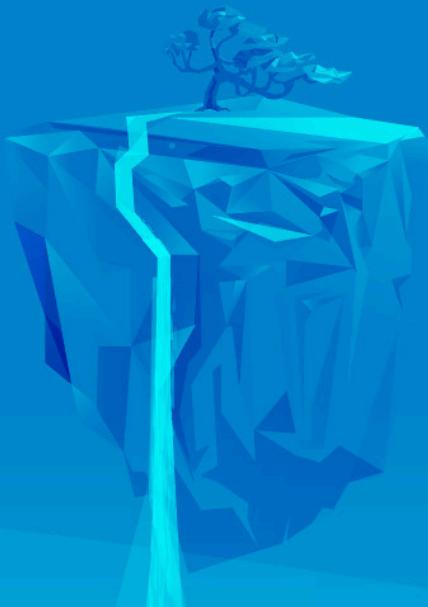




Typing Jungle

Teacher Handbook



Typing Jungle

A comprehensive K-12 curriculum

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Appendices

Additional Lesson Plans

Instructional Aids

01

Introduction to Typing Jungle

What is Typing Jungle?

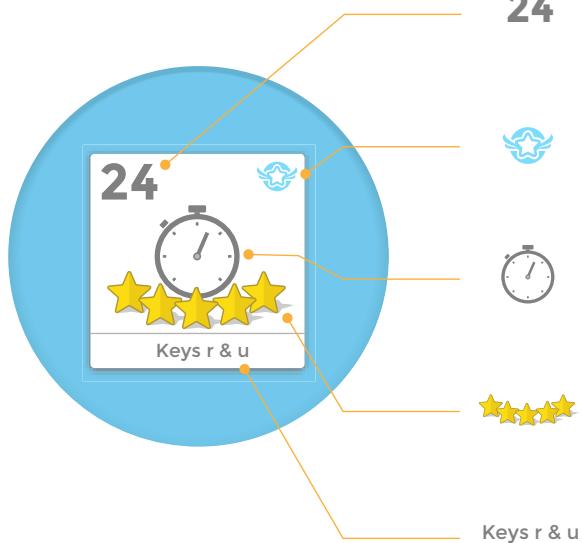
Typing Jungle is the default TypingClub lesson plan. With over 650 in-house designed lessons, it is comprehensive and the best way to teach touch typing. Typing Jungle provides an extensive curriculum that includes varied typing experiences, games, and videos, as well as multiple motivational tools. It is appropriate for K-12 students as it is fully customizable.

The screenshot shows the TypingClub interface for the 'Typing Jungle' lesson plan. At the top, there are navigation links: Home, Stats, Badges, Typing Jungle +, Scoreboard, English +, and Alondra +. Below this, a progress bar indicates 0% progress, 0 stars, and 0 points. The main area is titled 'The Home Row' and features a grid of numbered lessons from 1 to 50. Each lesson card includes an icon, the lesson number, a title, and a brief description. For example, lesson 1 is 'Introduction to Typing' and lesson 24 is 'ru'. The grid is organized into sections: 'The Home Row' (lessons 1-18), 'Top Row' (lessons 19-35), 'Bottom Row' (lessons 36-50), and 'Special Lessons' (lessons 41, 42, 43, 44, 45, 46, 47). A large green cube is positioned in the center of the grid. On the right side of the grid, there are navigation icons for filtering, sorting, and zooming.

Lesson	Title	Description
1	Introduction to Typing	Introduction to Typing
2	Keys f & j	Space Bar
3	Space Bar	Review: f & j
4	fj	dk
5	dk	Keys d & k
6	dk	Review: d & k
7	Practice: d & k	Play: fjkd
8	Play: fjkd	Keys s & l
9	Keys s & l	Review: s & l
10	Review: s & l	sl
11	Practice: s & l	dk
12	dk	Keys a & i
13	Review: a & i	a;
14	First 8 Keys	Practice: d & k
15	Play: First 8 Keys	sl
16	Home, Sweet Home!	sl
17	Home Row: L Hand	dk
18	Home Row: R Hand	dk
19	Keys g & h	gh
20	Review: g & h	gh
21	Practice: g & h	gh
22	Home Row Review	Home Row Review
23	Play Home Row	Play Home Row
24	Keys r & u	ru
25	Review: r & u	ru
26	Practice: r & u	clock
27	Keys e & i	ei
28	Review: e & i	ei
29	Practice: e & i	clock
30	Sit Straight, Be Healthy!	ru
31	Review: Home + r+u	clock
32	Top Row: Left Hand	Top Row: Left Hand
33	Top Row: Right Hand	Top Row: Right Hand
34	Play: ruel	key
35	Keys w & o	wo
36	Review: w & o	wo
37	Practice: w & o	clock
38	Play: Top 6 Keys	key
39	Keys q & y	qy
40	Review: q & y	qy
41	Practice: q & y	clock
42	Keys p & t	tp
43	Review: p & t	tp
44	Practice: p & t	clock
45	Play: Top Row	key
46	Think Ideas, Not Fin...	key
47	Review: Home + Top	clock
48	Top Row: Left Hand	key
49	Top Row: Right Hand	key
50	Play: Top Row	key

Lesson Display

On the main lesson plan page, there is a list of lessons to be completed in order. Each lesson has several features to help you understand the type and purpose of the lesson and to display student performance.



24

Lesson Number

Specifies the number of the lesson



Platinum Star

Earned maximum possible score on the lesson



Lesson Icon

Indicates the type of lesson: practice, game, video, etc.



