

Integrated ICT Learning Units
Overview of lesson activities, Volume R – Volume 7
Primary School Version 1.8



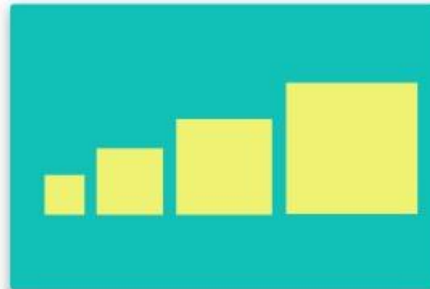
VOLUME R



1. Shape

Create a picture of yourself at home using shapes.

START



2. Size

Arrange graphics from smallest in size to largest in size and vice versa.

START



3. Colour

Identify objects and classify them according to colour.

START



4. Same or Different

Sort and classify graphics according to similar characteristics or properties.

START



5. Night Time

Create a night time picture using a drawing programme.

START



6. Opposites

Sort and match graphics.

START



7. Stop Sign

Build a stop sign and arrange the letters S-T-O-P.

START



8. Dressing Ellie

Dress the elephant correctly.

START

VOLUME R



9. Shopping

Create a visual organiser about healthy and unhealthy food purchased at the shops.

START



10. Numbers

Count objects and link to the correct numbers.

START



11. Fireworks

Create a fireworks display picture using a drawing programme.

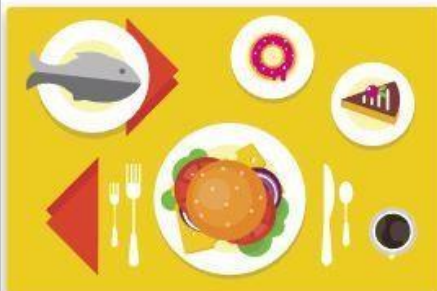
START



12. Safety

Sort and classify "dangerous" and "safe" graphics.

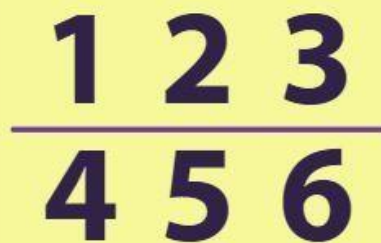
START



13. Dinner Time

Learn to lay the table with crockery and cutlery for dinner.

START



14. Counting

Use the shading tool to shade cells in a table counting 1-9.

START



15. Matching

Match objects in their environment to shapes.

START



16. Right Lights

Construct a traffic light and a pedestrian light.

START

VOLUME R



17. People Who Help Us

Match graphics of people who help us in our community.

START



18. More Fun With Shape and Colour

Match, sort and sequence using a series of shapes of different colours.

START



19. Clock Count

Place numbers and hands on a clock face.

START



20. Dial a Digit

Place digits on a telephone and enter their own telephone number.

START



21. Sorting

Sort graphics according to a winter and a summer theme.

START



22. My Mouse

Identify left and right click buttons on a caricature mouse.

START



23. Future Voter

create a "future voter" certificate which identifies them as being eligible to vote once they are 18.

START



24. Name Your Game

Use given info or classmates info to ascertain who uses which gaming console the most.

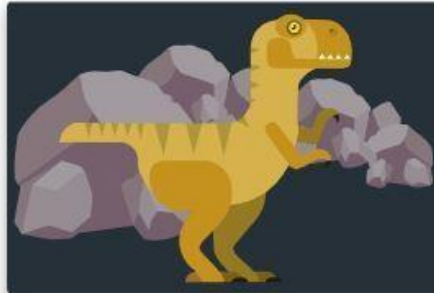
START



25. Colour Wheel Game

Insert various coloured pictures onto a colour wheel, which they then print and play the Colour Wheel Game.

START



26. Dino-saw-us

Create your own dinosaur using given parts – head, body and tail. Compile their name from the given alphabet as the name for their dinosaur with a suffix attached.

START



27. Making the right choices

Using Tux Paint, draw a picture of yourself in the community making the right choices.

START



28. Safety File Card

Make a file card with your full name, phone number and parent's first names.

START



29. Toy Count

Place the appropriate number of toys in blocks in a frame.

