

# Keyboarding - Let's Play Hangman!

## Summary

Students will practice keys' location through an interactive game of hangman.

## Main Core Tie

Keyboarding I (7-9)

[Strand 2 Standard 1](#)

## Time Frame

1 class periods of 30 minutes each

## Group Size

Large Groups

## Life Skills

Thinking & Reasoning

## Materials

A whiteboard/chalkboard, dry erase markers/chalk. Can have a list of words or phrases if you do not want the students to choose.

## Background for Teachers

This is a great review game. Students need access to a keyboard to place their hands on to find the placement. For advanced students use Speedskins over the keyboards. This can also be an introduction to the letter locations lesson. In this case, keys should be uncovered.

## Student Prior Knowledge

Can be used as a review or as an introduction.

## Intended Learning Outcomes

Students will learn keys and increase accuracy.

## Instructional Procedures

Start with a typing warm-up before beginning the activity. (5 minutes)

Pre-activity: Review rules of appropriateness. If students are choosing words remind them what is appropriate. (1-2 minutes)

Step 1: Divide class members into two teams (2 minutes)

Step 2: Review the hangman rules: One person is "it". That person chooses the word or phrase and draws a line representing each letter in the word or phrase. If the team guesses it, they get a point. If the complete hangman is drawn before they guess the word or phrase, they do not get a point. To choose who guesses, just go down the row so that everyone participates, but the guesser is allowed to ask his/her team members for help. If team one is guessing, someone from team two chooses the word and scribes. Team one guesses until they either get it right or they are hung. Either way it is now team two's turn. In choosing who is "it", it is easiest to just go up the row with each person taking a turn. (2-3 minutes)

Step 3: Explain the "Keyboarding Hangman" rules. In this case instead of calling out the letters, the

students must call out the finger and row the letter is located on. So, for example, "T" would be left index finger, top row. With the pinky and index fingers you could require the number over on the keyboard as well since the left index finger top row also has "R" and "Y" keys. In this case they would say left index finger top row sixth key from the left. (4-5 minutes)

Step 4: Practice as a class completing some letters to make sure the students understand. Say "U" and have the students tell you out loud what location it is. This makes sure that the students understand the procedure. (4 minutes)

Step 5: Begin the activity. Keep track of the scores on the board; it is one point per correct answer. Also, have the two "hangman" drawn on the board as needed. At the end of the game give a prize to the winning team. (time varies by choice)

### Bibliography

I have collected ideas (as we all have) 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. I created all lesson plans.

### Authors

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