



1. Introduction

To Start GCompris

Gcompris is a collection of educational games to help the user to learn how to use the keyboard and mouse of a computer and other educational games. This lesson plan will teach the user to manipulate the mouse of a computer.

Click on the **gcompris icon** on your desktop.

Once open you will see a green, yellow, blue and red screen.

Click on the icon **OK** to enter the application.

Toolbars

On the next page there will be a vertical toolbar and a horizontal toolbar.

The vertical toolbar represents the activities for mouse and keyboard manipulation and other educational games.

The horizontal toolbar has four icons.

The first icon: a monitor allows you to quit the application.

The second: a gcompris icon gives the copyright information about gcompris.

The third icon: tools allows you to choose the language of the application, what screen size you want to use, to manipulate the music and effects of the activities and to slow the speed of the activities.

The fourth icon: represented by a question mark, indicates the goal of gcompris and what the activities control bar does.

To enter Mouse Activities

To enter the mouse activities, click on the **cat icon**, holding the mouse and the keyboard at the top of the vertical toolbar.

You will now see two icons on the next page.

To enter the mouse games click on the **mouse icon** on this page.

There are three mouse manipulation games on this menu.



Activity 1: Left mouse-click manipulation

Click on the **fish icon** to enter the left mouse-click manipulation game.

In this game you must move and left click on the fish in the fish tank to make them disappear.

In levels 1 – 4, you left **click once** on the mouse to make the fish disappear. On levels 5 and 6, you must **double click**.

There is a toolbar on the bottom of the screen. (Figure)

The first icon, allows you to look at what the game intends you to do.

The second icon, a dice, shows you what level you are on and the third icon, a house allows you to go back to the previous page.

On all levels you must make 10 fish disappear to move on to the next level automatically.

When all 10 levels are successfully completed you can move onto the next activity.



Activity 2: Moving the Mouse

Once the first activity is complete you will automatically go back to the mouse activity menu.

Click on the mouse with the two arrows icon to **open** the second game.

In this activity you must move the mouse *from left to right* to erase the clouded area and reveal the picture behind.

There are 8 levels in this activity.

In level 1 moving the mouse *once* over each square will reveal the picture behind.

Each level will increase with difficulty from smaller squares to erase, to moving the mouse two and three times over the squares to reveal the picture.

To move from each level, **left click** on the dice icon (figure) on the bottom of the screen.

Once complete return to the mouse activity menu by clicking on the house icon (figure) at the bottom of the page.



Activity 3: Moving the mouse and left clicking

To enter the last activity, click on the **mouse icon** with one arrow and the number 1.(figure)

In this activity you must move the mouse and **left click** to erase the clouded squares to reveal the picture.(figure)

There are 6 levels in this activity.

In level 1 and 2 you must **click** *once* to erase the squares.

In levels 3 and 4 you must **click** *twice* to erase the squares and in levels 5 and 6 you must **click** *three times* to erase the squares.

Once each level is finished you will move on to the next level automatically.