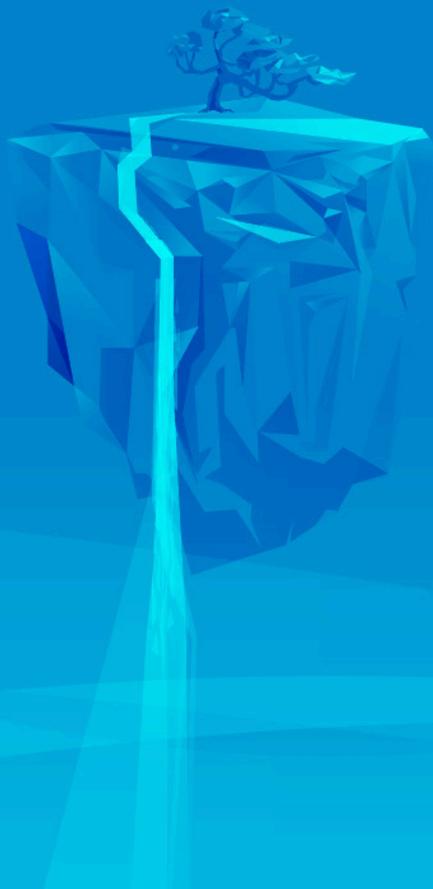




# Typing Jungle

Teacher Handbook



# Typing Jungle

---

A comprehensive K-12 curriculum

01	Introduction to Typing Jungle	1
02	Types of Lessons	7
03	Typing Jungle Breakdown	13
04	Typing Jungle Syllabus	23
05	Typing Jungle Lesson Plan Guide	39
06	Student Settings	111
07	Performance Feedback	121
08	Statistics	125
09	Badges	131
10	Customizing Typing Jungle	135
11	Games	137
12	Videos	143
13	Tips to Help Students Excel	149
14	Tips for Class Management	153
15	Accessibility	155

01

# Introduction to Typing Jungle

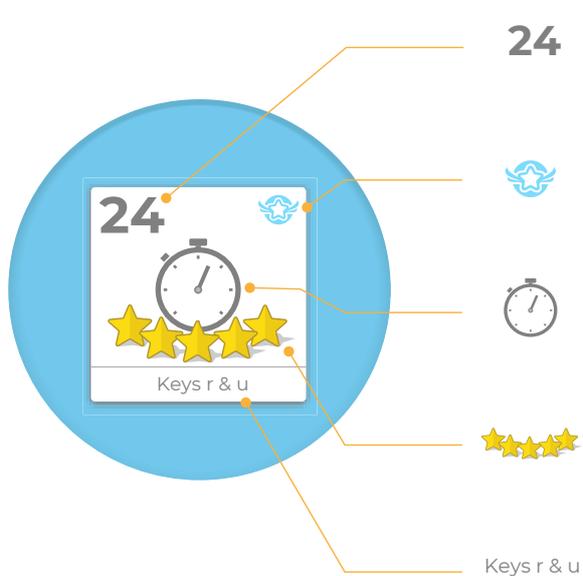
# What is Typing Jungle?

Typing Jungle is the default TypingClub lesson plan. It is fully comprehensive and is the best way to teach touch typing. It provides an extensive curriculum that is appropriate for all K-12 students. The Typing Jungle lesson plan is fully customizable and teachers are welcome to choose the approach they prefer.



## Lesson Display

On the main lesson plan page, there is a list of lessons to be completed one after another. 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
2. Character Review
3. Practice
4. Homonyms
5. Misused Words
6. Misspelled Words
7. Common Patterns
8. Apple Thieves Game
9. "One Small Space..." Video
10. Dynamic Practice
11. Anchoring Lesson
12. Balloon Valley Game
13. Monster Attack Game
14. Whack a Monster Game
15. Bubble Burst Game
16. "Introduction to Typing" Video
17. "Home Sweet Home" Video
18. "Sit Straight, Be Healthy" Video
19. "Think Ideas Not Fingers" Video
20. "History of QWERTY" Video
21. "Take a Break, Get Active" Video
22. "Fastest Typist In The World" Video
23. Travel on Diagonals
- 24 - 36. Speed 10 - 75 WPM



1



2



3



4



5



6



7



8



9



10



11



12



13



14



15



16



17



18



19



20



21



22



23



24



25



26



27



28



29



30



31



32



33



34



35

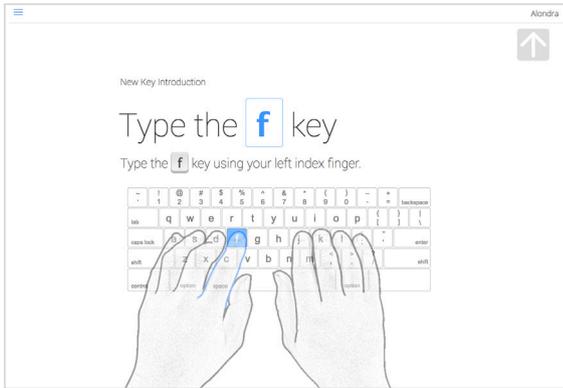


36

# 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.



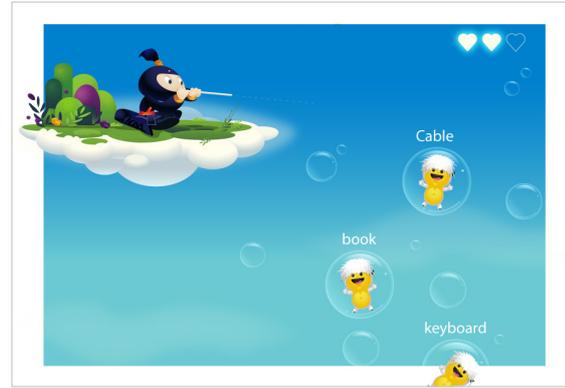
## Dynamic Lessons

The text of this lesson is dynamically generated based on each student's weaknesses. The lesson's content will reflect the student's progress each time. Dynamic lessons automatically appear at the end of advanced section in Typing Jungle.



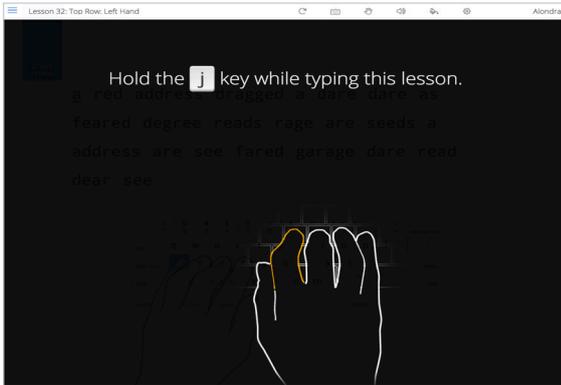
## Videos

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.



