### Brief Description:
The section deals with introduction of the computer part—The Mouse. Its Functions and also its usage.

### Goal:
The purpose of this lesson is to teach how to use a computer mouse so that one is more comfortable and efficient in using a computer.

### Pre-requisites:
The Student should know the major parts of computer and also should have seen someone working on the computer with the mouse.

### Learning Outcome:
Students would come to know the functions of left button, right button and the scroll button of a mouse. Students will use the mouse to draw lines and shapes in varying colors with a draw/paint program.

### Duration:
Number of hours

### References:
- [http://www.enchantedlearning.com/Webtipsforchildren.html](http://www.enchantedlearning.com/Webtipsforchildren.html) It has picture dictionary and has definitions for all parts of computer.
- [http://departments.oxy.edu/its/help/software/computing_basics/mouse.html](http://departments.oxy.edu/its/help/software/computing_basics/mouse.html)
- [http://www.lizardpoint.com/fun/geoquiz/asiaquiz.html](http://www.lizardpoint.com/fun/geoquiz/asiaquiz.html) A very interesting link which tests the knowledge of children as well as sharpens mouse skills.
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**Detailed Description**

- A mouse is a small object you 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.
- You can use a mouse in conjunction with the keyboard to operate the PC.
- The mouse or mice was invented by Douglas Englebart in 1963.
- A mouse is a hardware device which allows the user to control a cursor to manipulate data without complicated commands.
- It is a device that controls the movement of the cursor or pointer on a display screen.
- As you move the mouse, the pointer on the display screen moves in the same direction.
- Mouse contains at least one or sometimes three buttons which have different functions.
- It also has a trackball fixed underneath in a holder, which helps to move the cursor on a screen. It is called a *scroll wheel*.
- The hot spot of the mouse is the tip of the arrow; when you want to click on something, move the tip of the arrow over it, then click the mouse button (if your mouse has two buttons, usually it's the one on the left you'll press).

Earlier when Douglas invented mouse, it looked like this: Now. It comes in different shapes and colors but this is the basic shape used widely.

![ Mouse Diagram ](attachment:image.png)

**SCROLL WHEEL**

The three basic operations of the
mouse (aside from simply moving it around the pad) are the Right-click and the Left-click and Scrolling.

**Left-click**: This is the standard action, depressing the left button (once) on the mouse. Doing so either selects an object on the screen, selects an object for dragging, launches a program from the Start Menu, activates a hyperlink in a browser, or else activates an item from a Tool bar. **Double-click**: It is critical that you learn the difference between a single- and double-click. The ‘double-click’ launches a program or opens a file/folder. You’ll need to master the speed of the double-click. Too slow or too fast and it won’t work.

**Pointing** - Sliding the mouse on the mouse pad moves the pointer on the screen. Rest your hand on the mouse, move it slowly around the mouse pad, and see what happens to the arrow on the screen.

**Clicking** - Gently pressing & releasing the left mouse button, while keeping your hand on the mouse, is one way to give the computer a command.

![Left and right handed mouse grip](image)

Left handed and right handed ways of holding the mouse correctly.

- Keep your finger on the left button. To single click gently press down and then release the mouse button.
- To double click, quickly press the button twice in a row. Keep your finger resting on the button, and do not take the finger off while double clicking.
- To drag, press the mouse button down, and keep it down. Then, move the mouse. In some programs you drag and drop items. You first click on the object you want to drag, hold the mouse button down, and then drag the object to some location. Now you release the mouse button and the object is in a new location.
One class cannot guarantee that you are a master user of a computer mouse, so practice, practice, practice!

**Right click:** Clicking the right button generally gives a menu of options relevant to the particular object pointed at when this button is clicked. These context menus can be very useful. Here, the introduction to the usefulness of the right button is essential for detailing in further classes.

**Scrolling** - *scrolling* or *text crawling* is the act of sliding a horizontal or vertical presentation of content, such as text, drawings, or images, across a screen or display window. The word *scroll* is derived from the way in which people read scroll of paper, by rolling up the top of the page and allowing objects lower on the page to move up.
Lesson Plans

MASTERING THE MOUSE

Try these tips to help with initial mouse navigation:

• For really young kids, find software that doesn't require using a mouse.
• Teach kids what the mouse is used for, how to use it and sit with them as they learn.
• Consider putting a coloured dot or sticker on the left click button of the mouse to differentiate from the right button.
• If you're prepared to sacrifice a mouse, open it up and physically disable the right click button.
• You can also slow down the clicking speed of a mouse on your computer, which will allow children to be more precise when using it. Go to Control Panel > Mouse and under Double click speed, use your mouse to slide the arrow to the Slow setting.

Clicking

The first skill is the ability to click the mouse once while controlling its placement. The objects to be clicked are large, so mouse placement can be practiced successfully. When students can complete the activity quickly -- usually after several two or three minute practices -- you know the skill has been mastered and the student is ready to move on to the next skill.

Drag and drop

It is another skill that might take some time to achieve successfully. The objects there also are large, and students can practice clicking, holding down the button, and maneuvering the object with the mouse. After students are proficient, they can go to a smaller target.

Scrolling and using scroll bars.

If you have computer mice has three buttons then teach the students how to navigate the page on the screen by rolling the scroll button with the index finger. If you have two button mice then teach them to look out for scroll bars and navigate by dragging the bar up and down.

Using the mouse can be a major stumbling block for many novices. Not all users will learn how to use the mouse. Emphasize to computer users that they must practice this skill on their own in order to feel comfortable on the computer.

Although there are various kid-size mice on the market, as well as mini laptop mice perfect for small hands, the right click button remains a problem.
Materials/resources
- White paper (enough for each individual in the class)
- Black, red, green markers or crayons (enough for each individual)
- Picture books on mice, shapes, letters, numbers (teacher's choice--optional)

Technology resources
- Computer with mouse
- Draw/paint program

Pre-activities
- (in classroom) Classroom teacher will read counting book, shape book, or alphabet book appropriate to his/her curriculum goals of the moment.

Activities
- (in lab) Hold up computer mouse and elicit discussion on similarities/differences with a real mouse. Some sample questions might be: "How is this mouse like the one in your storybook? How is it different?". Pass the 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.
- (in lab) your draw/paint program on a computer and have paper and markers available for each student. Demonstrate making a line using the mouse. Important: verbalize each step and use correct terminology. "Use the mouse to put the cursor on the pencil icon. Here, explain what an icon is. Click the mouse button to select the pencil. Let go of the mouse button. Move the pencil cursor to the middle of the screen."
- Demonstrate drawing a line. Say: "Click and hold down the mouse button. Make a line. Let go of the button and put the pencil cursor somewhere else. Click and hold the button. Make a line." Repeat the above steps and have the children explain what you are doing at each step. Demonstrate changing color.
- As children gain confidence and facility with the mouse, instructions can
become more complex and individualized, "Draw a red circle. Make a blue square. Draw a yellow 2. Make an orange s." This will depend upon the book the classroom teacher's observation of the students level of understanding.

- An added bonus: As children become proficient, their "exercises" can be saved and put together in a slide show for parents; i.e., one child could make squares of various colors, another could make different sized and different colored letters, etc.
SEE IF YOU CAN MAKE A FACE WITH A BIG MOUSTACHE!!!!
USE DRAG DROP METHOD.
CAN YOU BUILD A HOUSE?

USE DRAG DROP METHOD.
JOIN THE DOTS AND FIND OUT WHAT IT IS !!!!!
CHINTOO HAS LOST 6 BALLS AND WANTS THEM BACK. CAN YOU HELP HIM PUT THEM IN THIS BASKET?

DRAG AND DROP.