Stars

Number of stars earned out of 5

Keys r & u

Lesson Title

Describes what the lesson is about



Completed

Check marks are earned for completing introductory lessons



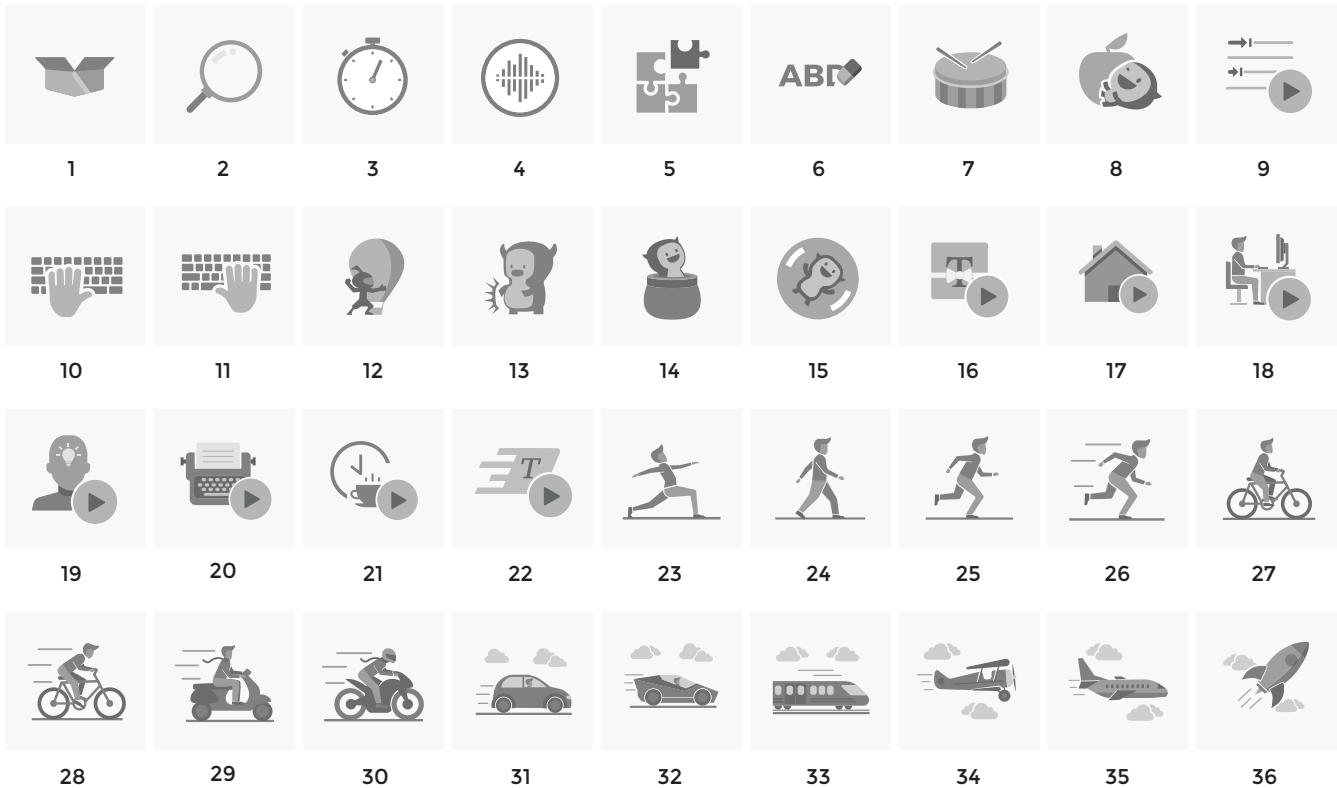
Assigned Lessons

Indicates lessons that are assigned to you

Icons

Different types of lessons are represented by different icons. Becoming familiar with these icons will help students navigate Typing Jungle, and instantly understand the nature of each lesson.

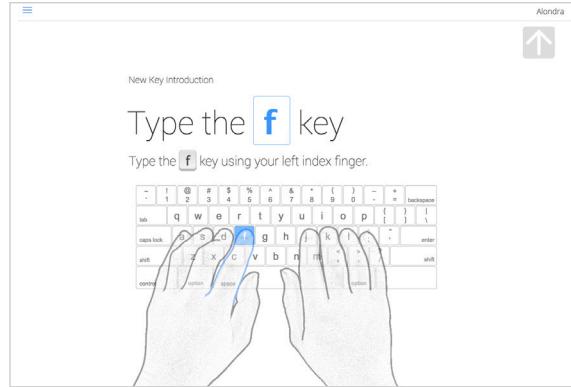
- | | | |
|---------------------------|------------------------------------|---|
| 1. Character Introduction | 9. "One Small Space..." Video | 17. "Home Sweet Home" Video |
| 2. Character Review | 10. Left Hand Anchoring | 18. "Sit Straight, Be Healthy" Video |
| 3. Practice | 11. Right Hand Anchoring | 19. "Think Ideas Not Fingers" Video |
| 4. Homonyms | 12. Balloon Valley Game | 20. "History of QWERTY" Video |
| 5. Misused Words | 13. Monster Attack Game | 21. "Take a Break, Get Active" Video |
| 6. Misspelled Words | 14. Whack a Monster Game | 22. "Fastest Typist In The World" Video |
| 7. Common Patterns | 15. Bubble Burster Game | 23. Travel on Diagonals |
| 8. Apple Thieves Game | 16. "Introduction to Typing" Video | 24 - 36. Speed 10 - 75 WPM |



02

Types of Lessons

Typing Jungle offers a number of typing experiences to ensure students are engaged while they practice.



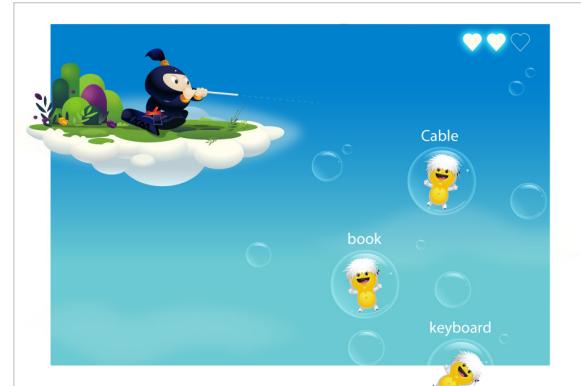
Key Introduction

Each new key is introduced in a score-free practice environment which provides written instructions on the correct finger placement. Paying proper attention to introducing new keys is paramount to adopting correct typing technique.



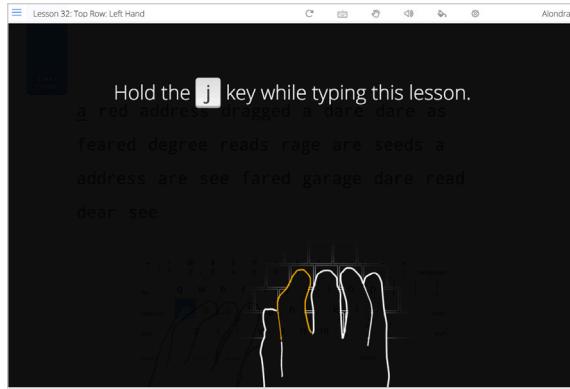
Videos

Short, educational videos are incorporated throughout Typing Jungle. These videos teach students about keyboarding, proper posture, and the importance of taking breaks while working on a computer.