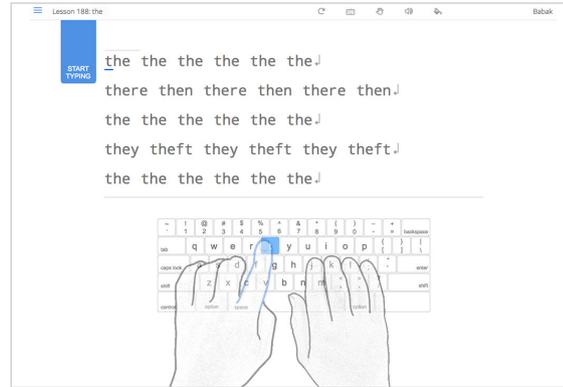
## Anchoring Lessons

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

Travel 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.



## Tricky Words

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

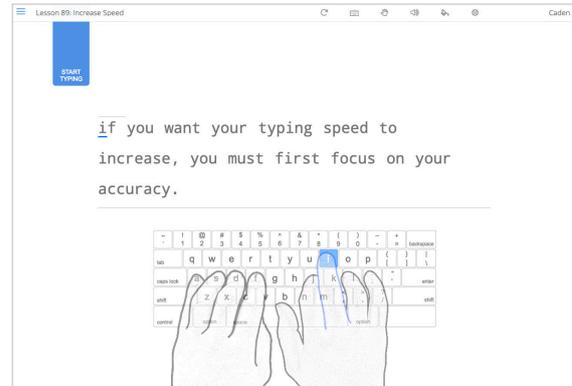
## Common Patterns

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.



## 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

Lessons	1- 23
---------	-------

Min (wpm)	3
-----------	---

Goal (wpm)	10
------------	----

## Home Row

a s d f g h j k l ;

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!

Lessons	24 -51
---------	--------

Min (wpm)	3
-----------	---

Goal (wpm)	10
------------	----

## Top Row

q w e r t y u i o p

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.

Lessons	52 - 88
---------	---------

---

Min (wpm)	3
-----------	---

---

Goal (wpm)	10
------------	----

Lessons	89 - 126
---------	----------

---

Min (wpm)	3 - 13
-----------	--------

---

Goal (wpm)	10 - 20
------------	---------

## Bottom Row

z x c v b n m , . /

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

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	127 - 137
---------	-----------

---

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  shift

Lessons	138 - 191
---------	-----------

---

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

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 used in words.

Lessons	192 - 202
---------	-----------

---

Min (wpm)	10
-----------	----

---

Goal (wpm)	20
------------	----

## Basic Level 2

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.

Lessons	203 - 233
---------	-----------

---

Min (wpm)	11 - 20
-----------	---------

---

Goal (wpm)	21 - 30
------------	---------

## Tricky Words 2

Lessons	234 - 244
---------	-----------

---

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.

## Numbers

1 2 3 4 5 6 7 8 9 0

Lessons	245 - 274
---------	-----------

---

Min (wpm)	3 - 15
-----------	--------

---

Goal (wpm)	10 - 25
------------	---------

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.

Lessons	275 - 285
---------	-----------

---

Min (wpm)	19
-----------	----

---

Goal (wpm)	29
------------	----

## Common Patterns 2

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 used in words.

Lessons	286 - 316
---------	-----------

---

Min (wpm)	21 - 30
-----------	---------

---

Goal (wpm)	31 - 40
------------	---------

## Basic Level 3

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.

## Symbols

\$ & # \* @ ( ! ) % ^

Lessons	317 - 346
---------	-----------

---

Min (wpm)	3 - 10
-----------	--------

---

Goal (wpm)	10 - 25
------------	---------

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.

## Common Patterns 3

Lessons	347 - 357
---------	-----------

---

Min (wpm)	20
-----------	----

---

Goal (wpm)	30
------------	----

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 used in words.

Lessons	358 - 388
---------	-----------

Min (wpm)	25 - 30
-----------	---------

Goal (wpm)	41 - 45
------------	---------

## Advanced Level 1

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	389 - 418
---------	-----------

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	419 - 429
---------	-----------

---

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	430 - 684
---------	-----------

---

Min (wpm)	31 - 50
-----------	---------

---

Goal (wpm)	46 - 75
------------	---------

These lessons are content based and cover topics from science, world history, cultural facts, technology, pop culture, and other interesting topics. 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

## Typing Jungle Syllabus

# 36 Week Syllabus



Week	Lesson Content	Lessons	Keys
1	Introduction and Home Row	1-11	fjkdsi
2	Home Row	12-23	a;gh
3	Top Row	24-38	rueiwo
4	Top Row	39-51	qypt
5	Bottom Row	52-68	vmc,
6	Bottom Row	69-88	z/bn

Week	Lesson Content	Lessons	Keys
7	Review and Basic Level 1	89-105	Practice
8	Basic Level 1	106-126	Practice
9	Tricky Words 1 & Shift key	127-144	Practice & FJDK
10	Shift key	145-158	SLA:GHTY
11	Shift key	159-172	RUEIWOQP
12	Shift key	173-191	VMC?ZNXB
13	Common Patterns 1 & Basic Level 2	192-207	Practice
14	Review and Basic Level 2	208-233	Practice

<b>Week</b>	<b>Lesson Content</b>	<b>Lessons</b>	<b>Keys</b>
15	Tricky Words 2 & Numbers	234-247	Practice & 47
16	Numbers	248-259	38291056
17	Numbers	260-274	Practice
18	Review & Common Patterns 2	275-285	Practice
19	Basic Level 3	286-300	Practice
20	Basic Level 3	301-316	Practice
21	Symbols	317-331	\$&#*@(!)%^
22	Symbols	332-346	Practice

Week	Lesson Content	Lessons	Keys
23	Review and Common Patterns 3	347-357	Practice
24	Advanced Level 1	358-373	Practice
25	Advanced Level 1	374-388	Practice
26	More Symbols	389-403	~ ` ' " - = _ + [ ]
27	More Symbols	404-418	{ } \   < >
28	Tricky Words 3 & Advanced Level 2	419-440	Practice
29-35	Advanced Levels 2-9	441-684	Practice
36	Review/Final Assessment		





## 72 Week Syllabus

**YEAR 1**

This program will cover the entire keyboard over the course of 72 weeks while working through all 663 Typing Jungle lessons.

Week	Lesson Content	Lessons	Keys
1	Introduction & Pre-Assessment	-	
2	Home Row	1-11	fjkdsf
3	Home Row	11-23	a;gh
4	Review		Practice
5	Top Row	24-38	rueiwo
6	Top Row	39-51	qypt
7	Review		

Week	Lesson Content	Lessons	Keys
8	Bottom Row	52-68	vmc,
9	Bottom Row	69-88	z/bn
10	Review		Practice
11	Basic Level 1	89-105	Practice
12	Basic Level 1	106-126	Practice
13	Review/Lowercase Checkpoint		Practice
14	Tricky Words 1	127-132	Practice
15	Tricky Words 1	133-137	Practice

Week	Lesson Content	Lessons	Keys
16	Shift Key	138-144	FJDK
17	Shift key	145-158	SLA:GHTY
18	Review		Practice
19	Shift key	159-172	RUEIWOQP
20	Review		Practice
21	Shift key	173-191	VMC?ZNXB
22	Review		Practice
23	Common Patterns 1	192-195	Practice

