Title: How to Use the Computer Mouse

Objectives		Time frame to Complete
- Students will learn to use the mouse to play computer solitaire - Students will learn to control the cursor		Approximately 30 minutes
		NRS EFL 4

Technology	Study / Life skills	EL-Civics	Career Pathways	Police	Paramedic	Fire Rescue	Medical Asst.	EKG / Cardio	Phlebotomy	Practical Nursing	Healthcare Admin	Pharmacy Tech	IMT	AMT	HVAC	Welding	Other:			
✘																				

Standard(s) Addressed in Lesson
Read With Understanding

Benchmark(s) Addressed in Lesson

- R.4.1 Identify purposes for reading
- R. 4.8 Understand meaning of some specialized content vocabulary
- R.4.15 Draw conclusions about text using knowledge of main idea & supporting details consistent with complexity of text
- R 4.16 Construct meaning from text by evaluating of prior knowledge and applying it to new information

Materials

- Macintosh computer with mouse.
- Internet Access
- Worksheets "Using a Mouse," "Solitaire: Learn to Play," and "Let's Get Started"

Learner Prior Knowledge
Students should have a minimal understanding of turning on computer and opening the internet.

Activities

Step 1
Give students the handout "Using a Mouse" and read through it with them.

Step 2
Ask students to turn on computer, open the internet, and go to the website: www.mouseprogram.com.

Step 3
Using the handout and the guidelines given on the website, ask students to go through the following aspects of the site to assist their learning and utilization of a computer mouse: Learn: "How to Use The Mouse"; Practice the Mouse: "Moving the Mouse," "Left Clicking," "Right Clicking," "Double Clicking," "Dragging and Dropping"; and Form Elements: "Radio Buttons," "Check Boxes," "Drop Down Lists."

Step 4
Distribute the handout "Solitaire: Learn to Play" once students have mastered the basics of mouse utilization through www.mouseprogram.com.

Step 5
After reading playing instructions, students should click will be given the handout "Let's Get Started." Students will direct their web browsers to http://zone.msn.com/en/solitaire/default.htm?intgid=hp_card_3. From there, students will follow the instructions and screen shot diagrams to play the game which utilizes several of the mouse functions in the lesson.

Assessment/Evidence
Students will gain the skill of using the mouse to perform tasks on the computer.

Adaptations for Beginning Students
Students have hands-on experience using the mouse with no stress involved.

Adaptations for Advanced Students
Students with advanced computer skills can play several games.

Teacher Reflection/Lesson Evaluation

This lesson was created by Middletown ABLE.

Using a Mouse

A **mouse** is a hand-held device that controls the movement of a pointer on your screen. You use your mouse to perform tasks on your computer.

As you move the mouse, a **mouse pointer** moves on your screen. When you position the pointer over an object, you can press (click or double-click) the mouse button to perform different actions on the object.

For example, you can double-click to open and work in files, click-and-drag to move files, and click to select files. In fact, you'll probably use your mouse for most tasks.

The **mouse pointer** usually appears as an arrow, but it can change shape.

Pointing and Clicking

You perform most of the tasks on your computer by pointing at an object on your screen, and then clicking a mouse button.

To point to an object, move the mouse until the tip of the arrow if over the item or area you want.

The following table describes common click actions.

Action	**Description**
	Click: Press and release the left mouse button once
	Double-click: Quickly press and release the left mouse button twice
	Right-click: Press and release the right mouse button once. A shortcut menu appears.

Dragging

Moving objects on your screen is a lot like moving objects around your desk. For example, clicking and dragging an icon is a lot like physically picking up a pencil with your hand and dropping the pencil in a new location.

<u>To Move a Screen Object</u>:
1. Position the mouse pointer on the object.
2. "Pick up" the object by pressing and holding down the left mouse button.
3. While still holding down the mouse button, move the mouse pointer to where you want to "drop" the object.
4. Release the mouse button.

You also drag the mouse as you select text, such as words in a document or the name of a file.

<u>To select text</u>:
1. Insert your cursor (blinking vertical line) where you want to start the selection.
2. Hold down the left mouse button
3. Move the mouse pointer to where you want to end the selection
4. Release the mouse button.

