ABC's and 123's Keyboarding Strategies for K-8

Why teach keyboarding?

- NETs and MA State Standards ask/tell
- We all use computers

• Keyboard is still the primary input device for computers

NETS Standards

Technology productivity tools

- Students use technology tools to communicate, enhance learning, increase productivity, and promote creativity.
- Students use productivity tools to collaborate in constructing technology-enhanced models, prepare publications, and produce other creative works.

NETS keyboarding details

- Demonstrate proper hand, finger, & body position
 Use correct finger reaches from home row to top/
 bottom row keys
 Perform 'touch typing' or "keyboarding"
 Demonstrate proper use of special keys (Spacebar, Enter/Return, Shift, Tab, Delete, Backspace, arrow keys, Caps Lock, Ctrl, Alt, Home, Insert, and so forth)
 Use the ton powerful.
- Use the top row of the keyboard for numeric keying

 • Use the numeric keypad to key numbers

When should we begin?

- When kids begin to use computers?
- When kids are "ready?"
- When they reach middle school?
- When they reach high school?

How should we teach this?



- Hunt and Peck
- Familiarity
- "Touch Typing" output
- Keyboarding as "input"

Industrial Age vs Information Age





output vs input

touch typing vs keyboarding

Who should teach keyboarding?

- 1. Business educators
- 2. Classroom teachers
- 3. Computer specialists
- 4. Parents
- 5. Self paced student directed
- 6. All of the above

Where should we learn keyboarding?

- 1. School
- 2. Computer Lab
- 3. Classroom
- 4. Home
- 5. All of the above
- 6. None of the above

Main Methods

- Textbooks
- Software
- DOIOWAI
- Online
- Diana Hanbury King Method



Purpose for Keyboarding

- primary input device
- familiarize young students with:
- letters, numbers, special purpose, and function keys
- develop personal use touch keyboarding skills for confindence and enjoyment
- integrate touch keyboarding into other subject areas

Textbooks



- input? concepts
- copy from text to screen
- finger oriented





Strengths of Software

- They all work
- They have "game like" interfaces
- They make practice fun
- 20 +/- lessons small steps
- They are visual
- Some are also auditory





Weaknesses of texts and software

- Must "want" to learn to keyboard
- Need "watchful eye" of teacher or parent - to avoid bad habits of looking at fingers and incorrect fingering
- Earphones necessary for software?
- Keyboard Masks helpful!



Diana King Method Alphabet Poem

- alphabet/ hand oriented (not finger)
- multi-sensory many learning styles
- 2-4 lessons whole keyboard immediate
- get to familiarity stage in days hours
- framework / context makes sense
- more output oriented
- composing...
- thinking...
- · doing...







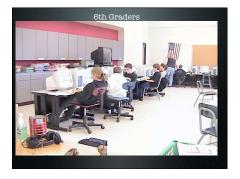






















Resources

- My Class Site: http://www.strategy/2design.com/ms
 http://www.aboutonehandtyping.com/introduction.html
 http://www.crews.org/curriculum/ex/compsci/keyboarding/
 http://wbistes.swlearning.com/index.school.html

 ""http://www.growing.course.com/index.html
 http://www.usoe.kt2.ut.us/ate/keyboarding/Articles/Mhowhen.htm
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