<b>Week</b>	<b>Lesson Content</b>	<b>Lessons</b>	<b>Keys</b>
24	Common Patterns 1	196-202	Practice
25	Review/Capital Checkpoint		Practice
26	Basic Level 2	203-217	Practice
27	Basic Level 2	218-233	Practice
28	Review		Practice
29	Tricky Words 2	234-239	Practice
30	Tricky Words 2	240-247	Practice & 47
31	Review		Practice

Week	Lesson Content	Lessons	Keys
32	Numbers	248-260	38291056
33	Numbers	261-274	Practice
34	Review		Practice
35	Common Patterns 2	275-285	Practice
36	Review/Final Assessment		Practice



72 Week Syllabus

**YEAR 2**

Week	Lesson Content	Lessons	Keys
1	Basic Level 1	89-126	Practice
2	Tricky Words 1	127-137	Practice
3	Shift key	138-163	Practice
4	Shift key	164-191	Practice
5	Common Patterns 1	192-202	Practice
6	Basic Level 2	203-233	Practice
7	Tricky Words 2	234-244	Practice

This program will cover the entire keyboard over the course of 72 weeks while working through all 663 Typing Jungle lessons.

Week	Lesson Content	Lessons	Keys
8	Numbers	245-274	Practice
9	Common Patterns 2	275-285	Practice
10	Basic Level 3	286-316	Practice
11	Symbols	317-332	\$&#*@(!)%^
12	Symbols	333-346	Practice
13	Review		Practice
14	Common Patterns 3	347-357	Practice

Week	Lesson Content	Lessons	Keys
15	Advanced Level 1	358-373	Practice
16	Advanced Level 1	374-388	Practice
17	More Symbols	389-403	~ ` ' " - = _ + [ ]
18	More Symbols	404-418	{ } \   < >
19	Review		
20	Tricky Words 3 & Advanced Level 2	419-435	Practice
21-35	Advanced Levels 2-9	436-684	Practice
36	Review/Final Assessment		

05

## Typing Jungle Lesson Plan Guide

# Introduction and Home Row

Grade/Level	3rd - 5th/Beginner
Objective	Students will learn about touch typing, be able to find the bumps on the f and j keys, and learn proper hand placement on the home row.
Time	2 weeks/2 hours
Resources	Blank Keyboard Grid handout and Typing Jungle Lesson Plan Progress Tracker
Videos	<i>Introduction to Typing</i> and <i>Home Sweet Home</i>

## Introduction

Week 1: Play the Introduction to Typing video for the class. Discuss the goals for this course and what students will be able to do by the end.

Week 2: Play the Home, Sweet Home video for the class and discuss which keys make up the home row and why it is important.

### Direct Instruction

- Project a keyboard. Ask students if they notice anything about the pattern of letters on the keyboard (i.e. not in ABC order) and what keys make up the home row. Brainstorm words that can be spelled using only the home row letters.
- Game: Talk to students about right vs. left. Call out left or right and hand/elbow/foot/leg/etc. Students must react as quickly as they can.
- Discuss how each hand has its own zone on the keyboard. Model which finger should type each letter on the home row.

### Guided Practice

- Hand out the Blank Keyboard Grids. Have students fill in the home row of the keyboard and practice pressing the “keys” on their paper keyboard with the correct fingers.
- Home Row Game: call out keys and have students respond with which hand/finger should strike that key. Have them follow along on their paper keyboards.
- Finger Warm-up: guide students through finger and hand dexterity activities.
- Set guidelines for how to become touch typing masters: never look down at the keyboard, sit up straight, two feet on the floor, fingers on the home row, and have fun and trust your fingers!

### **Pre-assessment**

Create and assign a test from the Typing Tests tab before your first class. Learn more from the Typing Tests tutorial.

### **Independent Practice**

Set expectations for how many stars students should earn and how much time they should spend per class/day/week. Allow students to practice for the allotted time while checking their form. The recommended practice time is 45 - 60 mins a week.

### **Closing**

- Ask students how typing well can be helpful in their everyday lives.
- Hand out the Typing Jungle Lesson Plan Progress Trackers so students can track progress.



## Top Row

Grade/Level	3rd - 5th/Beginner
Objective	Students will learn the motion required for each finger to travel from the home row to the top row.
Time	2 weeks/2 hours
Resources	Blank Keyboard Grid handout and Typing Jungle Lesson Plan Progress Tracker
Videos	<i>Sit Straight, Be Healthy; Think Ideas, Not Fingers</i>

### Introduction

Week 1: Play the *Sit Straight, Be Healthy* video and discuss good posture. Practice together.

Week 2: Play the *Think Ideas, Not Fingers* video and discuss how being able to type without thinking about where the keys are can help you be more creative.

### Direct Instruction

- Project or draw a keyboard on the board. Ask students what keys they see on the top row.
- Brainstorm words that can be written using only the home and top row.
- Discuss and show which hand and finger should type each letter on the top row.

### Guided Practice

- Hand out the paper keyboards to each student and have them label the top row keys.
- Have students practice moving their fingers from the home row to each key on the top row.
- Finger warm-up: guide students through finger and hand dexterity activities.
- Top Row Game: call out keys and have students respond with which hand/finger should strike that key. Have them follow along on their paper keyboards.
- Remind students of the correct typing form and posture.

## Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have earned all 5 stars on the Top Row lessons should improve their skills using the Dynamic Lessons.

## Closing

- Why is it important to learn to touch type instead of hunting and pecking?
- Have students record their progress on their Typing Jungle Progress Trackers.



# Bottom Row

Grade/Level	3rd - 5th/Beginner
Objective	Students will learn the motion required for each finger to travel from the home row to the bottom row.
Time	2 weeks/2 hours
Resources	Blank Keyboard Grid handout and Typing Jungle Lesson Plan Progress Tracker
Videos	<i>History of QWERTY; Take a Break, Get Active; and One Small Space, One Giant Tab</i>

## Introduction

Week 1: Play the *History of QWERTY* video for the class and discuss how the layout came to be.

Week 2: Play the *One Small Space, One Giant Tab* video and discuss how spacing helps us read more easily. Review when to use the tab key vs. the spacebar.

### Direct Instruction

- Project or draw a keyboard on the board. Ask students what keys they see on the bottom row.
- Brainstorm words that can be written using only the home and bottom row.
- Discuss which hand and finger should type each letter on the bottom row.

### Guided Practice

- Hand out the paper keyboards to each student and have them label the bottom row keys. Have students practice moving their fingers from the home row to each key on the bottom row.
- Finger warm-up: guide students through finger and hand dexterity activities.
- Bottom Row Game: call out keys and have students respond with which hand/finger should strike that key. Have them follow along on their paper keyboards.
- Remind students of the correct typing form and posture.

## Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while monitoring their form.
- Students who have earned all 5 stars on the Bottom Row lessons should improve their skills using the Dynamic Lessons.

