Typing Jungle

A comprehensive K-12 curriculum
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</tr>
</thead>
</table>
Introduction to Typing Jungle
What is Typing Jungle?

Typing Jungle is the default TypingClub lesson plan. With over 650 in-house designed lessons, it is comprehensive and the best way to teach touch typing. Typing Jungle provides an extensive curriculum that includes varied typing experiences, games, and videos, as well as multiple motivational tools. It is appropriate for K-12 students as it is fully customizable.
Lesson Display

On the main lesson plan page, there is a list of lessons to be completed in order. Each lesson has several features to help you understand the type and purpose of the lesson and to display student performance.
Lesson Number
Specifies the number of the lesson

Platinum Star
Earned maximum possible score on the lesson

Lesson Icon
Indicates the type of lesson: practice, game, video, etc.

Stars
Number of stars earned out of 5

Lesson Title
Describes what the lesson is about

Completed
Check marks are earned for completing introductory lessons

Assigned Lessons
Indicates lessons that are assigned to you
Icons

Different types of lessons are represented by different icons. Becoming familiar with these icons will help students navigate Typing Jungle, and instantly understand the nature of each lesson.

1. Character Introduction
2. Character Review
3. Practice
4. Homonyms
5. Misused Words
6. Misspelled Words
7. Common Patterns
8. Apple Thieves Game
9. “One Small Space...” Video
10. Left Hand Anchoring
11. Right Hand Anchoring
12. Balloon Valley Game
13. Monster Attack Game
14. Whack a Monster Game
15. Bubble Burster Game
16. “Introduction to Typing” Video
17. “Home Sweet Home” Video
18. “Sit Straight, Be Healthy” Video
19. “Think Ideas Not Fingers” Video
20. “History of QWERTY” Video
21. “Take a Break, Get Active” Video
22. “Fastest Typist In The World” Video
23. Travel on Diagonals
24 - 36. Speed 10 - 75 WPM
Types of Lessons
Typing Jungle offers a number of typing experiences to ensure students are engaged while they practice.

Key Introduction

Each new key is introduced in a score-free practice environment which provides written instructions on the correct finger placement. Paying proper attention to introducing new keys is paramount to adopting correct typing technique.
Games

Typing games enhance skills in a different environment, stimulating students’ minds and shifting their focus away from the keyboard. Each game is focused on improving a different typing skill.

Videos

Short, educational videos are incorporated throughout Typing Jungle. These videos teach students about keyboarding, proper posture, and the importance of taking breaks while working on a computer.
Anchoring Lessons

Trying to hunt and peck becomes very difficult with our anchoring lessons. With one hand “anchored” by holding down the F or J key, these lessons have students practice typing with each hand individually.

Travel Lessons

This type of lesson focuses on practicing characters located on a diagonal. Starting from the home row, each finger has to cover at least one character on home, top, and bottom row, following a diagonal movement.
Tricky Words

Reinforce language skills with these lessons that focus on commonly confused words and commonly misspelled words. Tricky words teach multiple skills at once; they foster reading comprehension while students practice typing them.

Common Patterns

These lessons focus on the highest frequency letter combinations in the English language. They help students to automatize typing these combinations, allowing them to become more proficient typists overall.
Advanced Lessons

Practice lessons are content-based and educate students about geography, computer literacy, culture, science, and much more. Students simultaneously improve their typing speed and learn interesting facts.

Keyboarding Instructions

The content of these lessons focuses on best practices for touch typing and tips to help students improve their typing skills. These lessons are bundled together after the end of the first three sections where students learn to type all basic keys.
Typing Jungle Breakdown
This section follows a natural progression of keyboard coverage, making each finger travel diagonally upwards to cover its upper counterpart. After a key on the top row is pressed, all fingers must return to the home row. Thanks to this technique, students become faster typists because their fingers travel the shortest possible distance to each key.

### Home Row

This section focuses on the basics of touch typing and introduces the concept of the “Home Row.” The home row keys are introduced and reviewed. Remind your students to feel for the bumps on the F & J keys and encourage them to look up!

