wrapping** → **select tight**
25. You may now drag your pasted image into position on your hat.
26. If you want to bring an image in front of another image or shape, you can select the **"in front of text"** option from the **Text Wrapping** drop down box.
27. You may find that some shapes and images can be rotated if there is a **green rotation handle** present.
28. Place your cursor over the green rotation handle. **Click and hold the left mouse button down as you drag** the selected shape or image to the desired angle.
29. Continue adding shapes and graphics to your hat to make the most creative and outrageous makarapa that anyone has ever seen!
30. Once you have completed your hat, you may enter your name and grade.
31. Click in the textbox next to "Name" and enter your name.
32. Click in the textbox next to "Grade" and enter your grade.
33. Save your work by clicking on **Office Button** → **save**
34. To print your document, click on **Office Button** → **Print** or the **print** icon on the toolbar.



35. **Close Microsoft Word** by **clicking** on **Office Button** → **exit word**

