Lesson Plan - Typing Mastery Through "Psaní Hravě"

Section	Details
Lesson Title	Typing Mastery Through "Psaní Hravě"
Date	23.4.2024
Grade Level/Subject	6.A IT
Duration	90 min
Learning Objectives	Introduce students to the typing program *Psaní Hravě* and its mechanics. Teach the importance of proper typing technique and regular practice. Establish baseline typing proficiency and set measurable improvement goals. Motivate students through a gamified grading and progression system.
Materials Needed	Computers with *Psaní Hravě* installed. Projector or screen for demonstrations. Shared Google Sheets tracker for grading and performance tracking.
Standards Addressed	Standards established by the Ministry of Education
Introduction	**Purpose**: Introduce *Psaní Hravě* and explain its role in improving typing proficiency through consistent practice. **Engagement**: Ask students why typing is essential for future studies and work. **Overview**: Highlight the program's XP, levels, and stars as motivators, and explain how practice categories (<5 min, 5–20 min, 20+ min) impact progress.
Instruction	**Step 1: Typing Technique Tutorial (15 minutes)** ● **Teacher Demonstration**: 　○ Show correct hand placement on the keyboard (home row technique). 　○ Illustrate common mistakes (e.g., looking at the keyboard, using only a few fingers). 　○ Play an engaging video or tutorial demonstrating good typing posture. ● **Student Activity**: 　○ Practice hand placement with teacher guidance. 　○ Perform a short exercise typing basic sentences, focusing on accuracy rather than speed. **Step 2: Baseline Test (20 minutes)** ● Students complete an initial test in *Psaní Hravě* to measure typing speed and accuracy. ● Encourage students to view this as a starting point for improvement.

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	● Teacher observes and notes areas for individual improvement.
	
	Step 3: Grading System Introduction (10 minutes)
	
	● Show and explain the grading table in the shared Google Sheet:
	   ○ **Grading Criteria**: XP milestones, monthly performance scores, and improvement from the baseline test.
	   ○ **Weighted Scoring**: Explain point thresholds for monthly performance (e.g., 36 points possible, 90% = 32.4).
	● Introduce the "Monthly Calculator" for self-assessment.

Gamification Elements	XP, levels, and stars as motivators. Daily practice tracking: ● <5 minutes: minimal progress. ● 5–20 minutes: steady progress. ● 20+ minutes: optimal practice. Monthly goals and rewards tied to student grades.
Activities	**Typing Technique Practice**: Students follow along with teacher demonstrations to correct hand placement and posture. **Baseline Test**: Students complete a typing test in *Psaní Hravě* to establish their starting point. **Self-Reflection**: Students analyze their baseline results and set personal improvement goals.
Assessment	Baseline typing test results for speed and accuracy. Observation of student technique during typing practice. Tracking daily practice through *Psaní Hravě* logs and Google Sheets tracker.
Reflection	Students review their baseline test results. Discuss how consistent practice and proper technique will lead to improvement over time.
Homework/Extension	Log in to *Psaní Hravě* and complete at least one level before the next class. Track daily practice for 5–20 minutes and reflect on progress weekly. Set a personal goal to improve baseline scores over the next month.
Evaluation	Teacher evaluates the effectiveness of instruction through student performance in the baseline test and initial engagement. Use monthly reviews via the Google Sheets tracker to assess progress and refine teaching methods.

Usage Instructions:

1. **Usage Instructions**

2. **Customization**: Adapt each section of the template to fit the specific content and goals of your lesson. Include or remove sections based on relevance to the subject or educational level.

3. **Preparation**: Ensure all materials and digital tools are prepared and tested before the lesson to avoid disruptions.

4. **Interactive Elements**: Integrate interactive or collaborative elements within the "Activities" section to promote engagement and facilitate deeper learning.

5. **Feedback Mechanisms**: Incorporate mechanisms for immediate feedback within the "Gamification Elements" and "Assessment" sections to enhance the learning process.

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