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 finge

Posture & technique

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

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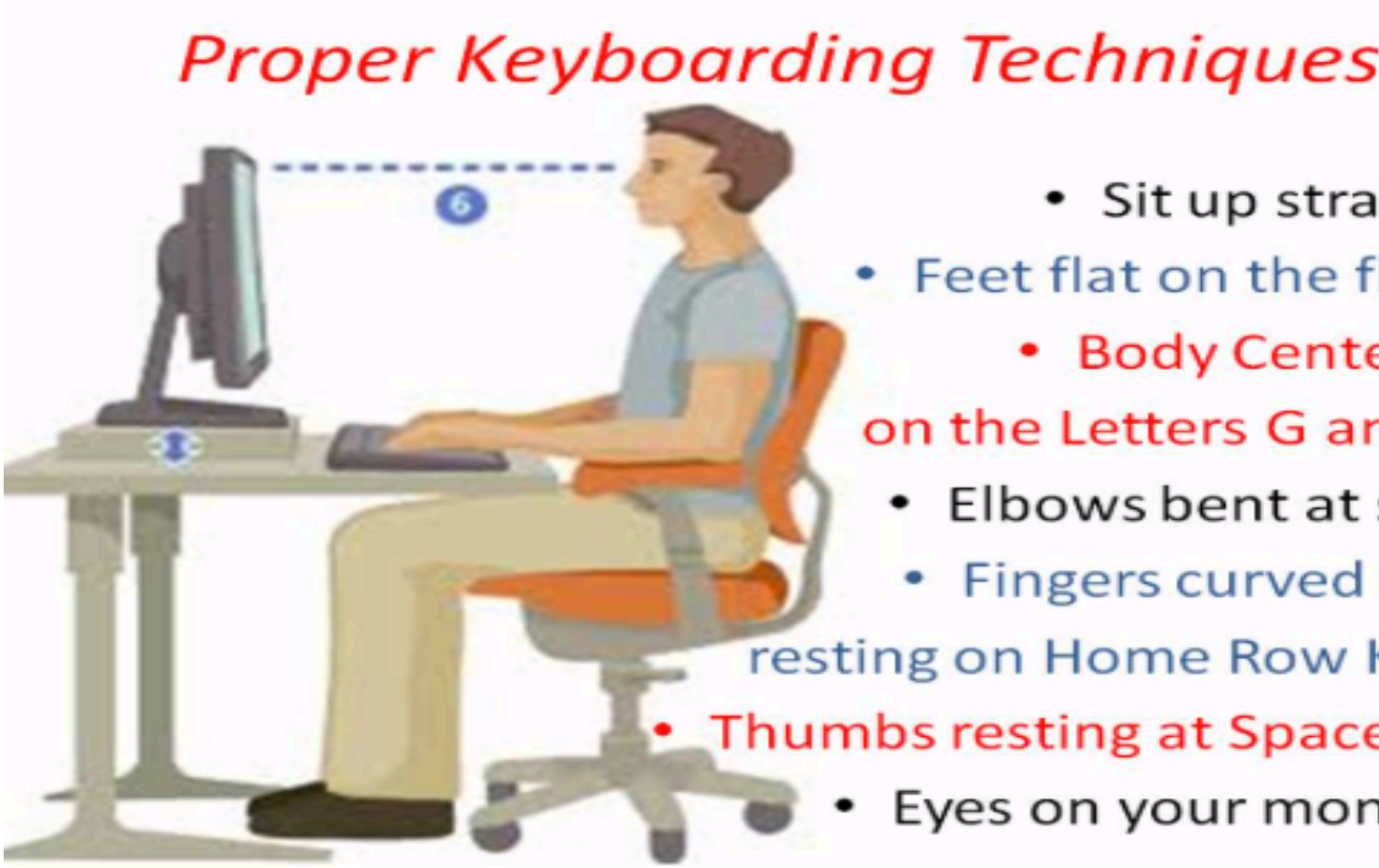
level. After striking each key return your fingers to their *resting* positi
the **home row**.