START



30. Shadow Shapes

Sort various shapes by identifying them by their shadow outline.

START

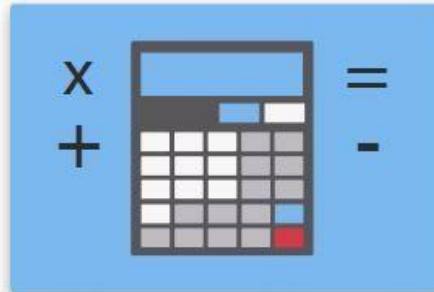
VOLUME R



1. My Body

Identify body parts and label them correctly.

START



2. Better Bonds

Complete sums in a spreadsheet programme and are given immediate feedback.

START



3. My Home

Create a picture of your home using drawing and shape tools.

START



4. Fly the Flag

Reconstruct the flag by re-orientating the coloured pieces.

START



5. My Family

Create a visual organiser representing your family.

START



6. My Garden

Create a garden scene and write simple sentences to describe the garden.

START



7. Snake Add

Complete an 'Add Snake' in a spreadsheet and create their own sums.

START



8. My Computer

Reconstruct and label a computer workstation.

START



9. Shape and Pattern

Identify and complete picture and shape patterns and create your own patterns.

START



10. My School

Create classroom door posters for each teacher in the school.

START



11. My Pets

Create a graph about the pets you have at home.

START



12. Spider Sums

Use a spreadsheet to practise your bonds.

START



13. Tuck Shop

Set up a tuck shop and price the goods.

START



14. Holidays and Celebrations

Create a picture or design for a greetings card.

START



15. Granny and Grandpa

Write a story about yourself and your grandparents.

START



16. My Health

Create healthy food number sentences.

START

VOLUME R



17. Monster Maths

Create spider sum diagrams using graphics software for your partners to solve.

START



18. Pond Life

Sort and classify creatures or animals which live in and around a pond.

START



19. My Friends

Create a picture of yourself and a friend using drawing tools.

START



20. Initials and Names

Create a document about yourself and insert a graphic which is the initial of your first name.

START



21. My Day

Arrange graphics and sentences about what happens in a day in the correct sequence.

START



22. Hardware Hunt

Identify and arrange basic computer hardware.

START



23. Counting Crosses

Count completed ballot papers.

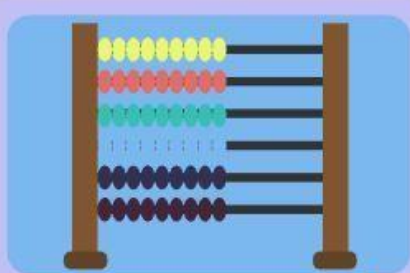
START



24. Technology Match-Up

Match the grey image of a picture to the original picture so as to identify the latest technology available today.

START



25. Abacus Count

Place beads on an abacus frame and label them with numbers.

START



26. Inside, Outside, On

Label and complete sentences about the position of a dog in relation to his kennel.

START



27. Place of Safety

Use the fill colour tool to draw your place of safety.

START



28. Buddy System

Create a presentation in which you choose a person to be your 'buddy' to show the importance of always going somewhere together.

START



29. My Senses

Match words and pictures and create simple sentences relating to the five senses.

START



30. Farmyard Fun

Identify and label the different animals we find on a farm.

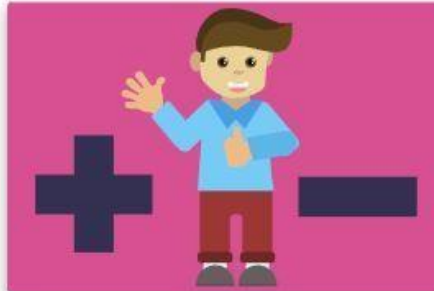
START



1. Funny Faces

Create faces with different emotions using drawing tools.

START



2. I am Special

Create a poster showing your strengths, interests and why you are so special.

START



3. Homes

Create sentences about animal homes.

START



4. Food

Create a visual organiser of healthy and unhealthy food.

START



5. Mini Monsters

Create their own "mini monster".

START



6. Sea Animals

Sort and classify sea animals.

START



7. People Who Help Us

Create a visual organiser about the people who help us - police, medics etc.

