

**Session Overview:** This session will introduce learners to the mouse. As well as learning from the Be Connected: Using a Mouse course, learners will have the opportunity to practice holding and using a mouse. They will practice moving the mouse, clicking, double-clicking and dragging using a series of games designed to develop their mouse skills.

**Learning Objectives:** To demonstrate familiarity with the mouse by moving the mouse around, clicking, double-clicking and dragging.

**Activities:** The activities used in this session are all available online:

[www.drawastickman.com/episode1](http://www.drawastickman.com/episode1)

[www.sheepgame.co.uk](http://www.sheepgame.co.uk)

[www.basicsolitaire.com](http://www.basicsolitaire.com)

**Tip:** So that you can easily direct learners to these activities during the session, it might be a good idea to create bookmark in your internet browser to each resource, on all the devices you are using in your session. Some of the resources may require Adobe Flash Player to run, so make sure this is installed/enabled on devices before the session begins.

**Timing:** This session should run for 90 minutes, however this is approximate. You can also introduce breaks for learners at any point.



	Timing	Activity	Assessment
Beginning the session	5 minutes	Discuss Learning Objectives <b>Starter questions:</b> Have you ever used a mouse before?	If learners have used a mouse before, ask them how confident they feel. Consider pairing learners with different abilities or confident levels for the warm up activity.

	Timing	Activity	Assessment
Warm up activity	15 minutes	Help learners to get to the <b>Draw a Stickman</b> website. This game is an engaging way to introduce someone to using a mouse, and doesn't involve time pressure.	You will need to help them to get to the website. You may also need to help them hold the mouse and click the buttons.  Monitor progress as learners make their way through the activity at their own pace.
Core course material	35 minutes	Help learners to get to Be Connected: Using a Mouse course.	Monitor progress as learners make their way through the course at their own pace.
Practise activities	15 minutes	Help learners to get to one of the three mouse practise activities: <ul style="list-style-type: none"> <li>• Draw a Stickman (if they didn't finish it during the warm up activity)</li> <li>• Sheep Game</li> <li>• Solitaire</li> </ul>	Allow learners to work through these games at their own pace. All three games develop different mouse skills: <ul style="list-style-type: none"> <li>• <b>Draw a Stickman</b> - Mouse dexterity and precision mouse work.</li> <li>• <b>Sheep Game</b> - Movement of mouse, hand-eye coordination between cursor and mouse.</li> <li>• <b>Solitaire</b> - Clicking, double-clicking and dragging.</li> </ul>

	Timing	Activity	Assessment
Session review	10 minutes	<p>Ask the learners:</p> <ul style="list-style-type: none"><li>• What did you find the easiest and hardest during today's session?</li><li>• Can everyone remember which button they use to single click and select something (left)?</li><li>• When moving the mouse what do we try to be?</li><li>• What happens if we right click?</li></ul>	<p>This is a chance for learners to reflect upon what they've learnt, but also to demonstrate their skills to you.</p>

## Suggested Next Steps

