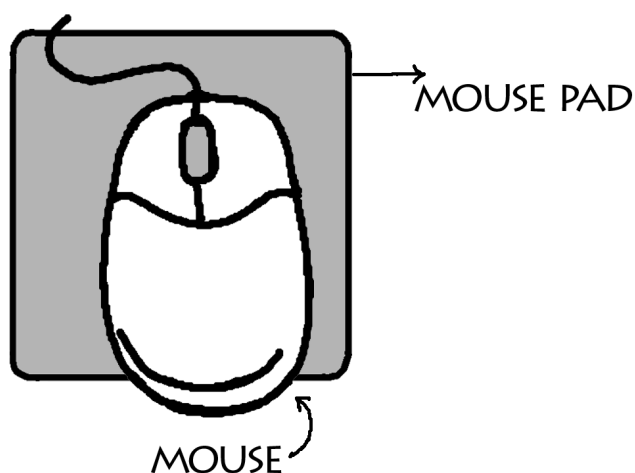


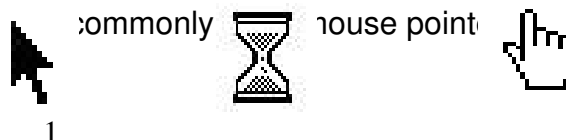
Title:	Mouse operations: pointing and single/double click of left button		
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Submission Date:		Approval Date:	
		REF No:	
Brief Description:	Children are introduced to the mouse pointer, and the operations of single and double click using the left mouse button.		
Goal:	Learning the basic use of a mouse		
Pre-requisites:	It is useful for the children to have some familiarity with the names of parts and uses of a computer.		
Duration:	Two lessons of 40 minutes duration		

Lesson Content:

A mouse is an input device that can be used to control the computer. It is a small object that can roll along a hard, flat surface. Its name is derived from its shape, which looks a bit like a mouse, its connecting wire that one can imagine to be the mouse's tail, and the fact that one must make it scurry along a surface.



A *pointer* or a cursor indicates the current spot of activity on the screen. The mouse pointer is an indicator on the screen that moves when the mouse moves. A common way in which we communicate with the computer is by moving the mouse pointer to the required spot and clicking to perform an action. Some



The first is most commonly seen while navigating the desktop or other folders. The second is used to indicate that the computer is busy with some action. The third is most frequently seen in Internet browsers to indicate that clicking the mouse will take the user to a different page.

The user *clicks* the mouse to initiate some action. Depending on which button is pressed, we call it a right click or a left click. The figure below shows a left click. When the mouse button is clicked twice in quick succession we call it a *double click*. For example, on the desktop, double clicking the left mouse button on a file or folder usually opens it. A single right click on the desktop will open a menu with options for the desktop's settings.



The aim in this lesson is to teach the students the concepts of the mouse pointer, and the single and double click using the left button.

It is assumed that teachers do not need more than this cursory (☺) introduction to using the mouse. If required, a more detailed tutorial on using a mouse can be found at:
<http://www.guidebookgallery.org/tutorials/windows311forworkgroups/mouselesson> .

Lesson Plan:

This lesson can easily be made a fun experience. Some options for approaching the lesson:

- Hold up computer mouse and elicit discussion on similarities/differences with a real mouse. (Show diagrams or photos of each. If there is a biology laboratory in the school, it might be possible to borrow an actual mouse in a cage to show to the children. They would love it! Pass the computer mouse for students to examine.
- Gauge pre-knowledge by asking if students know what a computer mouse is used for. Demonstrate mouse/cursor correspondence using monitor projection (or with students gathered around monitor).
- Let several students handle the mouse. Other students can provide directions--i.e. "Make the cursor go up, down, left, right, etc.". If time permits, let each student practice moving a mouse on the mouse pad with the computers turned off. Stress that the mouse pad is the mouse's "home," and that he never leaves his house.
- Give crayons and paper at the end of the session for them to draw a real mouse and the computer mouse and write the correct spelling of a mouse.

The concepts of a pointer and of clicking the mouse are very intuitive ones, and children should take to it naturally when actually given a mouse to handle. Of the two periods allotted for this topic, at least one should be devoted to allowing the children to use the mouse for simple tasks. In this regard, the **gcompris** education suite has enjoyable games for introducing mouse usage. The teacher is encouraged to let the children play these games one by one (they are not time-consuming) to build a familiarity with mouse usage. The mouse related games are found in Edubuntu by going through

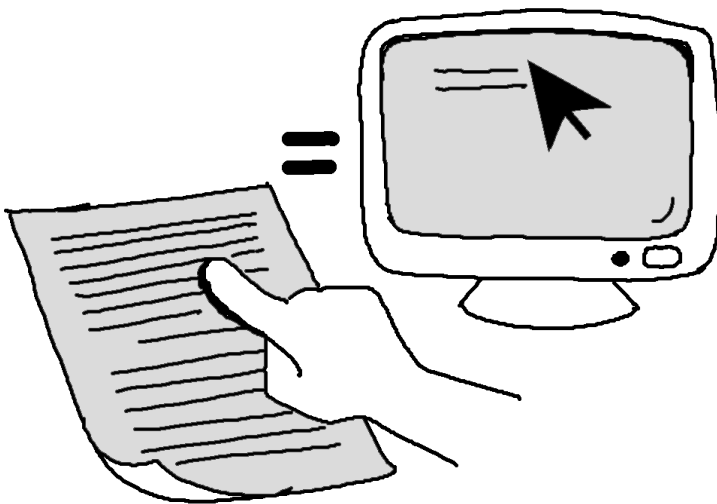
Applications=>Games=>Educational suite gcompris . The screen leading to these mouse games is shown below:



The games include clearing up large blocks on a screen by i) simply moving a cursor, ii) single clicking on each block, and iii) double clicking on each block. As the blocks are cleared, an animal's photograph becomes revealed. The cursor is large and colourful, and the blocks are simple to clear. We highly recommend using these games for this lesson. They can also be used for effective evaluation of learning.

Work Sheet:

1. What do we use as a pointer when we are reading a book? Which is the mouse pointer on the screen? Circle both of them!



2. In the mouse shown below, which button will you press for left-click? Which for right-click? Mark with 'L' and 'R'.

