



Integrated ICT Learning Unit

Volume 6

6.Soccer Special – Changing Currency

Money Matter\$



flag	country	currency	ticket price RAND	exchange rate	ticket price for visitor
	Australia	Australian Dollar	R 340.00	6.83093	49.77
	Japan	Japanese Yen	R 340.00	0.0775996	4381.47
	United States	American Dollar	R 340.00	7.33218	46.37
	Brazil	Brazilian Real	R 340.00	4.25226	79.96
	Mexico	Mexican Peso	R 340.00	0.600934	565.79
	England	British Pound	R 340.00	11.2177	30.31
	Argentina	Argentine Peso	R 340.00	1.87291	181.54
	Denmark	Danish Krone	R 340.00	1.31176	259.19
	Chile	Chilean Peso	R 340.00	0.0141845	23969.83
	Switzerland	Swiss Franc	R 340.00	6.80759	49.94



Endorsed by the
ECDL Foundation

Overview

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

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
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 CHANGING CURRENCY

INTEGRATED LESSON	
Prior Learning Requirements	
Concept / Topic: Basic knowledge of currency from other countries	
ICT Skills: Entering text; creating formulas	
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
FORMULA BAR	
The bar in a spreadsheet programme where you type a formula to enable you to perform a specific function in a spreadsheet.	
Integrated Activity	20 Min
Learners research exchange rates and convert the price of a ticket from local to their own currency	
Resources Used	
Software: MS Excel	
Prerequisite: None	
Template: xrates.xls	
WWW: None	
Learning Outcomes	
<ul style="list-style-type: none"> • Mathematics LO1; LO 5 • Language LO 3 	
Additional Learning Opportunities	
Concept / Topic: 6.17 Counting Costs	
ICT Skills: 6.10 Geomaths 6.12 Formula Fun	
Beyond the ICT Centre	
<ul style="list-style-type: none"> • Collect bank notes and coins from around the world • Display the daily exchange rate in the classroom and plot its movement on a chart 	

Learner name:	Class	
Integrated Activity: Learners research exchange rates and convert the price of a ticket from local to their own currency		
Theme/Topic: Changing Currency	Integrated Activity	
Learning Outcomes & Assessment Standards	Practice	Assess
Language		
6.3.10 Understands and uses information texts appropriately		
6.3.11 Interprets and analyses independently details in graphical texts		
6.3.12 Selects relevant texts for personal and information needs from a wide variety of sources such as in the local community and via electronic media (where available).		
<i>Comment:</i>		
Mathematics		
6.1.6 Solves problems in context including contexts that may be used to build awareness of other Learning Areas		
6.5.2 Uses simple data collection sheets (requiring tallies) and simple questionnaires (with yes/no type responses) in order to collect data		
6.5.4 Organises and records data using tallies and tables		
<i>Comment:</i>		
Concepts and Skills		
Currency		
Exchange rates		
Formula		
4 = Exceeded Requirements 3 = Satisfied Requirements 2 = Partially Satisfied Requirements 1 = Has Not Satisfied Requirements		

Learner name:	Class	
Integrated Activity: Learners research exchange rates and convert the price of a ticket from local to their own currency		
Theme/Topic: Changing Currency	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 etc) on keyboard		
2.4 Recognising icons		
2.5.1 Open / Exit programmes Using Shortcuts		
2.5.2 Open / Exit programmes Using Start Menu		
2.7.3 Navigating within a file (scrollbar / hyperlinks)		
2.7.4 Opening Files		
2.7.5 Saving Files		
2.7.6 Closing Files		
4 = Exceeded Requirements 3 = Satisfied Requirements 2 = Partially Satisfied Requirements 1 = Has Not Satisfied Requirements		

Learner name:	Class	
Integrated Activity: Learners research exchange rates and convert the price of a ticket from local to their own currency		
Theme/Topic: Changing Currency	Integrated Activity	
e-Learner Skills	Practice	Assess
Unit 5 - Spreadsheets		
5.1 Open programme		
5.2.2 Opening workbook		
5.3.1 Insert data		
5.4.1 Create formulas		
5.8 Save		
5.9 Print Preview		
5.10 Print		
5.11 Exit		
4 = Exceeded Requirements 3 = Satisfied Requirements 2 = Partially Satisfied Requirements 1 = Has Not Satisfied Requirements		

