TypingTournament.com

Guide for Teachers and Parents

v4.0

Typing Tournament Guide for Teachers and Parents

9th February 2023

EdAlive

Ph: +61 2 67760200

Email: info@edalive.com

147 Faulkner St

Armidale NSW 2350

Australia

© Erinzan Pty Ltd ACN 003829570 Trading as EdAlive

Armidale NSW 2350

This manual is designed for use with *Typing Tournament*, www.typingtournament.com. It is to be read in conjunction with the EdAlive Central Guide for Teachers and the EdAlive Central Guide for Home Users. For more information go to central.edalive.com

EdAlive Central is the foundational resource from which *Typing Tournament* and EdAlive's other Web Sites draw resources.

Table of Contents

Interaction with EdAlive Central 7

Dynamic interaction 7

Quick Start Guide 8

Step 1 - Set up EdAlive Central 8

School Locate the EdAlive Central School Use Guide 8

Home Locate the EdAlive Central Manual for Parents 8

Step 2 - Start using the chosen Web App 9

Locate the relevant Home/School Use Guide 9

Navigating Typing Tournament 10

The Main Menu Screen 10

Primary navigation 10

Menu bar navigation 11

Tools & Reports 11

Switch between EdAlive Web Sites and Management 12

Play Typing Tournament 13

Starting your Typing Quest 13

Posture 13

Student Typing Speed controls 14

Starting speed 14

Skip ahead 14

Change Speed - Unlock after Level 16 15

Reminder to set higher speed goals 16

Choosing Your Speed Goal 16

Recalculation of pre-qualified Levels 17

Recommended typing speed goals 17

Typing Speed Poster 17

School Teacher Access to Change Speed 18

Unlock Levels 18

The Map Screens 19

The Maps 19

Map 1 "The Shire" 19

Map 2 "The Village" 20

Map 3 "The Castle" 20

The Levels Screens 21
Level Screen overview 21
Level Screen detail 21
Lessons 22
Lesson Information 22
Lesson Demonstration 22
Lesson Exercise 23
Drills 23
Drill Types 23
Drill Duration 24
Reports 24
Rewards 24
Games 25
Castle Siege 26
Powder Keg 26
Dragon Chase 27
Lesson Tests 27
Progressing Through The Quest 27
Time, Speed and Accuracy 27
Test Reporting 27
Passing the Test 28
Speed Test 29
Motivators 30
Intrinsic motivators 30
Badges (Achievements) 30
Extrinsic motivators 31
Reporting 32
School Access Typing Tournament Tools & Reports 32
Home Access Typing Tournament Management 34
School Home Specific reports 35
The Weekly Report - Whole Class 35
The Progress Report - Whole Class 35
Daily Report - Whole Class 36
The Speed Test Report - Whole Class 36

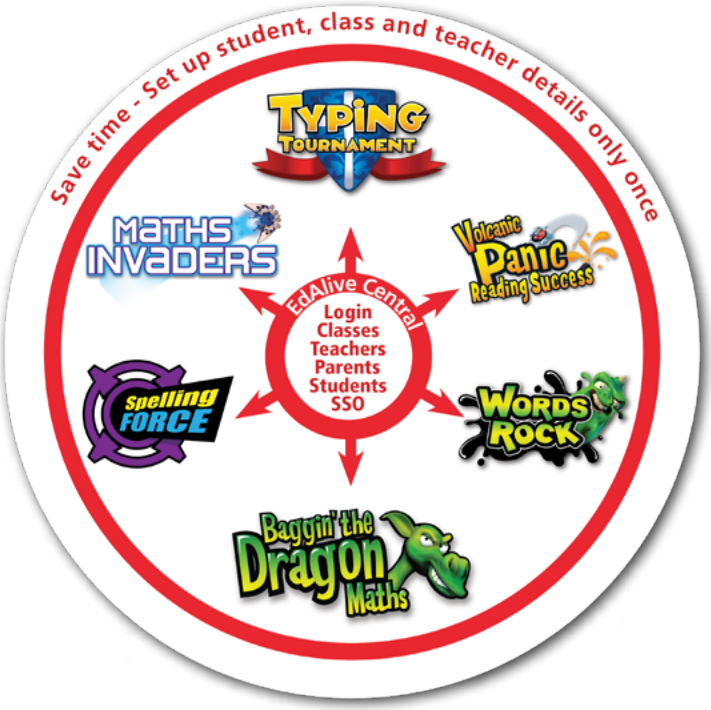
Export results as a CSV file 37
View the detail 38
Print from the expanded reports 39
Daily history 40
View week by week activity 40
Reset all data 40
Delete specific activity history 41
Print Level Achievement Certificate 41
View Progress Report - Students 41
The Results Report 42
Current Results 42
Leaderboards 43
About the Leaderboards 43
To access the Leaderboards 43
History is kept 44
Relative improvement is shown 44
Leaderboard details 44
Leaderboard opt out 44
School Leaderboard Certificates 45
School Leaderboard Certificates and printing 45
School Leaderboard Overview 46
Printing 47
PDF printing 47
Printed output available 47
Teachers 47
Parents 47
Child/Student/Personal users can print 47
Multiple Progressions Model 48
Mastery learning 48
Research Driven 48

Technical Requirements 49
System Requirements 49
Any device, anywhere, anytime 49
Supported Browsers 49
Browser Settings 49
Common Troubleshooting 49
Whitelisting 50
Whitelist required URLs 50
For EdAlive Central: 50
Additionally for Typing Tournament 50
Mobile device input 50
Revolutionary on-screen keyboard 50
Best Practice Guide 51
Accessing the Best Practice Guide 51
ACARA Achievement Standards 52
Posters to promote typing skills 53
Accessing the posters 53

Interaction with EdAlive Central

Typing Tournament is part of the *EdAlive Central Ecosystem* of web sites.