<table>
<thead>
<tr>
<th>Lessons</th>
<th>1-23</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>3</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>10</td>
</tr>
</tbody>
</table>

### Top Row

This section follows a natural progression of keyboard coverage, making each finger travel diagonally upwards to cover its upper counterpart. After a key on the top row is pressed, all fingers must return to the home row. Thanks to this technique, students become faster typists because their fingers travel the shortest possible distance to each key.

<table>
<thead>
<tr>
<th>Lessons</th>
<th>24-51</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>3</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>10</td>
</tr>
</tbody>
</table>
### Bottom Row

These lessons introduce the bottom row keys and build on what students have already learned by combining all of the characters covered so far to continue building the correct muscle memory. Remind students that they should always return to the home row position as this will significantly increase their efficiency.

<table>
<thead>
<tr>
<th>Lessons</th>
<th>52 - 87</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>3</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>10</td>
</tr>
</tbody>
</table>

### Basic Level 1

In this section students type simple sentences using the whole alphabet, commas, and periods. These lessons will help students build confidence in typing longer passages before introducing capital letters and more punctuation. Encourage students to notice how much more accurately and quickly they can type now that they are using all ten fingers!

<table>
<thead>
<tr>
<th>Lessons</th>
<th>88 - 124</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>3 - 13</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>10 - 20</td>
</tr>
</tbody>
</table>
Instruct students to notice that there are two shift keys, one on each side of the keyboard. Our method encourages students to use the opposite shift key from the hand being used to type the character. This allows students to maintain the correct finger placement and easily return to the home row position after the capital letter is typed.

### Tricky Words 1

There are three sections throughout Typing Jungle designed to help students with commonly misspelled words and commonly confused words. The target words are typed repeatedly to build muscle memory and reinforce correct spelling. They are also used in context to improve comprehension.

<table>
<thead>
<tr>
<th>Lessons</th>
<th>125 - 134</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>13</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>20</td>
</tr>
</tbody>
</table>

### Shift Key

Instruct students to notice that there are two shift keys, one on each side of the keyboard. Our method encourages students to use the opposite shift key from the hand being used to type the character. This allows students to maintain the correct finger placement and easily return to the home row position after the capital letter is typed.

<table>
<thead>
<tr>
<th>Lessons</th>
<th>135 - 187</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>3 - 10</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>10 - 20</td>
</tr>
</tbody>
</table>
In this section, students begin to type full sentences using capitals and simple punctuation. The goal of this section is for students to practice using the shift key in context. Encourage them to use the virtual keyboard and hand guides rather than looking down at the keyboard.

**Common Patterns 1**

There are three sections throughout Typing Jungle that contain the most frequent letter combinations in the English language. Typing common patterns repeatedly will help students build muscle memory and become more efficient typists. The patterns are typed in two manners: as stand-alone letter combinations and as words.

**Basic Level 2**

In this section, students begin to type full sentences using capitals and simple punctuation. The goal of this section is for students to practice using the shift key in context. Encourage them to use the virtual keyboard and hand guides rather than looking down at the keyboard.
This group of lessons introduces the number keys. The remaining lessons use the ‘travel’ method along the diagonals on the keyboard to help students build the necessary muscle memory to type numbers and symbols without looking at the keyboard.

### Numbers

<table>
<thead>
<tr>
<th>Lessons</th>
<th>238 - 267</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>3 - 15</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>10 - 25</td>
</tr>
</tbody>
</table>

### Tricky Words 2

This is the second section designed to help students with commonly misspelled words and commonly confused words. The target words are typed repeatedly to build muscle memory and reinforce correct spelling. They are also used in context to improve comprehension.

<table>
<thead>
<tr>
<th>Lessons</th>
<th>228 - 237</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>15</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>25</td>
</tr>
</tbody>
</table>
Common Patterns 2

This is the second section that contains the most frequent letter combinations in the English language. Typing common patterns repeatedly will help students build muscle memory and become more efficient typists. The patterns are typed in two manners: as stand-alone letter combinations and as words.