## Closing

- Discuss QWERTY and ask students if another layout would make more sense with modern technology. What might they suggest?
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



# Basic Level 1

Grade/Level	3rd - 5th/Beginner
Objective	Students will practice the entire lowercase alphabet and build accuracy, endurance, and speed.
Time	2 weeks/2 hours
Resources	Pros and Cons handout and Typing Jungle Lesson Plan Progress Tracker
Videos	<i>Take a Break, Get Active</i>

## Introduction

Play the *Take a Break, Get Active* video and discuss using technology responsibly and taking care of our health while using technology. Brainstorm ideas of both positive and negative effects of technology on our day-to-day lives.

### Direct Instruction

Work together to list all of the ways we use technology throughout the day. Discuss alternatives to using technology for some of the tasks on the list. Brainstorm ways to remember to take active breaks while using technology. Play a quick game of Simon Says or do stretches as a class.

### Guided Practice

- Pass out the Technology Pros and Cons handout and have students work in groups to complete the chart. Share answers as a class.
- Finger warm-up: guide students through hand and finger dexterity activities.
- Remind students of your expectations and how to become touch typing masters.

## Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have earned all 5 stars on the Basic Level 1 lessons should improve their skills using the Dynamic Lessons.

## Closing

- Ask students if they remembered to take active breaks and look away from the screen while typing. If they forgot, ask them what they can do differently next time.
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



# Tricky Words 1

Grade/Level	3rd - 5th/Beginner
Objective	Students will practice commonly misused and misspelled words while using all lowercase characters.
Time	2 weeks/2 hours
Resources	Tricky Words 1 handout and Typing Jungle Lesson Plan Progress Tracker
Videos	<i>Fastest Typist in the World</i>

## Introduction

Play the *Fastest Typist in the World* video and discuss what it would take to achieve the speeds of the record holders. Talk about accuracy vs. speed and building endurance to type longer passages.

### Direct Instruction

Write the following sentence on the board: After you buy the pizza, you should say bye to your friends and meet me by the car. Ask students which words sound the same. Talk about homophones and their sound, spelling, and definitions.

### Guided Practice

- Hand out the Tricky Words 1 worksheet and have students work in groups. Check answers as a class and allow students to share their drawings.
- Full alphabet quiz: call out keys and have students respond with which hand/finger should strike that key.
- Finger warm-up: guide the students through hand and finger dexterity activities.
- Remind students of the correct typing form and posture.

## Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have achieved all of the stars for this section should focus on the Dynamic Lessons to improve their skills.

## Closing

- Discuss the students' ideas for becoming the fastest typist in the world. What are the best methods to achieve this goal (i.e. accuracy vs. speed)?
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



# Shift Key

Grade/Level	3rd - 5th/Beginner
Objective	Students will begin to use the shift key to type capital letters.
Time	3 weeks/3 hours
Resources	Capitalization handout and Typing Jungle Lesson Plan Progress Tracker

## Introduction

Write a sentence on the board without any capitals or punctuation, for example: we celebrate america's independence day in july. Ask students to point out the mistakes. Talk about why capitals and punctuation are important.

### Direct Instruction

- Discuss when we capitalize words. Provide guidelines and then ask students for examples.
- Talk about the shift keys: where they are located and how they are used. Talk about how to press and hold the shift key to make a capital.
- Explain the difference between the shift keys and the caps lock key.

### Guided Practice

- Ask students to work on the Capitalization handout. Check answers as a class.
- Finger warm-up: guide students through hand and finger dexterity activities.
- Remind students of the correct typing form and posture.

## Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have achieved all of the stars for this section should focus on the Dynamic Lessons to improve their skills.

## Closing

- Discuss how capitalization can help us understand written text.
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



# Common Patterns 1

Grade/Level	3rd - 5th/Beginner
Objective	Students will practice typing some of the most common patterns in the English language.
Time	1 week/1 hour
Resources	Common Patterns 1 handout and Typing Jungle Lesson Plan Progress Tracker

## Introduction

Write the following sentences with common letter patterns on the board. Ask students to point out any patterns they notice: It's best to rest before taking a test. Great friendships can help us get through life's hardships. The bear arrived early to the tea party. They left their house and then got into the car before traveling there.

### Direct Instruction

- Make a grid on the board with some of the common patterns that students will practice in this section: the, ing, tion, est, and, int, ship, nth, ear, ore. Ask students to think of words that use these patterns.
- Explain that the most effective way to become a fast typist is to practice common patterns of letters.

### Guided Practice

- Ask students to work on the Common Patterns 1 handout. Check answers as a class.
- Finger warm-up: guide students through hand and finger dexterity activities.
- Remind students of the correct typing form and posture.

### Independent Practice

- Remind students how many stars they should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have achieved all of the stars for this section should focus on the Dynamic Lessons to improve their skills.

### Closing

- Discuss how common patterns can help us with spelling, reading, writing, and typing.
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



## Basic Level 2

Grade/Level	3rd - 5th/Beginner
Objective	Students will improve their speed & accuracy while typing a variety of topics.
Time	1 week/1 hour
Resources	Topic Exploration handout and Typing Jungle Lesson Plan Progress Tracker

### Introduction

In this section, students will type lessons on a variety of topics. Look through the lesson titles together. Ask students to share what they know about any of the topics they recognize.

### Direct Instruction

- Choose one topic and expand upon it. Demonstrate for the students how to effectively search on the Internet using keywords to find additional facts. Keep a list of sources.

### Guided Practice

- Pass out the Topic Exploration handout and have students choose a topic to explore. Have students share what they've found.
- Finger warm-up: guide students through hand and finger dexterity activities.
- Remind students of your expectations and how to become touch typing masters.

### Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have earned all 5 stars should improve their skills using the Dynamic Lessons.

### Closing

- Ask students what other topics from today's lessons they would like to learn more about.
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



## Tricky Words 2

Grade/Level	3rd - 5th/Beginner
Objective	Students will type sets of tricky words used in sentences to help comprehension while honing their typing skills.
Time	1 week/1 hour
Resources	Tricky Words 2 handout and Typing Jungle Lesson Plan Progress Tracker

### Introduction

Ask students to define homophone and give examples. Now, give them an example of another type of tricky word: commonly confused words such as except/accept, effect/affect, and lose/loose/loss.

### Direct Instruction

Write the following sentence on the board: She took a deep breathe and reminded herself it is important to breath. Ask students to read the sentence aloud and identify the mistakes. Next, ask students if they can think of any similar examples.

### Guided Practice

- Hand out the Tricky Words 2 worksheet and have students work in groups. Check answers as a class.
- Finger warm-up: guide the students through hand and finger dexterity activities.
- Remind students of the correct typing form and posture.

### Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have achieved all of the stars for this section should focus on the Dynamic Lessons to improve their skills.

### Closing

- What advice would students give for not mixing up commonly confused words?
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



# Numbers

Grade/Level	3rd - 5th/Beginner
Objective	Students learn the correct motion to type numbers using the number keys (not the number pad).
Time	2 week/2 hour
Resources	Blank Keyboard Grid handout and Typing Jungle Lesson Plan Progress Tracker

## Introduction

Write the sentence on the board: On average, Earth is one hundred forty-nine million, six hundred thousand kilometers (km) or ninety-two million, nine hundred thousand miles away from the Sun. Talk about writing out the name of a number versus using the numeral.

