

CATCH THE MOUSE

OPERATION OF DEVICES > 0.4 OPERATING PERIPHERAL DEVICES

TARGET GROUP	AGE GROUP	PROFICIENCY LEVEL	FORMAT	COPYRIGHT	LANGUAGE
All	All	Level 1	E-learning	Creative Commons (BY-NC-ND)	Finnish

E-learning game teaching the basic skill of how to use a computer mouse. During the game, the player will learn how to operate a computer using a mouse and how to use their index finger to click the left button and their middle finger to click the right button. You need to download Flash player to run the program.

General Objective Skillset building

Preparation time for facilitator less than 1 hour

Competence area 0 - Operation of devices

Time needed to complete activity (for learner) 0 - 1 hour, 1 - 2 hours

Resource originally created in Finnish

WORKSHOP DIRECTIONS

1 **Hiiri hukassa -peli**

Oppimateriaalin läpikäyminen kestää n. 15-30 minuuttia

Tarvitset **Hiiri hukassa?**-harjoitusten läpikäymiseen selaimeesi *Flash*-pluginin (versio 5 tai uudempi), jonka voit ladata ilmaiseksi Macromedian sivuilta alla olevasta napista.

2 **Kotisivu**

[Hiiri hukassa -peli](#)