Basic Level 3

Students type simple sentences using capitals, simple punctuation, and numbers. The goal is to build confidence and speed using the full alphabet, periods, commas, and numbers. These lessons begin to more closely resemble real-life typing tasks.
Symbols

This section begins to introduce symbols. Learning symbols can be a bit frustrating, but they are equally important and frequently used in everyday life. Let your students know that their accuracy and WPM might dip, but it will make typing easier in the long run.

<table>
<thead>
<tr>
<th>Lessons</th>
<th>308 - 337</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>3 - 10</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>10 - 25</td>
</tr>
</tbody>
</table>

Common Patterns 3

This is the third section that contains the most frequent letter combinations in the English language. Typing common patterns repeatedly will help students build muscle memory and become more efficient typists. The patterns are typed in two manners: as stand-alone letter combinations and as words.

<table>
<thead>
<tr>
<th>Lessons</th>
<th>338 - 347</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>20</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>30</td>
</tr>
</tbody>
</table>
Advanced Level 1

These lessons are content based and cover topics from science, world history, cultural facts, technology, pop culture, and other interesting topics. To help students build endurance, encourage them to type each lesson all the way through with as few breaks as possible.

<table>
<thead>
<tr>
<th>Lessons</th>
<th>348 - 377</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>25 - 30</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>41 - 45</td>
</tr>
</tbody>
</table>

More Symbols

Learning the remaining symbols might be challenging, but by the end of this section, students will have covered the entire keyboard. Some of the advanced symbols are not used as often. However, some professions will require students to type these symbols daily.

<table>
<thead>
<tr>
<th>Lessons</th>
<th>378 - 407</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>3 - 10</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>10 - 20</td>
</tr>
</tbody>
</table>
These lessons are content-based and cover topics from natural sciences, world history, social science, technology, and pop culture. Over the course of these lessons, students build their speed and proficiency. As students master the basics of typing, speed will come with time and practice.

### Tricky Words 3

This is the third section designed to help students with commonly misspelled words and commonly confused words. The target words are typed repeatedly to build muscle memory and reinforce correct spelling. They are also used in context to improve comprehension.

<table>
<thead>
<tr>
<th>Lessons</th>
<th>408 - 417</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>20</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>30</td>
</tr>
</tbody>
</table>

### Advanced Levels 2 - 9

These lessons are content-based and cover topics from natural sciences, world history, social science, technology, and pop culture. Over the course of these lessons, students build their speed and proficiency. As students master the basics of typing, speed will come with time and practice.

<table>
<thead>
<tr>
<th>Lessons</th>
<th>418 - 663</th>
</tr>
</thead>
<tbody>
<tr>
<td>Min (wpm)</td>
<td>31 - 50</td>
</tr>
<tr>
<td>Goal (wpm)</td>
<td>46 - 75</td>
</tr>
</tbody>
</table>
Student Settings
Student settings are accessible from within a lesson. Students can customize their typing experience and practice in an environment that best suits their needs.

Teachers have the ability to lock these student settings or to set their own preferences for each class directly from the teacher portal.
Virtual Keyboard Guide

The virtual keyboard guide is a visual aid that encourages students to look up at the monitor instead of down at their hands.

Keyboard Language

TypingClub supports keyboard layouts for many languages. You can use our powerful software to teach touch typing in an extensive number of languages by creating custom lessons.

Keyboard Skin

Students can further personalize their experience by choosing from a number of different keyboard styles.
Font Options

Students can choose both the size and style of their font. We offer five font sizes, including an extra large font which, in conjunction with a high contrast theme, dramatically increases the visibility of lessons.

Themes

Students can choose a theme that best suits their needs. We offer a simple, white background for a distraction-free environment, dark themes that improve visibility, and colorful themes with interesting characters that bring fun to typing sessions.
Voice Over

The voice-over reads the lesson content aloud and can provide assistance in locating keys. Students can choose to have letters or words read aloud, and if they want to receive audio instructions on proper finger positioning. Other customization options include the ability to choose the voice, pace, pitch, language, and volume.

