# Fun and Quick Keyboarding Activities
# Compiled by Amy Schuster

*(I collected the ideas from many sources as well as some of my own ideas. I have tried to always give credit to those who deserve it. If I have forgotten to give someone credit, please let me know so that I can give the appropriate credit.)*

**Review Games—no typing**
1. Hangman: for a guess you must give the finger that hits it. (complete lesson plan available)

2. Bingo: terms of things like letter parts or technique.

3. Trivial Pursuit: question and answer for what finger is…. or terms.

4. Jeopardy: same as Bingo and Trivial Pursuit.

5. Flash Cards: terms.

6. Human Tick Tack Toe: ask True/False questions if right stand/pick where to go (can make board on shower curtain and stand on it, or just draw on the board.)

**7.** Human Keyboard: create posters representing the fingers (8 fingers). (right hand pinky, etc.) Divide the students into groups of 8. Give one poster to each student. Read words and have the students line up in the correct order to make words.

**Technique Review**
1. Have person sitting next to them watch technique and give suggestions.

2. Put a quarter/penny/etc. on hand, and it needs to stay.

3. Put a piece of candy on hand. They get to eat it at the end of the activity if it is still on the hand.

4. They get three pieces of candy. Each time they mess up on technique you take one. At the end of the period they get what is left over.

5. Stretching exercises body and fingers http://www.nimblefingers.com/healthy.htm

**Practice Ideas for participation only**
1. Set MFW words at 2 seconds type as many times as you can.

2. Type alphabet forward and backward.

3. Type by dictation.

4. Learn patterns on the keyboard. (see Nadine's **Handout)**

5. Practice flash cards www.nimblefingers.com/index.html

6. Type timings on topics of choice on free exercises
   www.nimblefingers.com/index.html

7. Time the students for 1, 2, or 3 minutes. Have them type as many words as the can think of beginning with A or B or whatever. (complete lesson plan available)

8. For numbers have then type by multiples of twos or threes or whatever.

**On-line games**
1. Free balloon game (this can be done with any letters--even just homerow) Can manually adjust level. http://www.mrkent.com/games/balloonblast/index.asp

2. Same as above but students need to know the entire alphabet. This one adjusts to students level automatically
   http://www.typingmaster.com/index.asp?go=bubbles_start

3. Shark game—type it or be eaten.
   http://games.yahoo.com/games/downloads/tps.html

4. Drops letters and student must type them (this can be done with any letters--even just homerow) http://www-2.cs.cmu.edu/People/rvirga/TypingTutor.html

5. Spiderman is climbing up a wall. You have letters and must create words from them, if you take to long or can't find a word, he will fall
   http://zone.msn.com/en/spiderman2/default.htm

**Speed and/or Accuracy Reviews—some games some not**
1. Add a Letter: Type a word for 15 seconds as many times as possible. Add a letter to the end, for example, "I" becomes "it," type this 15 seconds; add a letter "bit," type 15 seconds; add a letter "bite," type this 15 seconds; add a letter "bites," type 15 seconds**. (complete lesson plan available)**

**2.** Nadine's Web Frequently used words Powerpoint: can do point for each right, point for most repeats of words, or just for fun. **(can be Game)**

**3.** Baseball: have students type a three minute timing. For each all typed correctly you get a homerun, one mistake = a triple, 2 mistakes a double and so on. If more than 4 errors, it adds to the other team's score. 5 mistakes = single for other team, 6 mistakes double for other team, etc. The other team is imaginary. Can make variations such as football, basketball, bowling, etc. **. (Game)**

4. Football:  http://lessonplans.btskinner.com/kbtypingfootball.html **(Game)**

5. Word Processing Skills Relay **Handout** Divide class members into two distinct teams with equal members.  Have them gather around one computer terminal and follow instructions that are handed out to them.  Each team member should complete at least one task.  After all steps have been completed, a member of the team must deliver the finished product to the instructor.  That team wins.  Prizes can be given. (complete lesson plan available)

**Speed Reviews**
1. Dinosaur Names: http://lessonplans.btskinner.com/kbdino.html **(Game)**

2. Time students 3 minutes, add 3 words per minute.  Type to reach goal.

3. Time for 20 seconds.  Type again for 18 seconds; try to get just as far as 20 seconds, then 16 seconds.  As time gets shorter reduce by one second.

4. Quick Letters **Handout**:  Type as quickly as possible.  Winner gets prize.  Should make some limit on acceptable errors. (complete lesson plan available)

**Accuracy Reviews**
1. Type a sentence with no looking at keyboard or screen, if someone does, everyone starts over.  **(can be Game)**

2. Use the same things as 2-4 in speed, just focus accuracy.

3. Nadine's webpage drills and activities.

4. Type Nadine's tongue twisters.

5. Type short line over until correctly typed.

6. Type sentences, alphabet, etc. backwards.

7. One student types one hand; another student the other hand.

8. Create a short document.  Have the students code the document it into fingers and rows.  Give different ones to partners.  After the student has handwritten the encoded message.  Trade with partner.  Type the encoded message back into letters. (complete lesson plan available)

9. Quick Letters **Handout**:  Type accurately.

10. Can turn off screen, cover, or zoom out in order to stop worrying about accuracy, and therefore, help speed or work on accuracy without a chance to "repent".

**Typing Composition (these advance in composition as you go down the list)**
1. Correct the Story **Handout** (add in missing letters to words) (complete lesson plan available)

2. Compete the Paragraphs **Handout** (add words that are missing) (complete lesson plan available)

3. Finish that Phrase **Handout**: Finish a common phrase. (complete lesson plan available)

4. One student types (from a handout you create) first words, move, next person types next, and so on.

5. Give the students a long word. Create words from the big word. (complete lesson plan available)

6. Composing with Themes **Handout** Give students a list of items; have them figure out the theme. (complete lesson plan available)

7. Thought Starters **Handout**: Give a topic. (complete lesson plan available)

8. Do several A-Z activities such as girl's names. (complete lesson plan available)

9. Each student types the beginning of a story. They all move after about 3 minutes right one seat and add to that story. Keep adding and moving, but make sure to let the students know when to work on the end of the story. Could also use random music stops so that it is like musical chairs.
   http://lessonplans.btskinner.com/kbstopthemusic.html

10. Have the students spend 5-10 minutes composing a hypothetical problem and address the letter to "Dear "I Need Help" who solves problems. Students describe a problem and use a fictitious name. Collect letters; screen them. Select some to be answered. Duplicate and hand to students. Have them answer. This idea came from teaching English before, but I know that many of you are probably using it already because I have heard it many times since! (complete lesson plan available)

11. Story starters and endings
    http://www.berkeleyprep.org/lower/fourth/writing/story_starters.htm

12. Topics to write about
    http://www.berkeleyprep.org/lower/fourth/writing/journal_writing.htm

13. Thanksgiving activities (great partner activity)
    http://lessonplans.btskinner.com/kbthanksgiving.html

14. Topics for lists by alphabet http://lessonplans.btskinner.com/kbalphalistrelay.html great game!

15. Alphabetic Soup Poem **Handout** http://lessonplans.btskinner.com/keybrd.html choose lesson

16. Think of Sink http://lessonplans.btskinner.com/kbthinkorsink.html

There is also the Keyboard Board by Susan Booth

**See this page for more ideas!!!!**

**http://lessonplans.btskinner.com/kbideas.html**