

Teacher Preparation Workshop – XO-1

School/Institution: St. Andre’s, Hinche, Haiti

Grade/Level: Teacher Training (60 minutes)

Language: English

Course: Teacher Training – Using the XO Laptop – Part 1

Unit: Activities on OLPC

Lesson: Turtle Art Activity

Key = TT (teacher trainer); HT (teachers); TWBAT (teachers will be able to); HTWBAT (Haitian teachers will be able to)

Objectives

Content Objectives	Language Objectives
<ol style="list-style-type: none"> 1) HTWBAT navigate through the Turtle Art Activity 2) HTWBAT articulate possible uses for Turtle Art in the classroom 3) HTWBAT navigate and use program functions to create anything imaginable (art, writing, etc) 4) HTWBAT learn which commands cause the turtle to create line art/numbers. 5) HTWBAT articulate the importance of technology beyond the classroom 	<ol style="list-style-type: none"> 1) HTWBAT understand/use imperative verbs common to CALL instruction using the Turtle Art Activity 2) HTWBAT understand/use a range of adverbs (time/manner/place/reason) common to CALL instruction using the Turtle Art Activity 3) HTWBAT understand instructions important in computer programming, English, mathematics, and science.

Materials

- XO Laptops (charged and access to electricity)
- Electrical Cord
- Chalk and chalkboard
- Projector
- Notebook/writing utensil for each teacher

Procedures

Pre-Activities: Description	Time Frame	Objective(s) Targeted
Introduce Turtle Art Activity to teachers <ul style="list-style-type: none"> • HTs share their experience creating art with other programs using other operating systems (Linux, GNU, Microsoft Windows, Mac OS X, etc) 	3 Minutes	CO 4 CO 2

Teacher familiarity with technology <ul style="list-style-type: none"> Terminological comprehension check 	2 Minutes	CO 1 LO 1 LO 2
Collaborative activities: Description (individual or pair work)	Time Frame	Objective(s) Targeted
Presentation of Turtle Art <ul style="list-style-type: none"> TT demonstrates how to create drawings using the Logo programming language so that the HTs can see what programmers do to make programs by giving the turtle programming commands. This would be ideally demonstrated by the TT using a projector; HTs should follow along ideally on the XO that they are using for the training module (individually or in pairs) 	5 Minutes	CO 1 CO 3
Turtle Art Activity launching <ul style="list-style-type: none"> HTs will be shown how to open Turtle Art and then how to use the Blocks menu to view the tools needed to create drawings by giving the turtle commands which make it draw lines 	5 minutes	CO 1 CO 2 LO 1 LO 2
Commands for the turtle's pen <ul style="list-style-type: none"> After launching Turtle Art the TT will guide the HTs through the following pen commands: PU (pen up), PD (pen down), set pensize, set color, set shade, and fill screen. 	5 minutes	CO 3 LO 1 LO 2
Turtle Art Pen Colors <ul style="list-style-type: none"> TT will guide HTs through using the SetColor command. HTs will enter a number that represents the color they have selected and then command the turtle to draw a line of the corresponding command number 	5 minutes	CO 1 CO 3 LO 1 LO 2
Trying Turtle Art <ul style="list-style-type: none"> TT will guide HTs through creating various shapes using the Turtle Art commands. TT will instruct HT to drag the puzzle pieces onto the turtle's floor. Thereafter, TT instructs the HT to click the bar next to the piece and then enter a number value to determine the color or shade. TT then directs HT to click the first puzzle piece to start the turtle. TT should demonstrate a particular shape that HT should replicate so they can compare and contrast their commands with an example. 	5 minutes	CO 1 CO 2 LO 1 LO 2
Turtle Art Letters <ul style="list-style-type: none"> TT will guide the HTs through the process of how to make letters and write using Turtle Art. TT demonstrates how to make letters B, C, N, and then their own name. 	5 Minutes	
Repeating Commands <ul style="list-style-type: none"> TT guides HT through the repetition of commands so that they can create patterns with the turtle using the flow menu blocks: (wait, forever, repeat, if then, stop stack, etc.) 	5 Minutes	

<p>Number Commands</p> <ul style="list-style-type: none"> TT guides HT through the number commands that so that they can do math using the numbers menu. After the TT has familiarized the HT with the commands the TT can demonstrate mathematical operations (the HT should follow along on their own computer and practice the same commands) 	5 Minutes	
<p>Collaborative/Individual Activities: Description</p>	Time Frame	Objective(s) Targeted
<ul style="list-style-type: none"> After having introduced and demonstrated the Turtle Art Activity functions and commands, the TT should stress the importance of using art as a powerful means of self-expression, furthermore that using Turtle Art to draw and write is a meaningful way to exchange thoughts with others and engage in a creative learning environment which Turtle Art can facilitate. To demonstrate the preceding notion, the HTs will use Turtle Art to individually complete an activity that their students could do in the classroom such as drawing their name by giving the turtle commands (or anything the HT would like to do). Then the TT will instruct the HT to share what they created and to explain the process of how they created art using the turtle commands. Upon completion of the student exercise simulation activity using Turtle Art, HT and TT will engage in a post-activity discussion and share their experience using Turtle Art, and how the activity could be incorporated into their classes. 	15 minutes	CO 1 CO 2 CO 3 CO 5 LO 1 LO 2

Assessment

- Informal formative assessment of teachers, using a checklist, based on whether or not they contribute during training and their use of the laptops.

Teacher Name	Participation	Cont. Obj.	Lang. Obj.	Completion of tasks	Notes/Areas of Need

√+: exceeds expectations

√ : meets expectations

√- : needs improvement

References

<http://en.flossmanuals.net/write-activity/index/>