

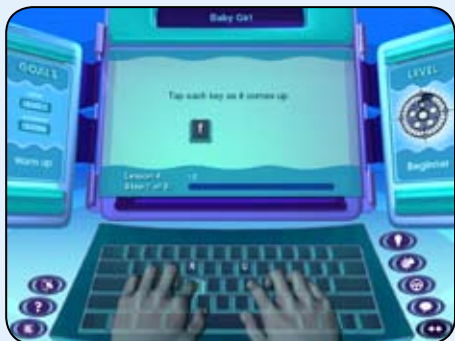
TYPE TO LEARN

SERIES

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SUNBURST



Meets the following ISTE 2007 National Educational Technology Standards for Students (NETS-S)



3D hands help students identify the correct hand placement and reaches to new keys.

2007 Standards:

1. Creativity and Innovation

Students demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology. Students:

- apply existing knowledge to generate new ideas, products, or processes.
- create original works as a means of personal or group expression.

6. Technology Operations and Concepts

Students demonstrate a sound understanding of technology concepts, systems, and operations. Students:

- understand and use technology systems.
- select and use applications effectively and productively.
- troubleshoot systems and applications.
- transfer current knowledge to learning of new technologies.

Type to Learn® Series:

Type to Learn® 4: Agents of Information

Type Through Time

Type to Learn® Assessment

Type to Learn® Jr.

Type to Learn® Jr.: New Keys for Kids

Type for Fun!

OS X and Intel Native/XP and Vista Compatible

"The best tutorial... is Type to Learn®."

— Linda Knapp, Seattle Times, June 2003

"The best software program for students in grades 4-8. Type to Learn® beats out Mavis Beacon® in grades K-3 and 4-8. One reader said she appreciated that Type to Learn® could be individualized for each grade level and student..."

— eSchool News, September 2003

NETS for Students 2007 Profiles:

Grades PK–2 (Ages 4–8)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during PK-Grade 2 (Ages 4-8):

1. Illustrate and communicate original ideas and stories using digital tools and media-rich resources. (1,2)
7. Demonstrate safe and cooperative use of technology. (5)
8. Independently apply digital tools and resources to address a variety of tasks and problems. (4,6)
9. Communicate about technology using developmentally appropriate and accurate terminology. (6)
10. Demonstrate the ability to navigate in virtual environments such as electronic books, simulation software, and Web sites. (6)

Grades 3–5 (Ages 8–11)

The following experiences with technology and digital resources are examples of learning activities in which students might engage during Grades 3-5 (Ages 8-11):

8. Practice injury prevention by applying a variety of ergonomic strategies when using technology. (5)