### Direct Instruction

- Project or draw a keyboard on the board.
- Discuss and show which hand and finger should type each number.

### Guided Practice

- Hand out the paper keyboards to each student and have them label the number row keys.
- Have students practice moving their fingers from the home row to each key on the number row.
- Finger warm-up: guide students through finger and hand dexterity activities.
- Number Row Game: call out numbers and have students respond with which hand/finger should strike that key. Have them follow along on their paper keyboards.
- Remind students of the correct typing form and posture.

## Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have achieved all of the stars for this section should focus on the Dynamic Lessons to improve their skills.

## Closing

- Typing numbers can be a struggle, but with practice we can get better! Reassure students that dips in speed & accuracy when first learning to type numbers is normal.
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



## Common Patterns 2

Grade/Level	3rd - 5th/Beginner
Objective	Students will practice typing some of the most common patterns in the English language.
Time	1 week/1 hour
Resources	Common Patterns 2 handout and Typing Jungle Lesson Plan Progress Tracker

### Introduction

Write the following sentences with common letter patterns on the board. Ask students to point out any patterns they notice: If you eat your meal with zeal, you're the real deal. A loud sound will often rebound and easily astound everyone around. It takes courage to walk the creepy passage through the forest that leads to the village. It's the same game with a different name.

### Direct Instruction

- Make a grid on the board with some of the common patterns that students will practice in this section: eal, ate, ted, one, ame, tor, ine, ave, ound, age. Ask students to think of words that use these patterns.
- Remind students that the most effective way to become a fast typist is to practice common patterns of letters.

### Guided Practice

- Ask students to work on the Common Patterns 2 handout. Check answers as a class.
- Finger warm-up: guide students through hand and finger dexterity activities.
- Remind students of the correct typing form and posture.

## Independent Practice

- Remind students how many stars they should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have achieved all of the stars for this section should focus on the Dynamic Lessons to improve their skills.

## Closing

- Discuss how common patterns can help us with spelling, reading, writing, and typing.
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



## Basic Level 3

Grade/Level	3rd - 5th/Beginner
Objective	Students will improve their speed & accuracy while typing a variety of topics.
Time	2 weeks/2 hours
Resources	Topic Exploration handout and Typing Jungle Lesson Plan Progress Tracker

### Introduction

In this section, students will type lessons on a variety of topics. Look through the lesson titles together. Ask students to share what they know about any of the topics they recognize.

### Direct Instruction

Choose one topic and expand upon it. Demonstrate for the students how to effectively search on the Internet using keywords to find additional facts. Keep a list of sources.

### Guided Practice

- Pass out the Topic Exploration handout and have students work choose a topic to explore. Have students share what they've found.
- Finger warm-up: guide students through hand and finger dexterity activities.
- Remind students of your expectations and how to become touch typing masters.

### Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have earned all 5 stars should improve their skills using the Dynamic Lessons.

### Closing

- Ask students what other topics from today's lessons they would like to learn more about.
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



# Symbols

Grade/Level	3rd - 5th/Beginner
Objective	Students learn the correct motion to type symbols using number keys with shift.
Time	2 week/2 hour
Resources	Blank Keyboard Grid handout and Typing Jungle Lesson Plan Progress Tracker

## Introduction

Write the following sentence on the board and ask students how we could rewrite it using symbols: She spent eighteen dollars on lunch or about sixty percent of her weekly allowance. Ask students if they can name which symbols are on each number key. Write their answers on the board. Compare with a real keyboard.

### Direct Instruction

- Project or draw a keyboard on the board.
- Ask students how they would type an exclamation point or a dollar sign.
- Talk about how the shift key is not only used for capitals, it also allows us to type a whole second set of characters.
- Discuss and show which hand and finger should type each symbol as well as which shift key should be used for each symbol (right shift vs. left shift).

### Guided Practice

- Hand out the paper keyboards to each student and have them label the symbols on the number row keys.
- Have students practice moving their fingers from the home row to each symbol on the number row.
- Finger warm-up: guide students through finger and hand dexterity activities.
- Symbols Game: call out symbols and have students respond with which hand/finger should strike that key. Have them follow along on their paper keyboards.
- Remind students of the correct typing form and posture.

## Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have achieved all of the stars for this section should focus on the Dynamic Lessons to improve their skills.

## Closing

- How is it different to write text without the symbols practiced today?
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



## Common Patterns 3

Grade/Level	3rd - 5th/Beginner
Objective	Students will practice typing some of the most common patterns in the English language.
Time	1 week/1 hour
Resources	Common Patterns 3 handout and Typing Jungle Lesson Plan Progress Tracker

### Introduction

Write the following sentences with common letter patterns on the board. Ask students to point out any patterns they notice: She owned a gown which she wore when she went downtown. The area near the rear of the realm is really dreary. The queen decreed that she did indeed need a trusty steed.

### Direct Instruction

- Make a grid on the board with some of the common patterns that students will practice in this section: own, ill, son, ink, rea, eed, ast, you, utt, ity. Ask students to think of words that use these patterns.
- Remind students that the most effective way to become a fast typist is to practice common patterns of letters.

### Guided Practice

- Ask students to work on the Common Patterns 3 handout. Check answers as a class.
- Finger warm-up: guide students through hand and finger dexterity activities.
- Remind students of the correct typing form and posture.

## Independent Practice

- Remind students how many stars they should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have achieved all of the stars for this section should focus on the Dynamic Lessons to improve their skills.

## Closing

- Discuss how common patterns can help us with spelling, reading, writing, and typing.
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



# Advanced Level 1

Grade/Level	3rd - 5th/Beginner
Objective	Students will improve their speed & accuracy while typing a variety of topics.
Time	2 weeks/2 hours
Resources	Topic Exploration handout and Typing Jungle Lesson Plan Progress Tracker

## Introduction

In this section, students will type lessons on a variety of topics. Look through the lesson titles together. Ask students to share what they know about any of the topics they recognize.

### Direct Instruction

Choose one topic and expand upon it. Demonstrate for the students how to effectively search on the Internet using keywords to find additional facts. Keep a list of sources.

### Guided Practice

- Pass out the Topic Exploration handout and have students choose a topic to explore. Have students share what they've found.
- Finger warm-up: guide students through hand and finger dexterity activities.
- Remind students of your expectations and how to become touch typing masters.

### Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have earned all 5 stars should improve their skills using the Dynamic Lessons.

### Closing

- Ask students what other topics from today's lessons they would like to learn more about.
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



# More Symbols

Grade/Level	3rd - 5th/Beginner
Objective	Students learn the correct motion to type symbols using number keys with shift.
Time	2 weeks/2 hours
Resources	Blank Keyboard Grid handout and Typing Jungle Lesson Plan Progress Tracker

## Introduction

Have students consider which keys they haven't learned yet. What are the more commonly used keys? Ask students if they know the names of all of the remaining symbols.

### Direct Instruction

- Project or draw a keyboard on the board.
- Ask students how they would type a quotation mark or a plus sign.
- Talk about how the shift key is not only used for capitals, it also allows us to type a whole second set of characters.
- Discuss and show which hand and finger should type each symbol. Also discuss which shift key should be used for each symbol (right shift vs. left shift).