Keyboard Sound

Remember the sound that typewriters used to make? We’ve brought it back to provide additional feedback to students on their performance and alert them when they make a mistake.
Virtual Hand Guides

Virtual hand guides are beneficial, especially in the early lessons, to learn proper finger positioning. When students reach advanced lessons, the guides can be disabled.
Other Settings

Students can choose to have live stats and feedback displayed as they type. Receiving immediate feedback on speed and accuracy can be a helpful tool to keep students motivated.

Show live WPM and accuracy
Performance Feedback
Stars & Score

When students finish a lesson, they are awarded with stars and points. Teachers should encourage students to earn five stars on all lessons. When learning touch typing, repetition is the key to building muscle memory.

Requirements vs. Performance

On the results screen, student performance is displayed on the left side, while the lesson requirements are displayed on the right side. The default requirements can be changed to fit your students’ needs.
Performance Review & Playback

Students can review their performance on each lesson to identify commonly mistyped characters and even play back their attempt.
Scoreboard

If you believe that healthy competition is beneficial to your students, you can turn on an optional scoreboard. The scoreboard ranks all students enrolled in a class, while the leaderboard shows only the top performers.
Statistics
Quick Statistics

This quick summary of each student’s individual performance allows students to monitor their typing speed, accuracy, practice time, and coverage.
Detailed Statistics

On their stats page, students can view information about their typing progress and performance in terms of speed, accuracy, keyboard coverage, and lesson plan progress. In addition, they can easily identify their strongest and weakest characters and fingers.
Practice Calendar and Punch Card

These two calendars provide an easy way for students to track their practice time. A calendar full of green squares is a good sign of students’ dedication, while the punch card allows students to see when they spend the most time practicing.
Recent Practices & Attempt Playback

Each completed lesson immediately appears on this page. Students can play back their lessons to better understand their typing fluency. This keeps students accountable by allowing them to easily detect bad typing habits or identify commonly mis-typed characters.
## Test Results

Students can track their progress and watch their test results improve over time. The test results are listed in chronological order and provide students with helpful insight into their progress.

<table>
<thead>
<tr>
<th>Date</th>
<th>Test Type</th>
<th>Accuracy</th>
<th>WPM</th>
</tr>
</thead>
<tbody>
<tr>
<td>2017-06-26</td>
<td>Typing Test</td>
<td>99%</td>
<td>53 WPM</td>
</tr>
<tr>
<td>2017-06-22</td>
<td>Typing Test</td>
<td>100%</td>
<td>36 WPM</td>
</tr>
<tr>
<td>2017-06-22</td>
<td>Typing Test</td>
<td>98%</td>
<td>35 WPM</td>
</tr>
<tr>
<td>2017-06-22</td>
<td>Typing Test</td>
<td>97%</td>
<td>22 WPM</td>
</tr>
<tr>
<td>2017-06-22</td>
<td>Typing Test</td>
<td>100%</td>
<td>19 WPM</td>
</tr>
<tr>
<td>2017-06-22</td>
<td>Typing Test</td>
<td>99%</td>
<td>72 WPM</td>
</tr>
<tr>
<td>2017-06-22</td>
<td>Typing Test</td>
<td>96%</td>
<td>23 WPM</td>
</tr>
<tr>
<td>2017-06-22</td>
<td>Typing Test</td>
<td>99%</td>
<td>22 WPM</td>
</tr>
<tr>
<td>2017-06-22</td>
<td>Typing Test</td>
<td>96%</td>
<td>21 WPM</td>
</tr>
<tr>
<td>2017-06-22</td>
<td>Typing Test</td>
<td>91%</td>
<td>16 WPM</td>
</tr>
<tr>
<td>2017-03-26</td>
<td>Typing Test</td>
<td>90%</td>
<td>30 WPM</td>
</tr>
<tr>
<td>2017-03-25</td>
<td>Typing Test</td>
<td>95%</td>
<td>71 WPM</td>
</tr>
</tbody>
</table>
Badges
Badges are awarded immediately after a lesson is completed. The badges serve as a motivational tool for your students. They reward students for reaching certain milestones and keep them engaged during their practice.
Fiery Typist
You have typed 10wpm for over 5 seconds. I see great things in your future!

next goal (wpm): 10, 15, 20, 25, 30, 40, 50, 60, 70, 80, 90, 100, 110, 120, 130, 140, 150

5 Day Streak
You've typed for 5 days in a row! Drink some water and keep up the momentum!

next goal (day): 5, 14, 30, 60, 90, 120

White Knight
Finished all lessons in lesson plan with 5 gold stars.

