**EMERALD ROYAL INT’L SCHOOL**

**LESSON PLAN/NOTE FOR WEEK 4 ENDING:26TH MAY, 2023**

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| **Term** | 3rd |
| **Week** | 4 |
| **Class** | SS2 |
| **Date** | 24/05/2023 |
| **Subject** | Data Processing |
| **Topic** | Object Transformation |
| **Sub-Topic** | Definition of Object Transformation |
| **Period** | 12th |
| **Time** | 2:00 – 2:40 |
| **Duration** | 40minutes |
| **Number in class** | 4 |
| **Average age** | 15years |
| **Sex** | Mixed |
| **Specific Objectives** | By the end of the lesson, students should be able to:   1. Define Object Transformation 2. Explain the steps for Object Scaling and Stretching |
| **Rationale** | To enable students understand the concept of CorelDraw |
| **Previous knowledge** | Students have been taught graphic packages in their previous lesson |
| **Instructional material** | Computer set, CorelDraw Software |
| **Reference** | Data Processing for Senior Secondary Education (SS1 – 3) by Hiit Plc |

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| **STEPS** | **TEACHER’S ACTIVITIES** | **STUDENTS’ ACTIVITIES** | **LEARNING POINTS** |
| Introduction | The teacher introduces the lesson by asking the students to explain the meaning of graphic packages | Students participate in the class discussion. | To arouse the students interest for the lesson. |
| Step I | *The teacher defines Object Transformation as thus:*  Object transformation involves using an object as if it was something else or in a way in which it is not normally used. For example a rubber glove may be 'transformed' into a cow's udder or roosters head.  Transform operations include moving, scaling, rotating and skewing objects, shapes or object content. When the pointer tool is active, the context panel contains a set of buttons, used to select the target mode of the pointer tool.  The common transformations that can be made to objects are; moving, scaling, skewing and rotating. | Students listen as the teacher explains. | For proper understanding of the lesson |
| Step II | *The teacher explains the common methods of Object Transformation as thus:* **Transforming objects** You can change the appearance of objects in the drawing window by using the following transformations.   1. Sizing   **Sizing** lets you change the width and height of an object.  IMG_256   1. Scaling   **Scaling** lets you size an object to a percentage of its original size.  IMG_257   1. Skewing   **Skewing** lets you slant an object to one side.  IMG_258   1. Rotating   **Rotating** lets you turn an object around its center axis or a point relative to its position.  IMG_260   1. Stretching   **Stretching** lets you change the height and width of an object nonproportionally.  IMG_259   1. Mirroring   **Mirroring** lets you create a horizontal or vertical mirror image of an object.  IMG_261  **To transform an object interactively;**   1. Select an object by using the **Pick** tool.   The bounding box of the object appears. The bounding box includes eight selection handles that you can use to size, stretch, and mirror the object. If you click the object again, new handles appear. You can use these handles to rotate and skew the object.  IMG_266  *Handle types: selection (1), rotation (2), and skew (3)*   |  |  | | --- | --- | | **To** | **Do the following** | | Size or scale an object | Drag a corner selection handle. | | Stretch an object | Drag a middle selection handle. | | Skew an object | Click the object to display the skew handles, and drag a skew handle. | | Rotate an object | Click the object to display the rotation handles, and drag a rotation handle. | | Mirror an object | Hold down **Ctrl**, and drag a selection handle to the opposite side of the object. | | Students pay attention to the teacher’s explanation and ask questions where necessary. | To ensure all students are carried along. |
| Summary | *The teacher sumarizes the lesson as thus:* **Other methods for transforming objects** You can transform an object in any of the following ways:   * For more precise results, you can select an object with the **Pick** tool and adjust settings on the property bar. For example, you can specify a precise rotation angle or specify the size of an object. * The **Transformation** docker lets you transform objects with precision and apply the transformation to the duplicate of an object, which is created automatically. This feature lets you experiment with transformations without affecting the original object. You can access the **Transformation** docker by clicking **Arrange** **Transformations** and clicking a command. * The **Transform** toolbar also lets you transform objects with precision. You can access the **Transform** toolbar by clicking **Windows** **Toolbars** **Transform** | Students pay attention and copy the note into their exercise books. | For reference purpose |
| Evaluation | The teacher asks the students to explain the ways in which objects can be transformed | Students answer the question orally | To ascertain the students level of understanding of the lesson |
| Conclusion | The teacher corrects the students where necessary. | Students take note of the correction(s) made. | To ensure proper understanding of the lesson |
| Assignment | The teacher gives the following assignment:   1. Write short note on the differences between scaling and skewing | Students copy the assignment in their exercise books | To encourage studying at a home. |



25/5/2023

Principal Head Instuctor