







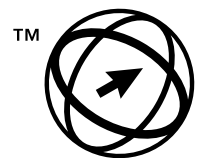




**Integrated ICT Learning Unit**  
Volume 4  
Soccer Special – Do Da Diski!

 <p><b>Diski Dance!</b></p>  <p>00:01 1</p>	 <p><b>Diski Dance!</b></p>  <p>00:01 2</p>
 <p><b>Diski Dance!</b></p>  <p>00:01 3</p>	 <p><b>Diski Dance!</b></p>  <p>00:01 4</p>



Endorsed by the  
ECDL Foundation

## Overview

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

### Lesson format:

- 10 minutes Educational game (optional; at the discretion of the teacher)
- 5 minutes "Tech Talk" which introduces ICT terminology
- 5 minutes Touch Typing skills which develops essential 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
<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 DO DA DISKI

INTEGRATED LESSON	
<b>Prior Learning Requirements</b>	
<b>Concept / Topic:</b> Basic Knowledge of the disk dance	
<b>ICT Skills:</b> Inserting graphics	
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	
Touch Typing	<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>CURSORS KEYS</b>	
These are the arrow keys on the bottom right hand side of the keyboard. There are 4 of them. They move the cursor up, down, left and right. You can sometimes use the cursor keys instead of using the mouse. There is another set of cursor keys on the number pad on the right hand side of the keyboard.	
Integrated Activity	<b>20 Min</b>
Learners choose a move from the disk dance and make their character dance	
<b>Resources Used</b>	
<b>Software:</b> Microsoft Powerpoint	
<b>Prerequisite:</b> disk_information.pdf	
<b>Template:</b> disk_dance.ppt	
<b>WWW:</b> None	
<b>Learning Outcomes</b>	
<ul style="list-style-type: none"> <li>• Languages LO 3</li> <li>• Arts and Culture LO 1</li> </ul>	
<b>Additional Learning Opportunities</b>	
<b>Concept / Topic:</b> 5.7 Celebrations 5.12 Tourism in Africa	
<b>ICT Skills:</b> 5.21 Germination and Growth	
<b>Beyond the ICT Centre</b>	
<ul style="list-style-type: none"> <li>• Make a list of cultures represented in your class and find out about the traditional dance forms of each</li> </ul>	

<b>Learner name:</b>	<b>Class</b>	
<b>Integrated Activity: Learners choose a move from the disk dance and make their character dance</b>		
<b>Theme/Topic: Do Da Diski</b>	<b>Integrated Activity</b>	
<b>Learning Outcomes &amp; Assessment Standards</b>	<b>Practice</b>	<b>Assess</b>
<b>Language</b>		
<b>4.3.1</b> Reads a variety of South African and international fiction and non-fiction texts for different purposes		
<b>4.3.11</b> Interprets simple visual texts		
<i>Comment:</i>		
<b>Arts and Culture</b>		
<b>4.1.1.2</b> Uses cans, stones, newspapers, materials, chairs, balls and a large variety of objects/props to improvise and compose movement sequences		
<i>Comment:</i>		
<b>Concepts and Skills</b>		
Dance		
Movement		
Sequencing Events		
Soccer		
<b>4 = Exceeded Requirements   3 = Satisfied Requirements</b> <b>2 = Partially Satisfied Requirements   1 = Has Not Satisfied Requirements</b>		

Learner name:	Class	
<b>Integrated Activity: Learners choose a move from the disk dance and make their character dance</b>		
<b>Theme/Topic: Do Da Diski</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 etc) on keyboard		
2.4 Recognising icons		
2.5.1 Open / Exit programmes Using Shortcuts		
2.5.2 Open / Exit programmes Using Start Menu		
2.6.1 Maximise / Minimise window		
2.6.2 Close window		
2.6.3 Move window		
2.6.4 Multitask between documents / applications		
2.6.5 Using the task bar		
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>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 choose a move from the disk dance and make their character dance</b>		
<b>Theme/Topic: Do Da Diski</b>	<b>Integrated Activity</b>	
<b>e-Learner Skills</b>	<b>Practice</b>	<b>Assess</b>
<b>Unit 6 - Presentations</b>		
6.1 Open programme		
6.2.2 Opening presentation		
6.2.3 View show		
6.4.1 Insert graphics		
6.4.4 Copy / Paste graphics		
6.4.5 Delete 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 Do Da Diski (Microsoft Powerpoint)



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

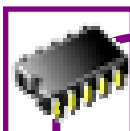
A suitable educational game, as per Appendix A, may be used as an optional activity at any point during the course of the lesson at the discretion of the ICT or class teacher



### **TOUCH TYPING: (5 minutes)**

#### **Check that all learners know how to:**

1. Position their fingers over the home row
2. Use the mouse effectively
3. Use the correct fingers to right click and left click



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

#### **CURSOR KEYS**

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## INTEGRATED ACTIVITY (20 – 60 MINUTES)

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

- **Does any one take dance classes?**
- **Is dance the same as doing exercise at the gym?**
- **Do you think it is possible for disabled people to dance?**

A short discussion takes place about the various forms of dance that exist and how dance is a form of movement, often to music, which expresses a story. One can use a combination of various parts of the body or even just one part of the body in isolation to dance.