One-time occurrence

The Heavyweight
Finished 5 lessons with 5 gold stars in 1 day.

next goal (lesson): 5, 10, 20, 30

Keyboard Crusher
You've finished 10 attempts in one day. The next goal is 30 attempts!

next goal (attempt): 10, 30, 50, 75, 100, 150, 200, 300, 500

Marathoner
You've practiced for 30 minutes in one session. Your next goal is 60 minutes.

next goal (minute): 15, 30, 60, 120
Customizing Typing Jungle
While Typing Jungle is a comprehensive, ready-to-go lesson plan, teachers also have the option to customize everything about it. Teachers can change the requirements including the speed goal, minimum accuracy, and minimum WPM. Teachers can also adjust the difficulty per class or per student. Teachers can edit the text that students type and change the lesson type, as well as add or remove lessons.

Customizing Typing Jungle is a process that must be completed by teachers or account admins. To learn more about lesson plan customization, please refer to the TypingClub Teacher/Admin Handbooks.
Games
Balloon Valley

This game focuses on individual characters. Students have three chances to get the ninja from one side of the valley to the other by typing each character correctly and quickly. If they don’t type the character in time, the balloon sinks to the bottom of the valley, the ninja loses a life, and reappears at the top of the screen.
Monster Attack

This game focuses on full words. For each character a student types correctly, the ninja throws an object at the monster pushing him backwards. Students must type correctly and quickly enough to push the monster off the edge. If the monster manages to push the ninja off the edge, the game ends.
Whack-a-Monster

This game focuses on individual characters. Students must type the letter that appears on the basket to stop the monster from popping one of their balloons. If the monster pops all three balloons, the game ends.
Bubble Burster

This game focuses on full words. Bubbles containing creatures will appear from the bottom of the screen and float towards the top. Students must type the word above each bubble in order to pop it before it floats to the top of the screen. If 5 bubbles get past the ninja, the game ends.
Apple Thieves

This game focuses on full words. Students must type the word that appears above each creature’s head in order to stop it from reaching the apples. If 5 creatures get past the ninja, the game ends. Students can then either retry the game, or give up and move on to the next lesson.
Videos
Introduction to Typing

This short video shows students how to type without ever looking down at the keyboard, which is the key to touch typing. Consider using this video as the first lesson.

Home, Sweet Home!

This video explains why the Home Row is important for building up typing speed and being able to type without looking at the keyboard.
Sit Straight, Be Healthy!

This video teaches students how to maintain a healthy posture while using computers. Students are shown how to position their screens, place their hands, and sit properly.

Think Ideas, Not Fingers!

This video demonstrates how touch typing can help students focus on the substance of their homework rather than the action of typing itself. This helps students be more thoughtful and more creative.
History of QWERTY

This video explains the roots of the QWERTY keyboard and why it is laid out the way it is.

Take a Break, Get Active

This video introduces students to the idea of technology in moderation and to the risks of spending too much time in front of a screen.
One Small Space, One Giant Tab

This video demonstrates what the tab button does and how it’s different from the space key.

Fastest Typist in the World!

In this video, students will learn some fun facts about the fastest typists, and what it takes to be one.
Tips to Help Students Excel
Posture matters

Students should position their monitors directly in front of their eyes, sit up straight, hover their wrists just above the keyboard, and sit close to their desks so that their arms form the shape of an L. Poor posture can result in problems such as back pain, headaches, and sore muscles.

Practice 1 hour per week

Building muscle memory takes time and practice. Our brains and fingers require time to coordinate the right movements. Two or three short sessions per week are highly recommended to quickly build muscle memory and endurance.

