



## Extension

### Extension 1 - A Venn Diagram for your Topic

Create a “drag and drop” Venn diagram exercise **specific to your unit topic** and the **grade level** (consider reading level, etc.) you would like to teach. This activity should use at least 2 tools, 3 line width, text, and a variety of fill colors, textures, etc.. It should also include:

- ◇ **Specific** data that the student must “drag and drop” into the Venn diagram as well as “**non-data**” that does not have the attributes for the Venn diagram.
- ◇ Incorporate your unit topic and grade level into a title for this exercise in either “graphical”, paint “pick-up” or “shadow” text (The choice of technique should be one not previously used)
- ◇ Name file **VENNE.CWK**.

### Extension 2 - A Worksheet for your Topic

Create an interactive digital worksheet for your topic using the graphics found at <http://www.zooish.com/>. Incorporate the following skills: scale the graphics, create a shadow box that you rotate, group, duplicate, add text, etc. Save as **WORK.CWK**. Originality and creativity are essential for this exercise.

### ◇ Extension 3 - A Seating Chart for your Class

Create a Seating Chart using the the graphics from the file **SeatGraphics.cwk** in **Student Materials**. Be sure to include windows, whiteboards, doors, and other furniture for reading areas, computers, teacher’s desk, etc. This should be your personal classroom so include your picture and you name in "Graphical text". If you choose this extension, please send a TeachNet message to your **Hye\_Yeon Assignments** for a list of student names. Everyone will get a different class. Put student’s names on (or under desks). Since you may be consider putting this file on the web, save the completed seating chart as a .jpg or .jpeg file, **SEAT.JPG** as well as in the AppleWorks draw/paint format, **SEATING.CWK**.

### Extension 4 - Create a Map

Using the file **MAP.CWK**, create a sample historical village, map of your town, setting for a story or play that fits you unit. Use at lease 5 of the Map Symbols provided in the document found on **Student Materials**. This map should show sufficient detail to establish a excellent sample for your students. In addition the map must include:

- ◆ Appropriate but limited text in:
  - ◇ a San Serif font in 2 different sizes.
  - ◇ at least 2 colors other than black.
  - ◇ a heading or title.
- ◆ Add at least:
  - ◇ 2 different geometric shapes (drawing tools) that enhance the map.
  - ◇ 2 line widths (the map symbols have lines, too).
- ◇ Use color, texture, pattern, or gradient.
- ◇ Eliminate the drawing grid
- ◇ Save file as **MAPNEW.CWK**.

### Extension 5 - Create a Card using a Template

Create a greeting card or invitation using the template found in **Templates** on **Blackboard**. Create a situation that would fit with your unit topic for creating a poem or greeting. The card should use and include :



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- ◇ A logo and name of your class or school as if it were the greeting card company in the lower left quadrant.
  - ◇ The front cover of the card in the lower right quadrant with appropriate clipping(s) and purposeful greeting..
  - ◇ A text window containing your greeting, poem, etc using one Serif and one San Serif font.
  - ◇ Decorate the card with at least 1 geometric shapes and other clippings.
  - ◇ Eliminate the draw grid.
  - ◇ Save the file as **CARDE.CWK**
- ◇ **Extension 6 - Create a “Family History” Map**
- ◇ Create a “family history map” template for your students can use for their family history
    - ◇ Create a tree or similar metaphor for a family history map.
    - ◇ Use clippings or geometric shapes to act as picture frames for the members of the family.
    - ◇ Use an interesting font to represent the relationship of each family member
    - ◇ Scan at least 2 pictures as samples to place on the map
    - ◇ Eliminate the drawing grid
    - ◇ Save the file as **TREE.CWK**

### **Extension 7 - Design a Mask (alternate Finger puppets)**

**Rescale** and **recolor** clippings or a scanned picture to create a mask to depict a character in a play your class is producing. The mask should be approximately 8 by 11 inches. Save the file as **MASKE.CWK**.

**NOTE:** If you are working with early elementary grades you may choose to do a finger puppet instead.

### **Extension 8 - Construct A Game**

Use the **Grid Template** (see BlackBoard) to create a memory game by distributing rescaled clippings, hand drawn shapes, or text into eighteen of the 36 boxes. Duplicate each objects and place them in the other eighteen boxes. Draw a white box over each of the objects. (Hint:Create the first box in the top left hand corner of the grid, duplicate and place over the next box. Then duplicate repeatedly until the top row is covered. Select all the boxes in the first row by holding down the shift key and click on the six white boxes in the top row. Pull down the duplicated boxes over the second row. Repeat this process until all boxes are covered.) Change the line thickness to “None” around all the boxes. Save as **MEMGAME.CWK**.

Add the following or simikar directions:

*Click on the box, pull down **Arrange-Move to the Back**, and let go. Choose another box and repeat the process to try to make a match. Each player continues his/her turn until no match occurs. When no match occurs, click on both objects and repeat the **Arrange-Move to the Back** to make the board ready for the next player. Repeat the directions for the next player.*

If other directions are needed for your game feel free to add them.



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### **Extension 9 - Create a Concept Map or Web using Inspiration**

Use the program, **Inspriation**, to create a concept map or web to support your unit.

Definitions:

- ◇ Concept maps graphically illustrate relationships between ideas. In a concept map, two or more ideas are linked by words that describe their relationship. They help students learn new ideas by integrating new information into the student's existing knowledge.
- ◇ Webs are visual maps that show how different categories of information relate to each other. Webs provide structure for ideas and facts that help students organize and prioritize information.

Use graphics as well as boxes or circles. Show relationships if applicable. See Dr. Burson for ideas. Save as **INSPIRATION.CWK**

### **Extension 10 - Watermarks**

Create a sign with your own watermark in the center. Place your chosen graphic in a painting document, change the colors to gray, and using Transform-Lighten reduce the "grays" until it can barely be seen. Then move the graphic to a word processing document to complete the sign. Make sure your final document has 2 sizes of large text in an interesting font. Save this document as **SCHOOLE.CWK**. Remake your watermark in color instead of gray. Save the second file as **EXTRAE.CWK**. Creativity is important.