

Instructors Instructions Sample

- 6) Instructor uses his/her own keyboard (that cannot be viewed by students) to choose keys to call.
- 7) Each called key gets written on the instructor's master 'paper' keyboard.
- 8) Once students complete their keyboard, or instructor decides enough keys are called (I often do not call all the keys on the keyboard), instructor checks the student's 'paper' keyboard for accuracy, by checking it against the master 'paper' keyboard and those keys called.
- 9) Points can be given for so many correct answers. Points can be added up at the end of the term for prizes or points.
- 10) I often will run this game 3-4 times throughout the course, and students can usually see progress as each game round is played.
- 11) Excellent game/tool for positive re-enforcement, and progress review.

Student Instructions Sample

- 3) Several students may complete their keyboards at the same time, but not all will be correct.
- 4) Encourage students to actually put their fingers on the 'paper' keyboard for memory recall.
- 5) Place the date on the 'paper' keyboard and keep them to compare against future games played to view progress.

Student Name _____

Number Wrong _____

