

Title:	Open a game and play it		
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Submission Date:		Approval Date:	
		REF No:	
Brief Description:	The child learns to open a game and play it.		
Goal:	To put to use what has been learnt so far		
Pre-requisites:	Basic familiarity with mouse and keyboard operations		
Duration:	One class of 40 minutes		

### **Lesson Content:**

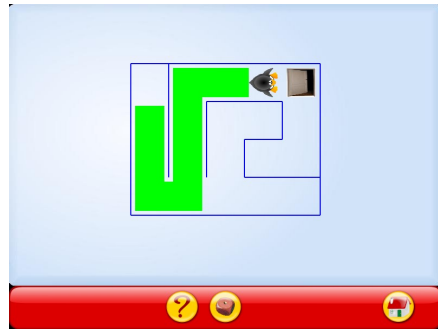
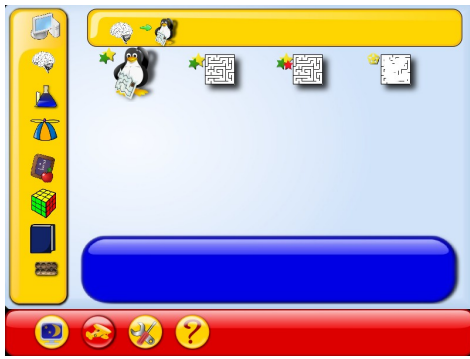
This lesson aims to consolidate what has been learnt so far to perform a small independent task: in this case, playing a game.

### **Lesson Plan:**

The teacher can choose a simple game that is already installed. The game should not require any skills beyond the basic mouse and keyboard operations already learnt.

As an example we show the Maze game that comes with **gcompris** and can be found in **Applications=>Games=>Educational suite gcompris**.

- First, introduce the idea of a maze with a simple example on the board.
- Then, introduce the concept of using arrow keys to navigate.
- The first image below shows the initial screen where the student must start. He or she must then click on one of the icons to start a maze game as shown in the second screen shot.
- Using arrow keys, the student must help the penguin find its way through the door, after which the next level begins.
- Ask students to play only one level so that everyone can get a chance.



**Work Sheet:**

This is a fun lesson. No work sheet required. ☺