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News Release

FOR IMMEDIATE RELEASE

SUNBURST TECHNOLOGY ANNOUNCES NEW TITLE IN BEST-SELLING TYPE TO LEARN™ SOFTWARE SERIES

Type to Learn™ 4 individualizes keyboarding instruction for students in grades K to 12 and increases practice time with access via the Internet

ELGIN, IL, May 7, 2008 – Sunburst Technology announced "*Type to Learn™ 4: Agents of Information,*" the most comprehensive instructional keyboarding software program for students in grades K to 12. An all-new title in Sunburst's best-selling *Type to Learn* software series, the program individualizes instruction with 3-D animation and modern accessibility and customization features. Students can download the program over the Internet and access it anytime for homework or practice to accelerate their learning. This engaging new product wraps touch-type keyboarding instruction into an intriguing, futuristic world of adventure and information, where students are recruited as agents to help save vital information from being lost forever. Built on a proven method of sequential, skills-building instruction, *Type to Learn 4's* all-new curriculum provides 36 leveled lessons, complete with diagnostic pre-test, review, demonstration, practice exercises and activities, multiple formative assessments, and automatic, personalized remediation. *Type to Learn 4* supports the latest Intel, Vista and Leopard systems as either a hybrid CD-ROM or a Web-downloadable application. It is available for preorder now and is expected to ship in September 2008.

Sunburst integrated into *Type to Learn 4* valuable input and feedback from teachers, students, and renowned keyboarding instruction expert Dr. Leigh E. Zeitz, PhD., Associate Professor of Instructional Technology, Curriculum and Instruction at the University of Northern Iowa and author of the book "Keyboarding Made Simple: Learn the Best Techniques for Keyboarding Like a Pro." Zeitz maintains the international Keyboarding Research website at www.keyboardingresearch.org and numerous blogs on technology and education.

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Developed on a proven, research-based keyboarding curriculum of sequential touch-typing instruction, *Type to Learn 4* builds critical 21st Century skills for all students in grades K-12. The integrated cycle of review, demonstration, practice, and assessment, with constant reinforcement of home row positioning, teaches proper fingering for each key with opportunity for skills practice. The program emphasizes both accuracy and words per minute speed, and provides each student with individualized remediation and goals for success, based on performance and specific errors.

"The remediation strategy in *Type to Learn 4* provides students with a level of personalization that is unparalleled in this field," said Dr. Leigh E. Zeitz. The program is complete with five exciting activities and various age-appropriate student interfaces.

"The ability to keyboard with speed and accuracy is a critical, lifelong skill in today's computer-based society," said Alison Sherman, Ed.M., Sunburst Technology's Director of Product Development. "Research shows that keyboarding is best taught to students at an early age, before bad habits form. *Type to Learn 4: Agents of Information*, the centerpiece of the well-known *Type to Learn* keyboarding series, will help even the earliest learners gain keyboard awareness and touch-typing mastery. Over 97% of school districts across the U.S. already own at least one title in the series, highlighting the importance schools place on keyboarding as an essential skill for academic and professional success."

Dr. Zeitz added, "*Type to Learn 4*'s strength lies in its ability to motivate students by presenting high-interest content in a success-oriented environment. The on-going assessment and evaluation system built into *Type to Learn 4* ensures that students are challenged as they learn, but are also provided the necessary scaffolding to promote personal accomplishment."

To help students attain keyboarding mastery, which requires effective skill transfer from the program into real-world typing environments and tasks, *Type to Learn 4* incorporates real-world typing content, including historical documents, literature passages, original writing tasks, and frequently used Quick-Blends (letter blends, like ck, ill, and ed that are frequently typed and should be practiced together for

faster typing) and Quick-Words (short, frequently used words i.e., him, she, and, the) in all lessons and activities.

Type to Learn 4: Agents of Information is correlated with the International Society for Technology in Education's "NETS-S" (National Educational Technology Standards for Students). It is also mapped to every state's keyboarding standards. The Type to Learn family of keyboarding products includes Type to Learn Jr., Type to Learn Jr. New Keys for Kids, Type to Learn Assessment, Type Through Time and Type for Fun.

Lessons and Activities

Students begin Type to Learn 4 with a diagnostic pre-test that assesses their existing keyboarding skills before they begin any of the 36 lessons. This pre-test then places them at a certain lesson matching their abilities. The pre-test also analyzes students' starting speed and accuracy, setting their own personalized achievement goals for the program.

