

FINAL PROJECT

Lesson Plan PAINTING A RAINBOW

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TITLE: Paint a Rainbow
SUBJECT: Computer Technology, Bible, Science
GRADE LEVEL: Grade One

DESCRIPTION: Student will be able to open AppleWorks, draw and paint a picture of a rainbow and label the picture with the use of the pencil.

FAITH INTEGRATION: For worship we can discuss the story of Noah and the rainbow – a promise from God. We can branch off into special promises of God. As a second step to this project they can type or print with pencil a promise on the page with their rainbow.

CURRICULUM BENCHMARKS: - Responsible use of technology systems in computer lab.
- How to use the mouse to draw and paint.
- How to use the keyboard to print title or verse.

MATERIALS/HARDWARE/SOFTWARE: Computer Lab
 MacIntosh Computers
 Appleworks

TEACHER PREPARATION: Teacher will book time in Computer Lab
 Teacher will have practiced so she or he can demonstrate.

STUDENT PREPARATION: The student will need to know how to listen and observe the step by step instructions. This lesson assumes the student has no pre computer skills.

ACTIVITIES/PROCEDURES: Teacher will demonstrate while students observe. Then students will proceed with these steps given one at a time and ensuring that each student is moving at each step before moving to the next.

1. Turn on computer.
2. Introduce Mouse and 'click'.*
3. Click on Mac Hard Drive*
4. Click on Applications*

5. Click on Appleworks 5*
6. Select Painting.
7. Select pencil.
8. Practice drawing lines to make a rainbow.
9. Use pencil to print name.
10. Select paint.
11. Select color and paint rainbow.
12. Close program.
13. Shut down computer.

* Our computer tech suggested it is good to begin early showing the students how to find the program. Not that it is expected that they will remember right away but the exposure is good for further learning to take place.

ASSESSMENT/EVALUATION:

Students will be assessed on their ability:

1. to use mouse to select tools on program.
2. skill in using pencil to draw.
3. accuracy in painting (lines are closed so paint goes in proper place.)
4. ability to print name using 'pencil'
5. energy put into the project.
6. attitude towards learning skill, be willing to practice to improve.

FOLLOW UP ACTIVITIES:

Set up computer in classroom so they can practice with Appleworks program during free time.

Learn to type simple script and put it with picture.

Dream – have color printer so that they can eventually print out their projects.