

# Fun Activities for Teaching Keyboarding

- **Baseball** - This activity is for speed development. The class is divided into two teams and each team selects a name. Students are timed for one minute on a selected line or sentence. They are to key the line as many times as they can during the timing. Each line is equal to one base; four bases (lines) equal a run. Scoring: Each team counts the number of lines each team member completes during the timing, and records the “run” on the board. For example: if a team gets ten total bases (lines), it scores two runs and has a runner on second for the start of the next inning. The number of innings is based on the amount of time available.
- **Football** -Create a simple illustration of a football field on the board or a piece of poster paper. The class is divided into two groups. Each group keys in a certain line for a 30 second time period. At the end of that time, one person from each team counts the total number of words typed in for their entire group. The difference in number of words typed between the two groups is the amount of “yardage” the leading team advances. There are penalties though - five yard penalty for any improper technique including wrong fingering, looking at the keyboard, or hunting and pecking. Ten yards for illegal use of the voice (talking during the game).
- **Simon Says** - The teacher acts as Simon, calling out things for the students to do. Students should not complete the action, unless the teacher first says, “Simon says.” If students do not follow directions, they must stop. Try the following examples, but remember to add a few non-Simon directions also. Simon says stand while you type, sing while you type, shake your head while you type, type on one foot, type line 7, type the top line, type the bottom line, type with your tongue out, etc.....
- **Flash Cards** -Letters that have been introduced are written on large index cards - one letter per card. One card at a time is flashed with students keying letter-space-letter-space until the next card is flashed. As a variation, each day a different student can be the flash card holder.
- **Tortoise and the Hare** - The class is divided into two equal teams, the “Hares” and the “Tortoises.” The Hares’ goal is to type for speed and Tortoises’ goal is to type for accuracy. Scoring goes as follows and can be adjusted to reflect skill levels of individual classes:

## Hares

1. 5 yards for 15 wpm gain
2. 3 yards for 12 wpm gain
3. 1 yard for 10 wpm gain

## Tortoises

1. 5 yards for no errors
2. 3 yards for 1 error
3. 1 yard for 2 or more errors.

The ten “animals” who earn the greatest distance are the winners. Switch student roles so they work at both, building speed and accuracy.

**Rapping the Keyboard** – Here is a rap you can teach your students and then they can sing it while they type the alphabet –

<i>Left Hand</i>	Little finger A, reach for B, Same finger C, D, E, Side by side F and G
<i>Right Hand</i>	First finger H, reach up for I, J, K, L -three in a row, M and N side by side, Use ring finger, reach up for O.
<i>Both Hands</i>	Both little fingers P and Q, R, S, T not hard for you. Up for U, down for V. Left ring finger up and down Press W and X without a frown. Reach up for Y and down for Z. Now you have them all you see.

Web Sources: <http://www.madison.k12.wi.us/tnl/langarts/activities.htm>,  
<http://www.tcet.unt.edu/START/instruct/general/kb-rap.htm>,  
<http://www.angelfire.com/ks/tonyaskinner/kbideas.html>