### Guided Practice

- Hand out the paper keyboards to each student and have them label the symbols on the number row keys.
- Have students practice moving their fingers from the home row to each symbol on the number row.
- Finger warm-up: guide students through finger and hand dexterity activities.
- Symbols Game: call out symbols and have students respond with which hand/finger should strike that key. Have them follow along on their paper keyboards.
- Remind students of the correct typing form and posture.

## Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have achieved all of the stars for this section should focus on the Dynamic Lessons to improve their skills.

## Closing

- What are the most common uses for the symbols practiced today? What professions might use them?
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



## Tricky Words 3

<b>Grade/Level</b>	3rd - 5th/Beginner
<b>Objective</b>	Students will type sets of tricky words used in sentences to help comprehension while honing their typing skills.
<b>Time</b>	1 week/1 hour
<b>Resources</b>	Tricky Words 3 handout and Typing Jungle Lesson Plan Progress Tracker

### Introduction

Ask students to recall the tricky words they've studied so far. Ask if they can provide examples with sentences demonstrating correct usage. This week's set of Tricky Words will expand upon homophones, hard-to-spell words, and commonly confused words.

### Direct Instruction

Write *though*, *through*, *thorough*, and *thought* on the board. Ask students to consider how they would write these words phonetically. Discuss how English pronunciation and spelling often do not match. How does this make learning to read, spell, and pronounce words more difficult? How would students change spelling rules, if they could?

### Guided Practice

- Hand out the Tricky Words 3 worksheet and have students work in groups. Check answers as a class.
- Finger warm-up: guide the students through hand and finger dexterity activities.
- Remind students of the correct typing form and posture.

## Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have achieved all of the stars for this section should focus on the Dynamic Lessons to improve their skills.

## Closing

- What advice would students give for not mixing up commonly confused words?
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.



## Advanced Levels 2 - 9

Grade/Level	3rd - 5th/Beginner
Objective	Students will improve their speed & accuracy while typing a variety of topics.
Time	7 weeks/7 hours
Resources	Topic Exploration handout and Typing Jungle Lesson Plan Progress Tracker

### Introduction

In this section, students will type lessons on a variety of topics. Look through the lesson titles together. Ask students to share what they know about any of the topics they recognize.

### Direct Instruction

Choose one topic and expand upon it. Demonstrate for the students how to effectively search on the Internet using keywords to find additional facts. Keep a list of sources.

### Guided Practice

- Pass out the Topic Exploration handout and have students choose a topic to explore. Have students share what they've found.
- Finger warm-up: guide students through hand and finger dexterity activities.
- Remind students of your expectations and how to become touch typing masters.

### Independent Practice

- Set expectations for how many stars students should earn per lesson and how much time they should spend typing.
- Allow students to practice for the allotted time while checking their form.
- Students who have earned all 5 stars should improve their skills using the Dynamic Lessons.

### Closing

- Ask students what other topics from today's lessons they would like to learn more about.
- Have students record their progress on their Typing Jungle Lesson Plan Progress Trackers.

# 06

## 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



Wobbly



## 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.

Navigation icons: Refresh, Keyboard, Hand, Speaker, Magnifying Glass, Settings.

Font Size options: A Small, A Normal (selected), A Large, A Very Large.

Extra Large (Accessible)

Font Face: Droid Sans Mono

Font Style Selections:

- Yellow car
- Cup of coffee
- Red airplane
- Blue birds
- Penguins with balloon
- Astronaut
- Cartoon animal
- Robot (black background)
- Robot (white background)
- Robot (blue background)



## 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.

Navigation icons: Refresh, Keyboard, Hand, Speaker, Eraser, Settings.

Keyboard Sound

Voice Over

Voice Narrator Alex (en-US) ▾

Read Letters

Fully Guided

Volume   
Low Normal High

Speech Rate   
0.5X 1X 1.5X 2X

Pitch   
Low Normal High



## 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

---

Show speed on each word

---

Block on error(s)

1st

2nd

3rd

07

## 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

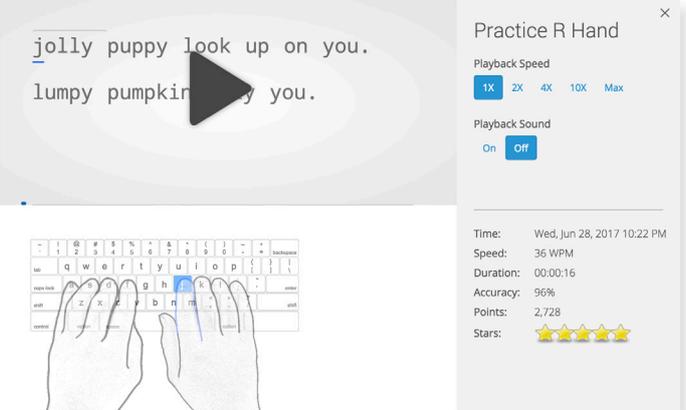
When students finish a lesson, they are awarded with stars and points. Teachers should encourage students to earn five stars on all lessons. When learning touch typing, repetition is the key to building muscle memory.

## 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.



The screenshot displays a typing practice application interface. The main area shows two lines of text: "jolly puppy look up on you." and "lumpy pumpkin y you." A large black play button is centered over the text. Below the text is a keyboard diagram with blue highlights on the keys corresponding to the typed characters. To the right, a control panel titled "Practice R Hand" includes a "Playback Speed" section with buttons for 1X, 2X, 4X, 10X, and Max; a "Playback Sound" section with "On" and "Off" buttons; and a statistics section showing: Time: Wed, Jun 28, 2017 10:22 PM; Speed: 36 WPM; Duration: 00:00:16; Accuracy: 96%; Points: 2,728; and Stars: five yellow stars.

# 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

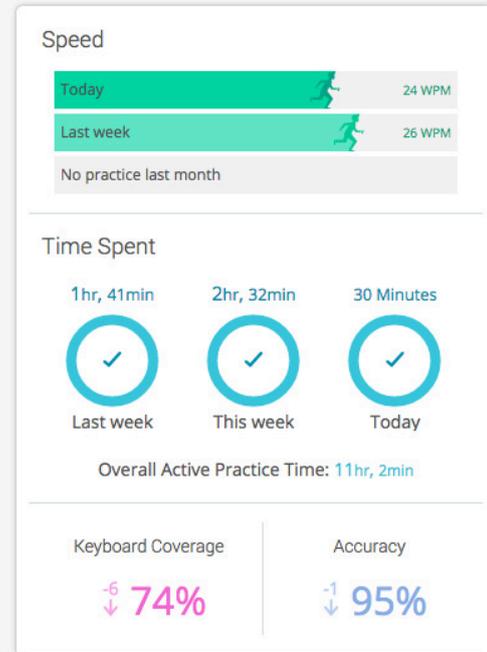
1	<b>John Graves</b>	Avg accuracy: 93%	Starts: 388	224,775
		Avg speed: 18 WPM	Progress: 77%	
2	<b>Angel Courtney</b>	Avg accuracy: 95%	Starts: 378	206,713
		Avg speed: 16 WPM	Progress: 77%	
3	<b>Kaylynn Difranco</b>	Avg accuracy: 92%	Starts: 228	108,605
		Avg speed: 12 WPM	Progress: 46%	
4	<b>Angelin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