EdAlive Central is the ground-breaking innovation that unites *EdAlive's Web Sites* into one seamless system.



Dynamic interaction

Each of the *EdAlive Central* linked *Web Sites* draws resources and services from *EdAlive Central*.

Quick Start Guide

Step 1 - Set up EdAlive Central

In order to access *Typing Tournament*, you'll first need to register an *EdAlive Central Account* for either *Home* or *School* use.

The user-friendly management system at central.edalive.com is the core of the *EdAlive Central* suite of websites(*Web Apps*) and provides a unified interface for administering *Classes*, *User Accounts*, *Subscriptions* and other shared data across all of the *Web Apps*.

School Locate the EdAlive Central School Use Guide

To find the *EdAlive Central School Use Guide* go to help.edalive.com and scroll to the bottom of the screen.

Go to the *Getting Started* section of the EdAlive Central School Use Guide PDF and follow the instructions to establish your account, link your school, set-up your class and add students.

Home Locate the EdAlive Central Manual for Parents

To find the E*dAlive Central Home Use Guide* go to help.edalive.com and scroll to the bottom of the screen.

Go to the *Getting Started* section of the EdAlive Central Home Use PDF and follow the instructions to establish your account and create accounts for your family.

Step 2 - Start using the chosen Web App

Once you have set up your account for home or school you are ready to start using any of the chosen *EdAlive Central Web App* for which you have an active subscription or a free trial.

Locate the relevant Home/School Use Guide

To get the most from each *EdAlive Central Web App* we recommend that you consult the relevant *EdAlive Central Web App Guide*. To find the *Guides* go to help.edalive.com and scroll to the bottom of the screen.

Navigating Typing Tournament

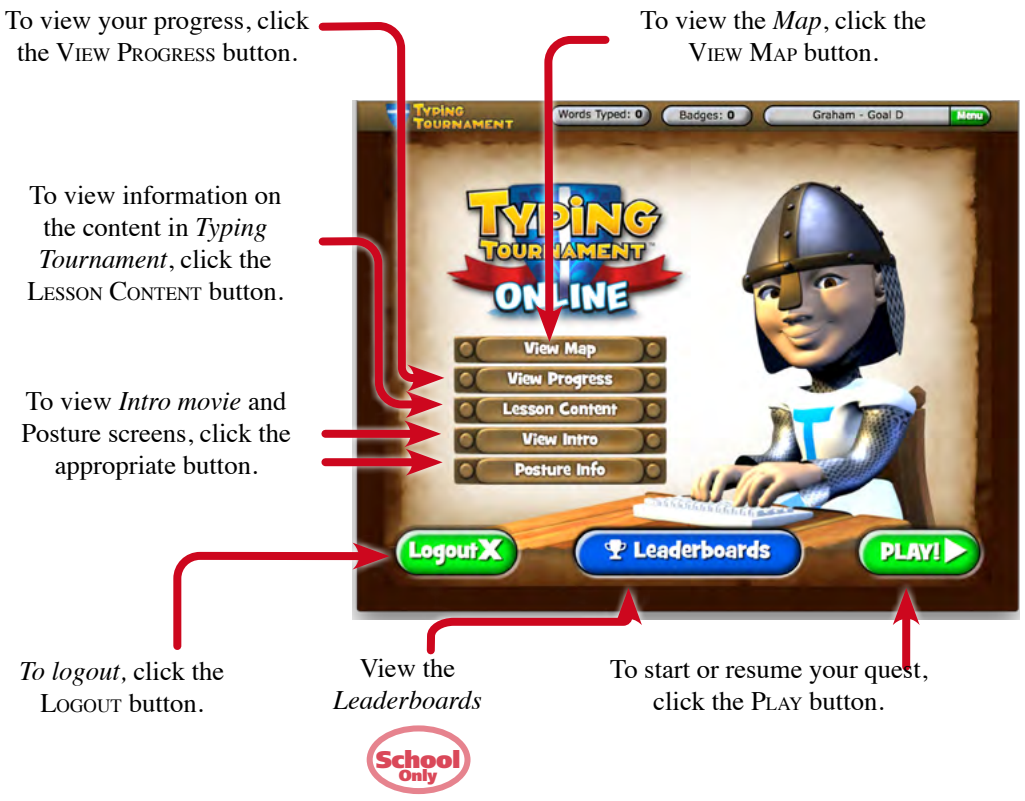
School Once your *Teacher Account, School, Class and Students* are set up in *EdAlive Central*, you can start using *Typing Tournament*.