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

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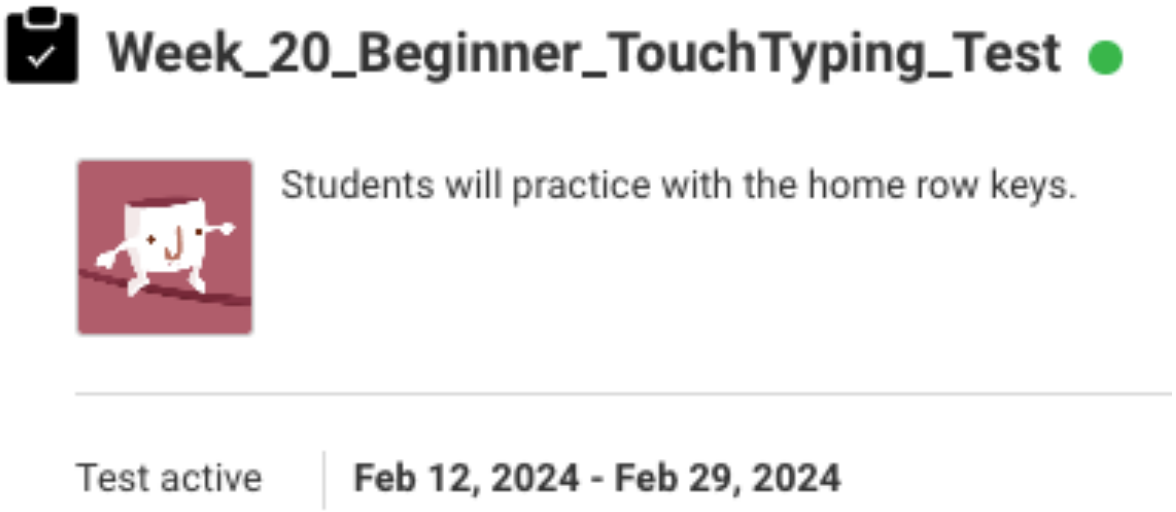
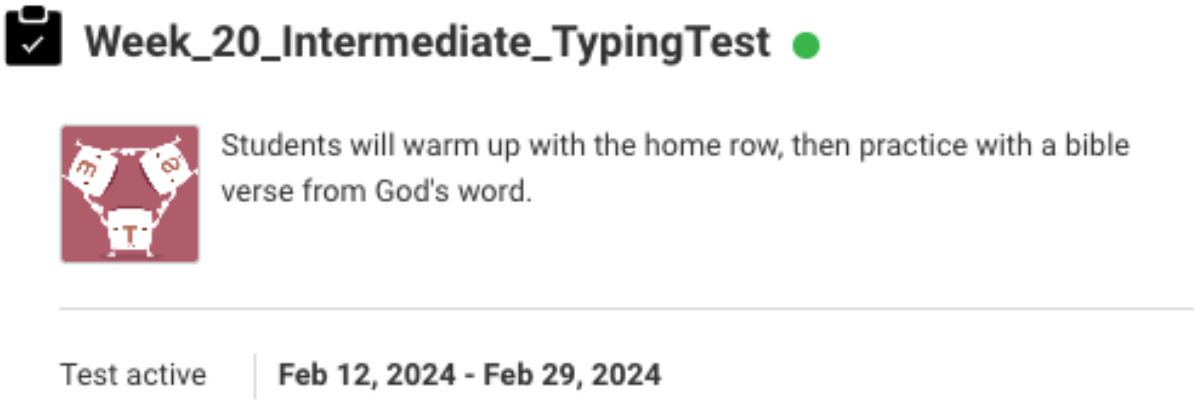
Home Row

Once you put your fingers on the [F] and [J] keys; your other finge
should curve to go on the other keys.
Next we will take a simple typing test…
Week



