

Week_3

Welcome to Coding 4 Kids

08/19/2024

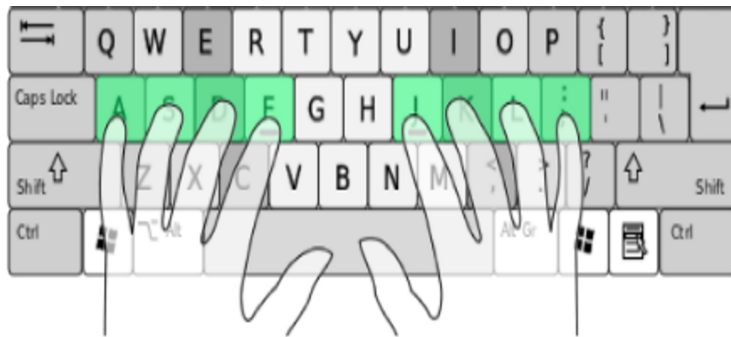
Lets begin our class with a brief review:

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.



Finding the HOME Row:

Put your right index(2nd) finger on the "J" key, and your left index finger on the "F" key.

Feel the bump or notch on the bottom of the key.

This is to indicate the "Home Row Keys", Next curl your fingers and feel the keys:

[A] [S] [D] [F] [J] [K] [L] [;]

Posture & technique



Here is an image of which fingers cover each of the keys.



Important: The Home Row, is where your fingers should start and end after each key stroke.

For Example: when typing the [U] Key, your right index finger lifts off the [J] key and slides straight up to the [U] key, press it then return to the [J] key. You should feel the bump on the [J] key.

Network = Oakwood

Password = 8139692303

Important information to Coding 4 Kids Students:

Be SURE to put the correct finger on each home row key!!

It is important to understand your fingers. Your index finger is the most coordinated finger, that means the nerves are very good at movements and position. Your right little finger goes on the [A] key, and your left little finger goes on the [;] (semi colon key). The little finger & 4th fingers are most important to practice. Students need to strengthen and practice with the little finger and 4th fingers more than any other.

Why do you think this is true?

I want to encourage you students,
the Bible says to be brave and courageous for the

Lord your God is with you...


As you practice with the proper finger for each of the home row keys, it will be like beautiful music to your ears; your brain will learn by strengthening the memories and your finger coordination (your ability to move exactly where you want) will increase!

Typing Jungle

trinityhomeschool.typingclub.com/portal/lesson/

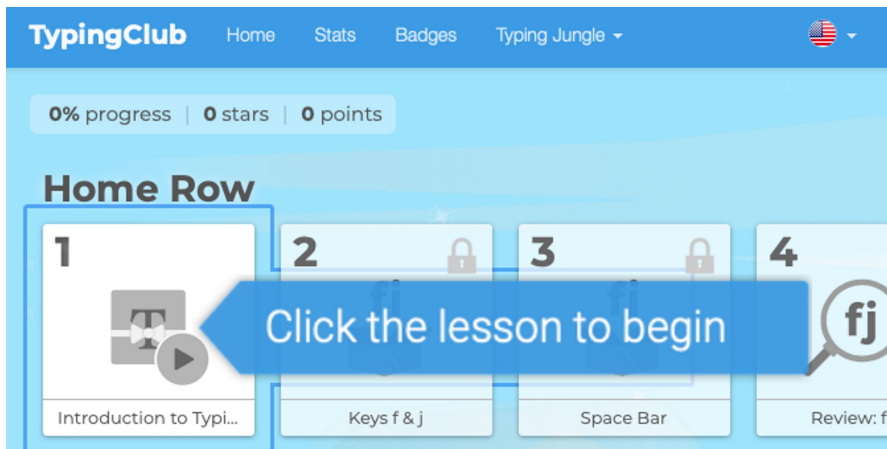
EdClub Lesson Plans

English



Typing Jungle

Typing lesson plan for a standard QWERTY keyboard from beginner to...



Begin with a short video - (Turn up or down your volume, as necessary).