Home Once your *Personal Account* or *Parent Account and Child Accounts* are set up in *EdAlive Central*, you can start using *Typing Tournament*.

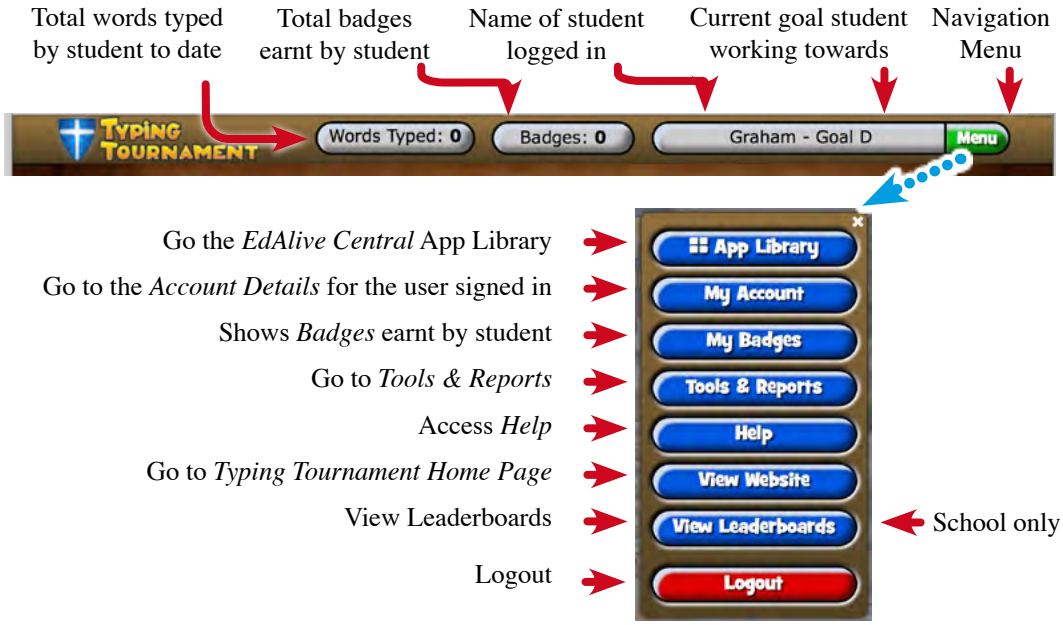
The Main Menu Screen

Use the *Main Menu* screen to navigate quickly to all of the key *Typing Tournament* functions.

Primary navigation



Menu bar navigation



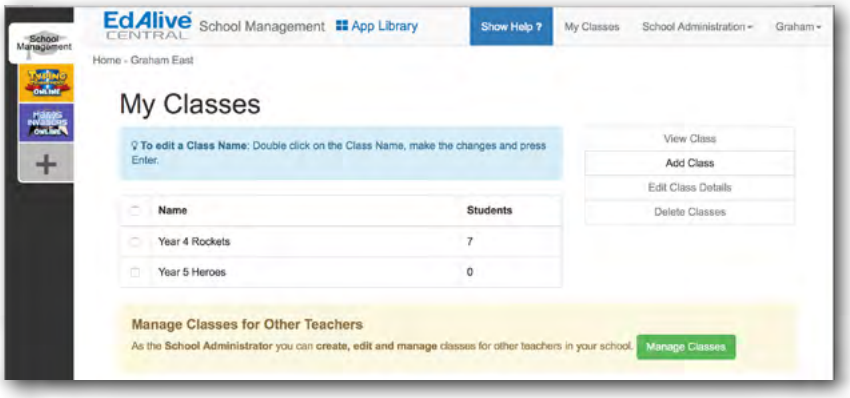
Tools & Reports

You can access the *Tools & Reports* screen at any time by selecting *Tools & Reports* from the *Your Name* menu that displays towards the top right of most screens.

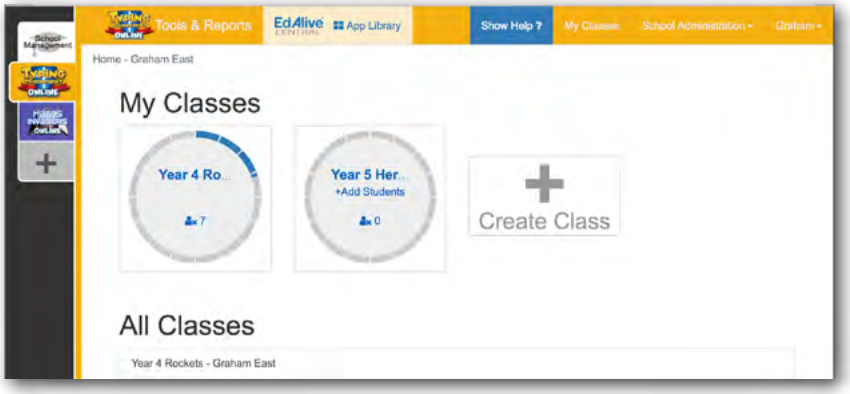
Switch between EdAlive Web Sites and Management

Switch quickly between *EdAlive Web Sites* for which you have active subscriptions or current trials and the *School* or *Family Management* sections.