START



8. My Computer Keyboard

Reconstruct the keys of a blank computer keyboard.

START



9. Transport

Sort, classify and label modes of transport.

START



10. Shopping

Create a spreadsheet that will help you to total your purchases from a shop.

START



11. Imagination Island

Create imaginary characters for a story using a drawing programme and then complete a story planner.

START



12. Nutritious or Not

Create a plate of healthy food for Fit Freda and Lounge Lunga.

START



13. Water

Create a picture about how to save and not waste water.

START



14. Time and Change

Sequence graphics of transport over the ages.

START



15. Talking Time

Create and interpret clock faces.

START



16. Insects

Draw an insect and flower.

START

VOLUME 2



17. Me and My Emotions

Create a visual organiser about your personal emotions.

START



18. Hidden Treasure

Locate hidden treasure on a map by means of directional clues.

START



19. Friendly Frogs

Sequence frog life cycle pictures from spawn to adult frog.

START



20. Wetlands

Create a wetlands scene by placing animals in a suitable environment.

START



21. Creature Count

Fill in a table template of creatures you have counted in an area in the school or home garden and create a picture graph.

START



22. Special Keys

Identify the function of 10 special keys on the keyboard.

START



23. Identify Yourself

Draw a basic head and shoulders image of yourself and incorporate it into an identity document.

START



24. Future Computer

Paint a picture in Tux Paint of what you think a future computer will look like.

START

VOLUME 2



25. Shape City

Draw and decorate different basic shapes using the shapes in Microsoft Word.

START



26. Seasonal Cycles

Create a season picture with an accompanying poem.

START



27. No to Strangers

Create a safety awareness calendar.

START



28. Stranger Danger Checklist

Create a stranger danger checklist.

START



29. Counting Coins

Place the correct value in coins next to items of varying prices.

START



30. Habitats

Sort and match graphics of animal habitats.

START



31. Spell it Right

Choose the correct spelling of 20 different words, and then take a 10-question quiz related to the lesson.

START

VOLUME 2



1. Rainbow Recycling

Complete a recycling crossword puzzle matching colour clues.

START



2. Water Wise

Create a concept map about the causes of water pollution.

START



3. Precious Plants

Create a concept map about the importance of plants in our lives.

START



4. Magical Monsters

Design and draw a monster in Microsoft Paint and type a detailed description of it in Microsoft Word.

START



5. Feathered Friends

Complete a table about beaks, feet and homes of birds.

START



6. Dairy Made

Create a visual organiser about products which are made from milk.

START



7. Weather

Create a table where they record the weather over a week.

START

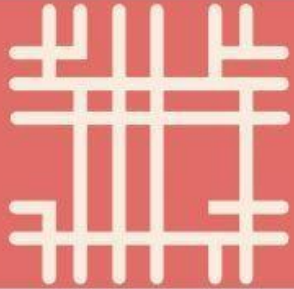


8. My Neighbourhood

Complete an activity where they compare different homes to your own homes.

START

VOLUME 2



9. Pattern Pieces

Create, complete and extend patterns.

START



10. Nifty Numbers

Use a spreadsheet programme to check simple calculations.

START



11. Plant Parts

Draw a plant and what it needs in order to survive. Label the plant parts.

START



12. Our School

Complete language activities about at and around your school.

START



13. Games

Create your own game using tables in a word processor.

START



14. Rockpool Ramble

Recreate a rock pool environment.

START



15. Lousy Litter

Create a spreadsheet and graph after doing a litter survey.

START



16. My Country My Home

Create a concept diagram about your country using graphics which explain the important aspects about your country.

START

2	10	4	21	8	6
11	3	20	1	22	23
18	14	0	12	16	7
17	5	19	9	15	13

17. Number Square

Create various patterns on a number chart.

START



18. Egypt

Design your own Egyptian wall painting mural.

START



19. Forever Friends

Create a visual organiser about the qualities of a good friend.

START



20. Trendy Togs

Create a matching rugby outfit consisting of jersey, shorts, sock and shoe.

START



21. Which way in the Woods?

create an 8 point compass and work out basic directions of places in the "100 Aker Wood".

