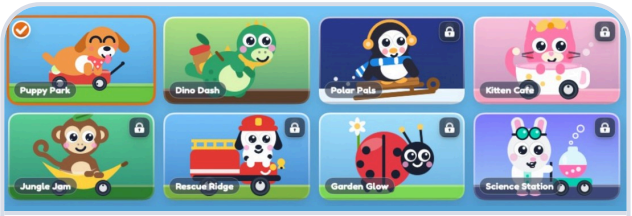
Classroom starter kit

Two weeks to home row, ten minutes a day. Setup takes about fifteen minutes.



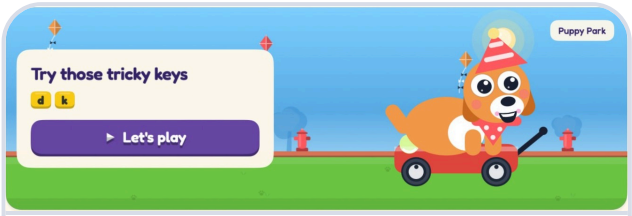
1 Get the game

Install **Bumpy Keys** from the App Store, through Apple School Manager or your MDM like any other app. All 100 lessons are included and work offline.



2 Open it on each device

Pick a starting point (below) and a racer. A keyboard is optional: with none, the iPad shows big keys on the screen.



3 Choose your ten minutes

A station, morning work, or the start of computer time. The **PLAY** button is the whole lesson. Then print pages 4 and 5.

Three starting points

Start where the child is. You can change it any time under Grown-ups.

Little Racers · Kindergarten

Still learning letters. Big keys, every letter spoken, no speed goal. Two-week goal: Levels 1 to 3, with both hands.

Road Racers · Grades 1 and 2

Reads short words. Short words from Level 4. Two-week goal: Levels 1 to 10 and the first certificate.

Speed Racers · Grades 3 and 4

Has typed before. One **placement lap** on day one lets a child start further along. Two-week goal: all 26 letters.

Chromebooks, or any browser: a free class code

Ask for one at **bumpykeys.com/teachers**. Share its class link: kids tap it and play. Or tap the gear, press and hold, Worlds, Teacher code. A class code works in the browser game, not in the iPad or Mac apps. Free for classrooms, always.

iPad and Mac

Scan, or search **Bumpy Keys** in the App Store. For the cart, and for families at home.

The two-week plan

Ten minutes every school day. The goal is the right finger, not speed.

Every day 1 Tap PLAY · 2 Warm-up · 2 minutes · 3 The next level · 5 minutes · 4 One fun lap · 3 minutes

Week 1	Monday	Tuesday	Wednesday	Thursday	Friday
Little Racers Kindergarten	**Level 1** F and J. Pointers find the two bumps.	**Level 1** again, with thumbs on space.	**Level 2** D and K: the tall fingers.	Replay **Levels 1 and 2**. Say each color out loud.	PLAY. Do they find the bumps without searching?
Road Racers Grades 1 and 2	**Level 1** Pointer Pals (F J). Pin up the hand poster.	**Level 2** Middle Keys (D K). Thumbs rest on space.	**Level 3** Ring Row (S L). Mat out for wobbly hands.	**Level 4** Pinky on A. Try one lap without looking down.	**Level 5** Center Stretch (G H).
Speed Racers Grades 3 and 4	The **placement lap**, then **Levels 1 and 2**.	**Levels 3 and 4** S L, then A. All eight fingers home.	**Levels 5 and 6** G H, then E I. Replay without looking.	**Levels 7 and 8** left-hand words, right-hand words.	**Levels 9 and 10** R U, the **Harbor Cup**, the certificate.

Week 2	Monday	Tuesday	Wednesday	Thursday	Friday
Little Racers Kindergarten	**Level 3** S and L if the first four keys are solid.	PLAY. Color a star on the progress road.	**Race a friend!** Two players take turns on one iPad.	PLAY. Say "tall finger" when it is the wrong one.	Show a grown-up: find the bumps with eyes closed.
Road Racers Grades 1 and 2	**Level 6** Reach Up (E I). Reach, then come home.	**Level 7** Left Dock: words for the left hand.	**Level 8** Right Dock: words for the right hand.	**Level 9** Pointer Reach (R U). Eyes on the racer.	**Level 10** **Harbor Cup**. The certificate goes home.
Speed Racers Grades 3 and 4	**Levels 11 and 12** T Y, then W O.	**Levels 13 and 14** Q P, then C M.	**Levels 15 and 16** V N, then words with both hands.	**Levels 17 and 18** B X, then Z. All 26 letters.	**Levels 19 and 20** Alphabet Run, then the **Peaks Cup**.



Sit, say, fix

How to sit, five short phrases the app says too, and what to do when it goes wrong.

Sit like this

1. **Feet flat.** On the floor, a box or a book.
2. **Screen up.** iPad flat for on-screen keys, propped up for a keyboard.
3. **Wrists float.** Not resting on the desk edge.
4. **Eyes on the racer.** Not on the keys.
5. **Shake out.** Wiggle fingers after every lap.

Say this the app says it too

"Find the bumps."
Pointers on F and J before every lap.

"Come home."
After every reach, back to the home key.

"Which finger?"
Say its color or its name. Let the child find it.

"Eyes up."
Look at the racer, not the keys.

"Accuracy first."
A star for finishing, two stars at 60%, three for every key right. Speed is never a star.

When it goes wrong

- **Hunting and pecking.** Go back one level. Keep the hands on: Grown-ups › Learning › Show hands.
- **One hand does it all.** Rest your own pointer on the other bumpy key. The child copies.
- **Looking down.** Fine at first. Later, cover the keys with a towel for the fun lap.
- **Tears or rushing.** Stop at five minutes. Try an easier starting point: Grown-ups › Racer › Age.
- **No voice.** Check Grown-ups › Sound › Bumper's voice, and the volume.

It is working when

The same finger types the same key every time, and the child finds F and J with eyes closed.

Home row mat

Where your fingers rest before every lap.



1. Lay the mat above your keyboard.
2. Slide it until F is over F.
3. Feel the bumps on F and J.

pinky · ring · tall · pointer · thumb

Bumpy Keys Kids learn to type by racing. Free on iPad and Mac. bumpykeys.com

More free printables: bumpykeys.com/printables

Short on room? Fold or trim along this line and keep the row of keys. Keys are spaced like a real keyboard: print at 100%.

▼ This edge goes at the top of your keyboard ▼



BUMPY KEYS · CERTIFICATE

I know home row!



This certifies that

Racer's name

found the two bumpy keys, **F** and **J**, and can rest all eight fingers on home row **without looking.**



A S D F J K L ;

Date

Bumper (and a grown-up)

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Scan to get the free app