

Clicker 5 (Windows)

Lesson 5 - Stamping

Introduction

Van Gogh said, *I dream my painting and then paint my dream*. Art should be fun and engaging! It is a great way for students to express themselves and be successful. There is no judgment placed on the outcome of the activity.

The stamping activities in Clicker 5 provide an interactive multimedia learning environment for students. The stamping activity allows the student to stamp pictures that relate to a topic onto a background. Being able to participate and create a stamped activity provides them with an opportunity to show what they know about a topic visually.

For students who struggle with drawing, custom made stamping activities or the existing stamps in Clicker 5 can provide students with a way to express themselves with little effort and allow them opportunities to participate in class activities. For students who use switches, Clicker Paint is switch accessible!

This lesson will provide the necessary skills for using the multimedia tools to stamp dazzling pieces (related to a topic) independently in Clicker 5.

Learning Objectives

Upon completion of this lesson:

- students will independently use the Clicker 5 custom stamps to produce a creation that relates to a theme or topic

Materials and Resources

- Clicker 5
- Clicker 5 unit (e.g. Maps_Unit.clkx)

Teacher Preparation

1. Determine the Windows computer to be used during the lesson, and ensure Clicker 5/Clicker Paint is installed.
2. Set up projection system to project the Clicker 5 activity.
3. Save the Clicker 5 unit that will be used during the lesson to your computer desktop (e.g. Maps_Unit.clkx).

Student Guided Practice

Using the Clicker 5 Stamping Activity

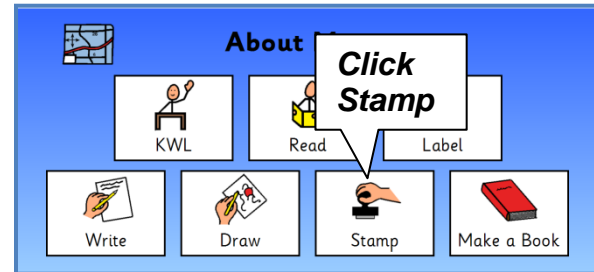
1

To complete this activity, first open the appropriate Clicker 5 unit (e.g. Maps_Unit.clkx) from “Clicker 5 Units” on the Learning Centre web page. The unit will open at a home screen with the buttons linking to each of the unit lessons.

For this lesson you will be working with the “Stamp” activity.

To open the activity.

- **Click** the **Stamp** button.

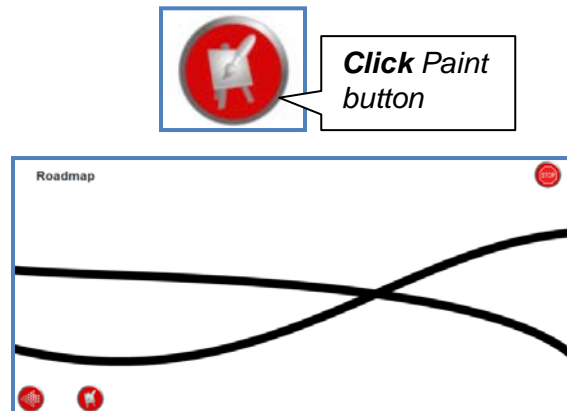


2

In this lesson the students will stamp a picture related to a topic. Demonstrate opening Clicker Paint so that the students can begin stamping their activity.

To open Clicker Paint.

- **Click** the **Paint** icon at the bottom left of the screen.

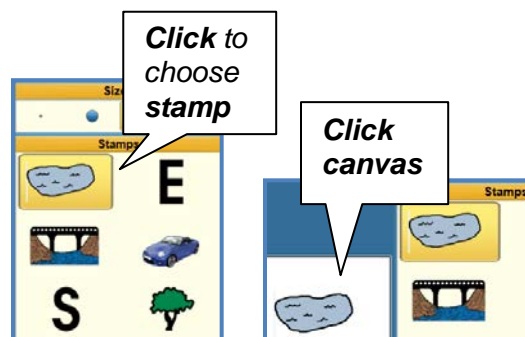


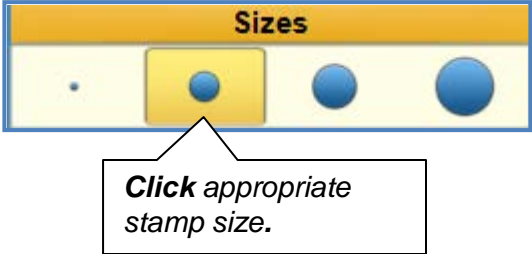
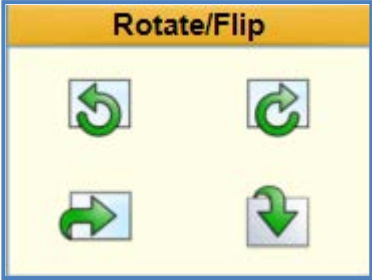

3



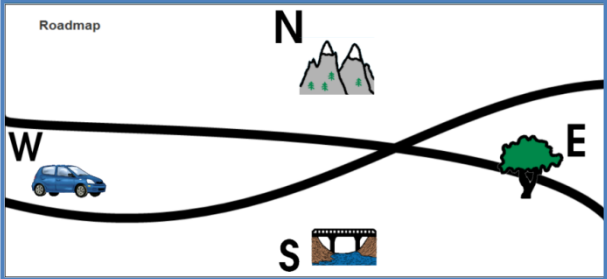
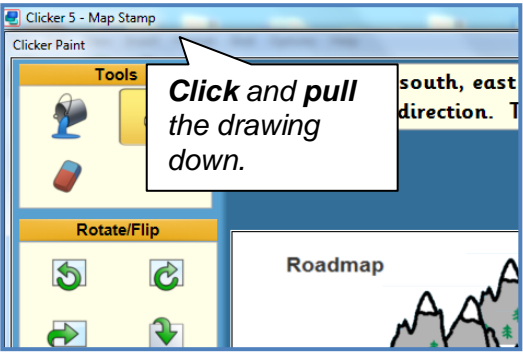
Demonstrate how to use the stamps in Clicker Paint to stamp a creation based on what they have learned about maps so far.

