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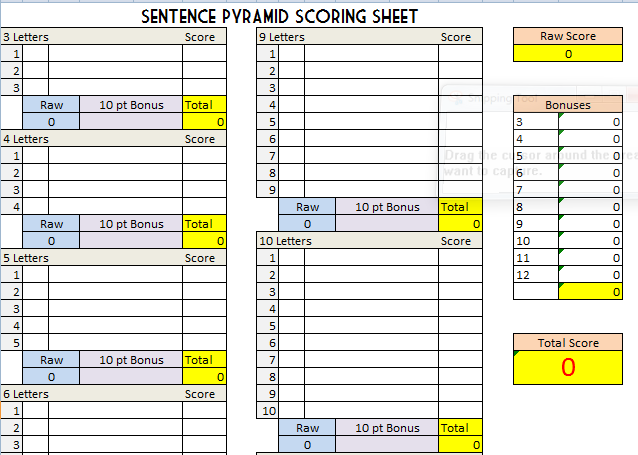
By Megan Rees

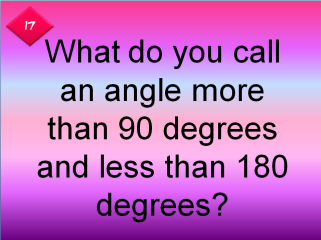
Elk Ridge Middle School

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Below is a list of keyboarding games that I have created or borrowed, and have tested in my own classroom. The files required are available on my website: [**https://meganreescurriculum.wikispaces.com**/](https://meganreescurriculum.wikispaces.com/). I have other curriculum on this website as well for CTE Intro and Computer Tech, but most of it is for keyboarding.

Most of the games require Power Point, and it is very helpful if you have a program like Lanschool or Visions that allows you to project in miniature onto the student’s screens.

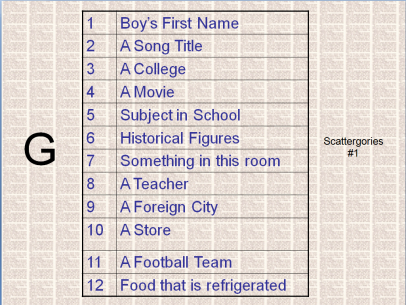
**Sentence Pyramid-** This game requires a power point and an Excel score sheet. The game works best if you can demo the game on their screens. They start with a three-letter word. They type in the word, then have to create a sentence where each word of the sentence starts with that letter. Then they move on to a four letter word, and so on until a 12-letter word. Each game takes about 15 minutes to play. The power points that come with this game contain full instructions on how to play and what the rules are.

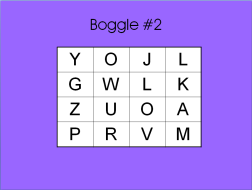
**20 Questions –** I created this game a long time ago as a trivia game, then just revamped it to make it 20 Questions. Much better! This requires a power point and an Excel answer sheet. Each game has twenty random trivia questions. Students type their answers in the provided sheet. After the twenty questions are over, it goes over each question again, showing the answer and the point value. Some questions are worth more than others. Excel will add up their score automatically as they enter their points for each correct answer.

**Common Denominator-** This game comes with power points and an Excel answer sheet for the students. This is usually a big favorite with the kids. Each slide shows four things. The kids can get lesser points for just typing what the four things are. BUT, if they can figure out what they have in COMMON, and type that in the provided space, they get more points for that. It’s a really great way to do cross-curriculum. I have questions from science, math, art, foreign languages, etc. I even sent out an email to the teachers at my school asking for help on some of the slides. Each session of the game takes about 10 minutes.

**Classroom Clash-** This is a classroom version of Family Feud. It took a lot of work to get this one going—I did surveys of my students and friends to get the answers. The result is 5 power points you can run, each with 5 surveys on it. The kids also pull up an Excel sheet where they record their answers and their points. Each student plays on their own, not on a team. They get extra points for guessing ALL the answers, and penalized for every wrong answer they type. At the end, find out the top two scores. These two kids get to compete in Fast Money—also on their Excel sheet. The Fast Money section comprises the last few slides of each power point. You can play it differently if you want—experiment!