START



22. Common Computers

Identify everyday scenarios where computers are used.

START



23. Terms of Office

Match up political words with their definitions.

START



24. Technology - Friend or Foe?

match labels with the correct technological devices in a table and fill in how each is either a positive and/or a negative influence in our lives.

START



25. Pledge it - Anti-Cyberbullying

Read paragraphs about cyberbullying and match them with the correct heading. Create your signature using Tux Paint and add it to an Anti-Cyberbullying Pledge.

START



26. Cyberbullying Word Games

Play various word games related to cyberbullying and create some of your own new ones.

START



27. Safe Zones

Create a map of your neighbourhood, pointing out 'safe zones' such as their school, friend's house, police station and others.

START



28. Know Your Rules

Complete a crossword puzzle of safety rules.

START



29. Time

Complete different activities to learn and consolidate the concept of time.

START



30. Ocean Adventure Riddles

Solve subtraction problems to complete a word puzzle.

START



31. Pets of Speech

Choose the correct part of speech.

START



1. Family

Create a table comparing family life in the past to now.

START



2. Photosynthesis

Research the process of photosynthesis on the Internet and create a drawing of the process using drawing tools.

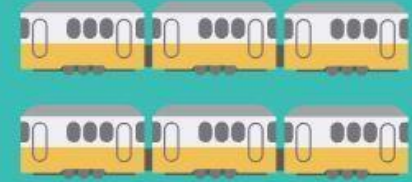
START



3. Life and Living - Animals

Create a graph showing animal numbers for the Kruger National Park.

START



4. Our Changing World - Transport

Create a visual organiser which examines the positive, negative and interesting impact of one mode of modern transport.

START



5. Current Events in my Country

Complete the map puzzle and label the areas.

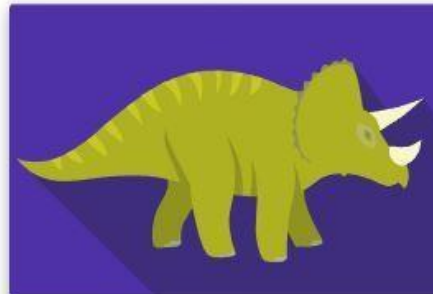
START



6. Nutrition

Create a food pyramid using drawing tools in a word processor.

START



7. Dinosaurs

Draw a dot-to-dot dinosaur from subtraction sum clues and decorate it with autoshape functions.

START



8. Textile Talk

Research relevant information about 5 different textiles: cotton, wool, silk, nylon and polyester. Tabulate the information.

START



9. Energy and Change

Create a diagram about how you would power a house using the resources available today - wood, electricity etc.

START



10. Measurement

Measure various objects and notate your findings.

START



11. African Tales

Format a fable using word processing formatting tools.

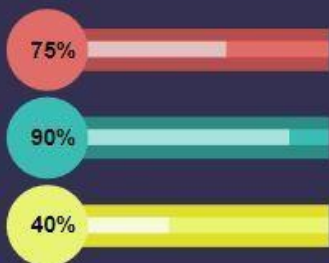
START



12. Hunter Gatherers

Research information and create a visual organiser about the way of life of the San people.

START



13. Personal Progress

Enter assessment results in a spreadsheet and graph the information.

START



14. Refreshment Centre

Create an informative advertisement poster for a refreshment centre.

START



15. Fire and Water

Write a poem about fire or water using all your senses to describe the element.

START



16. Hungry Mungry Numbers

Tabulate and graph the food which Hungry Mungry ate.

START



17. Man and Animals

Write a comprehensive report on the positive, negative and interesting aspects of the relationship between man and animal.

START



18. Walk Through History

Create an interview sheet to interview people in the community about the history of your suburb or village or town or city using a spreadsheet programme.

START



19. Draw a Design

Create a design for wallpaper and or fabric using different drawing tools.

START



20. Movers and Shakers

Research information about a famous person who has made a contribution to society. Create a visual organiser.

START



21. Endangered Animals

Research an endangered animal and tabulate the information.

START



22. Input Output

Sort and identify various input and output devices.

START



23. Perfect President

Identify some of the good qualities of a perfect president.

START



24. Cellphones and Me

Reply to various SMS texts sent by a parent, friend and teacher using the appropriate "cell phone" language.