Games

Typing games enhance skills in a different environment, stimulating students' minds and shifting their focus away from the keyboard. Each game is focused on improving a different typing skill.



Anchoring Lessons

Trying to hunt and peck becomes very difficult with our anchoring lessons. With one hand “anchored” by holding down the F or J key, these lessons have students practice typing with each hand individually.



Travel Lessons

This type of lesson focuses on practicing characters located on a diagonal. Starting from the home row, each finger has to cover at least one character on home, top, and bottom row, following a diagonal movement.

Lesson 129: Accept/Except

she cannot accept any presents.↓
accept accept accept accept accept↓
he passed all of his tests except for
math.↓
except except except except except↓

START TYPING

The screenshot shows a computer interface for a typing lesson. At the top, there's a toolbar with icons for file operations like Open, Save, and Print. Below the title 'Lesson 129: Accept/Except', there's a button labeled 'START TYPING'. The main area contains four lines of text for the student to type. Below the text is a diagram of a person's hands resting on a standard QWERTY keyboard. Blue lines and arrows indicate the path of the fingers as they type each word, starting from the left side of the keyboard and moving across it.

Lesson 188: the

the the the the the the↓
there then there then there then↓
the the the the the↓
they theft they theft they theft↓
the the the the the↓

START TYPING

This screenshot shows another typing lesson titled 'Lesson 188: the'. It features five lines of text for the student to type. Below the text is a hand diagram on a keyboard, similar to the one in the first screenshot, showing finger paths for the word 'the'.

Tricky Words

Reinforce language skills with these lessons that focus on commonly confused words and commonly misspelled words. Tricky words teach multiple skills at once; they foster reading comprehension while students practice typing them.

Common Patterns

These lessons focus on the highest frequency letter combinations in the English language. They help students to automatize typing these combinations, allowing them to become more proficient typists overall.

Lesson 365: Dietitians

START TYPING

A diet and nutrition expert is called a dietitian. Nutritionists are different from dietitians because they don't need an official institution to recognize them as experts. A dietitian



Lesson 89: Increase Speed

START TYPING

if you want your typing speed to increase, you must first focus on your accuracy.



Advanced Lessons

Practice lessons are content-based and educate students about geography, computer literacy, culture, science, and much more. Students simultaneously improve their typing speed and learn interesting facts.

Keyboarding Instructions

The content of these lessons focuses on best practices for touch typing and tips to help students improve their typing skills. These lessons are bundled together after the end of the first three sections where students learn to type all basic keys.

03

Typing Jungle Breakdown

a s d f g h j k l ;

Home Row

Lessons 1- 23

Min (wpm) 3

Goal (wpm) 10

This section focuses on the basics of touch typing and introduces the concept of the “Home Row.” The home row keys are introduced and reviewed. Remind your students to feel for the bumps on the F & J keys and encourage them to look up!

q w e r t y u i o p

Top Row

Lessons 24 -51

Min (wpm) 3

Goal (wpm) 10

This section follows a natural progression of keyboard coverage, making each finger travel diagonally upwards to cover its upper counterpart. After a key on the top row is pressed, all fingers must return to the home row. Thanks to this technique, students become faster typists because their fingers travel the shortest possible distance to each key.

Bottom Row

z x c v b n m , . /

Lessons	52 - 87
Min (wpm)	3
Goal (wpm)	10

These lessons introduce the bottom row keys and build on what students have already learned by combining all of the characters covered so far to continue building the correct muscle memory. Remind students that they should always return to the home row position as this will significantly increase their efficiency.

Basic Level 1

Lessons	88 - 124
Min (wpm)	3 - 13
Goal (wpm)	10 - 20

In this section students type simple sentences using the whole alphabet, commas, and periods. These lessons will help students build confidence in typing longer passages before introducing capital letters and more punctuation. Encourage students to notice how much more accurately and quickly they can type now that they are using all ten fingers!

Tricky Words 1

Lessons 125 - 134

Min (wpm) 13

Goal (wpm) 20

There are three sections throughout Typing Jungle designed to help students with commonly misspelled words and commonly confused words. The target words are typed repeatedly to build muscle memory and reinforce correct spelling. They are also used in context to improve comprehension.

Shift Key



Lessons 135 - 187

Min (wpm) 3 - 10

Goal (wpm) 10 - 20

Instruct students to notice that there are two shift keys, one on each side of the keyboard. Our method encourages students to use the opposite shift key from the hand being used to type the character. This allows students to maintain the correct finger placement and easily return to the home row position after the capital letter is typed.

Common Patterns 1

Lessons	188 - 197
Min (wpm)	10
Goal (wpm)	20

There are three sections throughout Typing Jungle that contain the most frequent letter combinations in the English language. Typing common patterns repeatedly will help students build muscle memory and become more efficient typists. The patterns are typed in two manners: as stand-alone letter combinations and as words.

Basic Level 2

Lessons	198 - 227
Min (wpm)	11 - 20
Goal (wpm)	21 - 30

In this section, students begin to type full sentences using capitals and simple punctuation. The goal of this section is for students to practice using the shift key in context. Encourage them to use the virtual keyboard and hand guides rather than looking down at the keyboard.

Tricky Words 2

Lessons 228 - 237

Min (wpm) 15

Goal (wpm) 25

This is the second section designed to help students with commonly misspelled words and commonly confused words. The target words are typed repeatedly to build muscle memory and reinforce correct spelling. They are also used in context to improve comprehension.

Lessons 238 - 267

Min (wpm) 3 - 15

Goal (wpm) 10 - 25

Numbers

1 2 3 4 5 6 7 8 9 0

This group of lessons introduces the number keys. The remaining lessons use the 'travel' method along the diagonals on the keyboard to help students build the necessary muscle memory to type numbers and symbols without looking at the keyboard.

Common Patterns 2

Lessons 268 - 277

Min (wpm) 19

Goal (wpm) 29

This is the second section that contains the most frequent letter combinations in the English language. Typing common patterns repeatedly will help students build muscle memory and become more efficient typists. The patterns are typed in two manners: as stand-alone letter combinations and as words.

Basic Level 3

Lessons 278 - 307

Min (wpm) 21 - 30

Goal (wpm) 31 - 40

Students type simple sentences using capitals, simple punctuation, and numbers. The goal is to build confidence and speed using the full alphabet, periods, commas, and numbers. These lessons begin to more closely resemble real-life typing tasks.

