



The Name Game

Objective

To give students additional keyboarding practice while allowing them to communicate with their peers

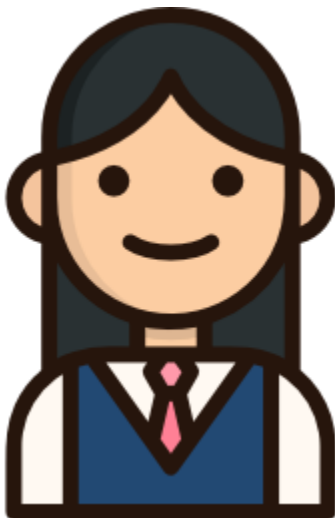
Materials

No special materials needed

Time

Approximately 20-25 minutes

Procedure



The name game activity is designed to be used after students have learned all the letter keys.

Start the name game activity by having one student say and then spell his or her name aloud to the class.

When the name is said aloud, the other students must type it as quickly as possible without looking at their keyboards.

This pattern continues until all the students have said and spelled their names.

“The students really seem to enjoy this activity and are anxious to see how well they have done without looking at their keyboard,” says contributor Rose Strubinger.