START



25. Matching the Cyberbullies

Match up the graphics and headings of different types of cyberbullies. Write a summary of each one and fill in some prevention methods to overcome cyberbullying in each case.

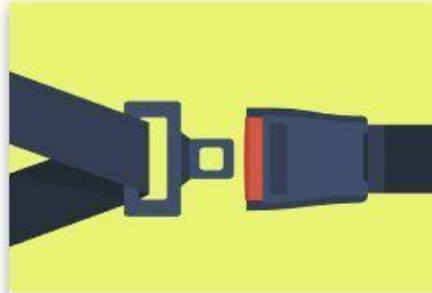
START



26. Be Cool Not Cruel

Create a poster to make people aware of what cyberbullying is and what they can do to prevent it.

START



27. Safety Precautions

Choose the correct answer to various safety precaution questions.

START



28. Crack the Code

Crack the code to read the secret safety messages.

START



29. Global Connections

Create a presentation about yourself and save it as a web page.

START



30. Examining Sources

Research evidence from a backpack and reconstruct the events of a day.

START



1. My Life

Create a time line of your life and the historical events associated with the years you have been alive.

START



2. Around My Country

Glean essential information about your country and present it in a table.

START



3. Seats for Sale

Create a seating plan with a variety of chairs and seats.

START



4. Spreadsheet Fun

Explore the basic functions of a spreadsheet using sweets as a learning tool.

START



5. Explorers

Create a concept map about one explorer which examines the challenges he or she faced, the type of people they were and the consequences of their discoveries.

START



6. Rainfall Round-Up

Research information on the Internet about annual rainfall figures of a town or city in your country. Graph the information.

START



7. Celebrations

Find out about an upcoming festival which is going to be celebrated by someone of a different culture in your class. Create a greeting card.

START



8. Globe Trotters

Plan a trip around the world. Indicate your route on a map. Calculate the distance covered in a spreadsheet programme.

START



9. Top Ten Tools

List and explain the top ten most useful tools in table format.

START



10. Archery Add

Add points of an archery competition to determine a winner.

START



11. Crossing Borders

Create a labelled map of your own country and its neighbours.

START



12. Tourism

Create a concept map about the impact of tourism on a country.

START



13. Weather and Climate in my Country

Create a weather glyph representing weather for a day using drawing tools.

START



14. Tools of the Trade

Recreate the toolbars used in Microsoft Word.

START



15. Medieval Mania

Create your own coat of arms using graphics to represent your character traits.

START



16. My Country, Let's Go

Research information on the Internet about a city in your country.

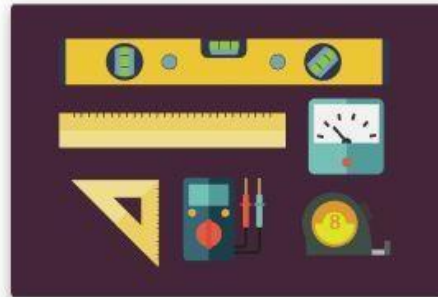
START



17. People and Culture

Create concept maps showing your understanding of the term culture and the respecting of the cultures within our country.

START



18. Units of Measurement

Create a conversion table for recipes using the mathematical and logical functions in a spreadsheet programme.

START



19. My Values

Create a visual organiser called "A World of Value".

START



20. Sacred Soil

Format a passage about soil using more advanced formatting skills.

START



21. Germination and Growth

Draw the germination of a bean seed using drawing tools and create a step by step presentation about the process.

START



22. Storage Size

Allocate various sized files to a variety of storage devices.

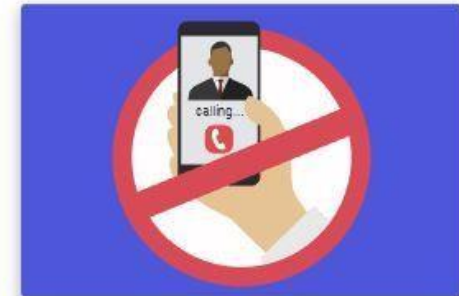
START



23. Party Priorities

Create a presentation which reinforces the manifesto points of your party.

