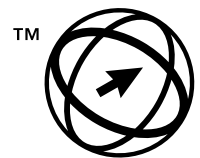




**Integrated ICT Learning Unit**  
Volume 3  
Soccer Special – Amazing Soccer



Endorsed by the  
**ECDL Foundation**

## Overview

This integrated ICT learning unit consists of one activity which explores the concept of **direction**.

### 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 can be monitored. This matrix may be printed or photocopied for each learner 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	L01	L02	L03	L04	L05	L06
<b>Languages</b>	Listening	Speaking	Reading & viewing	Writing	Thinking & reasoning	Language Structure and use
<b>Mathematics</b>	Numbers, operations & relationships	Patterns, functions & algebra	Space & shape (Geometry)	Measurement	Data Handling	
<b>Natural Sciences</b>	Investigate relationships & solve problems in scientific, technological & environmental contexts	Interpret & apply scientific, technological and environmental knowledge	Relationship between science, technology, society & environment			
<b>Social Sciences - History</b>	Historical Enquiry	Historical Knowledge and Understanding	Historical interpretation			
<b>Social Sciences - Geography</b>	Geographical Enquiry	Geographical Knowledge and Understanding	Exploring Issues			
<b>Arts and Culture</b>	Creating, Interpreting and Presenting	Reflection	Participation and Collaboration	Expression and Communication		
<b>Life Orientation</b>	Health Promotion	Social Development	Personal Development	Physical Development and Movement	Orientation to World of Work	
<b>Economics and Management Sciences</b>	Economic Cycle	Sustainable Growth and Development	Managerial, Consumer & Financial Knowledge & Skills	Entrepreneurial Knowledge & skills		
<b>Technology</b>	Technological Processes & Skills	Technological Knowledge & Understanding	Technology, Society & the Environment			

## STRUCTURE OF LESSON AMAZING SOCCER

INTEGRATED LESSON	
<b>Prior Learning Requirements</b>	
<b>Concept / Topic:</b> No pre-requisite knowledge required	
<b>ICT Skills:</b> Drawing lines; basic animation	
Educational Game	<b>10 Min</b>
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	<b>5 Min</b>
A suitable activity should be selected by the ICT or class teacher to ensure continuity and progression of appropriate skills	
Tech Talk	<b>5 Min</b>
<b>ANIMATE</b> If you want text or graphics to move when you compile a presentation, you animate them.	
Integrated Activity	<b>20 Min</b>
Learners animate a soccer ball through a maze to score a goal	
<b>Resources Used</b>	
<b>Software:</b> Microsoft Powerpoint	
<b>Prerequisite:</b> None	
<b>Template:</b> amazing_soccer.ppt	
<b>WWW:</b> None	
<b>Learning Outcomes</b>	
<ul style="list-style-type: none"> <li>• Language LO 1; LO 3</li> <li>• Mathematics LO 3</li> </ul>	
<b>Additional Learning Opportunities</b>	
<b>Concept / Topic:</b> 3.20 Trendy Togs	
<b>ICT Skills:</b> 5.21 Germination and Growth	
<b>Beyond the ICT Centre</b>	
<ul style="list-style-type: none"> <li>• Organise a mini-soccer tournament between your school friends and the teachers</li> <li>• Hold a goal-scoring competition by allowing each person one kick at the goal.</li> </ul>	

<b>Learner name:</b>	<b>Class:</b>	
<b>Integrated Activity: Learners animate a soccer ball through a maze to score a goal</b>		
<b>Theme/Topic: Amazing Soccer</b>	<b>Integrated Activity</b>	
<b>Learning Outcomes &amp; Assessment Standards</b>	<b>Practice</b>	<b>Assess</b>
<b>Language</b>		
<b>3.1.1</b> Listens attentively (extending concentration span) and responds to an extended sequence of instructions		
<b>3.3.1</b> Uses visual and pictorial clues to make meaning		
<i>Comment:</i>		
<b>Mathematics</b>		
<b>3.3.1</b> Recognises, identifies and names two-dimensional shapes and three-dimensional objects in the environment and in pictures		
<i>Comment:</i>		
<b>Concepts and Skills</b>		
Thinking and reasoning		
Direction		
Creativity		
<b>4 = Exceeded Requirements    3 = Satisfied Requirements</b> <b>2 = Partially Satisfied Requirements    1 = Has Not Satisfied Requirements</b>		

<b>Learner name:</b>	<b>Class:</b>	
<b>Integrated Activity: Learners animate a soccer ball through a maze to score a goal</b>		
<b>Theme/Topic: Amazing Soccer</b>	<b>Integrated Activity</b>	
<b>e-Learner Skills</b>	<b>Practice</b>	<b>Assess</b>
<b>Unit 2 – Files and Folders</b>		
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		
<b>Unit 6 - Presentations</b>		
6.1 Open programme		
6.2.2 Opening presentation		
6.2.3 View show		
6.4.2 Move graphics		
6.7 Save		
6.8 Print Preview		
6.9 Print		
6.10 Exit		
<b>4 = Exceeded Requirements   3 = Satisfied Requirements</b> <b>2 = Partially Satisfied Requirements   1 = Has Not Satisfied Requirements</b>		

## Integrated Lesson Amazing Soccer (Microsoft Powerpoint)



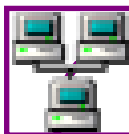
### **EDUCATIONAL GAME: (10 minutes)**

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. Make sure learners keep their hands over the home row of keys.
2. Make sure the mouse is in easy reaching distance.
3. Make sure the monitor is in line with the learners eyes.