\$ & # * @ (!) % ^

Lessons	308 - 337
Min (wpm)	3 - 10
Goal (wpm)	10 - 25

Symbols

This section begins to introduce symbols. Learning symbols can be a bit frustrating, but they are equally important and frequently used in everyday life. Let your students know that their accuracy and WPM might dip, but it will make typing easier in the long run.

Lessons	338 - 347
Min (wpm)	20
Goal (wpm)	30

Common Patterns 3

This is the third section that contains the most frequent letter combinations in the English language. Typing common patterns repeatedly will help students build muscle memory and become more efficient typists. The patterns are typed in two manners: as stand-alone letter combinations and as words.

Advanced Level 1

Lessons 348 - 377

Min (wpm) 25 - 30

Goal (wpm) 41 - 45

These lessons are content based and cover topics from science, world history, cultural facts, technology, pop culture, and other interesting topics. To help students build endurance, encourage them to type each lesson all the way through with as few breaks as possible.



More Symbols

Lessons 378 - 407

Min (wpm) 3 - 10

Goal (wpm) 10 - 20

Learning the remaining symbols might be challenging, but by the end of this section, students will have covered the entire keyboard. Some of the advanced symbols are not used as often. However, some professions will require students to type these symbols daily.

Tricky Words 3

Lessons 408 - 417

Min (wpm) 20

Goal (wpm) 30

This is the third section designed to help students with commonly misspelled words and commonly confused words. The target words are typed repeatedly to build muscle memory and reinforce correct spelling. They are also used in context to improve comprehension.

Advanced Levels 2 - 9

Lessons 418 - 663

Min (wpm) 31 - 50

Goal (wpm) 46 - 75

These lessons are content-based and cover topics from natural sciences, world history, social science, technology, and pop culture. Over the course of these lessons, students build their speed and proficiency. As students master the basics of typing, speed will come with time and practice.

04

Student Settings



Student settings are accessible from within a lesson.
Students can customize their typing experience and
practice in an environment that best suits their needs.

Teachers have the ability to lock these student settings
or to set their own preferences for each class directly
from the teacher portal.



Virtual Keyboard Guide

The virtual keyboard guide is a visual aid that encourages students to look up at the monitor instead of down at their hands.

Keyboard Language

TypingClub supports keyboard layouts for many languages. You can use our powerful software to teach touch typing in an extensive number of languages by creating custom lessons.

Keyboard Skin

Students can further personalize their experience by choosing from a number of different keyboard styles.



Keyboard Guide



Language

English



Layouts



United States



Classic



Modern



Standard



Wobbley



Font Options

Students can choose both the size and style of their font. We offer five font sizes, including an extra large font which, in conjunction with a high contrast theme, dramatically increases the visibility of lessons.

Themes

Students can choose a theme that best suits their needs. We offer a simple, white background for a distraction-free environment, dark themes that improve visibility, and colorful themes with interesting characters that bring fun to typing sessions.



A

Small

A

Normal

A

Large

A

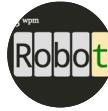
Very Large

Extra Large (Accessible)



Font Face

Droid Sans Mono



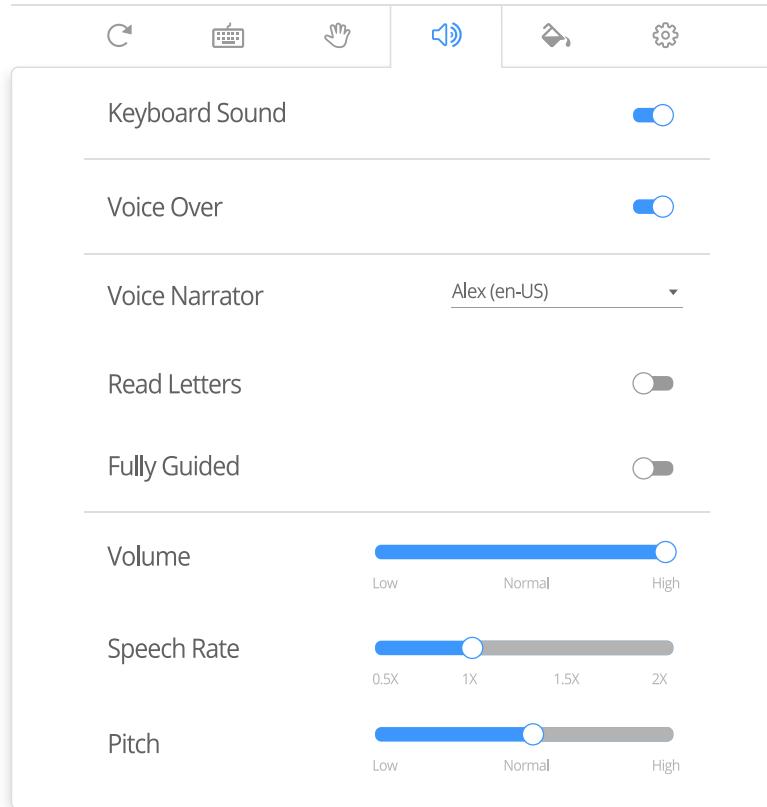


Voice Over

The voice-over reads the lesson content aloud and can provide assistance in locating keys. Students can choose to have letters or words read aloud, and if they want to receive audio instructions on proper finger positioning. Other customization options include the ability to choose the voice, pace, pitch, language, and volume.

Keyboard Sound

Remember the sound that typewriters used to make? We've brought it back to provide additional feedback to students on their performance and alert them when they make a mistake.





Virtual Hand Guides

Virtual hand guides are beneficial, especially in the early lessons, to learn proper finger positioning. When students reach advanced lessons, the guides can be disabled.



Both Hands



Left Hand



Right Hands



Other Settings

Students can choose to have live stats and feedback displayed as they type. Receiving immediate feedback on speed and accuracy can be a helpful tool to keep students motivated.

Show live WPM and accuracy



05

Performance Feedback



2000

Nice job! Time to move on to the next lesson.