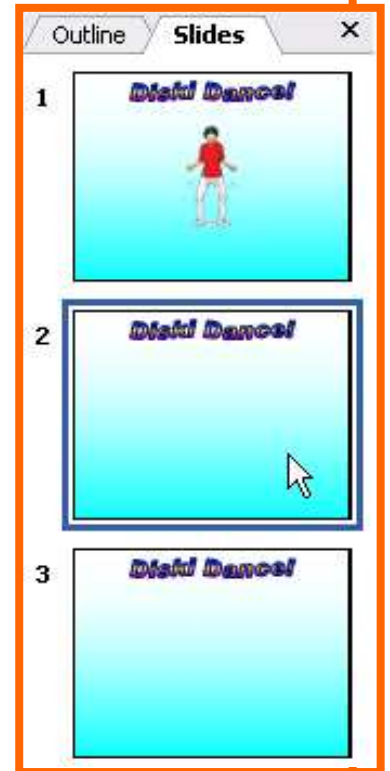
Explain to the learners that they are going to take one movement from the disk dance and be in control of the characters movements. The disk dance is the dance associated with the soccer 2010 and involves movements related to those one would find in soccer such as kicking the ball and bouncing the ball on your head. An informative leaflet has been included as a resource.

**Task: Take one movement from the disk dance and control how your character moves.**

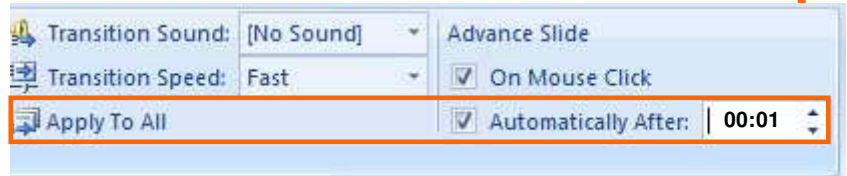
1. Double click on the **Computers 4 Kids** icon on your desktop and click on the relevant **volume number** and **lesson number**
2. Click on the template hyperlink under the Template Linx heading.
3. The opened template will look like this:
4. Save your document into your **digital portfolio** → **Office Button** → **save as** → **locate your portfolio** → **double click** → **type a suitable name in the file name box** → **save**
5. Minimise your powerpoint template, maximise the interface and read through the information about the disk dance which has been saved under the resource linx. You will see that there are 5 moves from the dance which have been explained in the resource.



6. Select one of the moves which you would like to use. For each move there are 5 images (labelled a, b, c, d and e). If you have decided to work with Move 1, then the images required are 1a, 1b, 1c, 1d and 1e.
7. Click on the link under **Pix Linx** . Locate the 5 images you required based on the move you have chosen (eg: If you have chosen move 1 your 5 images will be 1a.png, 1b.png, 1c.png, 1d.png, 1e.png). If you are **viewing your images as thumbnails** → **right click** → **copy** → **maximise your PowerPoint template again** → **right click** → **paste**.
8. Your first image will be pasted onto the centre of the first slide. **Do not move or resize the image** as we will need all the images we use to be in the same position and of the same size.
9. From the left hand pane, click to select the second slide. Return to the **Pix Linx** and copy the second image required (eg: 1b.png). Paste this image onto the second slide in a similar way. **Remember not to resize or move the images at this stage**.
10. Paste the remaining images for your move (eg: 1c.png, 1d.png and 1e.png) on to the remaining slides 3, 4 and 5 respectively.
11. You should now have image "a" on slide 1, image "b" on slide 2, image "c" on slide 3, image "d" on slide 4 and image "e" on slide 5.
12. To view your slideshow, **press F5**. To make the slides advance and the character dance, use the **cursor keys** (right and left arrow keys) to go backwards and forwards through the frames. If you press the cursor keys in a random combination of fast and slow moves, backwards and forwards, you will see how your character dances.
13. Press "**Escape**" to return to your PowerPoint presentation.







14. *Note to Educator: As PowerPoint only has the facility to advance slides automatically in **second increments**, setting the slides to advance automatically after "0" seconds may be too fast and setting the slides to advance automatically after "1" may make the dancer dance too slowly.*



- The character tends to dance best if the learner controls the movements using the cursor keys.*
15. If you wish to automate the advance of the slides **select the first slide of the presentation → Animations Toolbar → Transition to this Slide Tab.**
16. Under "**Advance slide**" select **Automatically After** → **you may choose to leave the default setting of 00:00 or change it to a slower 00:01 → apply to all slides.**
17. **Press F5** to view the slideshow. You will have to click once to start the slideshow. This will start the slideshow and make the dancer dance. Each slide will advance automatically and the dancer will make a new move with each slide. Depending on the slide advance settings you have selected this may be very fast (00:00 seconds) or very slow (00:01). It is still preferable to let the learners navigate the slideshow using the cursor keys. By navigating using the cursor keys, one can also manually go backwards and forwards making the dancer appear to dance more realistically rather than having the slides advance automatically **forwards only** at a consistent pace.
18. **Save** your work by **clicking on Office Button → save**
19. **Close Microsoft Powerpoint** by **clicking on Office Button → exit Powerpoint** or clicking on the top **X** at the top of your screen.



*Note to Educator: Once learners get the idea that each slide is a movement of the dance (similar to stop frame animation) they may want to experiment by adding in additional images in from their selected move but in a different order (other than a, b, c, d, e) which would make for a greater variety to the dance. If they advanced the slides automatically after 00:00 seconds and have a variety of movements they could create an interesting dance!*

	
00:01 1	00:01 2
	
00:01 3	00:01 4