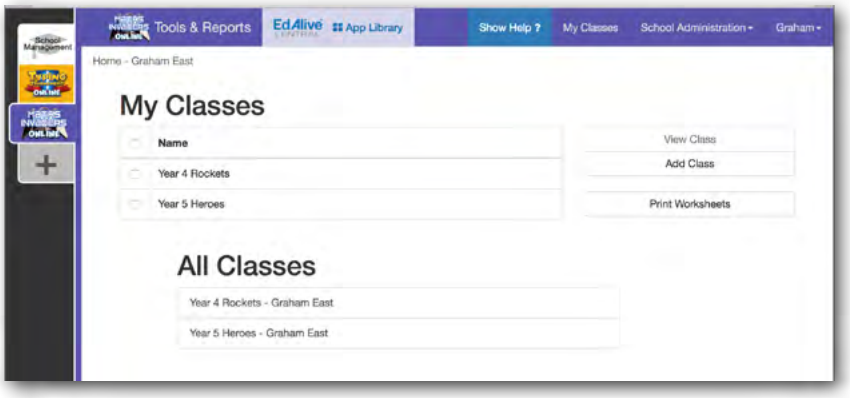
Click the tab to access



Click the tab to access

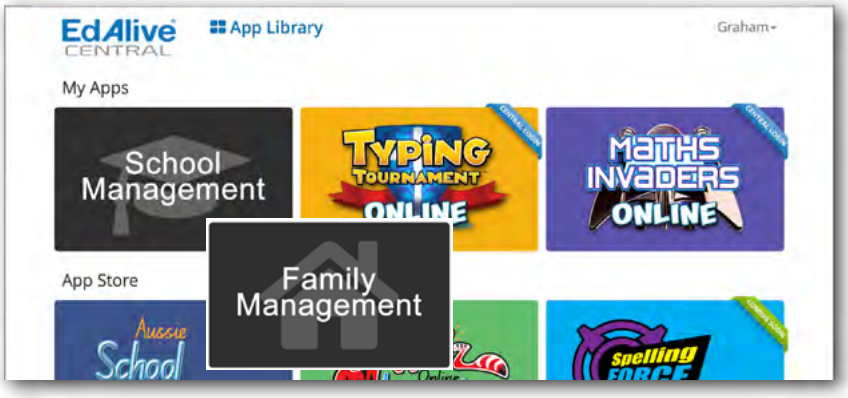


Click the tab to access



Click the tab to access

Goes to *School* or *EdAlive App Library* from where you can add new apps.



Add new subscriptions here as required.

Play Typing Tournament

Starting your Typing Quest

To start your Typing Quest click on the PLAY button on the *Main Menu* screen.

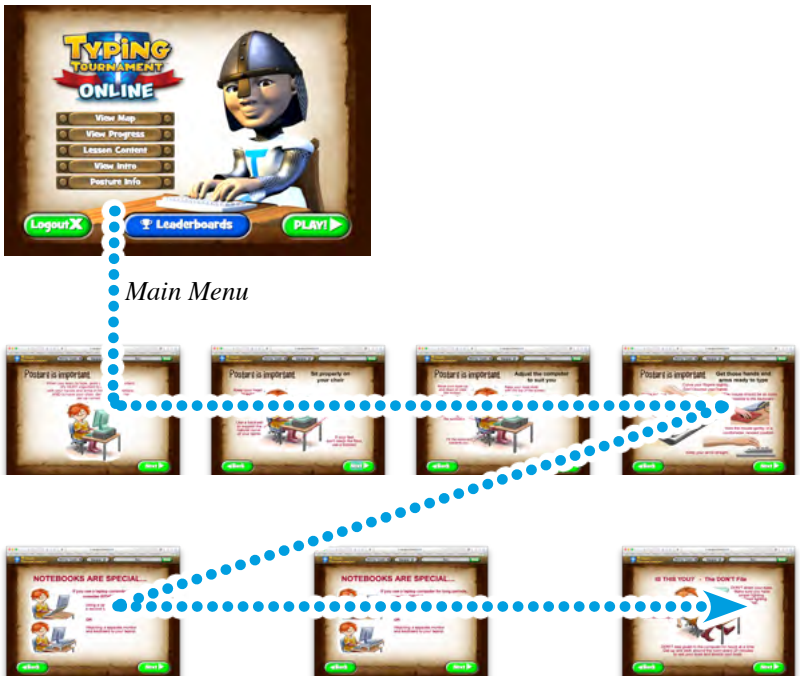
Keyboard Practice is always unlocked. It assists students to familiarise themselves with the keyboard.

Level 1 Mountains is also unlocked with a speed goal of 6 WPM. It starts with the letters a, s, d, f, <space>

Map 1 The Shire

Posture

A series of engaging scenarios highlight the importance of good posture when typing. The posture screens auto play the first time a student signs in. They can be subsequently accessed from the *Main Menu*.



Main Menu

Posture Information and Healthy Typing Habits

Student Typing Speed controls

Starting speed

When you commence *Typing Tournament* we preset your starting speed for *Level 1 Mountains* to 6 Words Per Minute (WPM) progressing to 22 WPM for *Level 16 Throne Room*.