Your Score:

100% accuracy
98% real accuracy
40 WPM speed
22 seconds duration

Requirement:

80% accuracy
3 WPM speed
10 WPM speed goal



Stars & Score

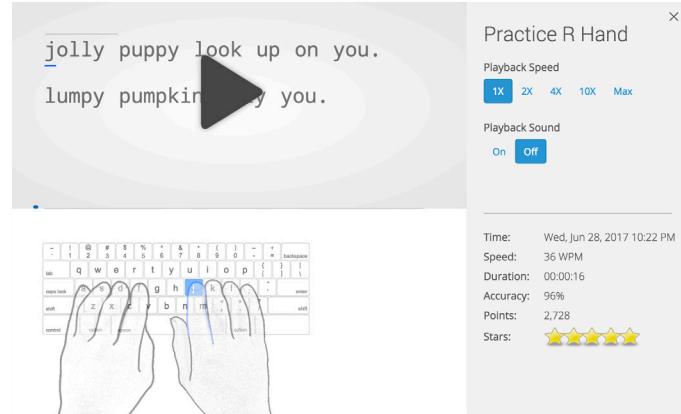
When students finish a lesson, they are awarded with stars and points. Teachers should encourage students to earn five stars on all lessons. When learning touch typing, repetition is the key to building muscle memory.

Requirements vs. Performance

On the results screen, student performance is displayed on the left side, while the lesson requirements are displayed on the right side. The default requirements can be changed to fit your students' needs.

Performance Review & Playback

Students can review their performance on each lesson to identify commonly mistyped characters and even play back their attempt.

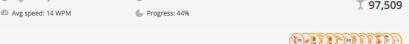
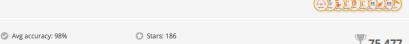
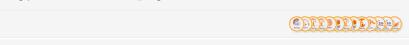
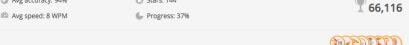


Scoreboard

If you believe that healthy competition is beneficial to your students, you can turn on an optional scoreboard. The scoreboard ranks all students enrolled in a class, while the leaderboard shows only the top performers.

[« Back to lessons](#)

Scoreboard

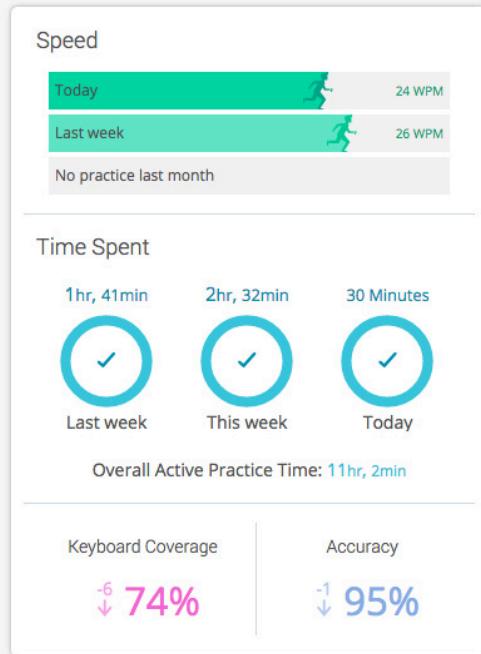
1	John Graves		Avg accuracy: 93% Avg speed: 18 WPM	Stars: 388 Progress: 77%	224,775
2	Angel Courtney		Avg accuracy: 95% Avg speed: 16 WPM	Stars: 378 Progress: 77%	206,713
3	Kaylynn Difranco		Avg accuracy: 92% Avg speed: 12 WPM	Stars: 228 Progress: 46%	108,605
4	Angelin Hernly		Avg accuracy: 90% Avg speed: 14 WPM	Stars: 200 Progress: 44%	97,509
5	Bobby Kenmore		Avg accuracy: 97% Avg speed: 11 WPM	Stars: 194 Progress: 39%	75,830
6	Deisy Bryant		Avg accuracy: 98% Avg speed: 13 WPM	Stars: 186 Progress: 45%	75,477
9	Akash Runge		Avg accuracy: 94% Avg speed: 8 WPM	Stars: 144 Progress: 37%	66,116
10	Nevan Mccloud		Avg accuracy: 93% Avg speed: 10 WPM	Stars: 125 Progress: 29%	48,620
11	Avery Dizon		Avg accuracy: 96% Avg speed: 11 WPM	Stars: 123 Progress: 39%	48,458
12	Alondra Babbs		Avg accuracy: 95% Avg speed: 12 WPM	Stars: 101 Progress: 37%	42,629
13	Alexis Wright		Avg accuracy: 97% Avg speed: 15 WPM	Stars: 87 Progress: 18%	38,103
14	Erin Fernández		Avg accuracy: 96% Avg speed: 6 WPM	Stars: 89 Progress: 20%	30,719

06

Statistics

Quick Statistics

This quick summary of each student's individual performance allows students to monitor their typing speed, accuracy, practice time, and coverage.



Keyboard Mastery

This color coded keyboard shows speed and accuracy per character. The darker the blue, the faster the character. White keys have not been practiced yet.

The keyboard diagram shows the following color mapping based on speed:

- Lightest Blue (White): Caps Lock, Shift, Control, Option, Spacebar.
- Medium Blue: Tab, Backspace, Enter.
- Darker Blue: All other characters (q, w, e, r, t, y, u, i, o, p, a, s, d, f, g, h, j, k, l, z, x, c, v, b, n, m, , <, >, ?, ., /).

Speed Accuracy

Finger Mastery

This chart shows the current speed & real accuracy for each finger.

Hand	WPM	Accuracy
Left Hand	38 wpm	97% Accuracy
Right Hand	39 wpm	91% Accuracy
Thumbs	78 wpm	100% Accuracy

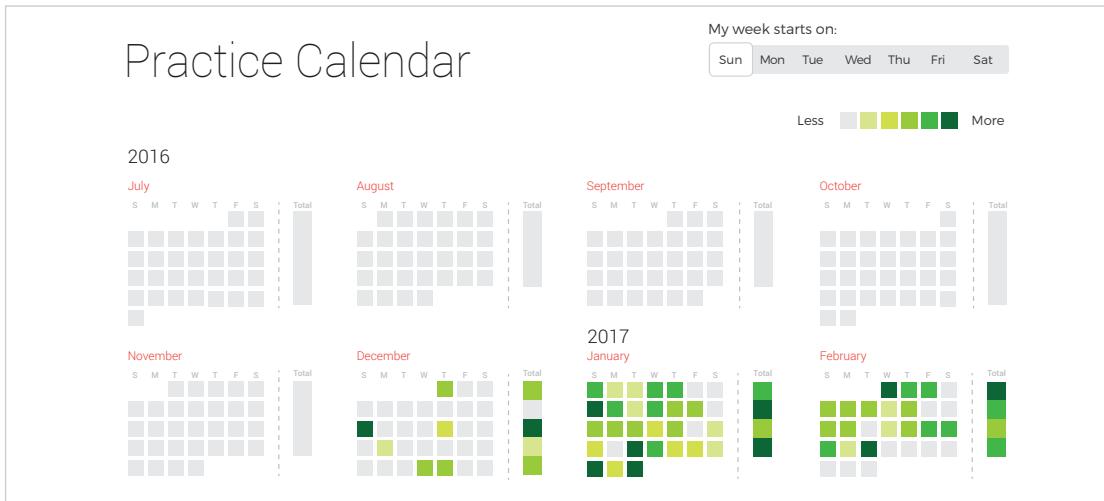
The chart displays the following data for each hand and thumb:

