

STRUCTURE OF LESSON MY MAKARAPA

INTEGRATED LESSON	
Prior Learning Requirements	
Concept / Topic: Basic familiarity with a makarapa soccer hat	
ICT Skills: Inserting graphics; Drag and drop; Adding line and fill colour	
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
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 Min
Learners create a makarapa using various shapes and graphics	
Resources Used	
Software: OpenOffice Writer	
Prerequisite: None	
Template: my_makarapa.odt	
WWW: None	
Learning Outcomes	
<ul style="list-style-type: none"> Language LO 1; LO 3; LO 5 Arts and Culture LO 1 	
Additional Learning Opportunities	
Concept / Topic: 2.2 I am Special 2.16 Insects	
ICT Skills: 2.6 Sea Animals 2.9 Transport	
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 	