Skip ahead

If you come to *Typing Tournament* with some typing skills already developed you may skip forward to any of the 16 levels by taking a *Skip to this Level* test.

Hover over a level number to display a dialogue that profiles the Pretest requirements you must meet to skip to the level.

To complete the Pretest and gain entry to the level you must attain the target speed and accuracy goals for the level.

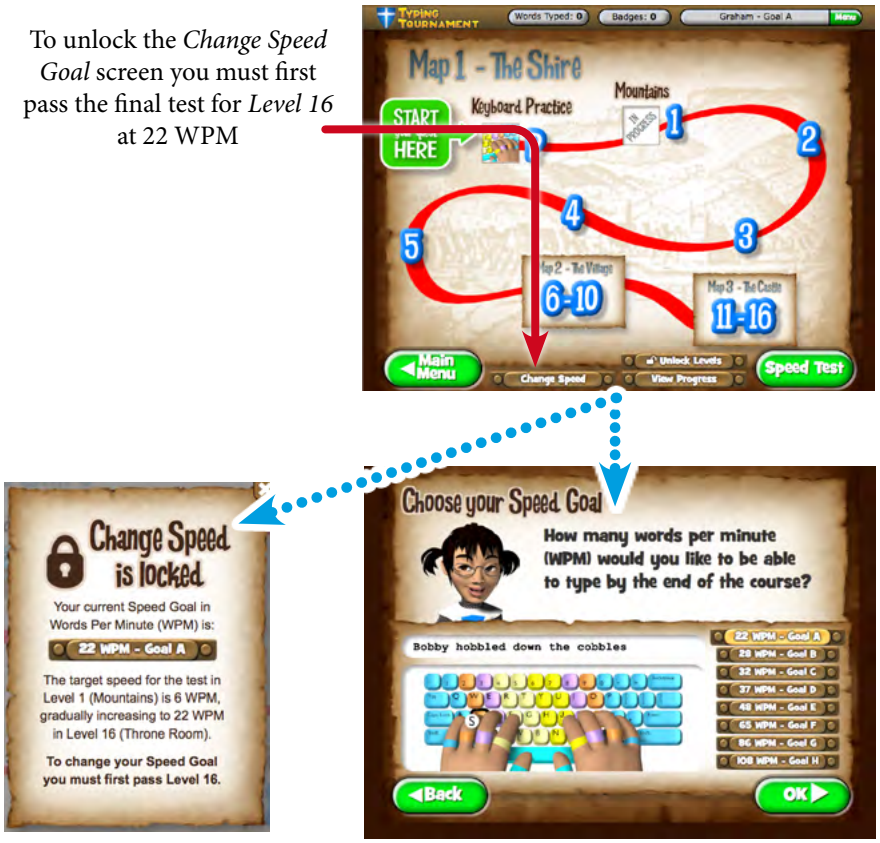
Note: If you choose to enter the program at one of the later levels, the pictures for earlier levels will not appear. The pictures are only revealed when the *Drills* and the *Test* for each level are completed.

Change Speed - Unlock after Level 16

By default the CHANGE SPEED button displayed at the bottom of the *Map* screens is locked.

Once you have mastered Level 16 at 22 WPM the CHANGE SPEED button at the bottom of the *Map* screens is unlocked and you are able to nominate the speed goal that you want to master next.

To unlock the *Change Speed Goal* screen you must first pass the final test for *Level 16* at 22 WPM



Immediately after completing *Level 16* the following screen will appear unless a *Speed Goal* of 48 WPM or greater is selected.

Reminder to set higher speed goals

Once you have completed *Level 16* and unlocked the CHANGE SPEED button but have not yet chosen a *Speed Goal* in excess of 48 WPM then the following dialogue will appear whenever you enter one of the *Map* screens.

Choosing Your Speed Goal

Once the *Choose Your Speed Goal* screen is unlocked you can use it to choose the target speed that you aim to reach by the end of the quest.

1. There are 8 *Speed Goals* from 22 WPM right through to 108 WPM for speedsters
2. Most typists will attain a speed of 40 WPM with focused determination
3. *Typing Tournament* dynamically regulates the *Drill* and *Test* achievement thresholds to help students master the keys for each *Speed Goal*
4. The underlying *Multiple Progressions Model* dynamically varies the speed of the *Drills*, *Games* and *Tests* at each *Level* to tailor tuition for each typist!

To choose your WPM typing speed, click a speed level in the top part of the screen.

To preview a WPM typing speed, click a speed level in the lower left part of the screen.