Hand/Finger	WPM	Accuracy
Left Hand - Pinky	34 wpm	94%
Left Hand - Ring	38 wpm	98%
Left Hand - Middle	40 wpm	100%
Left Hand - Index	41 wpm	95%
Right Hand - Pinky	38 wpm	93%
Right Hand - Ring	46 wpm	92%
Right Hand - Middle	40 wpm	90%
Thumbs - Pinky	33 wpm	89%

Slower Faster

Detailed Statistics

On their stats page, students can view information about their typing progress and performance in terms of speed, accuracy, keyboard coverage, and lesson plan progress. In addition, they can easily identify their strongest and weakest characters and fingers.



Practice Calendar and Punch Card

These two calendars provide an easy way for students to track their practice time. A calendar full of green squares is a good sign of students' dedication, while the punch card allows students to see when they spend the most time practicing.

Recent Practices

2017-06-30						
2017-06-30	Practice: b					
2017-06-29						
2017-06-29	Review: F					
2017-06-28						
2017-06-28	Practice R Hand					
2017-06-28	Train Your Fingers					
2017-06-28	Type Correctly					
2017-06-28	Moving Fingers					
2017-06-28	Home Row	3000 Points	100%	49 WPM	00:43 minutes	
2017-06-28	Play: Words	3000 Points	100%	34 WPM	00:20 minutes	

Practice R Hand

Playback Speed

1X 2X 4X 10X Max

Playback Sound

on Off

Time: Wed, Jun 28, 2017 10:22 PM

Speed: 36 WPM

Duration: 00:00:16

Accuracy: 96%

Points: 2,728

Stars:

Recent Practices & Attempt Playback

Each completed lesson immediately appears on this page. Students can play back their lessons to better understand their typing fluency. This keeps students accountable by allowing them to easily detect bad typing habits or identify commonly mis-typed characters.

Recent Test Attempts

2017-06-26	Typing Test	99%	53 WPM
2017-06-22	Typing Test	100%	36 WPM
2017-06-22	Typing Test	98%	35 WPM
2017-06-22	Typing Test	97%	22 WPM
2017-06-22	Typing Test	100%	19 WPM
2017-06-22	Typing Test	99%	72 WPM
2017-06-22	Typing Test	96%	23 WPM
2017-06-22	Typing Test	99%	22 WPM
2017-06-22	Typing Test	96%	21 WPM
2017-06-22	Typing Test	91%	16 WPM
2017-03-26	Typing Test	90%	30 WPM
2017-03-25	Typing Test	95%	71 WPM

Test Results

Students can track their progress and watch their test results improve over time. The test results are listed in chronological order and provide students with helpful insight into their progress.

07

Badges

Badges are awarded immediately after a lesson is completed. The badges serve as a motivational tool for your students. They reward students for reaching certain milestones and keep them engaged during their practice.

07 Badges





Fiery Typist

You have typed 10wpm for over 5 seconds. I see great things in your future!

next goal (wpm): 10, 15, 20, 25, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130, 140, 150



5 Day Streak

You've typed for 5 days in a row! Drink some water and keep up the momentum!

next goal (day): 5, 14, 30, 60, 90, 120



White Knight

Finished all lessons in lesson plan with 5 gold stars.

One-time occurrence



The Heavyweight

Finished 5 lessons with 5 gold stars in 1 day.

next goal (lesson): 5, 10, 20, 30



Keyboard Crusher

You've finished 10 attempts in one day. The next goal is 30 attempts!

next goal (attempt): 10, 30, 50, 75, 100, 150, 200, 300, 500



Marathoner

You've practiced for 30 minutes in one session. Your next goal is 60 minutes.

next goal (minute): 15, 30, 60, 120

08

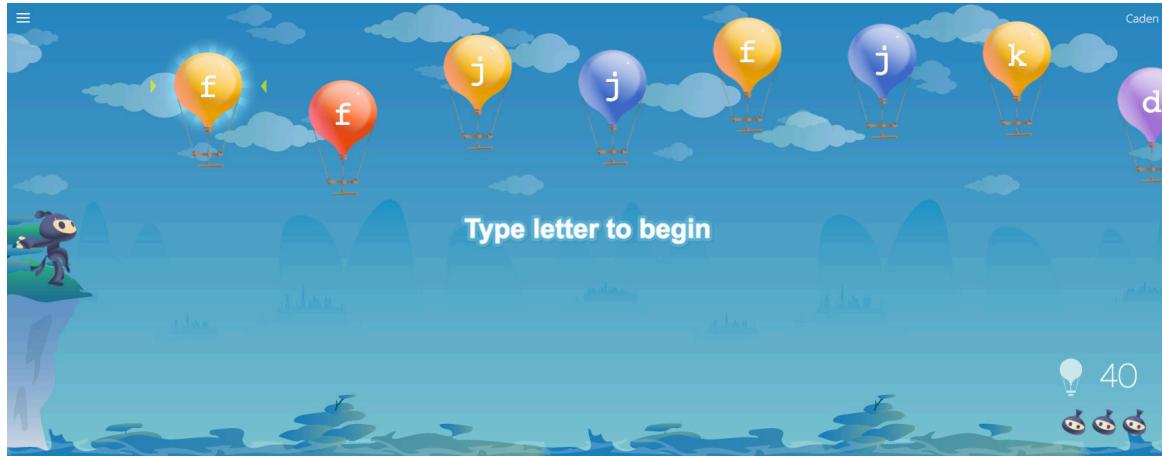
Customizing Typing Jungle

While Typing Jungle is a comprehensive, ready-to-go lesson plan, teachers also have the option to customize everything about it. Teachers can change the requirements including the speed goal, minimum accuracy, and minimum WPM. Teachers can also adjust the difficulty per class or per student. Teachers can edit the text that students type and change the lesson type, as well as add or remove lessons.