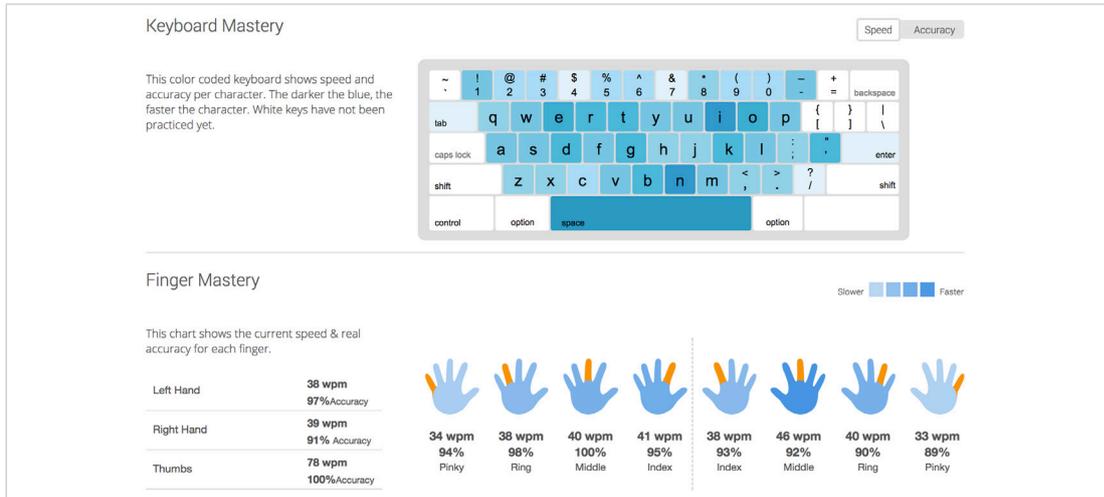
08

# Statistics

## Quick Statistics

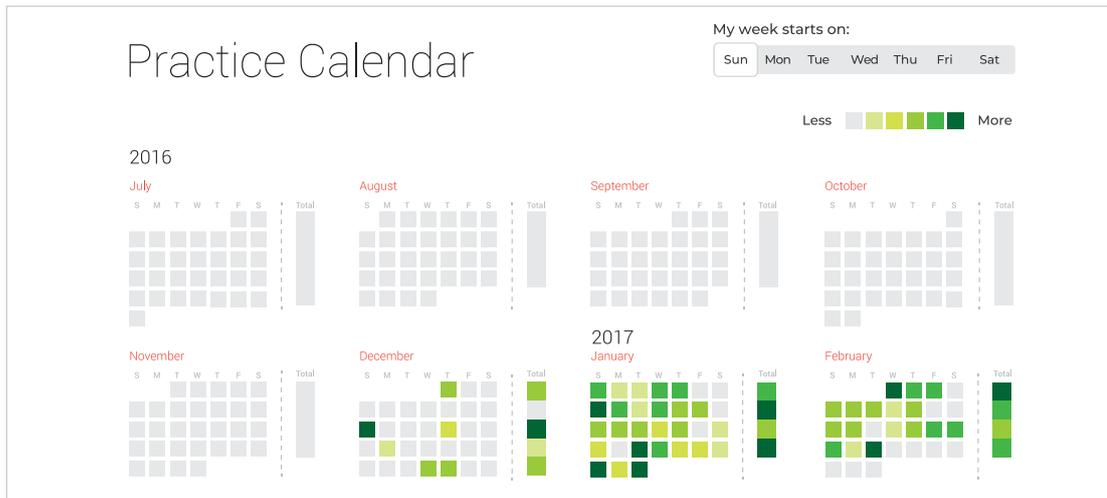
This quick summary of each student's individual performance allows students to monitor their typing speed, accuracy, practice time, and coverage.





## 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.

The screenshot shows a 'Recent Practices' list with a 'Practice R Hand' playback overlay. The overlay displays a video player with the text 'jolly puppy look up on you. lumpy pumpkin y you.' and a play button. Below the video is a keyboard diagram with a hand illustration. The overlay also shows playback controls for speed (1X, 2X, 4X, 10X, Max) and sound (On/Off). Performance statistics for the practice are shown in a table below the overlay.

Date	Practice Name	Points	Accuracy	WPM	Duration	Stars
2017-06-30	Practice B					★★★★★
2017-06-29	Review: F					★★★★★
2017-06-28	Practice R H	3000 Points	100%	49 WPM	00:43 minutes	★★★★★
2017-06-28	Train Your					★★★★★
2017-06-28	Type Corre					★★★★★
2017-06-28	Moving For					★★★★★
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	★★★★★

## Recent Practices & Attempt Playback

Each completed lesson 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 mistyped 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.

09

## 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.





## 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



## The Heavyweight

Finished 5 lessons with 5 gold stars in 1 day.

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



## 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



## 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



## White Knight

Finished all lessons in lesson plan with 5 gold stars.

