

Typing Jungle

Two Year Syllabus



72 Week Syllabus

YEAR 1

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

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Week	Lesson Content	Lessons	Keys
1	Introduction & Pre-Assessment	-	
2	Home Row	1-11	fjkdsl
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

Week	Lesson Content	Lessons	Keys
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

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	\$&#*@(!)%^</td></tr><tr><td>12</td><td>Symbols</td><td>333-346</td><td>Practice</td></tr><tr><td>13</td><td>Review</td><td></td><td>Practice</td></tr><tr><td>14</td><td>Common Patterns 3</td><td>347-357</td><td>Practice</td></tr></tbody></table>

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		

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 Introduction to Typing and Home Sweet Home

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.

- 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.

- 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.

- 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 Sit Straight, Be Healthy; Think Ideas, Not Fingers

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.

- 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.

- 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.

- 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.

- 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 History of QWERTY; Take a Break, Get Active; and One

Small Space, One Giant Tab

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.

- 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.

- 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.

- 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.

- 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 Take a Break, Get Active

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.

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.

- 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.

- 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.

- 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 Homophones handout and Typing Jungle Lesson Plan

Progress Tracker

Videos Fastest Typist in the World

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.

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.

- Hand out the Homophones 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.

- 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.

- 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 4 weeks/4 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.

- 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.

- 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.

- 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.

- 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 2 weeks/2 hours

Resources Common Patterns 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.

- 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.

- Ask students to work on the Common Patterns 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.

- 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.

- 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 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.

• 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.

- 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.

- 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.

- 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 2 weeks/2 hours

Resources Commonly Confused Words 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.

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.

- Hand out the Commonly Confused Words 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.

- 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.

- 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.

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

- 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.

- 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.

- 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.

- 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.

- 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.

- 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.

- 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 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.

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.

- 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.

- 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.

- 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 weeks/2 hours

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.

- 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).

- 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.

- 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.

- 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.

- 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.

- 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.

- 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.

- 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.

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.

- 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.

- 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.

- 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.

- 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).

- 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.

- 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.

- 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

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 Commonly Confused Words 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.

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?

- Hand out the Commonly Confused Words 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.

- 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.

- 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.

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.

- 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.

- 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.

- 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.