

Week_20_intro

Tuesday, February 7, 2023 10:37 PM

Trinity Introduction to Technology

02/12/2024

Touch Typing

We want to build on our knowledge and skill.

First lets understand the word 'posture'.

Posture is the position of your body, arms, wrist, hand, and fingers.

Posture & technique

Sit with your back straight and your feet flat on the floor. You should have your arms next to your body in a comfortable position. Make sure the F and J keys of the keyboard are immediately opposite the middle of your body. When typing, keep your elbows close to your body, wrists and forearms level. After striking each key return your fingers to their resting position.

rs.

be
nd J
dy.
rms

or ever

level. After striking each key return your fingers to their *resting* position on the **home row**.



Proper Keyboarding Techniques



- Sit up straight
- Feet flat on the floor
- Body Centered on the Letters G and H
- Elbows bent at 90 degrees
- Fingers curved resting on Home Row
- Thumbs resting at Spacebar
- Eyes on your monitor

Students, when you are practicing at home; Ask your parents to check your proper posture for typing. We want you to develop good habits right from the start. This will help you as you learn and grow in your skill. Also this will help you in years to come.

on over



ight

loor

ered

nd H

side

and

Keys

ebar

onitor

t about

od

nd

Home Row

Once you put your fingers on the [F] and [J] keys; your other fingers should curve to go on the other keys.

Next we will take a simple typing test...

Week



Week_20_Beginner_TouchTyping_Test ●



Students will practice with the home row keys.

Test active

Feb 12, 2024 - Feb 29, 2024

Then:



Week_20_Intermediate_TypingTest ●



Students will warm up with the home row, then practice with a bible verse from God's word.

Test active

Feb 12, 2024 - Feb 29, 2024

ers

Next we will have a coding Exercise:

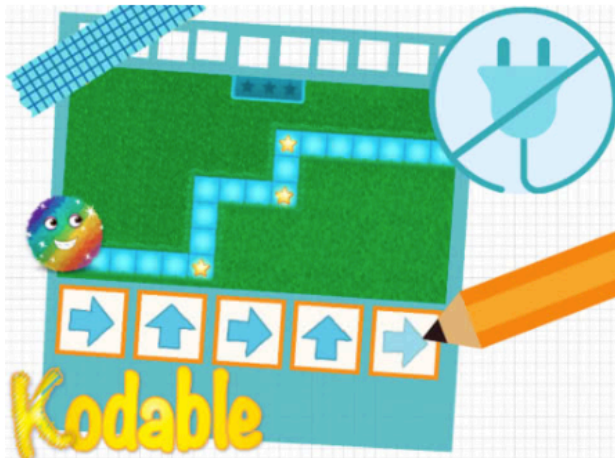
Launch a browser and in the top:
URL (Universal Resource Locator)

Type this:

www.code.org/learn

The screenshot shows the code.org/learn website interface. At the top, the URL "code.org/learn" is visible in the browser's address bar. Below the address bar is a navigation menu with tabs for "es", "Pre-reader", "Grades 2-5", "Grades 6-8", and "Grades 9+". The "Pre-reader" tab is currently selected. Below the navigation menu, there are four activity cards:

- intelino Mission: Field Trip**: Pre-reader - Grade 5 | Unplugged | intelin...
- PBS KIDS Scratch Jr**: Pre-reader-Grade 5 | Blocks
- Lightbot**: Pre-reader - Grade 5 | Blocks
- Coding Basics: Unplugged**: Pre-reader - Grade 5 | Blocks, JavaScript, ...



