

PGCE IT 1999-2000 - Lesson plan

Topic	Art Presentations	Date	09.12.1999
Title	Sea life on PowerPoint	Time	11:15
Class	8x4	Room	14
Lesson no_3_ in a sequence of _3_ lessons			

Aim

Familiarise pupils with the use PowerPoint in the presentation of their artwork using this software as a means of communicating and handling information. **Edit presentation and add animation.**

Learning Objectives

All pupils should be able to animate the image of their sea life maquette. Resize and move images. Edit their backgrounds.

Most pupils will be able to add callouts and text to sea life. Group objects.

Some pupils will be able to. Animate objects / groups in sequence. Timed animation.

Key Questions

In what way does using IT in Art enhance pupils learning?

Resources

Networked computers using MS PowerPoint, MS Paint.

Links with IT NC/GCSE

1a, 1b, 1e, 1f, 2a, 2b,

Link with previous lesson

Lesson continues the creation of a presentation interface for the pupils art work (sea life maquettes). The maquette images are animated to make the presentation more visually interesting.

Time	Teacher Activity	Pupil Activity	Resources
11:15	Admit pupils to room Ask pupils to log on Register	Enter, no bags/coats, wipe feet, take seats. Log on. Answer names	
11:20	Recap on last lesson: Last lesson we took a digital picture of your sea life and imported it into the environment you created. Q?	Seated listening. Pupils offer answers.	Q? What's an animation? Q? Where can you find them? Q? Uses? Ads, web sites, manuals, movies.
11:25	Introduce today's lesson: Learn how to animate image within presentation. Play presentation using slide show. Show example.	Seated listening.	
11:30	Handout task sheet Assist where necessary.	Pupils work on tasks: Animate sea life image. Edit original background add/remove objects.	Give extension w/s as activity if required.
11:55	Ask them to finish working set h/w.	Log off and write h/w in diaries.	Write up homework on board.
12:00	Dismiss class.	Exit as directed.	
Homework/extension to next lesson		1) Write up today's lesson explaining what you did and how you did it. 2) Give a definition of Animation and give 4 examples of where animations can be used.	
Differentiation-alternative activities		Animate objects / groups in sequence. Timed animation. Import animated *.gif from web.	