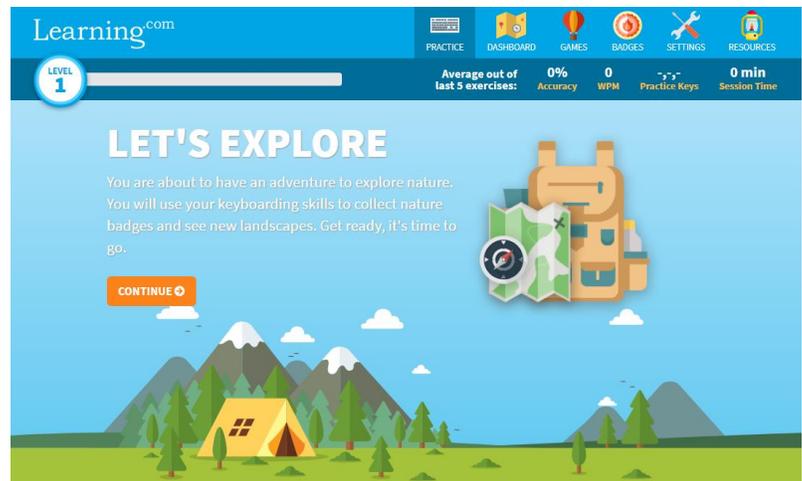


Overview of Adaptive Keyboarding – Student

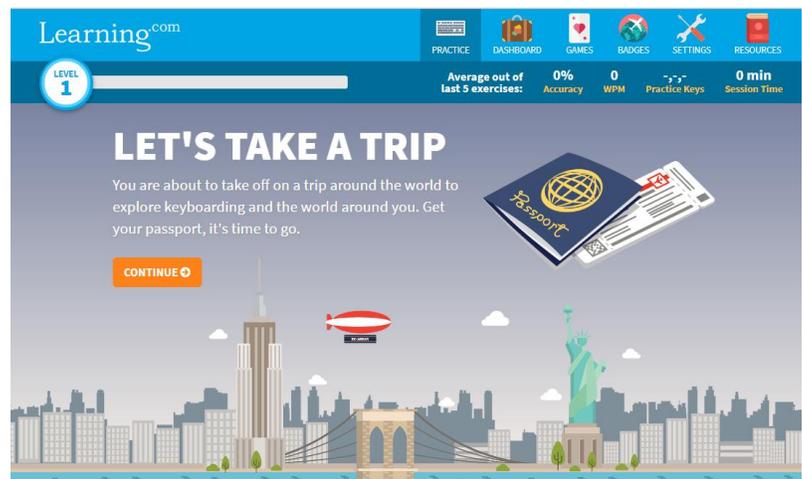
The Adaptive Keyboarding application uses diagnostic exercises to provide students with individualized touch typing practice to address their areas of weakness. Unlike the EasyTech direct instruction lessons that have a finite beginning and end, the Adaptive Keyboarding app differentiates instruction to continuously help students improve their accuracy and speed at any skill level. The app includes a Badge System to reward students for specific achievements throughout the Adaptive Keyboarding experience. After students have completed the keyboarding direct instruction lessons and guided practice exercises to learn proper finger placement, assign this app to students for 10-15 minutes at least 2-3 times per week

There are two age-appropriate versions of the Adaptive Keyboarding app with an interconnected theme: by developing keyboarding skills, students can discover their world.

Students in Grades 3-5 are on The Great Keyboarding Adventure. They are exploring the keyboard and the world around them through a series of different habitats and adventures within the world (forests, deserts, oceans, etc.). Students earn Adventure Badges as they complete a series of keyboarding exercises.

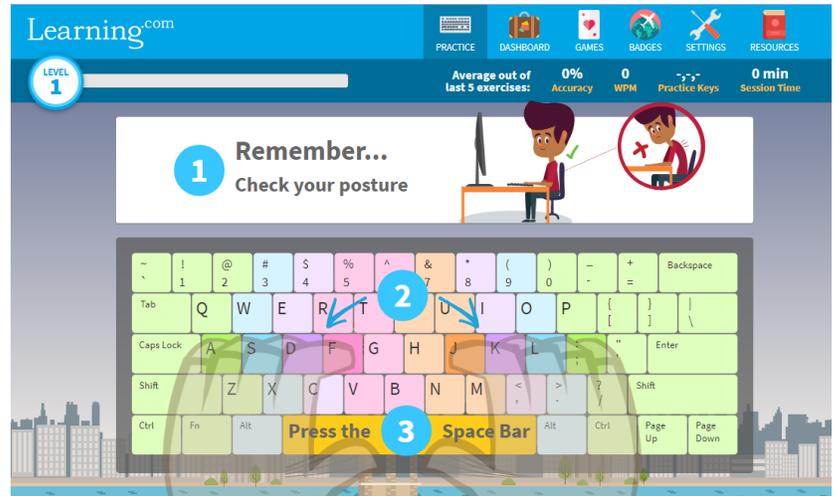


Students in Grades 6-8 are Urban Keyboarding Explorers "finding their way" across the keyboard and finding themselves in new world cities. They earn city badges, like stamps in their passport, as they complete keyboarding levels.



