



# TYPE TO LEARN SERIES

## Type to Learn® Modules Skills Addressed

### Type to Learn 4: Agents of Information (K-12)

- Built on a proven pedagogy of sequential skills-building instruction, Type to Learn 4's expanded curriculum provides 36 new, leveled lessons complete with:
  - o Diagnostic pre-test
  - o Review
  - o Demonstration
  - o Practice
  - o Activities
  - o Formative assessments
  - o Automatic, personalized remediation
- Integrated demonstration, review practice and testing:
  - o Reinforces proper keyboarding position
  - o Reviews home row keys
  - o Reviews previously learned lessons
  - o Introduces new keystrokes
  - o All letters, symbols and number keys are taught
  - o Reinforces spelling, grammar, composition and punctuation skills
  - o Focuses on improving speed and accuracy



3D hands help students identify the correct hand placement and reaches to new keys.

### Type to Learn® Jr. (K-2)

- Age-appropriate instruction that will help students use the computer with greater ease
- From keyboard awareness to typing carefully selected words into short sentences, students will learn how to:
  - o Locate the letters of the alphabet and numbers on the keyboard with increasing reliability as they divide the keyboard into left-hand or right-hand keys
  - o Use the shift key to type uppercase letters
  - o Type short words and sentences
  - o Master simple punctuation, the space bar, and the Return/Enter key



In the Re-Connect game, students rebuild infrastructure as they practice typing to increase accuracy.



Each letter and number is introduced individually and reviewed periodically.



# Type to Learn® Modules

## Skills Addressed *(continued)*

### Type to Learn Jr.: New Keys for Kids (1-3)

- Expanding on the Type to Learn® Jr. basics of posture, hand placement, and keyboard awareness, this program's three activity areas focus on:
  - o Using the Home Row keys
  - o Typing words with capital letters
  - o Typing short sentences with simple punctuation
  - o Practicing number keys
  - o Introducing Internet symbols

### Type Through Time (Grades 3 and up)

- Includes 100 practice activities at three vocabulary levels in addition to four keyboarding activities that directly correspond to students' Type to Learn 3 lesson and vocabulary levels
- Students will cover the following curriculum skills:
  - o Introducing Internet symbols
  - o Numerical keypad instruction
  - o Speed and accuracy skills
  - o Reinforces best typing practices Special Features
  - o Automatically follows students Type to Learn® 3 lesson level
  - o Words-per-minute and accuracy reports

### Type For Fun (Grades 3 and up)

- Consists of four exciting games that challenge students to increase their speed to 25, then 40, and finally 60 words-per-minute using all the letters, numbers, and punctuation while maintaining accuracy. Students will work on:
  - o Speed and accuracy while increasing vocabulary base
  - o Focus on typing numbers, letters, and punctuation
  - o Learn to avoid commonly misspelled words
  - o Emphasizes typing extended text
  - o Incorporates grammar, punctuation, and capitalization rules
  - o Prefixes and Suffixes

### Type to Learn Assessment (Grades 3 and Up)

- Tests that correspond to the first 22 Type to Learn lessons including three testing styles and five different content themes students or teachers can choose from that evaluates keyboarding progress
- Used independently or in conjunction with Type to Learn, students will be tested on:
  - o Home row keys
  - o All letter and number keys
  - o Symbols
  - o Punctuation
  - o Number keys
  - o Speed and accuracy
  - o Timed and untimed tests



The Website address book provides a fun environment for students to practice typing letters and punctuation.



Students improve speed and accuracy in a fun, fast maze challenge.



Expand vocabulary and improve speed and accuracy with Power Up!



Customize tests differently for each student.