







Integrated ICT Learning Unit

Volume 4
Soccer Special – Do Da Diski!

<p>1</p> <p>Diski Dance!</p>  <p>Slide 1</p>	<p>2</p> <p>Diski Dance!</p>  <p>Slide 2</p>
<p>3</p> <p>Diski Dance!</p>  <p>Slide 3</p>	<p>4</p> <p>Diski Dance!</p>  <p>Slide 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
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 DO DA DISKI

INTEGRATED LESSON	
Prior Learning Requirements	
Concept / Topic: Basic Knowledge of the disk dance	
ICT Skills: Inserting graphics	
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
CURSOR KEYS	
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	20 Min
Learners choose a move from the disk dance and make their character dance	
Resources Used	
Software: OpenOffice Impress	
Prerequisite: disk_information.pdf	
Template: disk_dance.odp	
WWW: None	
Learning Outcomes	
<ul style="list-style-type: none"> • Languages LO 3 • Arts and Culture LO 1 	
Additional Learning Opportunities	
Concept / Topic: 5.7 Celebrations 5.12 Tourism in Africa	
ICT Skills: 5.21 Germination and Growth	
Beyond the ICT Centre	
<ul style="list-style-type: none"> • Make a list of cultures represented in your class and find out about the traditional dance forms of each 	

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

Learner name:	Class	
Integrated Activity: Learners choose a move from the disk dance and make their character dance		
Theme/Topic: Do Da Diski	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		
2.6.1 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		
4 = Exceeded Requirements 3 = Satisfied Requirements 2 = Partially Satisfied Requirements 1 = Has Not Satisfied Requirements		

Learner name:	Class	
Integrated Activity: Learners choose a move from the disk dance and make their character dance		
Theme/Topic: Do Da Diski	Integrated Activity	
e-Learner Skills	Practice	Assess
Unit 6 - Presentations		
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		
4 = Exceeded Requirements 3 = Satisfied Requirements 2 = Partially Satisfied Requirements 1 = Has Not Satisfied Requirements		

Integrated Lesson Do Da Diski (OpenOffice Impress)



EDUCATIONAL GAME: (10 minutes)

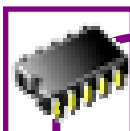
A suitable educational game, as per Appendix A, may be used as an optional activity at any point during the course of the lesson at the discretion of the ICT or class teacher



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

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 (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 diskidance and be in control of the characters movements. The diskidance 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.

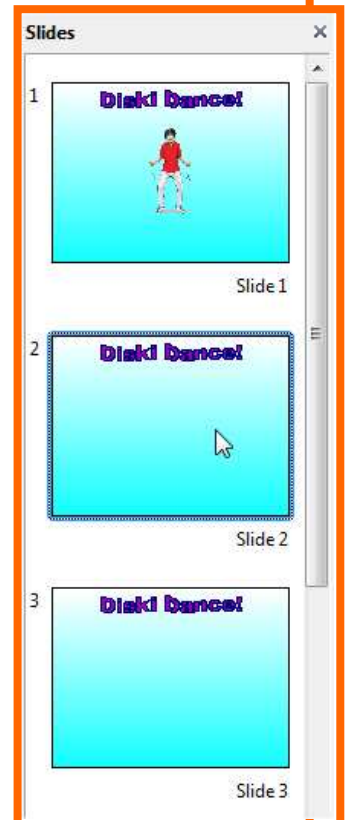
Task: Take one movement from the diskidance and control how your character moves.

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** → **file** → **save as** → **locate your portfolio** → **double click** → **type a suitable name in the file name box** → **save**
5. Minimise your impress template, maximise the interface and read through the information about the diskidance 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.



Diskidance!

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 Impress 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 Impress presentation.



14. *Note to Educator: As Impress 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 → Slide Transition.** →

16. Under "**Advance slide**" select **Automatically after** → you may choose to leave the default setting of 1sec or change it to a faster 0sec → apply to all slides.

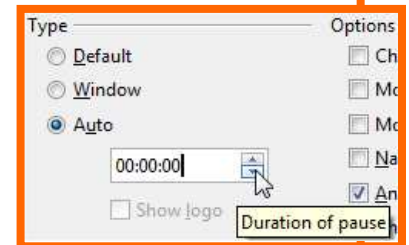
17. Before viewing your slideshow, click on **SlideShow** → **SlideShow Settings** → **Change the duration of pause to 00:00:00** → **OK**

18. **Press F5** to view the slideshow. Each slide will advance automatically and the dancer will make a new move with each slide.