The Adaptive Keyboarding app has built in proper ergonomic reinforcement aids.

Every 7 minutes and at the beginning of each level, students are reminded to check their posture and, put their fingers on home row before getting started.



Other aids include animated fingers, highlighted keys and a colored keyboard. These provide visual cues on appropriate finger placement and what finger should be used for which key.



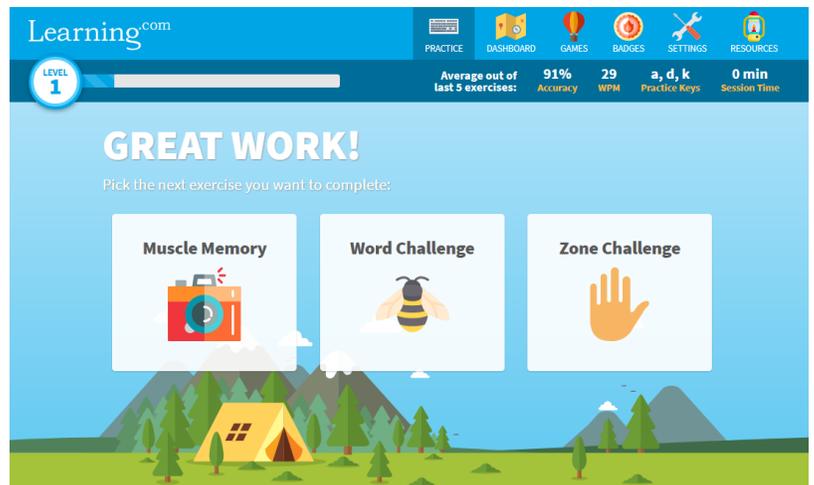
Each level begins with a formative assessment that captures accuracy and WPM data points to evaluate performance growth at regular intervals.

The assessment contains all letters, all numbers and common punctuation to properly assess the full keyboard and determine what keys and zones need the most work. Each assessment is approximately 5 minutes long based on the average WPM for grades 3-5 and 6-8.



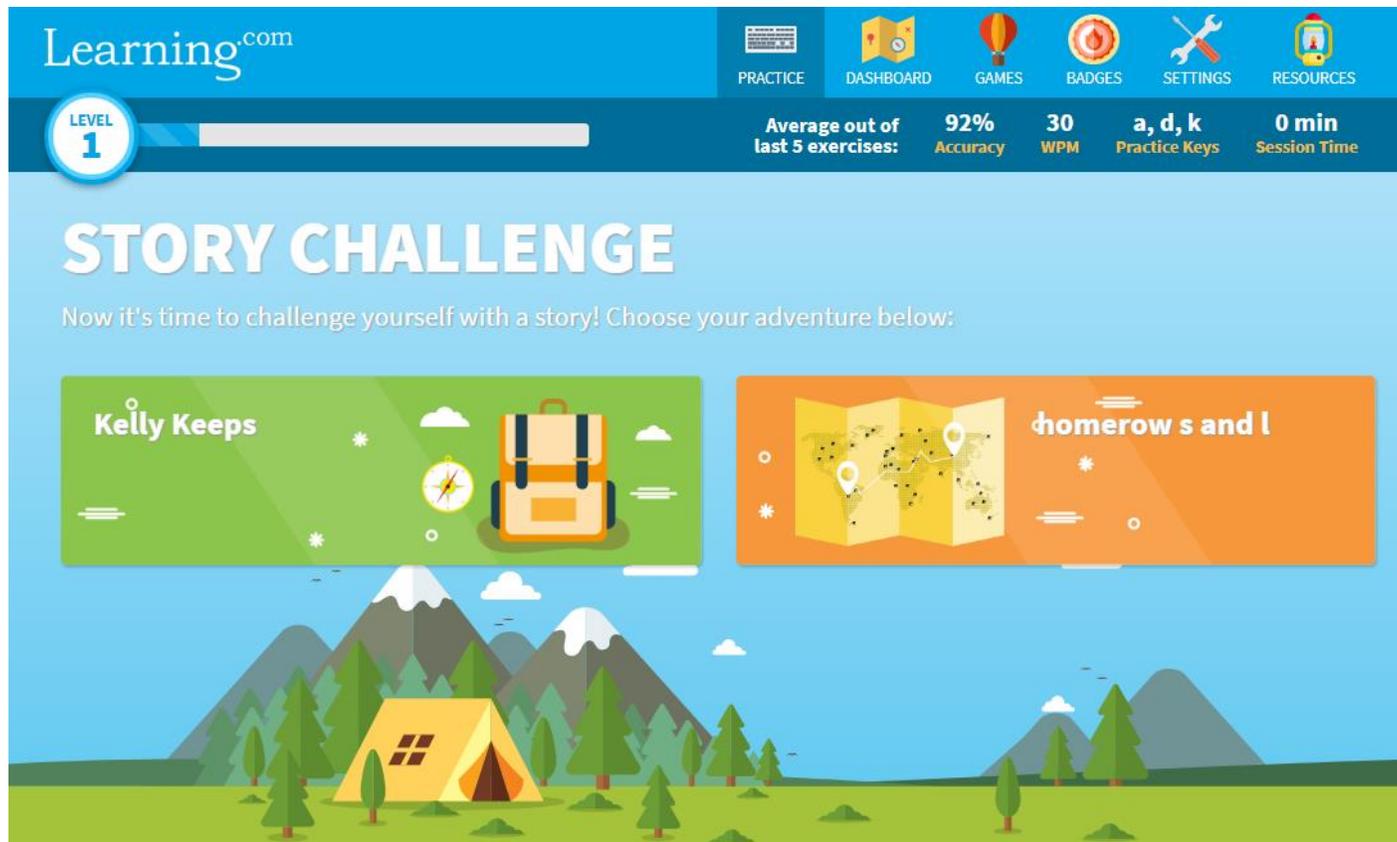
Keystroke analysis is used to generate personalized instruction for each individual student. Students can choose between a series of 3 exercise types that focus on the highest problem keys and problem zone.