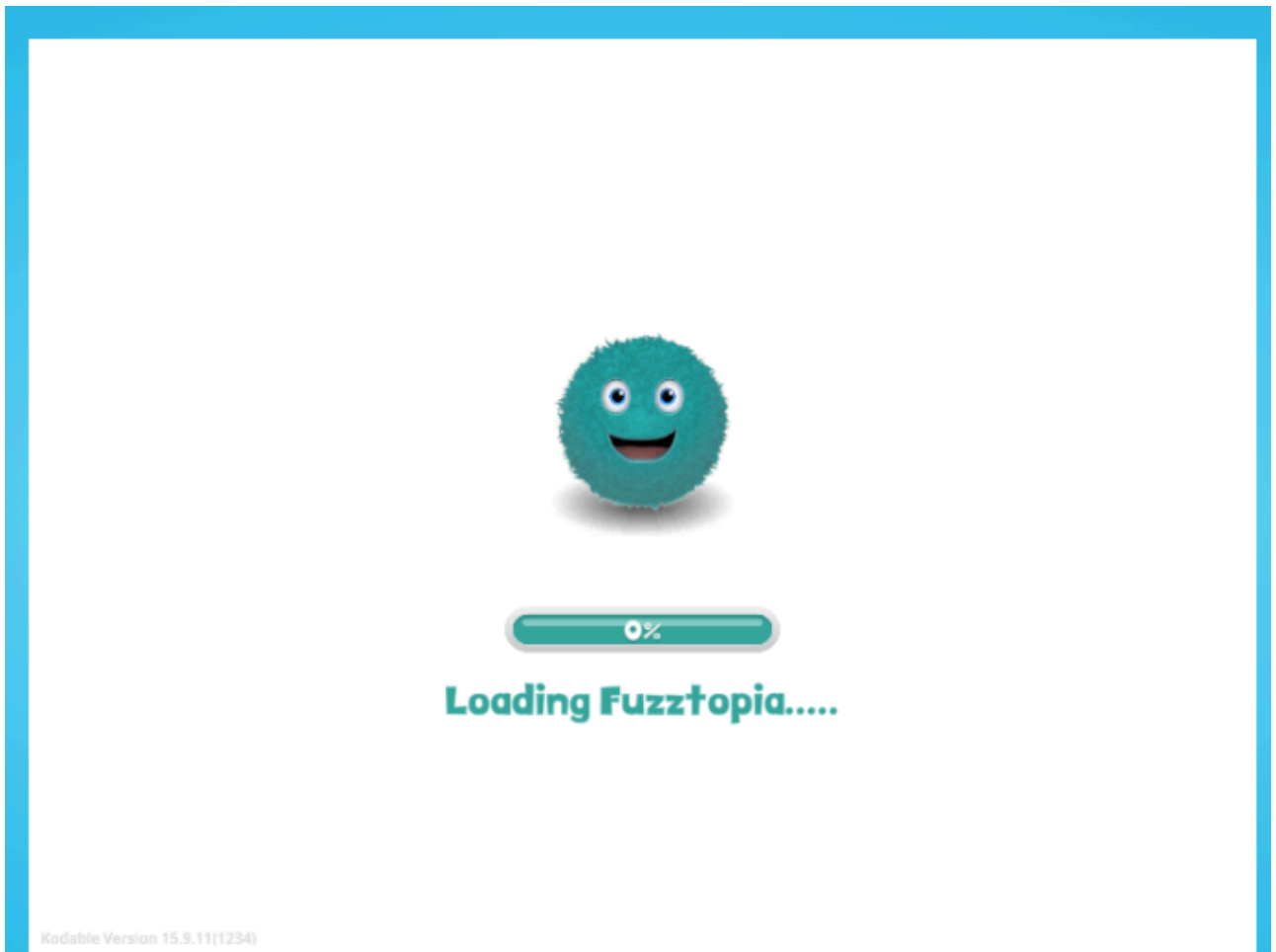
Coding Basics: Unplugged

Kodable

Pre-reader - Grade 5 | Blocks, JavaScript, Language independent
(can be taught in multiple languages)

No computer? No problem! Learn basic programming skills and practice using core coding commands without the use of a device.

Start



"Collect 9 Stars" ; be sure to run "Out" to end each exercise.

code.hatchxr.com/t-rex?step=4

hatch KIDS T Rex Step 4: Add Obstacles

Teacher Resources Login

INSTRUCTIONS Watch Guide Video for this Step Previous Slide Next Slide

▶ Attach the **When game is running** block inside the **randomly create obstacles at every** block to create obstacles for our dino.

▶ Click on the **▶** button to play the game and collect 5 coins to move to the next step

CODE BLOCKS

randomly create obstacles at every 7 meters

- Cactus1
- Cactus2

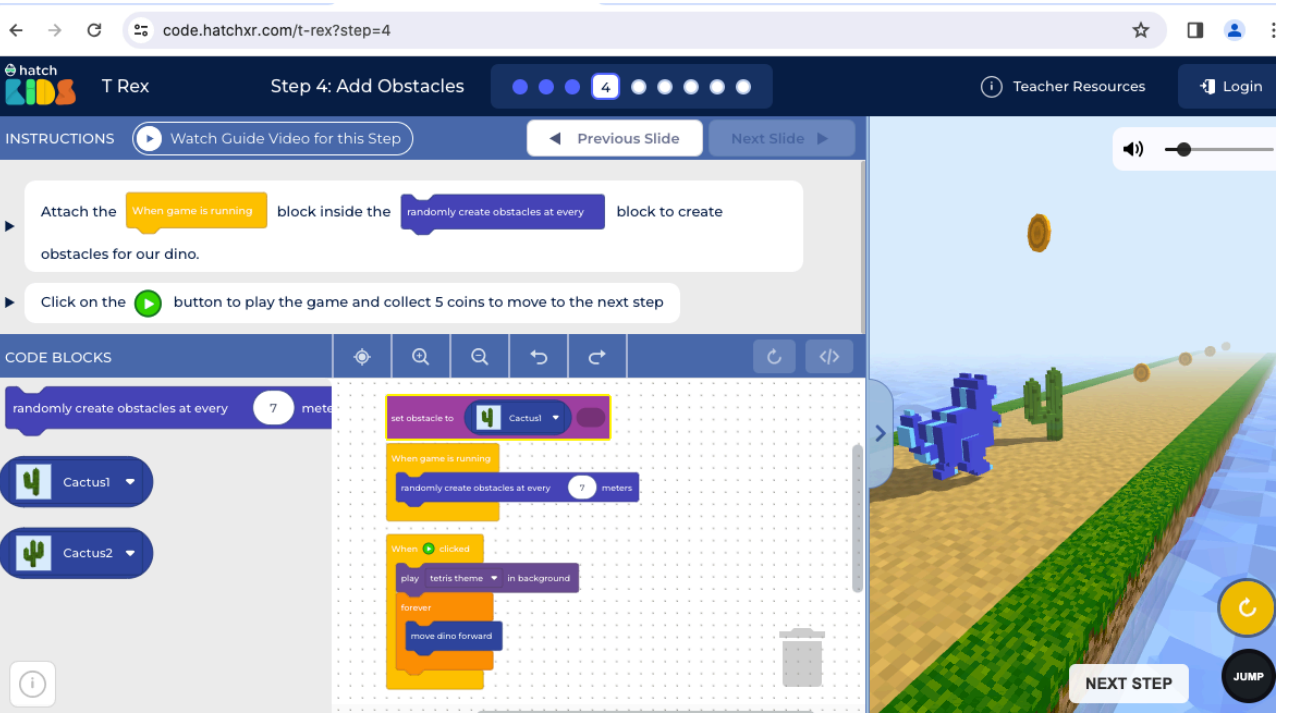
set obstacle to Cactus1

When game is running

randomly create obstacles at every 7 meters

When clicked

- play tetris theme in background
- forever
- move dino forward



Game window: NEXT STEP JUMP