START



24. Cellphone Caution

Create a mind map of all the dangers of using a cell phone and come up with solutions to the problems.

START



25. Am I a Cyberbully?

Complete a questionnaire to see where you rate on the cyberbully scale and write a review on your findings.

START



26. Cyberbullying Alert

Complete a two column information brochure about cyberbullying in Microsoft Word.

START



27. Internet Safety Guide

Distinguish appropriate screennames as well as appropriate chats.

START



28. Potential Predator?

Decide which person in the chat message is more likely to be a potential predator.

START



29. Wonderful Water

Create and label a diagram of the water cycle.

START



30. Vertebrates and Invertebrates

Research information about survival behaviour in animals and create a group presentation.

START



1. Aims and Goals

Create a concept map presenting your 5 main goals for the year.

START



2. Drugs

Create a concept map with relevant information about drugs that the youth have access to.

START



3. Tuckshop Takeover

Compile a survey form in a spreadsheet programme about what should be sold at your school tuckshop.

START



4. Leadership

Create a concept diagram about the qualities of a good leader.

START



5. The Body

create a table explaining the structure of systems of the body and their function.

START



6. Smoking

Create a concept map about the issues surrounding smoking.

START



7. Communication

Create a concept map of various forms of communication.

START



8. Islands

Create a map of a fictitious island with a key to symbols used.

START



9. Rules

Watch a presentation on rules and then create your own rules for the ICT centre.

START



10. Geomaths

Use a template to explore the concept and formulas of perimeter and area.

START



11. Doing Dialogue

Write dialogues for selected cartoons or photos using speech bubbles.

START



12. Formula Fun

Draw shapes and formulate formulas to calculate their perimeter and area. Create a simple tessellation.

START



13. Fractions

Draw up a wall of equivalent fractions and answer questions based on the wall.

START



14. Planning Ahead

create an action plan for your goals for the year in the form of a presentation.

START



15. Skeleton Scramble

Reconstruct and label a skeleton.

START



16. Budgets and Banking

Create a personal budget in a spreadsheet programme.

START



17. Counting Costs

Graph and analyse data from survey. Research costs of items and compare prices.

START



18. Car Park Capers

Design a car park to efficiently accommodate cars and bikes within defined borders.

START



19. Vote for Me

Create a presentation about yourself to motivate why you should become a class Senator or Prefect or Monitor etc.

START



20. Beach Jog

Navigate through a maze collecting clues en route.

START



21. Electricity

Create a presentation which explains how to wire a plug as well as general safety tips.

START



22. Safety Measures

Investigate safe PC procedures - including ergonomics.

START



23. Campaign Trail

Organise a schedule and plot a route on a map.

START



24. Time Enough

Compare the development of computers through History by matching pictures to correct dates and completing information. Then write a brief synopsis about what you have learnt.

START



25. Bully-free Zone

Insert a "No" symbol to include all the characteristics of a cyberbully and hyperlink these to solutions. They then design an "anti-cyberbully" badge.

[START](#)


26. Bully Proof Classroom

Draw up an "anti-cyberbully" pledge and insert the badge that you created in the Integrated Lesson.

[START](#)


27. Scary Statistics of Social Media

Graph cyberbullying statistics found on today's social networking sites.

[START](#)

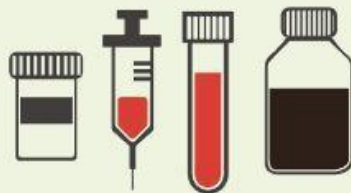

28. Online Activities

Match the online activity with the correct potential consequence.

[START](#)


29. Litres, metres and more

Estimate quantities and convert them between two different measurements.

[START](#)


30. Discovery (Medicine)

Create a presentation about the development of medicine during one era in history.

[START](#)



1. Responsibilities

Learners create a table about the responsibilities which go with rights.

START



2. Children's Rights

Research Children's Rights on the Internet and create a presentation about children's rights.

START



3. Countries of the World

Create a spreadsheet comparing statistics between South Africa and 2 developed and 2 developing countries.

START



4. Peer Pressure

Write a letter to a peer offering advice about a peer pressure issue.

START



5. World Population

Research data on the Internet and create a spreadsheet and graph showing the differences between the population and population densities of various countries.