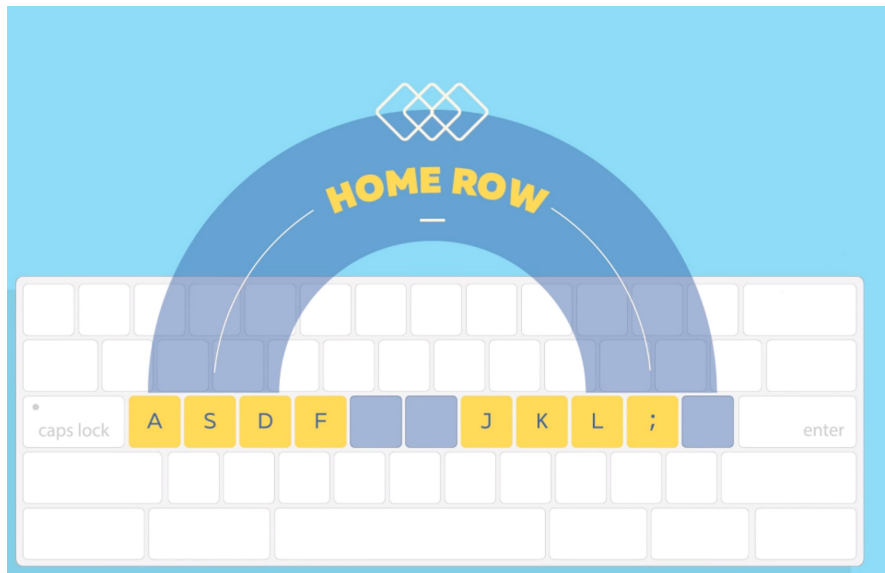
HOMEWORK -

Begin with - Lessons 1 - 5

(Most lessons take 1 - 2 minutes)

Next continue on to lessons 10

(Remember you can press the backspace to fix any mistakes)



Typing Jungle

Lesson Plan | Undo | Redo

	1 Introduction to Typing	2 Keys f & j	3 Space Bar
All Sections 700	4 Review: f & j	5 Keys d & k	6 Review: d & k
Home Row 24	7 Practice: d & k	8 Play: fjkd	9 Keys s & l
Top Row 29	10 Review: s & l	11 Practice: s & l	12 Keys a & ;
Bottom Row 38			
Basic Level 1 39			
Tricky Words 1 11			
Shift Key 55			
Common Patterns 1 11			

Feel free to do a lesson twice, the extra practice will help your skill. As you skill grows and develops so will your confidence.

Please email me if you have any questions or are not able to log into your account:

www.trinityhomeschool.typingclub.com

(Userid + passwords) - given to each student in a Login card.

Today's Exercise:

Using the Typing club

Week_3__touch_Typing_exercise



Students will practice touch typing with their 4th & 5th fingers. Be sure to use proper finger position on the keys.

Test active | **Aug 16, 2024 - Aug 31, 2024**

Created on | **Aug 16, 2024**

Modified on | **Aug 16, 2024**

Coding Basics:

1. Variable declaration

Variables are containers for storing values. You can declare variables using variable names. Declaring a variable instructs the operating system to reserve a piece of memory with that variable name. You can define a variable with letters, digits, and underscores. Variables store standard data types, such as:

- **Number:** Numbers store numerical values. The various numerical types include int, long, float, and complex used to store signed integers, long integers, floating-point real values, and complex numbers, respectively.
- **String:** Strings store a set of characters enclosed either by single or double quotes.
- **List:** Lists can store multiple items, such as integers, floats, strings, or other lists, in a single variable. The items stored in a list are changeable, ordered, and accessible via indexes.
- **Tuple:** Tuples can store multiple items, such as integers, floats, strings, or other lists, in a single variable. The items stored in a tuple are unchangeable, ordered, and accessible via indexes.
- **Dictionary:** Dictionaries store key-value pairs. The items stored in a tuple are unordered, unchangeable, and accessible using a key.

2. Control structures

A control structure specifies the flow of control in a program. Analyzing certain parameters and conditions determines the flow direction of a program. Control structures make it easier to understand a flow of logic when developing algorithms or writing programs. There are three basic types of control structures:

- **Sequential logic:** The flow of a program executes in a specific order without skipping, jumping, or switching to another block of code.
- **Selection logic:** A condition determines whether a block of code gets executed or skipped. Common examples include if and else-if.
- **Iteration logic:** A block of code repeats a fixed number of times to achieve the desired result. Common examples include for and while loop.

3. Data structures

A data structure provides an effective way to store and retrieve data. There are various data structures that computer programmers can use to complete tasks and run applications. These are some commonly used data structures:

- **Arrays:** Arrays organize data by storing similar elements together and using contiguous memory allocation. You can use arrays to store an ordered list of items.
- **Stacks:** Stacks are linear structures that follow a last-in, first-out (LIFO) order for executing operations. You can use stacks to store data that get processed in a specific order.
- **Queues:** The queue is a linear structure that follows a first-in, first-out (FIFO) order for executing operations. You can use queues to store data that don't require immediate processing.
- **Linked lists:** Linked lists are linear data structures that use pointers to link elements instead of contiguous memory locations. You can use them to implement stacks, queues, and graphs.
- **Binary trees:** Binary trees are non-linear structures containing nodes that have two possible values or directions. You can use binary trees to represent hierarchy and determine structural relationships in data.
- **Graphs:** Graphs contain nodes and edges connected to one another. You can use these data structures to study maps, resource allocation in

operating systems, and social media networks.

- **Hash-tables:** Hash-tables, also known as maps, store key-value pairs. You can retrieve the value in the hash table by specifying its key where a key can store multiple values.