

## Computer Rules Sign Lesson Plan

<b>Title:</b> Computer Rules Sign		<b>Grade Range:</b> 3-5
<b>Integrated Curriculum Area:</b> Language Arts	<b>Concepts and Competencies:</b> Pictures	<b>Tool:</b> Word Processing Software
<b>Summary:</b> Students use word processing software to create signs for the computer lab illustrating the rules in the acceptable use policy.		

### Warm-up

- Make sure students have completed the EasyTech lesson **Word Processing: Desktop Publishing** and its prerequisites. (It is also recommended that students complete the EasyTech discussion **Computer Basics: Working Online**).
- Read *The Rules* by Martin Kelley. Talk about the different rules in the book.
- Talk about different types of rules with the students (for example: school rules, rules at home, laws, etc.). What are the purposes for rules?
- Review the acceptable use policy for the school or computer lab with the students. Be sure to talk about the rules including:
  - Not illegally copying software or someone else's work
  - Not impersonating other people by using their usernames and passwords
  - Not deleting or changing someone else's work

### Activity

Students create signs for rules in the acceptable use policy:

- Assign a rule from the school, lab, or classroom acceptable use policy.
- Students sketch a sign that would educate other students about the rule.
- Students scan the picture, find a similar clip art picture, or recreate the picture using a paint or draw program.
- Students use word processing software or desktop publishing software to create the sign illustrating their rule.
- Students print their signs.

### Wrap-up

- Have students share their drawings with the class. Have them explain how the sign illustrates the rule.

### Extension

- Students display their signs near school computers in the lab, classroom, and/or library to educate other students about the computer rules.