Integrated Lesson Changing Currency (MS Excel)



EDUCATIONAL GAME: (10 minutes)

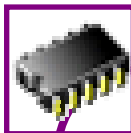
A suitable educational game, as per Appendix A, may be used as an optional activity at any point during the course of the lesson at the discretion of the ICT or class teacher



TOUCH TYPING (5 minutes)

Check that all Learners:

1. Are sitting up straight and facing the monitor
2. Have their feet on the ground
3. Have their eyes in line with the monitor



TECH TALK: (5 minutes)

FORMULA BAR

The bar in a spreadsheet programme where you type a formula to enable you to perform a specific function in a spreadsheet.



INTEGRATED ACTIVITY (20-60 MINUTES)

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

- **Have any of you every travelled to another country?**
- **Do people in other countries use the same money as we do?**
- **Do you know of any other currencies that are used in other countries?**

A short discussion takes place about the various currencies that exists in the world and how the value of our money is different to the value of money in other countries. To work out what the equivalent amount of money in another currency is, we use exchange rates. The exchange rates change daily depending on what is happening in the country at the time.

We are going to work out a simple formula to work out the price of a ticket in local currency converted to the price of the ticket in another country using a list of exchange rates.

Task: Today you will work out a formula to see the price of a soccer ticket converted into the currency of another country:

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. On the first page of the spreadsheet you will see 10 countries listed with their respective flags. Next to each country are the following fields: currency / ticket price RAND / exchange rate / ticket price for visitor.
6. Let's begin by completing the column labelled "ticket price RAND".



Money Matter\$ 

flag	country	currency	ticket price RAND	exchange rate	ticket price for visitor
	Australia		R 340.00		
	Japan				
	United States				
	Brazil				
	Mexico				
	England				
	Argentina				
	Denmark				
	Chile				
	Switzerland				

Name: Grade:



7. Click on cell D3 (R340.00) → place your cursor over the fill handle at the lower right hand corner of the cell → click and hold the left mouse button down and drag the fill handle down to cell D12 (next to Switzerland).

ticket price	
RAND	
	R 340.00

8. The entire column D should now have R340.00 next to each of the countries names.

9. Now we shall start to look up the name of the currency and the exchange rate for each country. The first country we need to find is Australia.

10. Click on the **tab labelled "x-rates"**. On this page you will see a long list of names of countries and their respective currencies and exchange rates.



11. Look through the list of countries until you find the required country (Australia)

12. Once you have found the country on the list, look at the name of their currency (Australian Dollar).

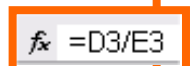
13. Click on the **"ticket prices" tab** and enter the name of the currency (Australian Dollar) next to the correct country (Australia) under the heading **"currency"** (cell C3)

flag	country	currency
	Australia	Australian Dollar

14. Click on the **"xrates" tab** and look at the exchange rate for this country under the column labelled **"in ZAR"**. **Right click in the cell containing the required exchange rate (cell C6) → copy → click on the "ticket prices" tab → right click in the cell next to Australia under the heading "exchange rate" (cell E3) → paste.**

15. Now that we have all the information for Australia we will work out a formula to see what the visitor paid for their ticket in their currency. The visitor price will be the cost in RANDES divided by the exchange rate. (ie: cell D3 divided by cell E3)

16. Click in **cell F3** → in the formula bar type the following formula:
=D3/E3



17. The cost of the ticket for the visitor should now appear in cell **F3** (49.77)

18. Continue adding the currency name and exchange rates for all the other required countries.

19. When you want to work out the ticket price for visitors for the other countries, you can use the same formula as you used in F3.

20. Click on cell **F3**. Place your cursor over the fill handle at the right hand lower edge of the cell. Click and hold the left mouse button down and drag the formula down to the last cell which requires the formula. (cell F12.)
21. When you have completed the visitor ticket price for all countries you may add your name and grade.
22. Click in the cell next to "**Name**" and enter your name
23. Click in the cell next to "**Grade**" and enter your grade.
24. Save your work by clicking on **Office Button** → **save**
25. To print your document, click on **Office Button** → **Print**
26. Close Microsoft Excel by clicking on **Office Button** → **exit word** or clicking on the top **X** at the top of your screen



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