Customizing Typing Jungle is a process that must be completed by teachers or account admins. To learn more about lesson plan customization, please refer to the TypingClub Teacher/Admin Handbooks.

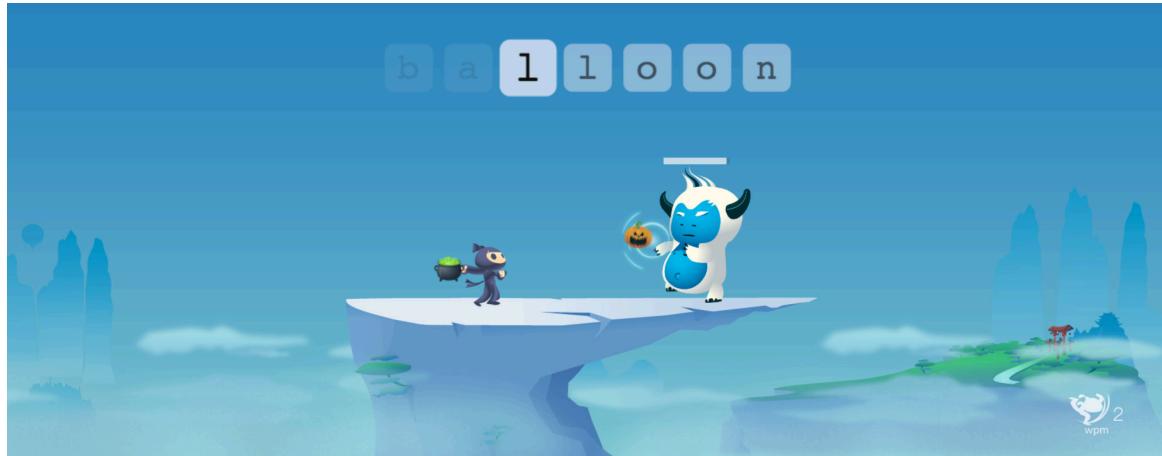
09

Games



Balloon Valley

This game focuses on individual characters. Students have three chances to get the ninja from one side of the valley to the other by typing each character correctly and quickly. If they don't type the character in time, the balloon sinks to the bottom of the valley, the ninja loses a life, and reappears at the top of the screen.



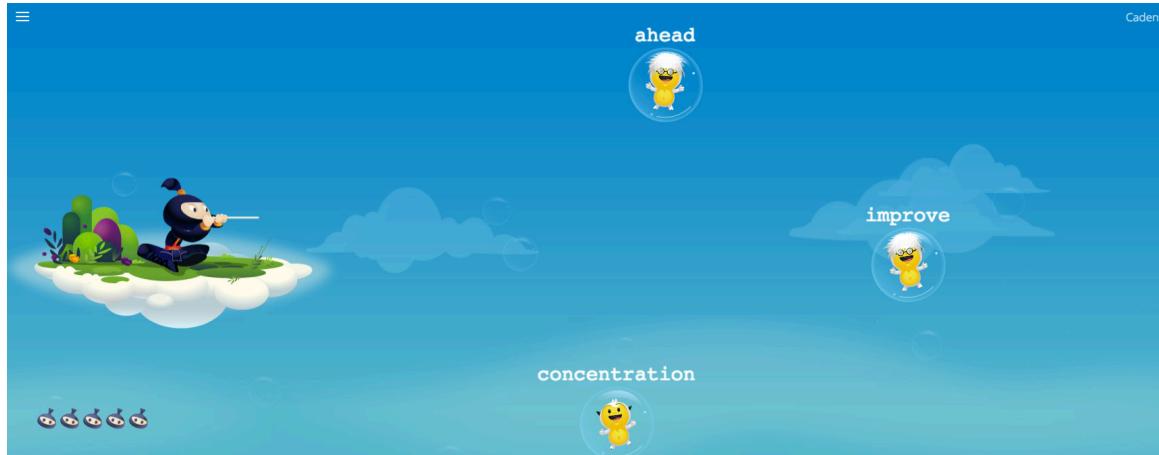
Monster Attack

This game focuses on full words. For each character a student types correctly, the ninja throws an object at the monster pushing him backwards. Students must type correctly and quickly enough to push the monster off the edge. If the monster manages to push the ninja off the edge, the game ends.



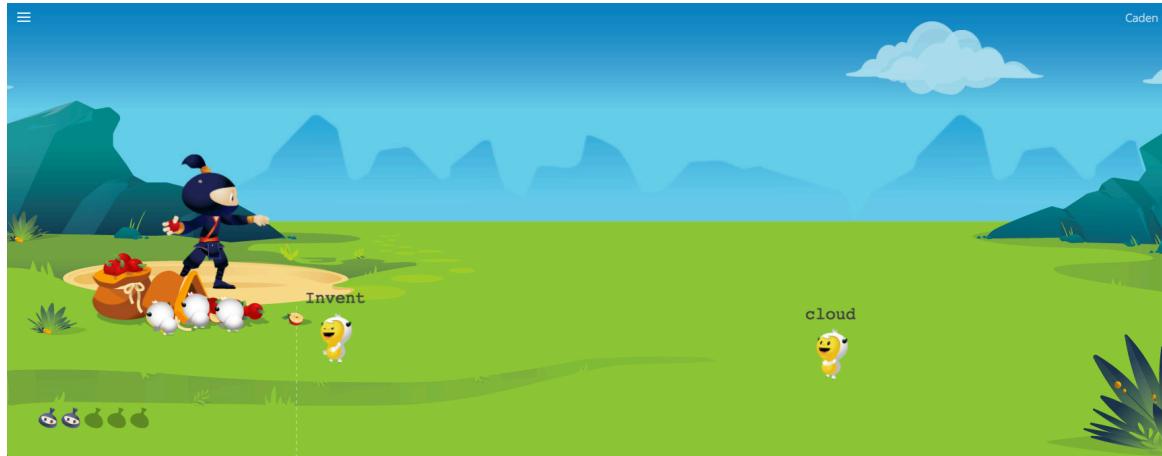
Whack-a-Monster

This game focuses on individual characters. Students must type the letter that appears on the basket to stop the monster from popping one of their balloons. If the monster pops all three balloons, the game ends.



