

# Week\_31\_intro

Good Morning Students!

Welcome to Introduction to Technology  
05/06/2024

<https://www.youtube.com/watch?v=JD9CkkjACjE>

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Today we will have a short review:

What is touch typing?

What is our number one rule?

There are 2 typing test,  
Look for Week\_31\_Beginner\_...  
And Week\_31\_intermediate...

Overview

Students

Instructors

Results

### **Week\_31\_Beginner\_Touch\_Typing\_Test**



Students will practice with their fingers on the home row keys...

Test active

May 6, 2024 - May 31, 2024

### **Week\_31\_Intermediate\_Touch\_Typing\_Test**



Students will practice using the home row (Warmup), then with small words. With practice you will begin to group keystrokes together (Small Words) this will increase your typing speed... Examples: the he she it if is ...

Test active

May 5, 2024 - May 30, 2024

Next we will have a coding segment

[www.grinchhourofcode.com/game.html](http://www.grinchhourofcode.com/game.html)

[Hourofcode.com/us/learn](http://Hourofcode.com/us/learn)

[Grinchhourofcode.com/game.html](http://Grinchhourofcode.com/game.html)

The screenshot shows a web browser window with the URL [grinchhourofcode.com/game.html](http://grinchhourofcode.com/game.html). The page features a green header with the text "CODE WITH ILLUMINATION PRESENTS THE GRINCH" and a progress bar with 20 numbered steps, where step 6 is highlighted. The main content area is split into two panels. The left panel shows a snowy mountain landscape with a sleigh and a control panel with a "RESET" button, a "SPACE" button, and directional arrows. Below the control panel is a link: "Need help or need to report a bug? [Contact us](#)". The right panel is titled "INSTRUCTIONS" and contains the text: "Key Listening: Where programmers set the game to listen for keys run code when that key is pressed." Below this, it says: "Use the `when right arrow pressed` and the `Speed Up` to program the sleigh when the right arrow is pressed." A large green "WELL DONE!" banner is overlaid on the right panel, with "Great Job!" written below it. A progress bar at the bottom of the right panel shows "2/4 BLOCKS". The bottom of the page has a green footer with "CODE WITH ILLUMINATION PRESENTS THE GRINCH" and a progress bar with 20 numbered steps, where step 11 is highlighted, followed by the text "FINISH YOUR HOUR OF CODE".



Need help or need to report a bug?  
[Contact us](#)

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**INSTRUCTIONS**


Use the **Throw** and another **when [up arrow] pressed** to program the Grinch to throw snowballs.

Throw snowballs at all the decorations to pass this lesson.



**BLOCKS** | **WORKSPACE: 10/10 BLOCKS** Reset

when **right arrow** pressed

Throw 

Jump

Max Bark


Speed Up

Slow Down

when **up arrow** pressed

Jump

when **up arrow** pressed

Throw 

when **left arrow** pressed

Slow Down

when **right arrow** pressed

Speed Up

