

# Unit 1-4a Keyboarding

Content Area: **Technology**  
Course(s): **Technology 4**  
Time Period: **MP1-4**  
Length: **MP1-4; 10 minutes bi-weekly**  
Status: **Published**

## Essential Questions

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- How can you improve your typing speed and accuracy?
- What can you do to keep your body healthy while keyboarding?

## Big Ideas

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- Touch typing can dramatically improve any individual's typing speed and accuracy.
- Ergonomic exercises and stretches help prevent a variety of health problems.
- A tool is only as good as the person using it.
- Engineering design is a systematic and creative process of communicating and collaborating to meet a design challenge.
- Technology spurs new businesses and careers.
- Technology must be continually developed and made more efficient to reduce the need for non-renewable resources.

## Cross-Curricular Integration

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### English Language Arts

- RI.4.3 Explain events, procedures, ideas, or concepts in a historical, scientific, or technical text, including what happened and why, based on specific information in the text.
- RI.4.4 Determine the meaning of general academic and domain-specific words or phrases in a text relevant to a grade 4 topic or subject area.
- RI.4.7 Interpret information presented visually, orally, or quantitatively (e.g., in charts, graphs, diagrams, time lines, animations, or interactive elements on Web pages) and explain how the information contributes to an understanding of the text in which it appears.
- RI.4.10 By the end of year, read and comprehend informational texts, including history/social studies, science, and technical texts, in the grades 4-5 text complexity band proficiently, with scaffolding as needed at the high end of the range.
- SL.4.1. Engage effectively in a range of collaborative discussions (one-on-one, in groups, and teacher led) with diverse partners on grade 4 topics and texts, building on others' ideas and expressing their own clearly.

## **CRLKS- 21st Century**

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### **Performance Expecations**

- 9.4.5.DC.4: Model safe, legal, and ethical behavior when using online or offline technology
- 9.4.5.TL.3: Format a document using a word processing application to enhance text, change page formatting, and include appropriate images, graphics, or symbols.
- 9.4.5.CI.3: Participate in a brainstorming session with individuals with diverse perspectives to expand one's thinking about a topic of curiosity (e.g., 8.2.5.ED.2, 1.5.5.CR1a).

### **Practices**

- Act as a responsible and contributing community member and employee.
- Consider the environment, social and economic impacts of decision.
- Demonstrate creativity and innovation.
- Utilize critical thinking to make sense of problems and persevere in solving them.
- Model integrity, ethical leadership and effective management.
- Use technology to enhance productivity, increase collaboration and communicate effectively.

### **Enduring Understandings**

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- 8.2.5.ED.3: Follow step by step directions to assemble a product or solve a problem, using appropriate tools to accomplish the task.
- 8.2.5.ITH.4: Describe a technology/tool that has made the way people live easier or has led to a new business or career.
- 8.2.5.ETW.3: Explain why human-designed systems, products, and environments need to be constantly monitored, maintained, and improved.

### **Activities and Assessments**

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- Typing Agent
- [Keyboard Basics](#)
- [Ergonomic stretches](#)
- [Typing Rocket](#)
- Owl Planes: [https://www.abcya.com/games/owl\\_planes\\_typing](https://www.abcya.com/games/owl_planes_typing)
- Ghost Typing: [https://www.abcya.com/games/ghost\\_typing](https://www.abcya.com/games/ghost_typing)

- Cup Stacking Typing: <https://www.abcya.com/games/cup-stack-typing-game>
- Keyboard Revolution: <https://www.freotypinggame.net/play15.asp>
- Jungle Junior: <https://www.typingclub.com/sportal/program-16/4691.play>

## **Additional Resources**

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- ["Mean Machines"](#) (Social Emotional Learning)
- ["Dr. Grace Hopper: Dare and Do"](#) (Amistad Law)