Exploring More Typing Instructor Settings



Lesson 3

Typing Instructor for Kids provides a variety of program settings, which enhance your learning experience.



Backspace Select **On** to enable the Backspace key to work in lessons,

challenges, and stories and select Off to disable it.

Skill Level Select **Easy** for shorter lessons and easier key combinations

for the younger typist. Select **Not As Easy** for the more skilled typist or for the typist who is ready to graduate to a higher

level.

Letter Size Increase or decrease the font size in the text of lessons,

challenges, and stories. Choose from **Small, Medium**, or

Large sizes.

Keyboard Select Standard to display a traditional keyboard or Split to

display an ergonomic split keyboard.

Goal WPM The Goal WPM represents the words per minute typing speed

with accuracy that you are trying to achieve. You can change your Goal WPM in Settings. It is important to keep your Goal WPM at/or slightly ahead of your current typing

level to get the most out of your typing adventure.

Each lesson on Typer Island introduces you to a few keys at a time, and progresses through step-by-step learning until gradually, you will be using the whole keyboard.

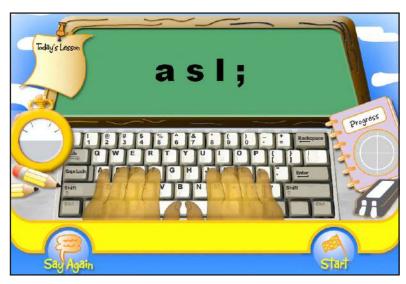
Typing Instructor for Kids is built upon proven learning methods, so if you work hard and practice, you will see the results!

The five lands in Typer Island represent the following keys.

- The Old West d, f, j, k, a, s, l, g, h, and ; keys
- On the Water t, y, e, and I keys
- In the Air r, u, q, w, o, and p keys
- Over the Edge- v, b, n, m, x, c, ., and , keys
- Under the Sea z, ', Shift, :, ?, and " keys

In the lessons, an audio introduction describes the purpose of the lesson and introduces the keys to be learned while an onscreen animation demonstrates which fingers correctly correspond to the keys.

- Click the Say Again button to replay the introduction.
- Click the **Start** button to start the lesson.



Lesson Results

When you complete a lesson, your results are displayed on the Lesson Results screen. The Lesson Results screen displays feedback about the previous lesson.

Adjusted WPM shows your average WPM multiplied by the percentage of keystrokes you typed accurately. For example, if your WPM is 30 and your accuracy is 90%, the calculation is: 30 x 90% = 27 Adjusted WPM.



The Accuracy number shows the percentage of keystrokes that were typed correctly. For example, if you typed 100 keystrokes, including Spacebar and Enter, but missed 10, your accuracy would be 90%. WPM shows your average words per minute in the lesson. No adjustment is made for errors.