The *Choose Your Speed Goal* Screen

Recalculation of pre-qualified Levels

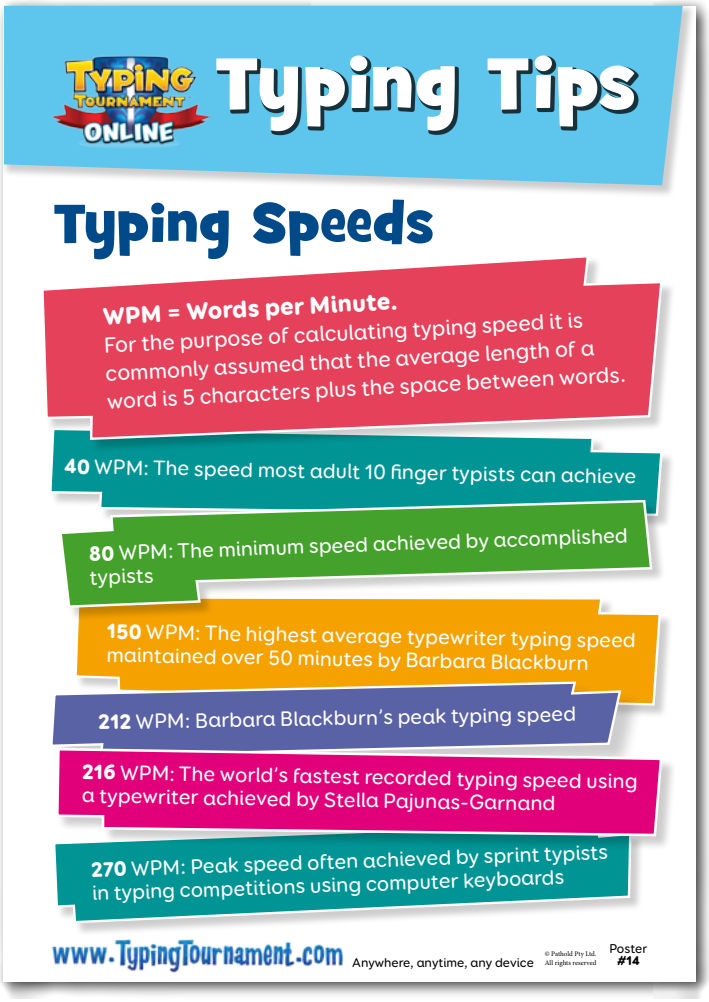
If you complete work at particular *Speed Goal* and subsequently select a higher *Speed Goal*, *Typing Tournament* recalculates your qualification for entry to *Levels* 1 - 16 at based on the requirements of the higher *Speed Goal*,. According to your previous performance at a particular *Level* you will be qualified for access to that *Level*. Qualification is indicated by the presence of the picture icons for the *Level*. If your previous performance has not pre-qualified you for entry to a *Level*, the *Level* will be locked and you will need to qualify for entry by successfully completing a pretest at the designated speed.

Recommended typing speed goals

The average typing speed for proficient adults is approximately 40 WPM. For journalists and professional typists 60 to 80 WPM is the goal. Experience gained over the years by analysing results from *Typing Tournament* indicates that most students who apply themselves should be able to achieve 48 WPM which is the equivalent of *Goal E* in *Typing Tournament*. Many students are able to achieve speeds far in excess of this.

Typing Speed Poster

The following poster is accessible from the Typing Tournament Poster section. https://blog.typingtournament.com/free-posters-learning-resources/



School Teacher Access to Change Speed

Teachers can access a special version of *Typing Tournament* from within the *School Management* section. This special version allows teachers to experiment with *Typing Tournament* without the need for a separate login. To access the special version:

1. Choose *Start Typing* from the *Your Name* Menu in the top right hand corner of the *School Management* screen.
2. You will then enter a fully functional version of *Typing Tournament.*

Unlock Levels

Once in the special *Teacher Access* version of *Typing Tournament* teachers can unlock all of the *16 Levels* and CHANGE SPEED button so that they might preview the activities in the *Levels* and experiment with different target typing speeds.

The LOCK/UNLOCK LEVELS button grants teachers access to all *Levels* and the *Change Speed* options

The Map Screens

During your typing quest you will progress through 16 levels over 3 different maps. If you have never learned any typing skills before, it is best to start at the beginning and visit all the different levels in order.

The Maps

There are three different maps:

- Map 1 "The Shire"
- Map 2 "The Village"
- Map 3 "The Castle"

To change from one map to another, simply click the appropriate map icon.

You can review or advance to any typing lessons at any time*.

*Note: *To advance to a typing lesson that you have not yet reached, you will need to pass a pretest to make sure the lesson is appropriate for your typing ability.*

The 16 Levels

The levels and focus keys for each map are listed below.

Map 1 "The Shire"

- Keyboard Practice
- Level 1 "Mountains" - `a s d f <space>`
- Level 2 "Dragon's Cave" - `; l k j <right-shift> <left-shift>`
- Level 3 "Peddler" - `h e i t`
- Level 4 "Weapons Yard" - `c o r n`
- Level 5 "Tournament" - `y w p g`

Map 1 "The Shire"

Map 2 "The Village"

- Level 6 "Typeshire Inn" - `u q . b`
- Level 7 "Blacksmith" - `m x v ,`
- Level 8 "Tailor" - `z ? ' 1`
- Level 9 "The Stocks" - `5 + b g t 5 path`
- Level 10 "Puppet Show" - `4 + v f r 4 path`

Map 2 "The Village"

Map 3 "The Castle"

- Level 11 "Drawbridge" - `6 + n h y 6 path`
- Level 12 " Armory" - `7 + m j u 7 path`
- Level 13 "Dungeon" - `3 + c d e 3 path`
- Level 14 "Banquet" - `8 + , k i 8 path`
- Level 15 "Library" - `2 + x s w 2 path`
- Level 16 "Throne Room" - `9 0 + l o 9 path`

Map 3 "The Castle"

The Levels Screens

Level Screen overview

For each of the 16 levels there is a master screen through which students progress. Students progress through each screen in order starting with the Lesson and progressing to the exit Test at the end of the Level. They must pass the Test to progress to the next level. When students enter the Level for the first time only the Lesson is available.

