



Module Information Sheet



Mouse Moves

A Brief Description

This learning module is designed to teach young children early mouse skills. At the first level of difficulty, the child need only move the computer mouse to the correct place on the screen. Once they have mastered this skill, they can learn to click once they get there. The game has a range of settings and the child can measure their success with a 'score', which encourages practice.

Tips on using "Mouse Moves"

Parents/teachers can initially set up a particular difficulty level and after some guidance, leave the child to play this level as many times as they wish. Escaping from this game/setting requires two deliberate selections, so that a young child simply 'clicking around' the screen will, after a few seconds, be returned to the game rather than accidentally exit.

National Curriculum Information

Foundation Stage:

Using visual and written materials in different formats, including large print and symbol text, using information and communication technology (ICT), other technological aids and taped materials.

The Curriculum Framework for Children 3-5 (Scotland)

Early years and ICT in pre-school.

The Northern Ireland Curriculum for Science and Technology (KS1)

Carrying Out and Making: g.

Desirable Outcomes for Children's learning Before School Age (Wales)

Physical Development.