



Game Show Letters

Objective

To provide a keyboarding class with a fun game that reinforces finger and letter placement

Materials

A series of keyboarding cue cards (see samples on the following page)

Time

Teacher's discretion

Procedure

To inject some variety into a keyboarding course, try this creative and fun lesson. Note: Students should have learned all the letter keys before playing this game.



Here's how it works:

Each student is given at least one cue card (see samples on the following page) that includes a description of a letter location on the keyboard. The cue card also includes a letter on the card.

Select one student to read his card aloud. Another student will have the answer (a letter) on his card. Once this student realizes his letter is the one being described, he stands up, says the letter aloud, and then reads his description. This pattern continues until all of the students have read their cards.

See the sample cue cards shown on the next page.



Sample Cue Cards

Student one reads his card

G

The only time you usually see me is in the hospital. You will use your ring finger to strike me. In the hospital, Ray always follows me.

Answer: The "X" key

Student two then reads his card

X

I am a home-row key, but I live on the right side. Your pointer finger rests on me all the time.

Answer: The "J" key

Student three then reads his card

J

Most people use me if they are not sure about a statement they made. You will use your pinky when you are in doubt.

Answer: The "?" key

Student four then reads his card

?

Hello, I am located on the first row of the keyboard. Although I am not actually a letter, your right finger will use me to stop sentences in their tracks. Who am I?

Answer: The "." key