

**City Montessori school**  
**Gomti Nagar-1**  
**Mouse – An Input Device**

**Fill in the blanks**

- 1-A mouse is \_\_\_\_\_ in size.
- 2- A mouse has a \_\_\_\_\_ that is fixed to the CPU.
- 3- Pressing the mouse button once is called \_\_\_\_\_.
- 4- \_\_\_\_\_ is placed between the left and right buttons of a mouse.
- 5- To select an object we must click the \_\_\_\_\_ of the mouse.
- 6- The mouse is used to \_\_\_\_\_ object.
- 7- The mouse moves the \_\_\_\_\_ on the screen.
- 8- Moving an object on the screen is called \_\_\_\_\_.

clicking

small

Scroll wheel

wire

select

object

dragging

Left button