**Outburst** – The kids love this one, and it’s easy to learn so it takes very little instruction. A subject will appear for 45 seconds--something like "Things in an elevator"--the students type as many as they can think of. Then a stop sign comes up. Click once to show ten answers. They get one point for every answer they got that matches the ten given. I do the entire power point--ten rounds--and then the kid with the most points wins. (I can do two power points in once class period of 45 min). You could also do it in teams You are welcome to make changes or update slides as needed—some of the slides refer to my specific school so you will need to change it. It's a great way to do cross-curricular work--I have slides about math and science, geography, etc

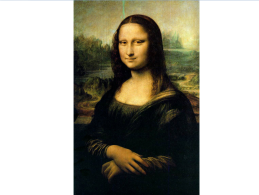
**Scattegories** – This is based on the popular board game. 12 categories are given and the students type ONE answer for each category that starts with the given letter. Students receive points for each answer. If the answer has double letters they get more points--for example, a store name of Brackman Brothers Bagels would be three points. I’ve tried many ways of playing this in the classroom, so you may want to experiment. But the most simple method I have found is to have each kid play on their own for the round. Then at the end of the round, they compare their screen with their two neighbors. Any answers that are the same do not count. This lessens the temptation to copy their neighbor’s answers! They enter their answers on an Excel sheet which will automatically add up their score. I can usually play six rounds in one class period.

 **Boggle** - This is a one PowerPoint download, with several games on the power point. The point of this game is the type as many words as you can from the letters provided. Have the students type it in Word. Then they can go to Tools, Word Count to get their score. (or check “words” on the bottom bar in Office 2007.)

**Scrabble** - I have NINE power points for this game! It will show a seven letter word that is scrambled for about thirty seconds. Kids type as many words as they can from the letters in the word. They get a point for every letter they type. IF they figure out what the unscrambled word is, they get 10 points for that seven letter word. After thirty seconds, the unscrambled word will appear. They all get pretty excited to see what it is. They score their work by going to Tools, Word Count. That gives them their base score, and then they add three points for every word they unscrambled.

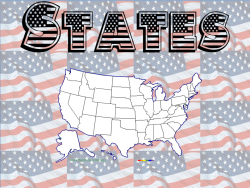


**Memory Game** – This is basically a power point that shows them several pictures for about 8 seconds. They cannot type while the pictures are showing. Then they have about a minute to type as many things as they can remember. We do Tools, Word Count to get their score. Sometimes I play it so they have to type as many of the 10 things that they can. Other times, they just have to describe what they see and get points according to how much they typed. Just do word count to find out.

 **Word Association** - This is a power point I use when I am teaching them composition, to compose out of their head. Each slide is about a minute long--you can always make it longer or shorter. The slides have pictures, words, colors, all sorts of things. They simply type whatever comes to their mind after looking at the slide for the full time it's on their screen. Then it moves to the next one. It’s a good way to get them to let go and just type freely—sometimes they type faster this way and it can break through a slump.

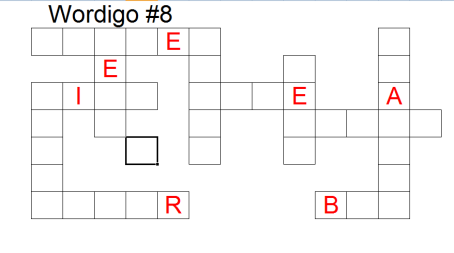
**Random Stories -** This is just a fun game to play that also is a great tie-in with English and Creative Writing. You wouldn't want to attempt it until they are late in the semester and are decent typists. It also works great for an advanced class. First, make copies of and pass out the first page, which explains the game. They will also fill it out and attach it to their completed story. On this page, they will choose a number indicated (like, between 1-100) to select their main character, side character, genre, location, plot twists, and rando m objects. Then pass out the next page and look up each of the numbers to see what it correlates with, and write that down on the first page. Then they write their story. You could get a story like this: *Main character: Cinderella, Side Characters: A rabbit and an elf named "Mimi.” Genre: Action, Location: New York, Plot Twists: Food Poisoning, Random Objects: A canoe, a ball of twine, a pig, and a Chinese Star*. It is great fun to see how the kids work this information into a story!

**Scattego** – I invented this game one day when I was in the library on the mobile lab as they installed my new lab. It requires nothing but Word to play. I call it "Scattego" because it's a combination of Scattergories and Bingo! It will give you eight sets of five categories. The students get into Word or open screen, and you teach them to number their paper. Then you give them the first category--for example, Holidays. The kids type as many holidays as they can. I give them anywhere from ten seconds to thirty, depending on the category. Then I tell them to stop, press enter. Now on number 2, I give them another category, like days of the week. This time I give them LESS time, because there aren't as many possible answers. I do this until they have done five different categories. Then I start back at number one, and list two random answers. For every answer I say that matches theirs, they get a point. So I might say, "New Year's and Halloween." Each kid CAN score up to two points, depending on what they put. I do this for each category. And then I do the next set. At the end of the 8th set of categories, class is about over. Whoever has the highest score gets a prize. To get more categories, come up with your own, or use the categories that are given in the Outburst games.