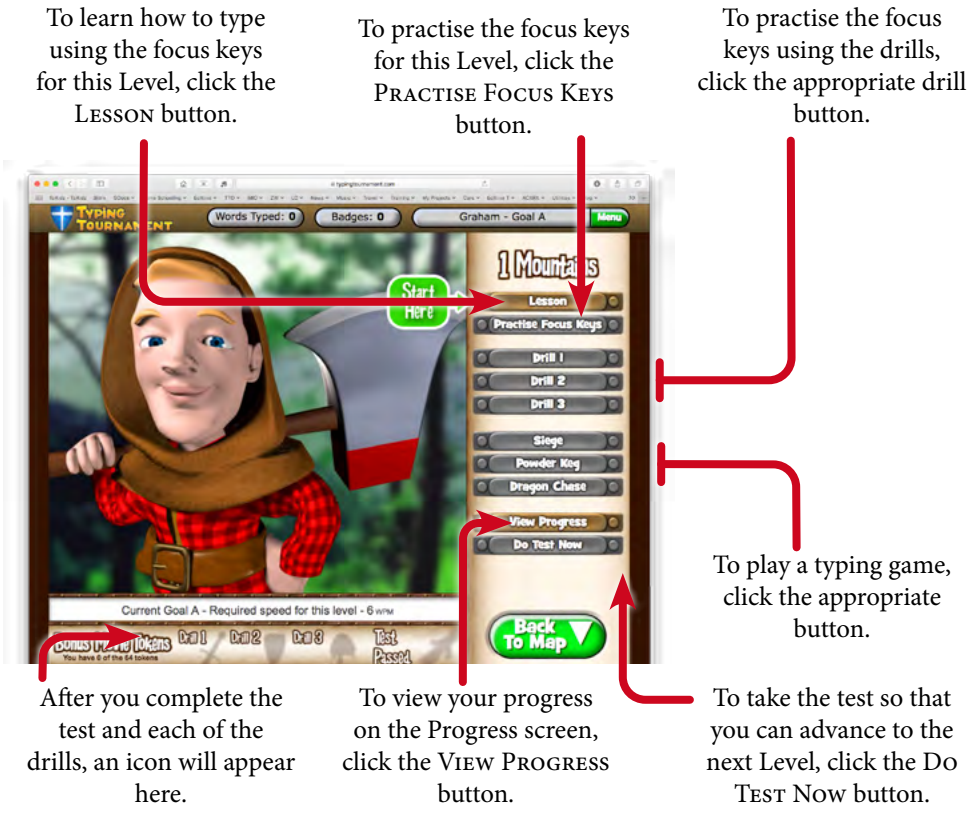
As students complete the various elements displayed on the right of the screen subsequent activities are unlocked. The controlled, ordered progression through the elements builds muscle memory and gives ample opportunity to practise and build skill. Once an element in a Level is unlocked the student may return to it at any time to practise further.

Level Screen detail

The *Level* screen shows the activities available at each level.

- A lesson
- Three types of drills
- Three games
- A test

Each of the activities within a Level target the focus keys for that Level.



Lessons

Each Lesson consists of three parts, and focuses on four or five keys.

Lesson Information

The first part of the lesson sets out the focus keys, and give you other information about hand and finger positions as well as other useful tips.

Lesson Information

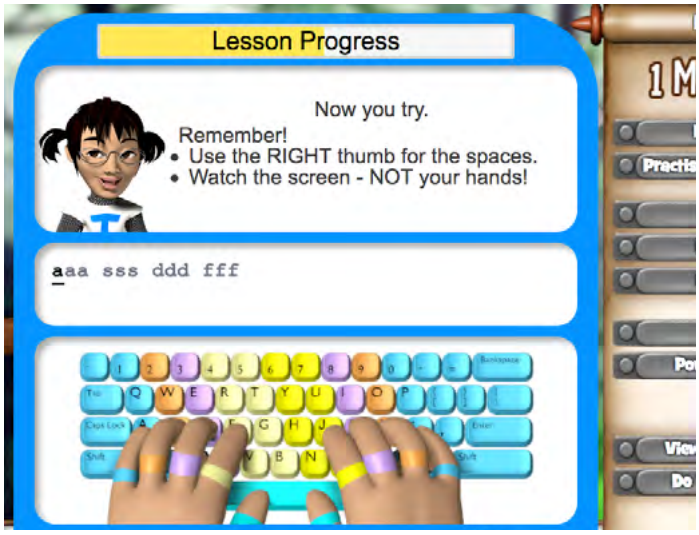
Lesson Demonstration

The second part of the lesson is a demonstration of how to type correctly using the focus keys. Click the Start Demo button when you are ready to watch.

Lesson Demonstration

Lesson Exercise

The final part of the lesson is an interactive exercise where you can get to know the focus keys. Type each line of the exercise as it appears.