START



6. Traditions

Create a visual organiser describing the preparation and customs of a traditional meal.

START



7. Market Plan

Organise a market area with certain requirements.

START



8. Teenage Issues

Create a concept map to illustrate what challenges the teenagers of today have to cope with.

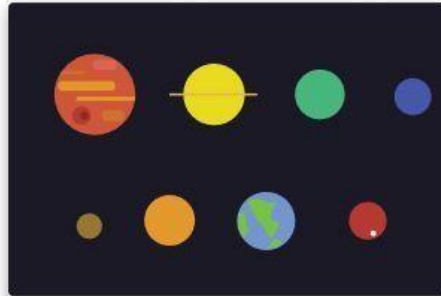
START



9. Natural Disasters

Create a presentation about natural disasters and their effects.

START



10. Earth and Beyond

Create an information table about all the planets in our solar system.

START



11. HIV AIDS

Research information about HIV/AIDS statistics and create spreadsheets and graphs. Analyse the information.

START



12. A Good Story

Research the characteristics of a good story and create a concept map.

START



13. Youth Crisscross

Complete a crossword puzzle using words relating to June 16th.

START



14. My Own Business

Create an animated presentation which outlines how you will go about setting up and starting your own business.

START



15. Co-operation and Conflict

Create a concept diagram about the consequences of and alternatives to war.

START



16. Ancient Civilizations

Research information and create a graphics organiser about the way of life in one Ancient Civilization using a spreadsheet programme.

START



17. Pizza Portions

Create 4 pizza's with different toppings.

START

TOGETHER



18. Diversity

Create a presentation about customs and how diverse they are.

START



19. Clouds

Complete a chart about the three main cloud types.

START



20. Youth Day

Create a presentation about events of June 16th, past and present.

START



21. Write from the start

Research information and create a web page about the development of writing and the resulting consequences.

START



22. Easy Email

Create and send email with an attachment.

START



23. Winning Votes

Collate election results, add the regional and national totals add interactivity to the results by adding hyperlinks and comments.

START



24. Devices Galore

Research and produce a PowerPoint presentation about one of the technological devices on the market today.

START



25. Cyberbullying Pop Quiz

Create a pop quiz about cyberbullying using Microsoft PowerPoint.

START



26. Bully Buster Package

Using Microsoft Word, design and decorate a form of packaging which you will be using as the container for an anti-cyberbullying package.

START



27. Children's Act Budget Plan

Using money values, put together the Children's Act budget plan.

START



28. Online Personal Safety

Identify the different forms of online personal safety.

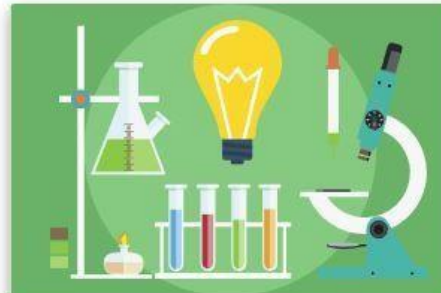
START



29. Market Day

Draw up a spreadsheet which shows the costing for a Market Day Activity and your profit, or loss, after the Market Day.

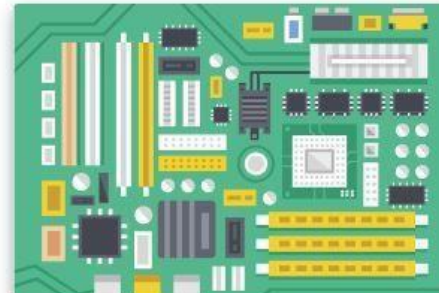
START



30. Periodic Table

Draw up a Periodic Table with all elements placed correctly.

START



31. Electric Avenue

You are challenged to put together electric circuits in order to learn about conductors and insulators.

START



32. Mystery Math QR Codes

Use a QR code scanning program to choose the correct answers to mathematics questions.

START

e-Learner Uganda Ltd P.O.Box 20042, Kampala
Legacy towers, Ministry of education & sports
4th floor, Basic Department, Kyandodo road
Tell: +25702725303, Mobile: +256780566688
Email: uganda.elearner@gmail.com info@elearner.education
www.elearner.education