

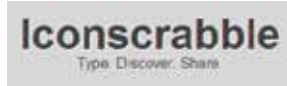
LESSON PLAN 73 : ICONSCRABBLE

Objective: Create words using icons

Age range: 5-12

WHAT IS ICONSCRABBLE?

This is an online tool that generates the image of a word, with each letter being represented by an icon of various computer-related brands and services.



DEVELOPING SKILLS

Spelling, art and design, presentation, computer skills.

YOU WILL NEED

Computer, internet access, printer.

METHOD

1. Introduce your class to icons (in an ICT context ... as opposed to religious paintings or other symbols!). Explain that generally they're a small graphic image or picture that's used to represent a file, program, web page, or command.



2. Show them some icons (like those above) – make some familiar and others not so, and see if they recognise any.
3. Discuss what makes a good icon – shape, colour, style – and why companies use them.
4. Explain that you're going to use Iconscrabble to create words and short sentences from icons.
5. Go to iconscrabble.com



6. Demonstrate how to create an icon word. Type in the letters – in this case 'interface'. You can have up to 18 letters/blanks, and there are no capitals.



7. Click 'Scrabble' and your word will be displayed in icons.



8. The site provides a web page address where your creation is saved and can be viewed. Alternatively, you can download the image (*Bild herunterladen*) or share via a variety of social media – or try another (*erstelle ein Neues*).
9. Ask the class to identify ways that these 'icon words' could be used – perhaps things like name badges, labels, or signs.
10. Create and display your Iconscrabble creations.

SPRECHEN SIE DEUTSCH?

You'll quickly notice that the site's instructions are in German. Don't be put off. For one thing, it's so easy to use you don't really need any help. Secondly, you may even pick up the odd German word. For example:

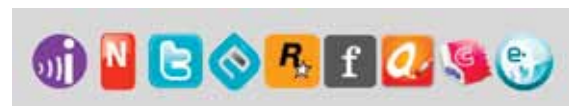


- **eingeben** means enter
- **über** means over(view)
- **buchstaben und leerzeichen** means letter and blank
- **folge uns** means follow us (in this case on Twitter)

Besides the explanation (**Über Iconscrabble**) is in English.

ADDITIONAL ACTIVITIES

1. Try to guess where the icons come from. To find out if you're correct – or if you don't know – simply hover your mouse over the icon and the company/brand will be revealed.
2. Enter a word a second time and discuss how and why the icons differ (if at all). See how different icons (except one) have been used to create *INTERFACE*.



3. Create your own icons and make words from them.



Go on, give it a try! Send us your Iconscrabble creations and tell us how you use them. We'll publish the best ones.

comment@interfacemagazine.co.nz



THIS LESSON PLAN IS PUBLISHED UNDER THE CREATIVE COMMONS BY-SA LICENCE. IT CAN BE DOWNLOADED AS A PDF AT interfaceonline.co.nz