



Type-Type Revolution: Original Edition

Features:

- Two challenging and entertaining typing activities.
- Pretest to assess student's typing abilities.
- Various levels to continue to challenge students.
- A quick way to estimate students' typing skills.
- Student Record Keeping – Students' scores and progress are recorded online
(Subscription Website Only)

Grade Levels:

Appropriate for Grades 3-6.

Brief Description:

In this activity, students have two different options to practice their typing skills. First the student will take a minute long practice test that will estimate their current skill level. In practice mode the students type the words and sentences that appear on the screen as quickly and accurately as possible. In revolution mode the students press the letter on the keyboard when it reaches the correct spot on the keyboard.

Lesson Ideas:

Introduction to TTR: Original Edition, Keyboarding Review

How To Play:

There are two different ways to play this game. Before the students can begin playing the games, they must complete a short practice test. This practice test will assess their current ability to type. Depending on the ability level of the student, a variety of different lessons will appear. Students can then choose between two different game types. In Practice Mode the students type the words as they appear on the screen as quickly and accurately as possible. In Revolution Mode the students type the letter at the appropriate time. Letters will move up from the bottom of the screen, and the student must type the appropriate key when it reaches the correct spot on the keyboard. Students earn more points the closer the letter is to its correct location on the keyboard. After the time limit is up, students are taken to a summary screen that shows a report of how they typed. Students can then return to the menu to pick another lesson to practice.

Connection to Standards

State Standards:

- State Goal 3A. Use correct grammar, spelling, punctuation, capitalization and structure.

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)