Solitaire: Learn to Play

Solitaire objective

Form columns of cards where only the top card can be accessed, build complete sets of same-suit cards in ascending order, from Ace to King.

The Basics

A total of 28 cards are dealt across seven spaces on the table, called the **tableau**.
- In the first space there is one face-up card.
- The second space has one face-up card on top of two facedown cards.
- The third space has one face-up card on top of three cards facedown and so on down the line.
- The remaining 24 cards are stacked facedown in their own pile, called the **stockpile**.

There are four boxes above the tableau, called **foundations**. Your goal is to place all of your cards in order of suit on the foundations. The four foundations represent the **four suits**: Hearts, Spades, Diamonds, and Clubs. Not only are you required to build foundation piles in matching suits but also the cards must be in ascending order, from Ace to a King.

While the ultimate goal is to create four complete foundation piles, your first step is to gain access to all of the facedown cards.

Playing Solitaire

To start playing, click "Deal" in the game window.

Move Aces to the top of the game board into a suit-specific foundation pile as you have access to them.

Use your mouse to move cards in one of two ways:
1. **Click and hold** the mouse button as you drag a card, then release the button to drop the card into place; or
2. **Left-click and release** the mouse button to pick up a card, then drag the card into position and click the button again to drop the card into place.

In either case if the move is invalid, the card will automatically return to its original position.
- **Double-click** any card to automatically send it to a foundation pile.
- **Left-click** facedown cards to turn them face-up.
- **Left-click** the stockpile to draw three cards face-up. Of the three cards drawn, only the top one is active. The second card will be active if the top card can be placed in the tableau or on a foundation, and so on.
- Once you have turned all of the stockpile cards face-up, **click** the empty box to reset all of the stockpile cards facedown so you can then start drawing them again.
- If you wish to quit your current game and start a new one, **click** "Give Up" above the tableau and then "Play New" and a new hand will be dealt.

Rules for the Tableau

- Only face-up cards are active (meaning they can be moved around).
- Facedown cards are inaccessible until the card on top of them is moved away. Only then can you turn the card face-up and make it "active."
- To move a card on the tableau, you must place it on a column whose top card is one value higher and of the opposite color
- To move cards around, you will create piles of cards in descending sequences of alternating colors.
  - ➢ For example, if the first face-up card is a red 6 (Heart or Diamond), you can only place a black 5 (Club or Spade) on it. On the black 5, you can only place a red 4 and so on. You can also move a face-up card to a foundation pile (see the rules for the foundation piles below).
- Although not really "legal" in the official Solitaire rules, you can break sequences along the tableau, provided there is a place to put the break-off cards.
  - ➢ For example, if you have a sequence starting with a 10 and descending to a 2, you could split the sequence in half by moving, the 6, 5, 4, 3, 2 portion over to a 7 (provided it is opposite color). The advantage to this move is to expose the card under the stack you are moving. This can help you when/if you need to move the exposed card up to its foundation.
- If you manage to eliminate a pile in the tableau, only a King can fill the space.

Rules for the Stockpile

- Each time you click the stockpile, three cards will be drawn.
- Only the top card is active.
- If the top card can be placed in the tableau or in a foundation pile, then the second card in the face-up stockpile cards will be active, and so on.
- Kings cannot be moved from the stockpile to the tableau unless there is a vacant spot in the tableau.
- Once a card is moved from the stockpile and placed in the tableau or in a foundation pile, that card cannot be returned to the stockpile.
- Once all the stockpile cards have been placed face-up, you can click the empty stockpile box to reset the cards and draw them again. There is no limit to how many times you can reset the stockpile.
- You can move through the stockpile three times without penalty. After three times, points are deducted each time you recycle the stockpile.

Rules for the Foundation Piles

- Foundation piles are built in ascending same-suit sequences, from Ace to King.
- No card may be placed on a foundation that does not follow suit in the sequential order.
- You can move cards from the foundation pile, but you will lose points for each card you remove.

Let's Get Started!

1. Go to http://zone.msn.com/en/solitaire/default.htm?intgid=hp_card_3

2. There are two options: Free Online and Deluxe Download. Select "Free Online" and left click on "Play Now".

3. A new window will pop up.

4. Using the images below, follow the directions to start and play your game.

From: http://zone.msn.com/en/solitaire/default.htm?intgid=hp_card_3