Type to Learn 4 teaches traditional letter keys plus additional keys for a complete scope and sequence, including the numeric keypad, arrows, symbols, and keyboard shortcuts such as Control-C, and Control-S. It also presents keys in an updated order based on psychomotor research. Each keyboarding lesson begins with home row reinforcement, a warm-up exercise, and review of previously learned keys. This is followed by the core instruction, a comprehensive presentation of demonstrating the new keys, practice exercises, and testing. Cross-curricular content is presented at three different levels for grades K-2, 3-6, and 7–12, with materials written to address the developmental levels of the students in each grade range. This includes adjusted topics of interest to those ages, as well as incorporating words and letter clusters that match their reading capability. Proper keystroke placement is provided using 3-D hand animation on a reference keyboard. This scaffolding demonstrates correct fingering for new keys, and offers guidance when incorrect keys are pressed.

Five formative assessments and a final summative assessment ensure that students have mastered the keys and are ready to continue. Speed and accuracy are analyzed during each of these assessments, and achievement goals are increased. Five

engaging activities accompany each lesson and provide fun practice for students to apply their new skills. Each activity focuses on a specific keyboarding skill:

- The <u>Big Ideas</u> activity improves left and right-hand coordination on the keys. Thought bubbles containing ideas need to be typed with either the right hand or the left hand, before the bubbles float away and ideas are lost forever.

- The <u>Drone Control</u> activity encourages students to improve their words-per-minute speed while typing commands to pilot a drone vehicle through dangerous terrain in order to deliver vital information.

- The <u>Dig This</u> activity uses rhythm to support a typing cadence, as students type accurately to uncover historical information.

- In the <u>Reconnect</u> activity students focus on using the shift key for capitals, symbols, and punctuation, while rebuilding important infrastructure.

- And in <u>Get the Message Out,</u> students focus on accuracy as they complete dictation and original writing tasks in order to transmit important messages.

<u>Product Features</u>

Extensive reporting features streamline assessment for teachers. Accuracy, words-per-minute speed, and adjusted words-per-minute are tracked through all lessons and activities. Error reports give added detail on students' successes and problem areas. Many administration options and settings make student customization easier than ever. Progress graphs and reports on lessons, activities, and assessments are available. Teachers can analyze student errors by hand, finger, and key to pinpoint problem areas. A parent report, accessed from the student login, allows parents to track their child's progress and scores throughout the program.

Teachers can also add their own subject content into the program for students to type and have it scored automatically for accuracy and words-per-minute. Spanish ESL content provides instructions, navigation, support, and reinforcement in Spanish, while the keyboarding lessons themselves remain in English. Accessibility options such as closed-captioning, text-to-speech, and enhanced font sizes and colors are included for students who are visually and hearing impaired. An ergonomic feature periodically prompts students for a break and stretch, with durations flexibly controlled by the teacher. A Top Scores list shows students with the highest accuracy and speed across a

single class, grade, school, district, or even all *Type to Learn 4* web users. This can be used to motivate students as they compete against their friends, or it can be turned off.

Pricing & Availability

Type to Learn 4 is available in a hybrid PowerPC Macintosh®, Intel Mac, and Windows® CD-ROM format or as a Web-downloadable application through Sunburst Technology. Minimum system requirements for Macintosh are: Mac OSX 10.3.9, 10.4, or 10.5. Minimum system requirements for Windows are: Windows 2000, XP, or Vista. The Web version requires an Internet connection for the initial download of the software and database connectivity, for which a high-speed Internet connection such as DSL or a cable modem is recommended.

Type to Learn 4 is sold in single, lab pack, unlimited site license, network and Web versions. The unlimited site license is a great value at $699.95. The program includes toll-free technical support, from 8 a.m. to 5 p.m. Central Time, every business day. For sales and ordering information, customers can call Sunburst at 800-321-7511 or an authorized agent. Information, a preview, and online ordering for this program are also available on www.sunburst.com/ttl.

Company Background

Sunburst Technology (www.sunburst.com) publishes award-winning instructional software and the *QuickMind.net* and *WriteBrain.net* online learning environments for the K-12 school market. Proprietary series in the Sunburst lineup include *Type to Learn™*, *Key Skills™*, and *Learn About Science*. Top selling titles include *Key Skills Series*, *Type to Learn Series*, *Hot Dog Stand: The Works*, *Easy Book Deluxe* and *A to Zap!* The publisher, a company of Educational Enrichment Resources, Inc., is headquartered in Elgin, IL.

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