

Lesson Plans for Classroom-on-Wheels

How to Use the Mouse

Subjects

- Educational Technology
- Vocational Education
 - Computers

Grade

- PreK
- K-2
- 3-5

Brief Description

Practice using a mouse and complete a "mouserobics" scavenger hunt.

Objectives

Students will

- explore how to use a mouse.
- learn about some of the tools used to move around and between computer windows.
- complete a scavenger hunt about what they learn.

Keywords

technology, computer, mouse

Materials Needed

- [Mouserobics](#) Web site
- [Mouserobics Scavenger Hunt](#)

Lesson Plan

Explain to students that a computer is both an input and an output device. Some parts of the computer, such as the mouse and the keyboard, are used to put information into the computer. Other parts, such as the monitor and the speakers are used to get information from the computer. Point out that computer users need to put in information correctly in order to get out the

information they need. Tell students they are going to learn how to use the mouse to input information by exploring the [Mouserobics](#) tutorial. Then provide them with the [Mouserobics Scavenger Hunt](#) to complete when they are done with the tutorial.

Note: The part of this lesson described above might be completed with students gathered around a single classroom computer, with a projected image of the Web site as the whole class explores it together, with students working at individual computers in a lab setting, or with students working individually at a learning center computer.

Assessment

Students will answer correctly at least 6 of the 8 questions on the [Mouserobics Scavenger Hunt](#).

TECHNOLOGY

GRADES K - 12

[NT.K-12.1](#) Basic Operations and Concepts

Lesson plan slightly modified http://www.educationworld.com/a_lesson/02/1p285-02.shtml