

Type to Learn

Type to Learn is a complete keyboarding course for students in grades 2-12. 22 lessons teach students all the letter, number, and punctuation keys while reinforcing language arts skills such as grammar, composition, and spelling. *Type to Learn* includes extensive recordkeeping and can be customized for the individual needs of each student, including vocabulary level, words-per-minute goals, and accuracy goals.

Product Platforms

Type to Learn is available for the eMate 300. The product comes on a Macintosh/Windows CD-ROM. Newton Package Installer is provided to install the Newton package onto the eMate.

Type to Learn is also available for Macintosh and Windows. These versions of *Type to Learn* are identical in methodology but have improved graphics, sound, and additional games.

Availability

Type to Learn for the eMate 300 will be available in April 1997.

Pricing

Please consult the Apple Education Price List or call Sunburst Customer Service at 1 (800) 321-7511 for further information on pricing.



Sunburst Communications, Inc.
<http://www.sunburstonline.com>

Demo Version Program Features

When you launch *Type to Learn*, you will be in the Command Center. From here you can access all of the features of *Type to Learn*, explained below. You will notice that a student has already been created and is ready for Lesson 7.

New Frontiers

Tap this button to begin lesson 7. You will first encounter a Home Row review, followed by a Moon Check Review of recently learned keys. Then, the new keys for the lesson will be introduced. If you make a mistake, hands prompt you with the correct finger.

Warpspeed

Warpspeed allows you to practice your speed and accuracy while typing sentences and phrases. You will only be asked to type letters you have learned. After you type the sentences, an accuracy and WPM report is given.

Games

Type to Learn has four games. Each game provides practice and teaches additional skills. When students begin *Type to Learn*, only 1 game is available. As they progress through the lessons, additional games are added. At lesson 7, students have access to 3 games. The final game, *How Many?*, is only available once students learn number keys, beginning at lesson 17.

Star Maker: Letters and phrases appear on the screen. Students type correctly to turn the letters into astronomy objects. The goal is to get as many objects as possible. This game reinforces accuracy.

Blast Off: As students type letter groups correctly, they maneuver a spaceship as it tries to reach a planet or space station. A mistake means the student must start over.

Map Games: Students practice use of the shift key while identifying locations around the globe.

How Many?: Students practice typing numbers while they answer riddles to uncover a picture.

Teacher Options

The Teacher Options can be brought up by typing Command-Option-T all at the same time. Teacher Options allow teachers to individualize the settings of *Type to Learn* for each student. In this demo version, the Password field is ignored. You will see the following options:

Vocabulary Level: Select between primary and advanced to best suit the reading levels of your students.

Current Lesson: Use this to get to any lesson number in *Type to Learn* quickly.

WPM Goal: Students must type lines in lessons at this WPM or they have to retype the line.

Accuracy Goal: Students must type lines in lessons at this accuracy or they have to retype the line. Accuracy is only counted after students reach lesson 7.

Record Keeping

Type to Learn has superior record keeping to keep teachers and students informed about program usage and student improvement. To view or print reports, tap on the Reports button.

Progress Report: This report gives detailed information on which lessons have been completed, the WPM and accuracy for each lesson, WMP and accuracy for Warpspeed if it was played, and high scores for all the games if they were played.

WPM Graph: This graph lets students see how their typing speed has been improving.

Accuracy Bar Graph: This graph lets students see their accuracy. It is only available after lesson 7.