Don’t skip around

Students should complete the lessons in order. Each pair of characters should be mastered before moving on to the next one. Once students have mastered the Home Row, they can practice reaching up and down diagonally to cover every letter on the keyboard.
Accuracy first

Even though we strive to learn to type fast, what slows us down is the number of mistakes we often make. Students should focus on accuracy first, and speed will progressively increase as they build muscle memory.

Look at the screen

The best thing teachers can do is make sure that students don't look at the keyboard. Encourage students to always return to the Home Row and feel for the bumps on F and J.

Get all 5 stars

Each lesson has a set of requirements that need to be met in order to pass the lesson. However, just passing the lesson isn't the real goal. Mastery equals 5 stars!
Use all 10 fingers

....and not only when practicing on TypingClub! At first, students often think that they type faster using only 2 fingers. Eventually, with enough practice in their everyday lives, students realize that typing with all ten fingers is actually easier and allows them to type faster.
Tips for Class Management

› Put your students’ skills to the test

Have students take the same test at regular intervals and watch their typing skills improve over time. Nothing is more motivating for your students than seeing their speed increase, and after a few months of diligent practice, they should notice that typing has become much easier.
▶ **Allow corrections**

Backspace can be either enabled or disabled; the choice is yours. We recommend enabling it with beginners, as the inability to correct mistakes could result in frustration. Advanced typists can disable the backspace to further challenge their typing skills.

▶ **No need to look over their shoulders**

With the attempt playback feature, you can see what your students are typing, right from your own screen. This is especially useful if you suspect students might be getting help from their classmates or parents.

▶ **Assign a range of lessons**

In order to ensure that your class stays together and that proper attention is given to each skill, use the “Assign a Range of Lessons” feature. Allow students to work within a given range of lessons and encourage them to repeat the lessons in order to earn all 5 stars on each lesson.

▶ **Adjust the difficulty**

You can adjust difficulty on a student by student or class-wide basis. If a particular student is struggling or needs more of a challenge, you can adjust the WPM requirements to keep them engaged.
Accessibility
TypingClub is fully accessible to students who may be prevented from participating in standard typing courses because of visual impairments or learning disabilities such as dyslexia. Students can enable audio instructions that narrate text and provide helpful feedback. The font size and color of typing lessons can also be adjusted to meet students’ unique needs. TypingClub is an excellent solution for mixed classes struggling to offer the same level of involvement to all students. TypingClub is designed to accommodate all students without exception.
Solutions for Visually Impaired or Dyslexic Students

Students who are visually impaired or dyslexic require a unique place to learn; one that provides clear audio instructions to help them comprehend written text. TypingClub is compatible with all major screen-readers including Google’s ChromeVox and Apple’s VoiceOver. Students can easily navigate the interface using standard keyboard shortcuts.
There are only two steps to take:

- **Activate the screen-reader on your device**
- **Turn on TypingClub VoiceOver** *(learn more on page 29)*

This feature will narrate the text to your students and provide audio feedback on their performance. Other options for visually impaired students include the ability to adjust the font size and color contrast of their typing screen.
Solutions for One-Handed Students

TypingClub provides the option to learn touch typing using only one hand to reach all of the keys. There are two separate lesson plans designed specifically for left-handed typing or right-handed typing. They include video instructions, games, and specialized lessons to help with building typing skills through one hand. Students can customize the virtual hand guides to show their hand of preference from their settings menu.
Additional Lesson Plans

Dvorak

August Dvorak completely redesigned the commonly used QWERTY layout because he believed there was a better way to type. Now you can find out for yourself with a lesson plan designed specifically for the Dvorak Simplified Keyboard.

One-Hand Typing

Typing with one hand can be very helpful, especially if you want to multitask by eating or talking on the phone while using the computer. TypingClub is the most effective way to learn how to type with one hand.
TypingClub is also available in

Spanish and German

More languages are coming soon.
To help students in the classroom, the best thing teachers can do is to make sure students are not looking at the keyboard. The EdClub Store offers instructional keyboard covers which sit neatly above the student’s keyboard. They are extremely helpful, as they hide the keyboard and fingers from view, while providing plenty of hand space and useful instructions for proper finger positioning.
To learn more about our products, including instructional posters and t-shirts, please visit EdClub store at:

https://store.edclub.com/