Benchmarks and Curriculum

Version 1.1

Authentic Motivation

QwertyTown is the first keyboarding program to tap into one of the biggest reasons keyboarding is an essential skill for young people: communicating online. Keyboarding has become a fundamental component of literacy in the 21st century, whether it is to collaborate with peers, publish projects to the web, or simply chat with friends.

By progressing through QwertyTown's keyboarding lessons, students unlock features that enable them to communicate and interact with one another. They can share their customizable avatars, send Qmail messages, and complete in Head2Head matches. Students are socially motivated to progress through QwertyTown because we help students see how meaningful keyboarding skills are to their lives in and out of school.

Curriculum

Our keyboarding curriculum follows standard QWERTY fingering. The keys are taught as follows:

Level	Keys
1: Home Row	ASDF JKL; and spacebar
2: Upper Row and Shift	QWER UIOP and the Shift keys
3: Lower Row	ZXCV NM , . / ? tab, enter, and backspace
4: Reach Keys	tyghbn : ' " and tab, enter, backspace
5: Number Keys	1234567890
6: Punctuation and Symbols	! @ # $ % & * ( ) _ -

For details on the structure of our lessons, please refer to the Teachers' Guide.

Achievement Levels

We measure students' performance using two criteria: Speed (Words Per Minute) and Accuracy (% correct). At the end of each lesson, QwertyTown assesses how quickly and accurately students can type the keys they've learned. Students may earn a Bronze, Silver, or Gold Medal. These Achievement Levels are customizable. By default, the Achievement Levels are as follows:

Medals	Speed Benchmark	Accuracy Benchmark
Bronze	20 WPM	92%
Silver	30 WPM	95%
Gold	40 WPM	95%

Performance-Based Reward System

QwertyCoins

There are two reward systems that help drive students to succeed in QwertyTown. The first if QwertyCoins. Students are awarded QwertyCoins when they earn medals. These QwertyCoins can be used to purchase new items for their Avatars. QwertyTown students are highly motivated to earn QwertyCoins and customize their Avatars. The quest for QwertyCoins drives students to replay lessons many times in pursuit of Silver and Gold medals.

Unlockable Features

The second reward system in QwertyTown is the ability to unlock new features of the site. Head2Head levels, Qmail, and the Friends List are all unlocked via lesson progress.

Level	Chatterbox Feature
1: Home Row	Friends List, Head2Head Level 1
2: Upper Row	Qmail, Head2Head Level 2
3: Lower Row	Head2Head Level 3
Levels 4-6	Head2Head Levels 4-6