Unit 4b: Digital Navigation- Typing Agent

Content Area: **Unified Arts**
Course(s):   **Computer Science 2**
Time Period: **September**
Length: **to June**
Status: **Published**

Unit Summary

Students will be introduced to TYPING AGENT via the CTSD bookmarks folder and begin scaffolded and repeated practice of keyboarding.

Student Learning Objectives

Students will learn to...

- open and quit selected programs.
- identify the different sections of the computer software and their uses.
- use the software programs through guided applications.

Essential Questions

- How do we use software programs to practice keyboarding skills
- What keys are in the homerow?

Enduring Understandings

Students will understand that...

- a web-based software on computers can be used to show what we know and to learn new things.

Application

Students will be able to independently use their learning to…

- keyboard.
- keeping fingers on the homerow.
- locate letters on the keyboard with automaticity.

Skills

Students will be skilled at...

- keyboarding with increased fluency.
- identifying letters and location of the HOMEROW- asdfjkl;.
- logging-in to the CTSD Google acount.

Resources

- Typing Agent- CTSD folder
- Chromebase desktop computers
- Chromebooks