Name: \_\_\_\_\_

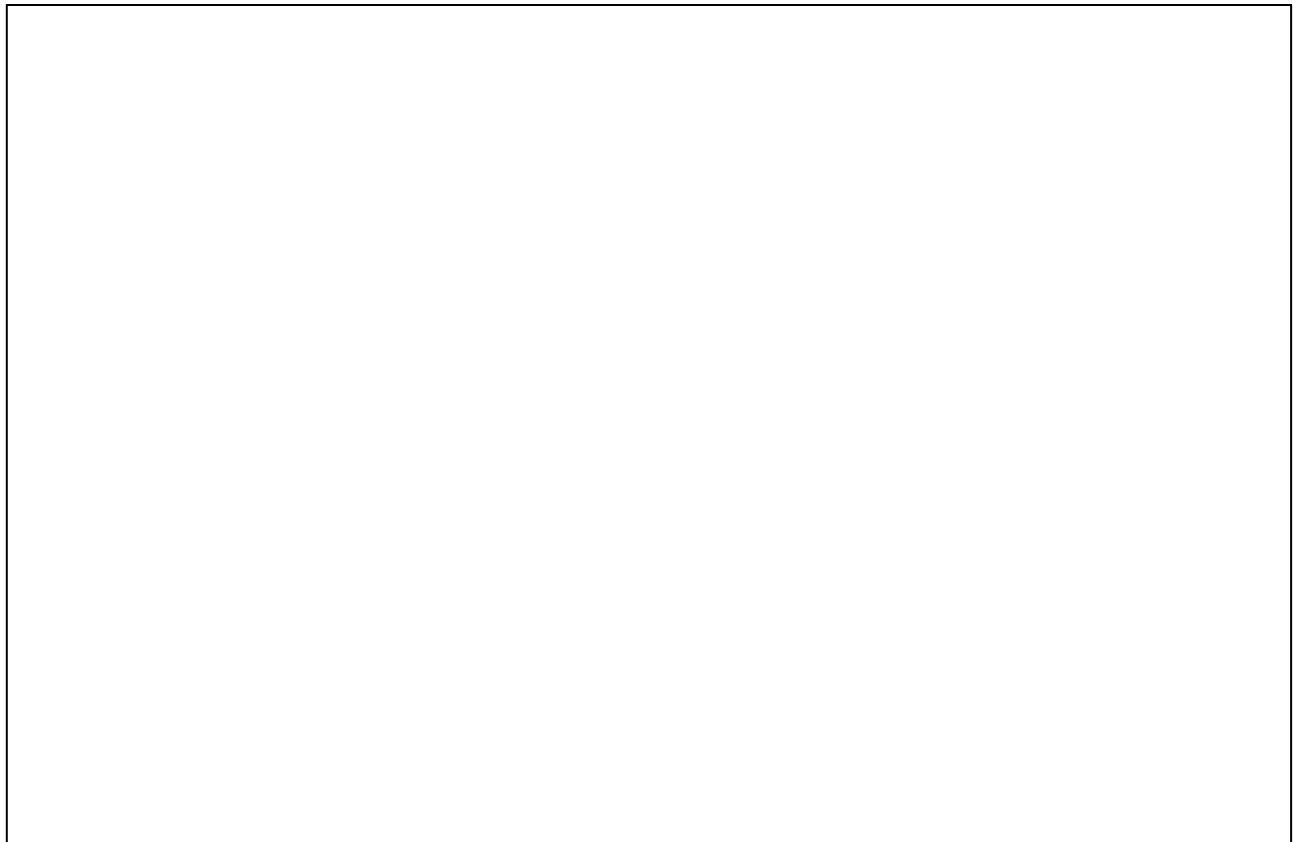
## Computer Rules Sign Activity Page

Acceptable use policy rule:

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Sketch a sign to tell people about this rule. Use pictures and text.



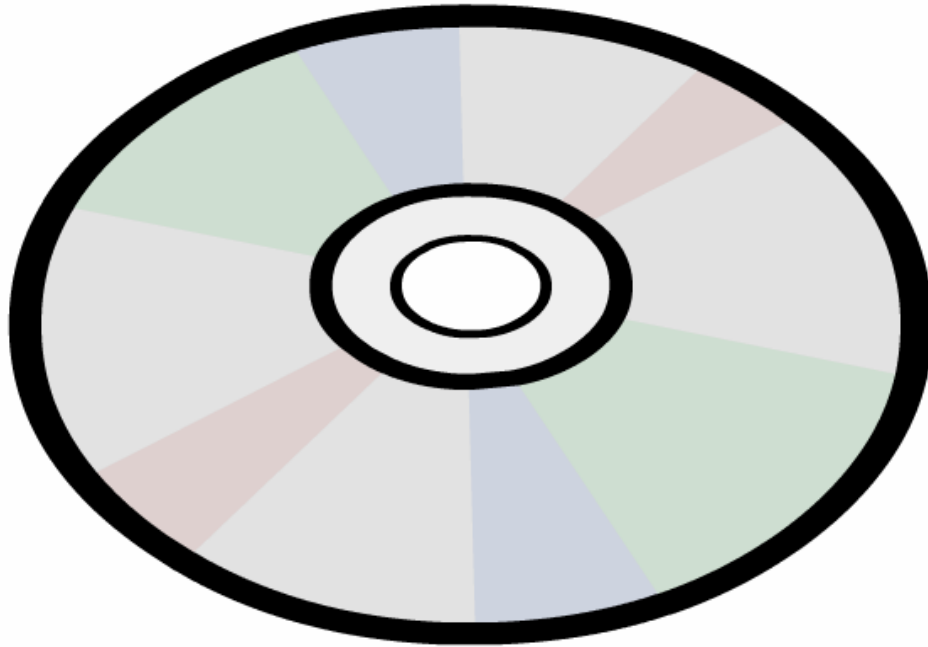
Now, use word processing software or desktop publishing software to create the sign. Scan the picture you drew, find a clip art picture that is similar to it, or recreate it using a paint or draw program.

When you're finished creating your sign, review it to make sure that:

- All words are spelled correctly
- The font is big enough to read
- There is enough white space so the sign is not cluttered

Print your sign.

## Computer Rules Sign Model



**Don't copy software or other  
people's work**

Name: \_\_\_\_\_

## Computer Rules Sign Rubric

### Student Evaluation

Activity Page:

\_\_\_\_\_ Sketch of computer rule is complete

Sign:

\_\_\_\_\_ An appropriate picture is used

\_\_\_\_\_ Text that explains the rule is included

\_\_\_\_\_ All words are spelled correctly

\_\_\_\_\_ Font size is easy to read

\_\_\_\_\_ Enough white space is used

### Teacher Evaluation

Activity Page:

\_\_\_\_\_ Sketch of computer rule is complete

Sign:

\_\_\_\_\_ An appropriate picture is used

\_\_\_\_\_ Text that explains the rule is included

\_\_\_\_\_ All words are spelled correctly

\_\_\_\_\_ Font size is easy to read

\_\_\_\_\_ Enough white space is used

## Computer Rules Sign Resource

Kelley, Martin. *The Rules*. Madison, WI: Zino Press Children's Books, 2000.

This book reviews rules that children have heard for generations. The illustrations humorously represent the rules.