

Week\_24

# Trinity - Introduction to Technology

03/18/2024

New Wifi: OAKWOOD  
Password: 8139692303

**Touch Typing** - is a style of typing without looking at the keys as you type. Although the phrase refers - typing without using the sense of sight to find the keys. A **touch typist will know the location of the keys on the keyboard through muscle memory.**

Our number one rule is  
"Don't Look at the Keyboard"

Learn the finger for each key and memorize the location, the practice typing each key while NOT looking at the keyboard.





From this image: what keys does the left hand middle finger hit?

What keys does the right hand (4th) finger hit?

What keys does the left hand (2nd) finger hit?

What keys does the right hand (2nd) finger hit?

Which finger hits the most number of keys?

Touch Typing Question:

Which finger do you use for the [Space Bar] ?

Which finger do you use for the [A] Key?

Which finger do you use for the [J] Key?

Which finger do you use for the [D] Key?

Which finger do you use for the [L] Key?

Which finger do you use for the [ "enter" ] Key?





Students will practice the Home Row Keys and more

Test active

Mar 4, 2024 - Mar 29, 2024

In Today's Coding segment  
We will learn about coding  
Through the Flappy Bird coding exercise:

Flappy Code 2 / 10 I finished!

Instructions

Now we've added some ground. Attach a block to the "when hit the ground" block. Your code needs to 'END GAME' when Flappy crashes.

Workspace

flap

end game

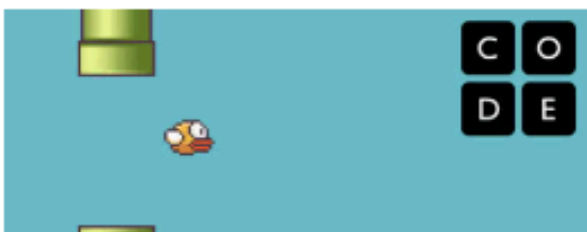
play wing sound

when click flap

when hit the ground

Run

Go to <https://hourofcode.com/flap>



**Make a Flappy game**

Code.org

Grades 2+ | Blocks

Use drag-and-drop programming





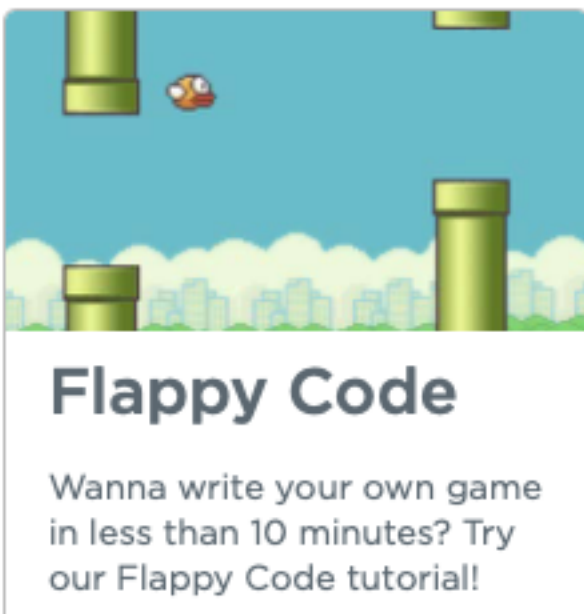
Use drag-and-drop programming to make your own Flappy Bird game, and customize it to look different (Flappy Shark, Flappy Santa, whatever). Add the game to your phone in one click.

Start

More resources	<a href="#">🔗 Teacher notes</a>
Short link	<a href="https://hourofcode.com/flap">https://hourofcode.com/flap</a>
Student experience	Beginner
Classroom technology	All modern browsers, Android, iOS
Topics	Computer Science only
Activity type	Self-led tutorial
Length	One hour, One hour with follow-on

Click on the "Do an Hour of Code"

Then click on:



**Flappy Code**

Wanna write your own game in less than 10 minutes? Try our Flappy Code tutorial!

A card for the Flappy Code tutorial. It features a small illustration of a bird flying between pipes at the top. Below the illustration, the title "Flappy Code" is written in a large, bold, dark blue font. Underneath the title, the text "Wanna write your own game in less than 10 minutes? Try our Flappy Code tutorial!" is written in a smaller, dark blue font.

# We will learning coding techniques:

The screenshot displays the Scratch interface for a project titled "Flappy Code". At the top, the score is 8 and the status is "I finished!". The interface is divided into three main sections:

- Game Preview:** On the left, a small window shows a yellow bird flying over a cityscape. A text box says "Click Run to Start the Game" and a "Run" button is below it.
- Instructions:** A purple header "Instructions" is followed by a speech bubble from a cartoon character that reads: "You can set visuals anytime, not just when the game starts. Try setting a R scene when other events happen, for example, when passing an obstacle."
- Workspace:** The central area contains a palette of coding blocks on the left and a workspace on the right. The palette includes blocks for "flap a normal amount", "end game", "score a point", "play wing sound", "set speed normal", "set scene City (day)", and "set player Yellow Bird". The workspace shows several event-driven scripts:
  - when run:** set speed normal
  - when hit the ground:** end game
  - when click:** flap a normal amount
  - when hit an obstacle:** end game
  - when pass obstacle:** score a point

At the bottom left, there is a language selector set to "English" and a copyright symbol.