Bubble Burster

This game focuses on full words. Bubbles containing creatures will appear from the bottom of the screen and float towards the top. Students must type the word above each bubble in order to pop it before it floats to the top of the screen. If 5 bubbles get past the ninja, the game ends.



Apple Thieves

This game focuses on full words. Students must type the word that appears above each creature's head in order to stop it from reaching the apples. If 5 creatures get past the ninja, the game ends. Students can then either retry the game, or give up and move on to the next lesson.

10

Videos

Introduction to Typing

This short video shows students how to type without ever looking down at the keyboard, which is the key to touch typing. Consider using this video as the first lesson.



Home, Sweet Home!

This video explains why the Home Row is important for building up typing speed and being able to type without looking at the keyboard.



Sit Straight, Be Healthy!

This video teaches students how to maintain a healthy posture while using computers. Students are shown how to position their screens, place their hands, and sit properly.



Think Ideas, Not Fingers!

This video demonstrates how touch typing can help students focus on the substance of their homework rather than the action of typing itself. This helps students be more thoughtful and more creative.



History of QWERTY

This video explains the roots of the QWERTY keyboard and why it is laid out the way it is.



Take a Break, Get Active

This video introduces students to the idea of technology in moderation and to the risks of spending too much time in front of a screen.



One Small Space, One Giant Tab

This video demonstrates what the tab button does and how it's different from the space key.

Spaces between words, aren't the only spaces we see when reading. Have you ever noticed a big space before the first word in a paragraph? We call this big space an INDENT. Just as spaces help our eyes see where each word begins, indents tell readers where each new paragraph begins.

Fastest Typist in the World!

In this video, students will learn some fun facts about the fastest typists, and what it takes to be one.



11

Tips to Help Students Excel

Posture matters

Students should position their monitors directly in front of their eyes, sit up straight, hover their wrists just above the keyboard, and sit close to their desks so that their arms form the shape of an L. Poor posture can result in problems such as back pain, headaches, and sore muscles.

Practice 1 hour per week

Building muscle memory takes time and practice. Our brains and fingers require time to coordinate the right movements. Two or three short sessions per week are highly recommended to quickly build muscle memory and endurance.

Don't skip around

Students should complete the lessons in order. Each pair of characters should be mastered before moving on to the next one. Once students have mastered the Home Row, they can practice reaching up and down diagonally to cover every letter on the keyboard.

Accuracy first

Even though we strive to learn to type fast, what slows us down is the number of mistakes we often make. Students should focus on accuracy first, and speed will progressively increase as they build muscle memory.

Look at the screen

The best thing teachers can do is make sure that students don't look at the keyboard. Encourage students to always return to the Home Row and feel for the bumps on F and J.

Get all 5 stars

Each lesson has a set of requirements that need to be met in order to pass the lesson. However, just passing the lesson isn't the real goal. Mastery equals 5 stars!

Use all 10 fingers

....and not only when practicing on TypingClub! At first, students often think that they type faster using only 2 fingers. Eventually, with enough practice in their everyday lives, students realize that typing with all ten fingers is actually easier and allows them to type faster.

12

Tips for Class Management

► **Put your students' skills to the test**

Have students take the same test at regular intervals and watch their typing skills improve over time. Nothing is more motivating for your students than seeing their speed increase, and after a few months of diligent practice, they should notice that typing has become much easier.

► **Allow corrections**

Backspace can be either enabled or disabled; the choice is yours. We recommend enabling it with beginners, as the inability to correct mistakes could result in frustration. Advanced typists can disable the backspace to further challenge their typing skills.

► **No need to look over
their shoulders**

With the attempt playback feature, you can see what your students are typing, right from your own screen. This is especially useful if you suspect students might be getting help from their classmates or parents.

► **Assign a range of
lessons**

In order to ensure that your class stays together and that proper attention is given to each skill, use the “Assign a Range of Lessons” feature. Allow students to work within a given range of lessons and encourage them to repeat the lessons in order to earn all 5 stars on each lesson.

► **Adjust the difficulty**

You can adjust difficulty on a student by student or class-wide basis. If a particular student is struggling or needs more of a challenge, you can adjust the WPM requirements to keep them engaged.

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Accessibility

TypingClub is fully accessible to students who may be prevented from participating in standard typing courses because of visual impairments or learning disabilities such as dyslexia. Students can enable audio instructions that narrate text and provide helpful feedback. The font size and color of typing lessons can also be adjusted to meet students' unique needs. TypingClub is an excellent solution for mixed classes struggling to offer the same level of involvement to all students. TypingClub is designed to accommodate all students without exception.



Solutions for Visually Impaired or Dyslexic Students

Students who are visually impaired or dyslexic require a unique place to learn; one that provides clear audio instructions to help them comprehend written text. TypingClub is compatible with all major screen-readers including Google's ChromeVox and Apple's VoiceOver. Students can easily navigate the interface using standard keyboard shortcuts.

There are only two steps to take:

- **Activate the screen-reader on your device**
- **Turn on TypingClub VoiceOver** (*learn more on page 29*)

This feature will narrate the text to your students and provide audio feedback on their performance. Other options for visually impaired students include the ability to adjust the font size and color contrast of their typing screen.



Solutions for One-Handed Students

TypingClub provides the option to learn touch typing using only one hand to reach all of the keys. There are two separate lesson plans designed specifically for left-handed typing or right-handed typing. They include video instructions, games, and specialized lessons to help with building typing skills through one hand. Students can customize the virtual hand guides to show their hand of preference from their settings menu.

Additional Lesson Plans



Dvorak

August Dvorak completely redesigned the commonly used QWERTY layout because he believed there was a better way to type. Now you can find out for yourself with a lesson plan designed specifically for the Dvorak Simplified Keyboard.



One-Hand Typing

Typing with one hand can be very helpful, especially if you want to multitask by eating or talking on the phone while using the computer. TypingClub is the most effective way to learn how to type with one hand.

TypingClub is also available in
Spanish and German
More languages are coming soon.

Instructional Aids

Keyboard Cover

To help students in the classroom, the best thing teachers can do is to make sure students are not looking at the keyboard. The EdClub Store offers instructional keyboard covers which sit neatly above the student's keyboard. They are extremely helpful, as they hide the keyboard and fingers from view, while providing plenty of hand space and useful instructions for proper finger positioning.



To learn more about our products, including instructional posters and t-shirts, please visit EdClub store at:

<https://store.edclub.com/>