



## LESSONS SCOPE AND SEQUENCE

LESSON CONTENT			
Diagnostic Pre-test			
Lesson A	Keyboarding awareness, lowercase alphabet		
Lesson B	Keyboarding awareness, numbers, capital letters (shift keys), punctuation		
Lesson 1	J F Space Bar	Assessment 5	
Lesson 2	U R	Lesson 21	ctrl-C, ctrl-V, ctrl-S
Lesson 3	K D	Lesson 22	ctrl-X, ctrl-Z
Assessment 1		Lesson 23	: ' "
Lesson 4	I E	Lesson 24	6 7 ^ &
Lesson 5	H G	Lesson 25	5 4 % \$
Assessment 2		Lesson 26	8 3 * #
Lesson 6	L S Right Shift	Lesson 27	9 2 ( @
Lesson 7	Quick-Blends and Quick-Words	Lesson 28	0 1 ) !
Lesson 8	O W Left Shift	Lesson 29	Numeric Keypad 4 5 6 7 8 9 Enter
Lesson 9	; A Return/Enter	Lesson 30	Numeric Keypad 1 2 3 0 . + - * /
Assessment 3		Lesson 31	< > [ ] { }
Lesson 10	P Q Backspace	Lesson 32	- = _ +
Lesson 11	Quick-Blends and Quick-Words	Assessment 6	
Lesson 12	Y T Tab	Lesson 33	Passages
Lesson 13	Arrow Keys	Lesson 34	Original Writing
Lesson 14	B N		
Lesson 15	Quick-Blends and Quick-Words		
Assessment 4			
Lesson 16	M V		
Lesson 17	, C		
Lesson 18	Quick-Blends and Quick-Words		
Lesson 19	. X		
Lesson 20	/ Z ?		



3D hands help students identify the correct hand placement and reaches to new keys.

## LESSON CONTENT COMPARISON

TYPE TO LEARN 4 - LESSON CONTENT	
Diagnostic Pre-test	
Lesson A	Keyboarding awareness, lowercase alphabet
Lesson B	Keyboarding awareness, numbers, capital letters (shift keys), punctuation
Lesson 1	J F Space Bar
Lesson 2	U R
Lesson 3	K D
Assessment 1	
Lesson 4	I E
Lesson 5	H G
Assessment 2	
Lesson 6	L S Right Shift
Lesson 7	Quick-Blends and Quick-Words
Lesson 8	O W Left Shift
Lesson 9	; A Return/Enter
Assessment 3	
Lesson 10	P Q Backspace
Lesson 11	Quick-Blends and Quick-Words
Lesson 12	Y T Tab
Lesson 13	Arrow Keys
Lesson 14	B N
Lesson 15	Quick-Blends and Quick-Words
Assessment 4	
Lesson 16	M V
Lesson 17	, C
Lesson 18	Quick-Blends and Quick-Words
Lesson 19	. X
Lesson 20	/ Z ?
Assessment 5	
Lesson 21	ctrl-C, ctrl-V, ctrl-S
Lesson 22	ctrl-X, ctrl-Z
Lesson 23	: ' "
Lesson 24	6 7 ^ &
Lesson 25	5 4 % \$
Lesson 26	8 3 * #
Lesson 27	9 2 ( @
Lesson 28	0 1 !
Lesson 29	Numeric Keypad 4 5 6 7 8 9 Enter
Lesson 30	Numeric Keypad 1 2 3 0 . + - * /
Lesson 31	< > [ ] { }
Lesson 32	- = _ +
Assessment 6	
Lesson 33	Passages
Lesson 34	Original Writing

TYPE TO LEARN 3 - LESSON CONTENT	
Lesson 1	J F Space Bar
Lesson 2	U R
Lesson 3	G H
Lesson 4	D K Right Shift
Lesson 5	E I
Lesson 6	B N Return/Enter
Lesson 7	T Y Left Shift
Lesson 8	S L
Lesson 9	W O
Lesson 10	A .
Lesson 11	C ' .
Lesson 12	P Q
Lesson 13	M V
Lesson 14	Z X
Lesson 15	! ? ; ,
Lesson 16	" -
Lesson 17	4 7
Lesson 18	5 6
Lesson 19	3 8
Lesson 20	2 9
Lesson 21	1 0
Lesson 22	( ) :
Lesson 23	% \$
Lesson 24	[ ] /
Lesson 25	_ @



In the Re-Connect game, students rebuild infrastructure as they practice typing to increase accuracy.