### Lesson Plan

**Teacher:** Darlene Winans  
**Date:** September 2013

| **Subject / grade level:** | Keyboarding Unit  
Intro to Computers Grade 9  
**Class Time:** 38 minutes  
**Lesson Time:** (3) Class Periods |
|--------------------------|--------------------------------------------------|
| **Materials:** | Alice Software  
Computers/projection equipment standard to the layout of the computer lab  
keyboard chart.jpg (see attached)  
A-Day Quiz.a2w |

### NYS Learning Standards for Math, Science, and Technology

The following standard applies to the Keyboarding Unit:

**Standard 5.** Technology: Students will apply technological knowledge and skills to design, construct, use, and evaluate products and systems to satisfy human and environmental needs.

The following standards apply to the use of Alice to reinforce the Keyboarding Unit:

- **Standard 1.** Analysis, Inquiry, and Design: Students will use mathematical analysis, scientific inquiry, and engineering design, as appropriate, to pose questions, seek answers, and develop solutions.
- **Standard 6.** Interconnectedness: Common Themes: Students will understand the relationships and common themes that connect mathematics, science, and technology and apply the themes to these and other areas of learning.
- **Standard 7.** Interdisciplinary Problem Solving: Students will apply the knowledge and thinking skills of mathematics, science, and technology to address real-life problems and make informed decisions.

### Common Core Standards

Common Core Standards are woven throughout the lesson in the promotion of literacy and application of critical thinking skills to solve problems.

### Lesson objective(s):

The purpose of the lesson is to introduce the home row method of keyboarding and the layout of the keyboard, while giving students the opportunity to hone their skills in Alice.

This is a 9th grade class, however, some students have had keyboarding at an earlier grade level while others have not.

### Differentiation strategies to meet diverse learner needs:

- Wait time
- Handouts/visual aids
- Multimedia presentation

### ENGAGEMENT

- Explain that keyboarding for digital natives has become a “hybrid” of home row method and “hunt-and-peck” method.
- New way of learning the home row keys using the Almena method – students learn the home row method in an hour; they become proficient in the home row method through practice time.
- Almena method uses mnemonics to help the students remember the placement of the keys on the keyboard.
- Students should ask questions like “What is the Almena method?” or “What does mnemonic mean?” “Am I a digital native?”
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EXPLORATION
- Students are given a timed writing in which they can use whatever method they want to use to key.
- Since the keyboarding unit follows the Alice unit, students will be encouraged to think about what they can do in Alice to illustrate the concepts they will learn in the keyboarding unit (create a game, a quiz, a video, etc.).

EXPLANATION
- The Almena Method allows students to learn the keyboard layout and the application of the home row method to keyboarding quickly, by using a series of mnemonics (acronyms) to help us remember:
  - Class 1 (A-Day): Practice 1
  - Class 2 (B-Day): Practice 2
  - Class 3 (C-Day): Practice 3
  - Class 4 (A-Day): Begins with “A-Day Quiz”, using the Alice program to quiz and score. Students use text to key practice drills.
  - Class 5 & 6 (B-Day and C-Day): Students play games for keyboarding practice on websites like those shown below, keeping in mind what they would like to do for an Alice project about keyboarding:
    - Or just google “keyboarding games online”.
- Extension:
  - Students add more scenery to the world.
  - Students change camera views.
  - Students add a counter to keep score.

ELABORATION
- Class 7,8,9: (ABC-Day): Students will complete a keyboarding game, quiz, or video in an Alice world.
- Extension:
  - Students add more scenery to the world.
  - Students change camera views.
  - Students add a counter to keep score.

EVALUATION
- Teacher will observe students as they are using the home row method to key.
- Teacher will view student-created worlds to evaluate student understanding of the lesson objectives
- Teacher will encourage students, especially those who excel or are enthusiastic about Alice, to join the Computer Science Club.