To stamp the Clicker 5 canvas.

- **Click** to select a **stamp**.
- **Click** on canvas to add the image to the **canvas**.



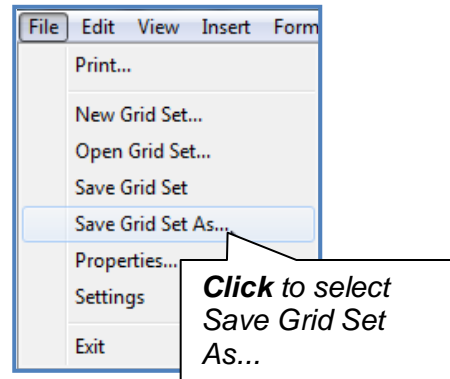
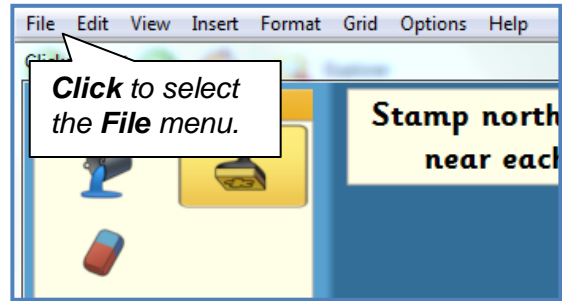
<p>4</p>	<p>The Clicker 5 stamps can be re-sized. Demonstrate how to re-size the stamps.</p> <p>To adjust stamp size.</p> <ul style="list-style-type: none"> • Click to select the Size icons to adjust stamp size • Click paint Canvas to place newly sized stamp 	
<p>5</p>	<p>There may be times that you would like to rotate or flip a stamp. Demonstrate how to rotate and flip the map stamps.</p> <p>To rotate or flip a stamp.</p> <ul style="list-style-type: none"> • Click to select Rotate Left • Click to select Rotate Right • Click to select Flip Left to Right • Click to select Flip Top to Bottom 	
<p>6</p>	<p>Rather than erasing stamps, it is sometimes more effective to use the “undo” tool. “Undo” will take away the last action completed using Clicker Paint.</p> <p>To “Undo” an action.</p> <ul style="list-style-type: none"> • Click the “Undo” button to take away the last completed action (i.e. if you stamp North where South should be you can take it away use the Undo button). • Click the “Redo” button to have Clicker 5 bring back the last completed action. 	

<p>5</p>	<p>Stamps placed on the Clicker 5 canvas can be erased. Demonstrate how to erase stamps using the Clicker 5 Paint Tools</p> <p>To erase the stamps.</p> <ul style="list-style-type: none"> • Click to select the eraser tool • Click and Drag over stamped canvas to erase 	 <p>Click appropriate tool (i.e. eraser).</p>  <p>Click and Drag eraser over stamped canvas.</p>
<p>5</p>	<p>When complete, have the students share their creations with the class.</p>	
<p>6</p>	<p>Your students may want to save their Clicker Paint activities once they are finished.</p> <p>To save the Clicker 5 stamp activities first move the drawing away from the program menus.</p> <ul style="list-style-type: none"> • Click and hold the left mouse button and drag the drawing away from the top until you see the program drop down menus 	 <p>Click and pull the drawing down.</p>

7

To save the drawing.

- **Click** to open the **File Menu**
- **Select Save Picture As...**

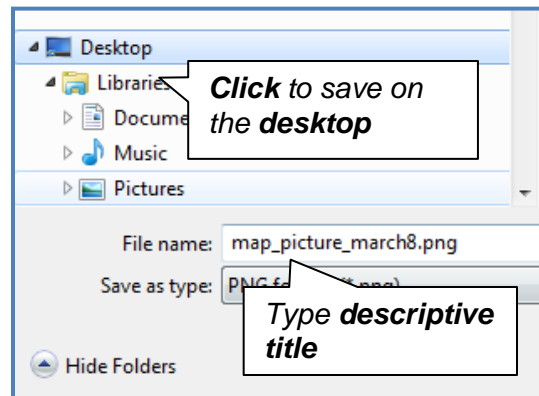


8

The students will need to save their activity to a convenient computer location. The desktop is a good choice but you can choose any location on the computer that is most convenient for the students.

To specify the computer location (i.e. desktop).

- **Click** to select the **Desktop**



The file will need a title. Demonstrate adding a descriptive title to the File name.

- **Click** into the File name **text field**
- **Type** to add the descriptive title

To complete the save.

- **Click** the **Save** button

9

The Clicker Paint activity is now saved, and can be printed for the student to share, or put in a notebook to demonstrate his/her learning of the topic.