### **TECH TALK: (5 minutes)**

#### **ANIMATE**

If you want text or graphics to move when you compile a presentation, you animate them.



## INTEGRATED ACTIVITY (20 - 60 MINUTES)

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

- **Who has been to a soccer match?**
- **How are points scored in a soccer match?**
- **What is the name of the player who stands in the goals tries to keep the other team from scoring?**

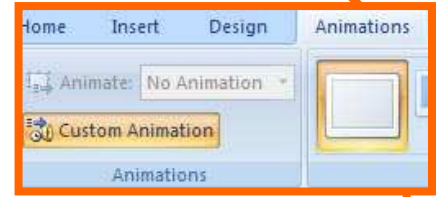
A short discussion takes place about the game of soccer and how goals are scored when the ball is kicked into the goals. The goal keeper's job is to try and prevent goals from being scored by the other team.

**Task: Today you are going to help a soccer player navigate the soccer ball through a maze so he can score a goal.**

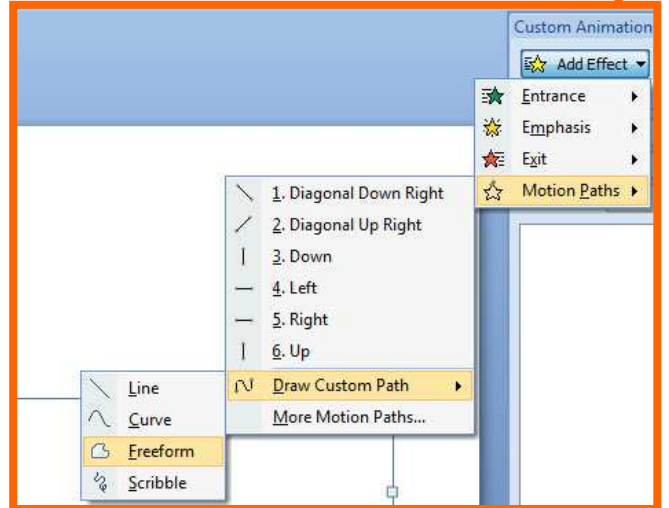
1. Double click on the **Computers 4 Kids** icon on your desktop and click on the relevant **volume number** and **lesson number**
2. Click on the template hyperlink under the Template Linx heading
3. The opened template will look like this:
4. Save your document into your **digital portfolio** → **Office Button** → **save as** → **locate your portfolio** → **double click** → **type a suitable name in the file name box** → **save**
5. The template contains a maze. The soccer ball must travel from one side of the maze, through the maze and land in the goal. In order to do this we will use a **motion path**.
6. Begin by looking at the maze and finding the correct path.
7. When you have located the path the soccer ball must take in order to land in the goals, **click on the soccer ball and then click on the Animations Toolbar**



8. From the **Animations toolbar** select the **Custom Animation** button. Once the side bar appears to the right select "Add Effect" → Motion Paths → Draw Custom Path → Freeform.



9. Your cursor will change into a crosshair shape. Click and hold the left mouse button down as you trace the path of the soccer ball through the maze.



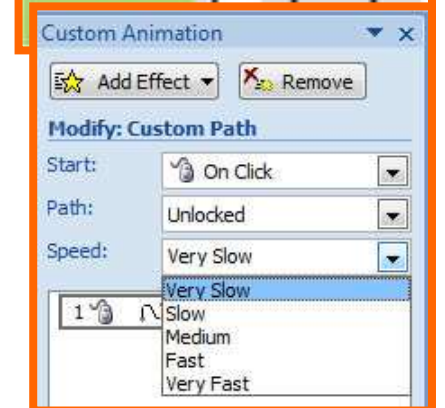
10. Double click to finish drawing your custom motion path.

11. Note to Educator: As this line has to be drawn as **one continuous line** it may take a few attempts to get this line correct. The learner may delete and re-draw the line until they are happy with the line.

12. Your motion path will appear on your maze. We will change the speed so that the ball does not travel too quickly.



13. Under the "Speed" drop down menu, select **Very Slow**.

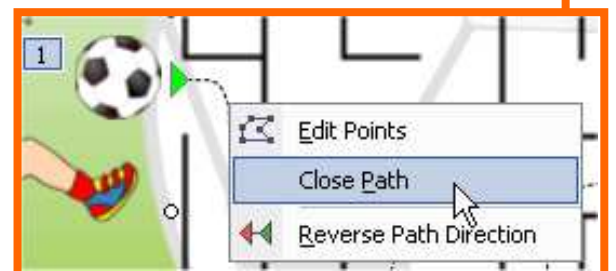


14. To view your slide show press F5 on your keyboard. To start your ball through the maze, click the mouse on the screen.

15. If you want to watch your soccer player kick the ball into the goal many times you can edit the motion path.

16. Right click on the motion path → close path.

17. This will join the end of the motion path to the start of the motion path.



18. Click on **Slide Show toolbar** → **Setup Slide Show** → A pop up box will appear → **place a tick in the box next to “Loop continuously until Esc”** → **OK**
19. Press **F5** and click to watch your soccer player score a goal over and over again!
20. **Save** your work by **clicking** on **Office Button** → **save**
21. **Close Microsoft PowerPoint** by **clicking** on **Office Button** → **exit Powerpoint** or clicking on the top **X** at the top of your screen.