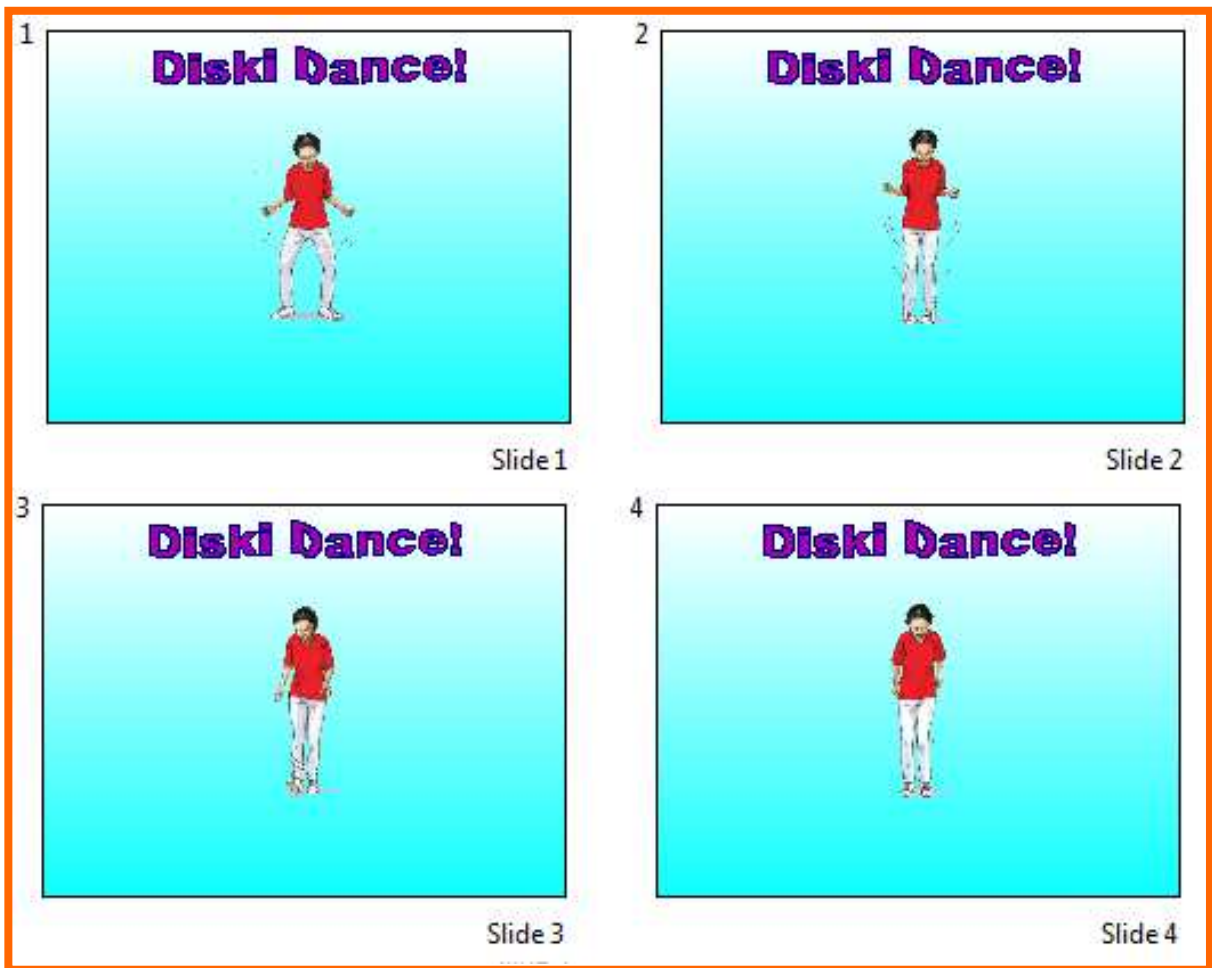
Depending on the slide advance settings you have selected this may be very fast (00:00 seconds) or very slow (00:01). It is still preferable to let the learners navigate the slideshow using the cursor keys. By navigating using the cursor keys, one can also manually go backwards and forwards making the dancer appear to dance more realistically rather than having the slides advance automatically **forwards only** at a consistent pace.

19. **Save** your work by **clicking** on **file** → **save**

20. **Close Impress** by **clicking** on **file** → **exit** 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!



Teacher Feedback Form

This Teacher Feedback Form serves as a

- ❖ Personal record of work covered with your class
- ❖ Feedback form about this lesson to your management
- ❖ Feedback form about this lesson to your colleagues

Place a relevant comment in each of the boxes.

Volume Number			
Learning Unit			
Integrated Lesson			
Educational Game			
Touch typing / Keyboard Skills			
Tech Talk			
I found this Learning Unit to be...			
Engaging?			
Relevant?			
Significant?			
Challenging?			
General Comment			
Name		Date	




This **Teacher Feedback Form** may be photocopied or found in digital format with the Educator Resources

Self Assessment Form

This Self Assessment Form serves as a

- ❖ Personal record of work covered during class
- ❖ Personal record of your progress

Place a tick (✓) and comment in the relevant boxes.

Volume Number				
Learning Unit				
Regarding this Learning Unit ...	Great 	Partial 	None 	Comment
When I started this task my knowledge of this topic was...				
The effectiveness of my completed task is...				
My answers to the topical questions were...				
The pride and care I took in the presentation of my work was...				
After completing this task my knowledge of this topic is...				
During this task I have learnt to be...				
Caring		Principled		
Communicative		A Risk Taker		
Reflective		A Thinker		
Inquiring		Well-balanced		
Knowledgeable		Open-minded		
After completing this task I have learnt...				
Name			Date	




This **Self Assessment Form** may be photocopied or found in digital format with the Educator Resources

Peer Assessment Form

This Peer Assessment Form serves as

- ❖ Feedback to your peer about your perception of their achievements
- ❖ A record of your personal perception of your peers achievements

Place a tick (✓) and comment in the relevant boxes.

Peer's Name				
Volume Number				
Learning Unit				
Regarding this Learning Unit ...	Yes 	Sort Of 	No 	Comment
Has the task been completed?				
Is the completed work effective?				
Have the topical questions been answered successfully?				
Have they taken pride in the presentation of their work?				
Have you learnt anything new from your friends work?				
I think this task has taught my friend to be...				
Caring		Principled		
Communicative		A Risk Taker		
Reflective		A Thinker		
Inquiring		Well-balanced		
Knowledgeable		Open-minded		
By completing this task I think my friend has learnt...				
Name			Date	

This **Peer Assessment Form** may be photocopied or found in digital format with the Educator Resources