**One-time occurrence**



## Marathoner

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

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

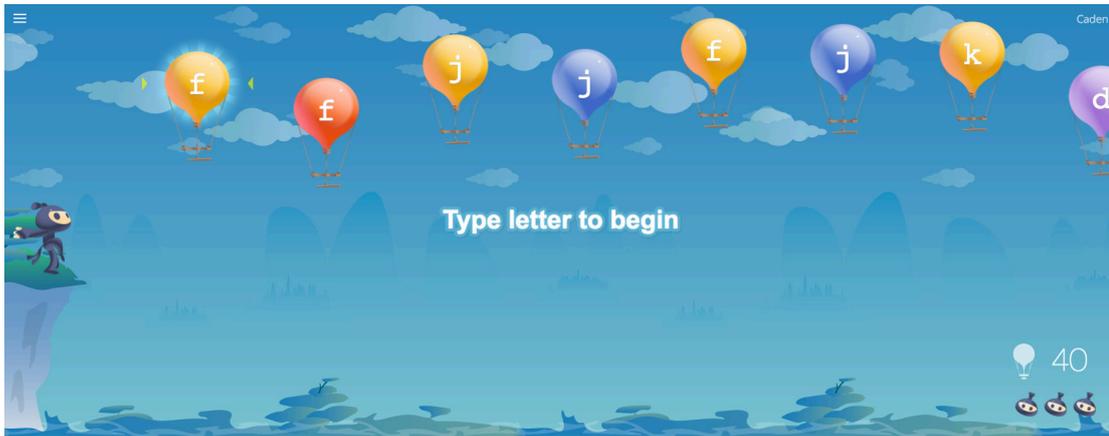
# 10

## 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.

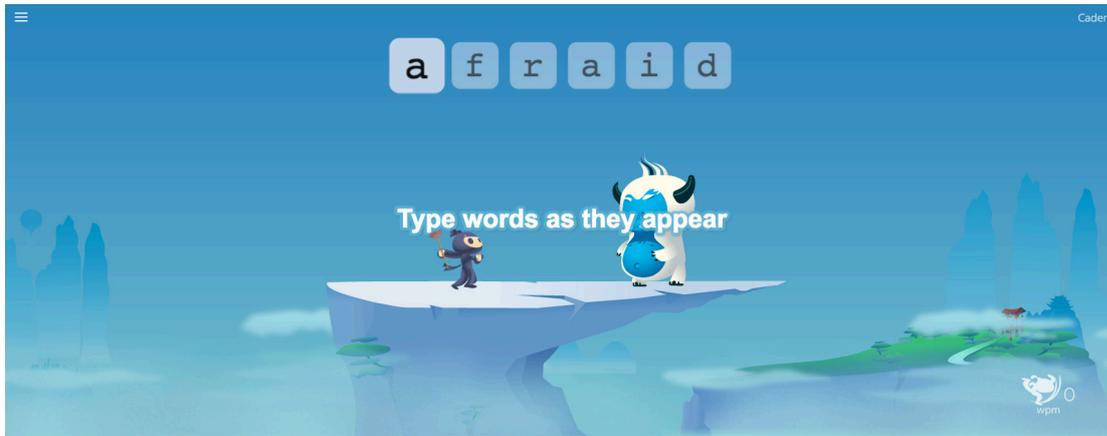
11

## 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 & 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.



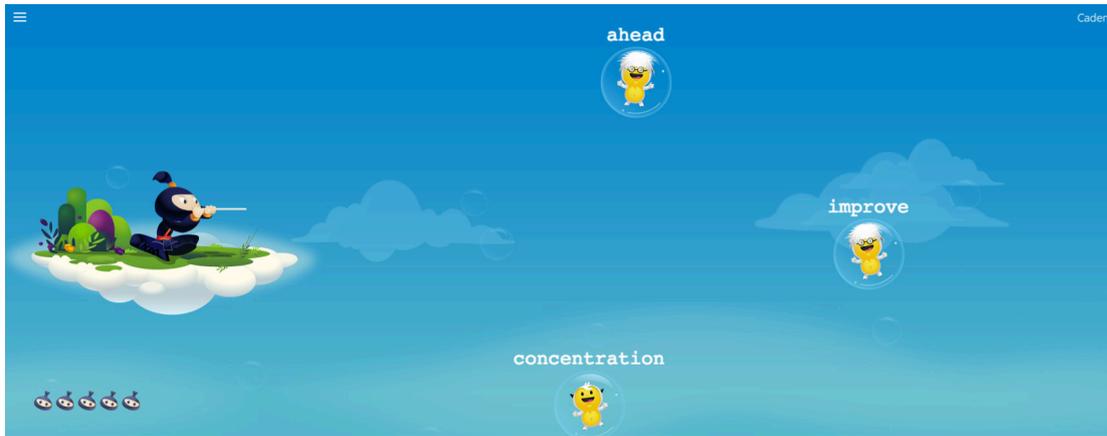
## Monster Attack

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 & quickly enough to push the monster off the edge. If the monster manages to push the ninja off the edge, the game ends.



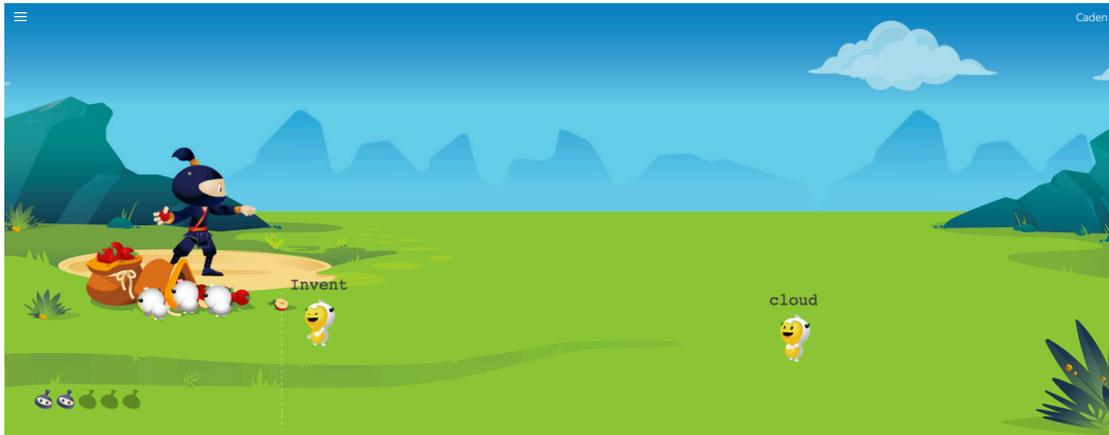
## Whack-a-Monster

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.

12

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.



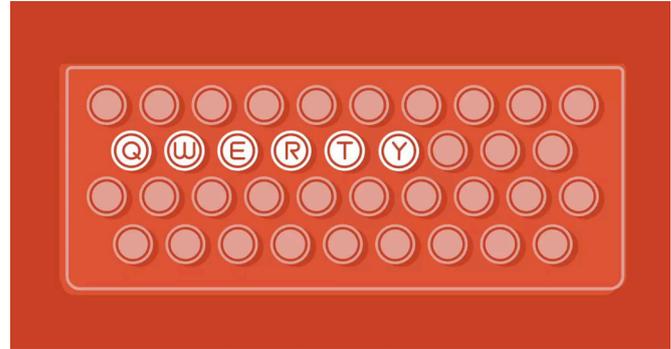
## Think Ideas, Not Fingers!

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.





# 13

## 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.

# 14

## 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 they need to achieve in order to earn stars.

15

## 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 117 or in the [Accessibility Handbook](#)*)

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

Typing with Dvorak is an easy and useful skill to learn. TypingClub is the most effective way to learn how to type using the Dvorak keyboard layout.



## One Hand

TypingClub's lesson plans for one-handed typists introduce students to typing in a unique way. Rather than the home row, we focus on a center-out method.



## Typing for Kids

Jungle Junior is an interactive typing game. Kids will learn all about the alphabet and practice sight words, word families, and simple sentences.



## Habitats (coming soon)

Immerse your students in a world of animal habitats where they will type in an animated environment as they learn all about each animal.

# Animated Story Typing



## The Perfect Match

Join Alex on an out-of-this world journey as he helps his mysterious new friend get back home.



## Ava & the Rabbit

Travel with Ava on a magical adventure as she explores her mysterious friend's world, and learns more about her own in the process.



## Going Solo

Lauren is all nerves before her big flight test. Join her and her helpful new friend on a journey to find the confidence she needs to go solo.



## Sam & Luna (coming soon)

After waking up in a strange land, Sam encounters challenges and makes new friends on his journey to get back home.

# Additional language options



English



Español



Deutsch



Français



Italiano



日本語



Português



Slovenčina



中文

TypingClub is also available in multiple languages. It allows students to practice a foreign language and improve their vocabulary. Students who don't speak English are now able to participate in typing classes just like their English-speaking peers.

# Instructional Aids

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.