[**States**](http://schools.jordandistrict.org/elkridge/Rees08/Curriculum/States.ppt) **-** This is a nice tie-in with Social Studies. This power point just shows the shapes of several states, and the kids have to type which state it is. It's a good way to teach tables or numbering. In case YOU aren't so sure about which is which, there is also a key available.

**Complaint Letters** - I actually got this idea from a website, so I can't claim it's mine! But I did revamp it a little. Print the pages for Product, Problem, Consequence, and Action Requested and cut them into slips. Then place them in four different labeled envelopes. The students draw one of each category from envelope, and have to write a complaint letter with what they draw. They won't necessarily match--like my Celine Dion CD, is stuck, which caused my little brother to run away, and now I want $1,000 in compensation. They can get pretty funny! It's really fun to end a letter unit this way, the kids really enjoy it and they can review letter writing.

**Mad Libs** - This activity is good for when the kids are all burned out and you just want to have a little fun. It's also a good way to teach them tables or numbering. I have them open word and either make a table and number one column to about 20, or I just teach them to number the page. Then I go to the website [http://www.eduplace.com/tales/](http://www.eduplace.com/tales/%20) , which has a bunch of Mad Libs. I choose a mad lib, then tell the kids to type an adjective, verb, or whatever it's asking for. (This is also a good review for English!) Then I randomly select a kid for each one and enter their answer in to the website. But each student must type an answer to all the questions. Then I read the madlib aloud. It's gotten pretty funny! The kids love this one, though admittedly it's not a whole lot of typing for them!! You can also just give them the website and let each kid do their own mad libs.

**Wordigo** - This is an activity I give my faster typists when they are ahead of the rest of the class and I want to give the slower kids time to catch up. It's a nice break for them. It's an Excel worksheet, kind of like a crossword puzzle, but with most of the letters missing. The kids have to fill in the missing words and make sure they all match up. They find it challenging, and it's good practice for their vocabulary. It keeps them busy, too! It’s fun to watch them get really into it.

**Foreign Languages** - I can't claim this brilliant idea--it comes from Bill Simpson, one of my co-workers. He was concerned that often when kids do timed writings, they memorize a line, then type it, then go back. In order to keep their eyes on the paper while typing, Bill wanted to take away the easy memorization. So he took our timed writings, went to the website [\_\_http://babelfish.altavista.com\_\_](http://babelfish.altavista.com) where he translated it into DUTCH. Now the kids can't look at their hands--they can't memorize anything! I find it quite brilliant. It's also a great way to cross curriculum with the language department. I have also created another simple assignment using this same concept. This is a two sided worksheet which has a sentence, then the sentence again in three different languages. They just type it up!

[**Advanced Keyboarding Packet**](http://schools.jordandistrict.org/elkridge/Rees08/Curriculum/Keyboarding%20packet.doc) **-** This packet is a lifesaver with fast typers! You can use this in a Keyboarding 2 class, or just give one of the assignments to kids who finish quickly. There are thirty activities, some fun like the internet scavenger hunt or the tongue twisters, and some more time consuming like letters, memos, newsletters, 5-minute timings and accurate copy.

[**Corrected Letters**](http://schools.jordandistrict.org/elkridge/Rees08/Curriculum/Keyboarding%20packet.doc) **–** I just started using this method this year, and noticed a HUGE increase in my student’s performance on their business letter test. I put all four letters in Student Common so they can all access it. They pull it up, and find all the ERRORS and fix them. The header will tell them how many errors there are. You can have them turn it in, or go over it as a class. I found it useful to go over it together. I would pull a name out and they would have to tell me one of the errors. It kept them on their toes, never knowing if they would be the next one called.

My website also has some other useful power points:

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| **Learning New Letters** – Power points for both Micro Type Pro and Ellsworth. You can change the number of seconds on each slide as your kids improve their speed. |  | **Most Frequently Used Words** – Power points for all 100 frequently used words. You can change the speed of each slide. |  |
| **Most Frequently Used Phrases** – 10 power points of the most frequently used phrases. |  | **Letter Writing** – I use this power point to teach letter writing. It’s nice because when kids are absent that day, it’s a quick way to get them caught up. |  |
| **Punctuation** – A single power point with LOTS of different punctuation marks. Great review. |  | **Capitalization** – A single power point where each slide is the name of a movie—great for practicing capitalization. Each slide has a quote from that movie sound when the slide changes. |  |
| **Letters, Numbers, and Big Words:** 10 power points that have more difficult slides as your students get more advanced. |  |  |  |