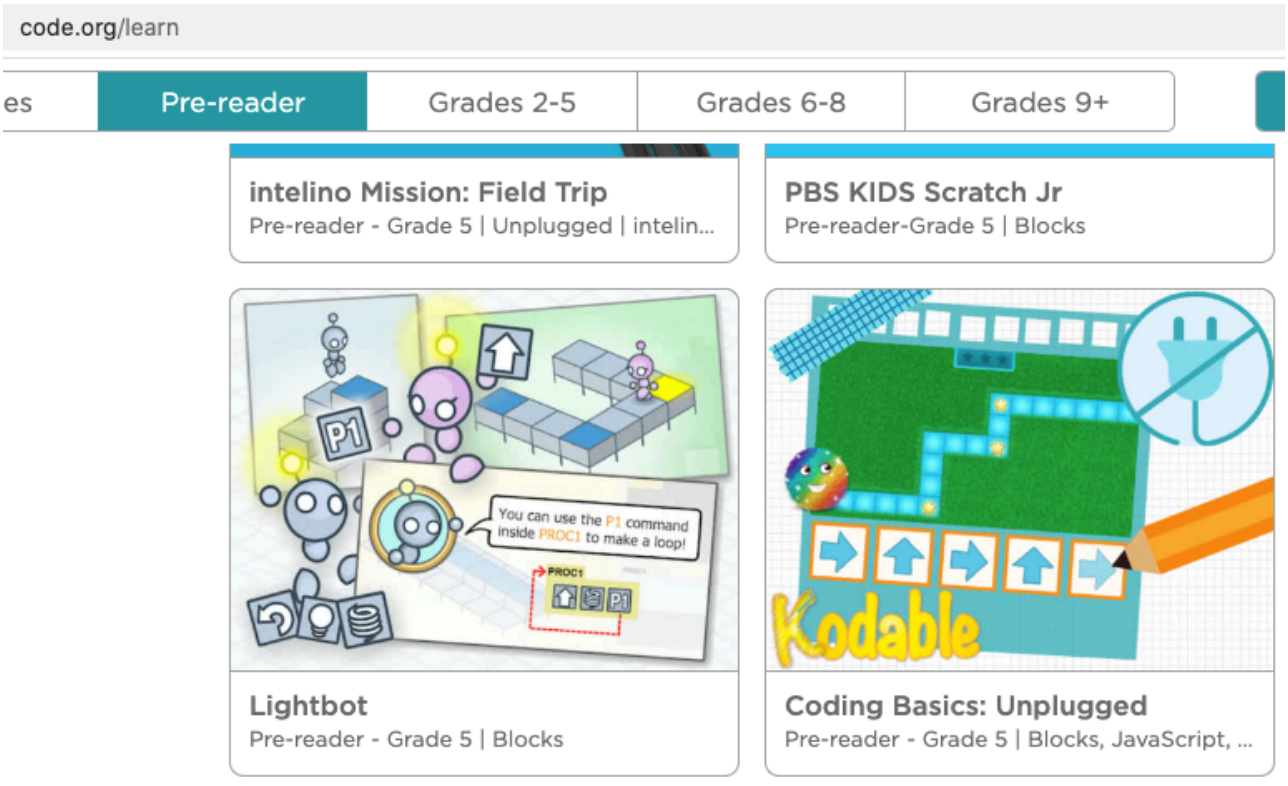
Then:

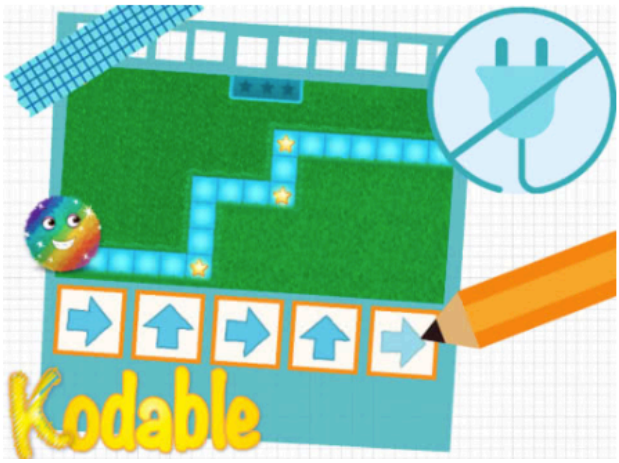


ers

Next we will have a coding Exercise:

Launch a browser and in the top:
URL (Universal Resource Locator)
Type this:
www.code.org/learn





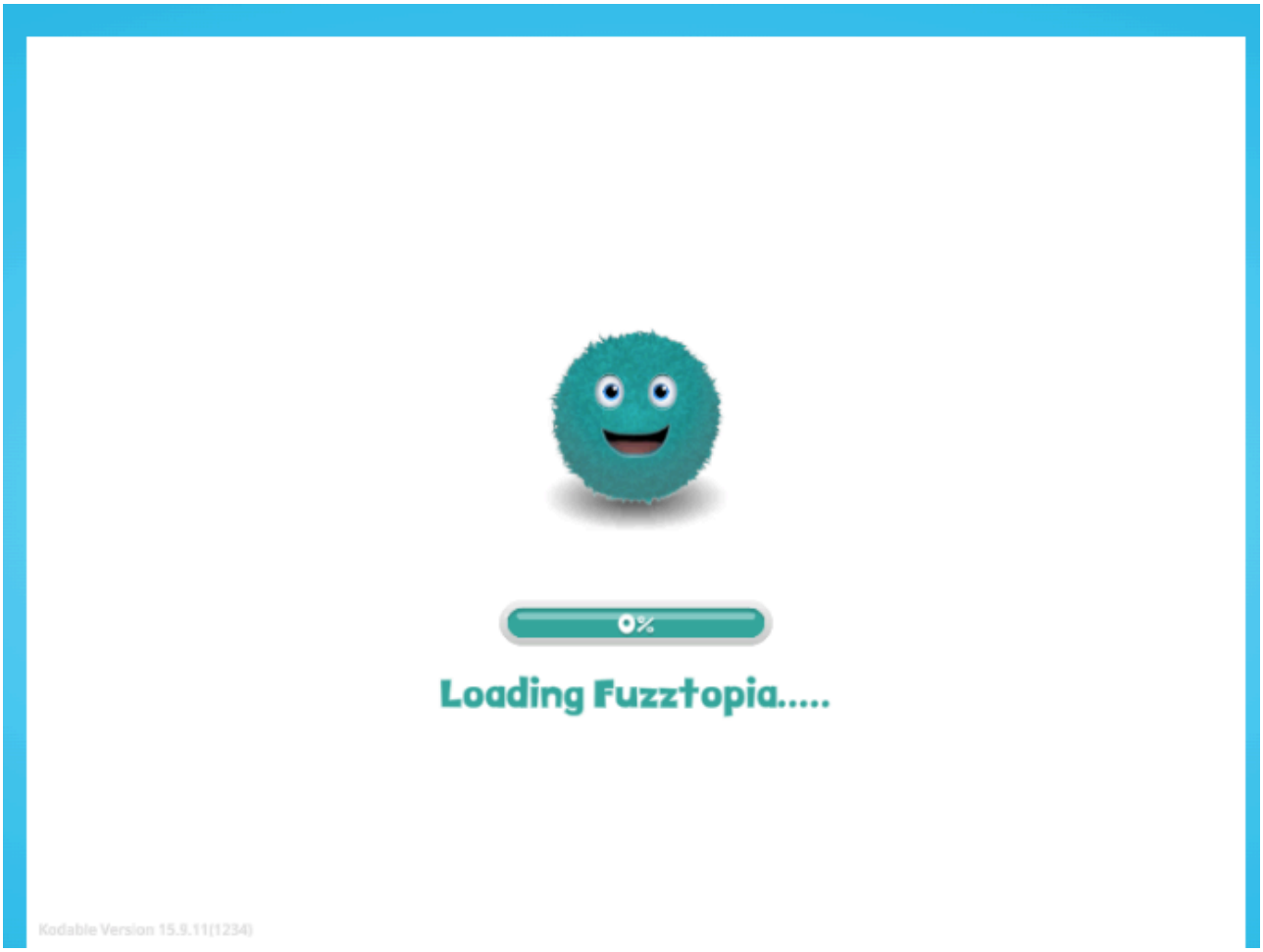
Coding Basics: Unplugged

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
4
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 mete
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
NEXT STEP
JUMP