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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	<p>Introduce students to the typing program <i>Psaní Hravě</i> and its mechanics.</p> <p>Teach the importance of proper typing technique and regular practice.</p> <p>Establish baseline typing proficiency and set measurable improvement goals.</p> <p>Motivate students through a gamified grading and progression system.</p>
Materials Needed	<p>Computers with <i>Psaní Hravě</i> installed.</p> <p>Projector or screen for demonstrations.</p> <p>Shared Google Sheets tracker for grading and performance tracking.</p>
Standards Addressed	Standards established by the Ministry of Education
Introduction	<p>Purpose: Introduce <i>Psaní Hravě</i> and explain its role in improving typing proficiency through consistent practice.</p> <p>Engagement: Ask students why typing is essential for future studies and work.</p> <p>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.</p>
Instruction	<p>Step 1: Typing Technique Tutorial (15 minutes)</p> <ul style="list-style-type: none">● Teacher Demonstration:<ul style="list-style-type: none">○ 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:<ul style="list-style-type: none">○ Practice hand placement with teacher guidance.

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	<ul style="list-style-type: none"> ○ Perform a short exercise typing basic sentences, focusing on accuracy rather than speed. <p>Step 2: Baseline Test (20 minutes)</p> <ul style="list-style-type: none"> ● Students complete an initial test in <i>Psaní Hravě</i> to measure typing speed and accuracy. ● Encourage students to view this as a starting point for improvement. ● Teacher observes and notes areas for individual improvement. <p>Step 3: Grading System Introduction (10 minutes)</p> <ul style="list-style-type: none"> ● Show and explain the grading table in the shared Google Sheet: <ul style="list-style-type: none"> ○ 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.
	<p>XP, levels, and stars as motivators.</p> <p>Daily practice tracking:</p> <ul style="list-style-type: none"> ● <5 minutes: minimal progress. ● 5–20 minutes: steady progress. ● 20+ minutes: optimal practice.
Gamification Elements	Monthly goals and rewards tied to student grades.
Activities	<p>Typing Technique Practice: Students follow along with teacher demonstrations to correct hand placement and posture.</p> <p>Baseline Test: Students complete a typing test in <i>Psaní Hravě</i> to establish their starting point.</p> <p>Self-Reflection: Students analyze their baseline results and set personal improvement goals.</p>
Assessment	<p>Baseline typing test results for speed and accuracy.</p> <p>Observation of student technique during typing practice.</p> <p>Tracking daily practice through <i>Psaní Hravě</i> logs and Google Sheets tracker.</p>
Reflection	<p>Students review their baseline test results.</p> <p>Discuss how consistent practice and proper technique will lead to improvement over time.</p>
Homework/Extension	<p>Log in to <i>Psaní Hravě</i> and complete at least one level before the next class.</p> <p>Track daily practice for 5–20 minutes and reflect on progress weekly.</p>

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	Set a personal goal to improve baseline scores over the next month.
Evaluation	<p>Teacher evaluates the effectiveness of instruction through student performance in the baseline test and initial engagement.</p> <p>Use monthly reviews via the Google Sheets tracker to assess progress and refine teaching methods.</p>

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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