



Type-Type Revolution: For Kids

Features:

- Six different levels to help students develop their ability to use a keyboard.
- Over two hundred different illustrated and verbalized words for the students to type.
- Student Progression – Students unlock new levels as they master early levels. **(Subscription Website Only)**
- Student Record Keeping – Students scores and progress are recorded online **(Subscription Website Only)**
- Teacher Assigned Levels for differentiated practice – Teachers can control and assign levels to different students **(Subscription Website Only)**

Grade Levels:

Appropriate for Grades K – 1.

Brief Description:

This game is designed to introduce primary students to effective keyboarding technique. There are six available letters to help walk students through the typing process. Students start by using just two fingers and eventually build up to typing whole words. Each letter and word is read to the students out loud, and a picture is shown to help students develop letter identification and vocabulary.

Lesson Ideas:

Introduction to TTR: For Kids, Where Our Fingers Live, Home Keys Review

How To Play:

There are six different levels in TTR: For Kids. The first five levels are played exactly the same way. The student is shown a word, and the student must press the letter on the keyboard that matches the first letter in the word. The letter and word are then read to the student and a picture is shown to illustrate the word. The final level has students type the entire word, and not just the first letter. Each level is designed to walk students through the process of typing using the home keys. They begin by using just their two index fingers on the F+J keys and then move to using all of their fingers on the Home Row (ASDF, JKL;). Levels 3 and 4 explore the top row and bottom row. Level 5 puts it all together and uses every key on the keyboard. Level six combines all the skills and asks students to type complete words.

Connection to Standards

State Standards:

- State Goal 1A. Apply word analysis and vocabulary skills to comprehend selections.

NETS Technology Standards:

- Demonstrate the ability to navigate in virtual environments such as electronic books, simulation software, and Web sites. (6)
- Demonstrate the safe and cooperative use of technology. (5)
- Communicate about technology using developmentally appropriate and accurate terminology. (6)