- Muscle Memory exercises are generated for each student based on his or her most prevalent problem keys.
- Word Challenge exercises use the 3 most prevalent problem keys to prescribe words that have a high density or frequency of those letters.
- Zone Challenge exercises generate a prescription of words based on the student's finger that was most problematic. This allows student learning to focus on letters within that finger region on the keyboard.



Our word banks are grade specific collections of words including frequently used words, core content vocabulary words, most common words seen on online assessments and other word lists that reinforce what the student is learning in other subject areas.

A student will move into skill area challenges and story challenges after they spend 15 minutes on problem keys or if they achieve a 90% accuracy level within their problem keys.



Throughout their practice, students will see Accuracy and WPM statistics averaged over the last 5 completed exercises. The problem keys will change based on performance within the skill/story challenges and the assessment.



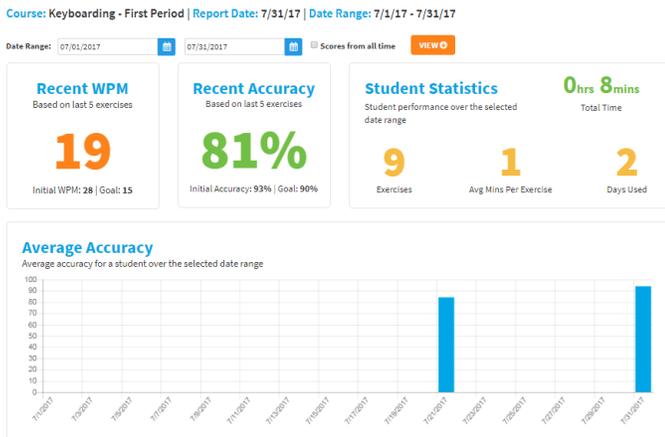
Students will complete approximately 18 levels per academic year when they practice our recommended 10-15 minutes at least 2-3 times per week; however, the solution does not have a maximum number of levels and students can continue to progress as long as they choose.

After students complete 60 minutes of typing time, they will move up a level. Students will see this progression on the level indicator. The background will change; they will earn a badge and the student will begin the next level by completing the formative assessment again.

Earned badges will appear on the badge page and show what badge is next to earn.



The student dashboard provides students a snapshot of their own performance statistics which allows them to track growth.



The game area allows students to use earned game time to play keyboarding specific games; Game play time is earned based on how long the student spends practicing on the keyboard. Games are pedagogical and require the typing of words, as they appear on the screen, to successfully navigate the game.

Game time is earned based on the number of minutes the student has spent in the practice environment.

- For every 30 minutes of practice, students will unlock 6 minutes of game play.
- The games are designed to reinforce keyboarding skills, particularly accuracy, in a fun and engaging competition.
- Earned game play time is customizable by the teacher in the Teacher version of the app.



In addition, students can take an active role in their learning by customizing a variety of settings such as volume controls, animated finger overlay, etc.

Additional resources are available to students to help them get the most out of the Adaptive Keyboarding instruction. Tools include printable keyboards and ergonomic reinforcement guides.

If you have questions, please contact support@learning.com for immediate assistance.