QwertyTown, Day 1

A Lesson Starter

Version 1.0

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Rationale:

The first time you have your students try QwertyTown, you should acclimate them to the Dashboard. You should also set expectations for their performance during lessons.

Activity:

Follow these steps to walk your students through QwertyTown and set them up for success:

1. Examine the Dashboard

Once your students are logged in, ask them to look around the dashboard. Can they see where to find lessons? How can they find their avatars? Where are the Friends List and Qmail located?

2. Customize Avatar

After logging in, your students will be on the Dashboard. Have your students click the "Customize Avatar" button located next to the avatar. Setting up avatars will make students aware of the Avatar Items that can be purchased once they start earning QwertyCoins in the lessons.

3. Start a Lesson

Have students begin Lesson 1: a ; and Spacebar. Remind students that good keyboarding takes practice. It may take a few tries to earn a Bronze Medal at the end of a lesson. With a bit of practice, students will get used to the proper fingering and posture required for successful keyboarding. As they progress, Silver and Gold medals will feel more attainable. The default Achievement Levels are as follows:

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

Be sure to read about Customizing Settings later in this guide. That section of the guide will show you how you can set the Achievement Levels for individual students or your whole class. You can read more about these benchmarks by clicking "Teachers" from the home page, then clicking "Benchmarks and Curriculum."
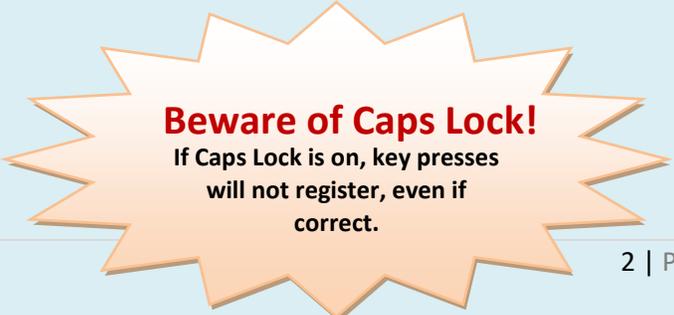
Beware of Caps Lock!
If Caps Lock is on, key presses will not register, even if correct.