Lesson Exercise

Drills

Drills are designed to train you to type the correct key at the first attempt. If you type an incorrect key, your keystroke will not show on the screen; only the letters that you type correctly will show.

Drill Types

There are 3 different types of Drill.

- Drill 1 is a single line of content that you must copy by typing into the space below.
- Drill 2 has 4 lines of content that you must copy by typing into the space below.
- Drill 3 is 10 lines of text that you must type directly over the given content.

Drill 1

Drill 2

Drill 3

Drill Duration

A countdown timer runs at the start of each Drill to give you enough time to get comfortable and ready to type as accurately as you can until the progress bar is full.

As you finishing typing each section of content, new content will appear on the screen.

If you hesitate for more than 2 seconds, the animation at the bottom of the screen will show you the next key and its correct finger.

Level 1 "Mountains" Drill 1

Tip: *You can exit a drill at any time by clicking the* End *button.*

Reports

At the end of each drill you will be given a report showing your speed and the number of incorrect keystrokes made.

Rewards

- After each *Drill* is completed for the first time, the icon for that *Drill* appears in full on the *Main Menu* screen for that Level.
- When all the *Drills* and the *Test* are completed for the Level, the picture for that Level appears on the *Map* screen.
- Finally, because practice is so important in building proficient typing skills, there is a *Bonus Reward* at the end of the *Quest* - Level *16*.

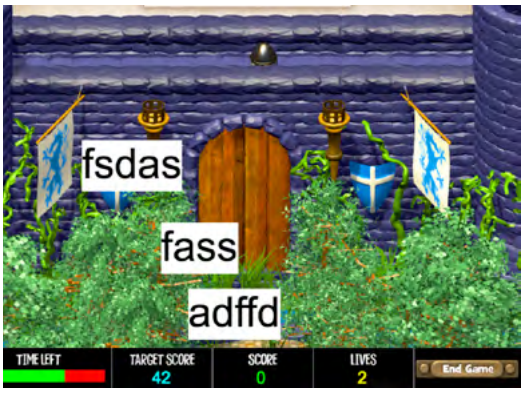
Games

In addition to lessons, drills and tests, *Typing Tournament* also provides three engaging games.

Before you start playing, each of the games will calculate your target score. If you can reach the target score for the game, you are ready to attempt the test. Your target score is calculated with reference to the speed and accuracy level. You are also allowed a small number of "lives" in proportion to these requirements.

Castle Siege

Your castle is being attacked! Type the words correctly to bombard the invaders with barrels and prevent them from reaching the top of the castle wall!

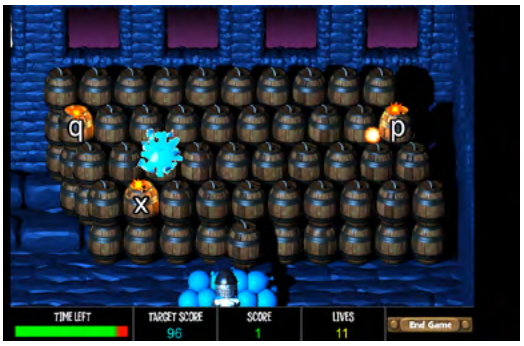


Siege

- Points are scored in Castle Siege by correctly typing the words that appear on the screen. You must press the Space Bar after you have finished typing each word to enter your answer.
- If you type an incorrect letter you can change it using the `Backspace` key on Windows keyboards or the `Delete` key on Macintosh keyboards.
- You will lose a life if you spell a word incorrectly, or a word reaches the top of the castle wall.

Powder Keg

A fun-loving dragon has found your store of gunpowder and is lighting fuses with his fiery breath! Each powder keg has its own keyboard letter. Hit the correct keys to aim your water bombs and put out the fuses before it's too late!



Powder Keg

- Points are scored in this game by correctly typing each key as the letter or symbol appears on a powder keg.
- As soon as you type the correct key, the fuse on the powder keg stops burning, a water bomb is launched and the letter is greyed out.
- If you do not type the correct letter within a certain time, the letter explodes and you lose a life. You will also lose a life if you hit an incorrect key.

Dragon Chase

It's that dragon again and he's after you! You'll have to type furiously fast to make it through the passage of text, stay ahead of the dragon and escape to the tower – otherwise you'll get a toasting!

Dragon Chase

- The idea of Dragon Chase is to stay ahead of the Dragon until you reach the Tower. The Dragon's speed is determined by the Test speed for that Level and location. The number of words you must type is also determined by your Level and location.
- There is a warning noise that lets you know when you make a mistake, but you cannot Backspace or Delete to correct your errors. Only correct typing allows you to progress towards the Tower.
- You will lose a life for each incorrect keystroke.

Lesson Tests

Progressing Through The Quest

Tests enable you to move from one level to another, until you finally finish your Quest. Each time you pass a test in a different Level, the *Pass Test* screen shows you another part of a picture that is gradually being revealed as you advance through the Quest. Passing the test at the end of Level 16 completes the picture and allows you to access *Typing Tournament: The Movie.*

Time, Speed and Accuracy

Tests are 3 minutes long. During this 3 minutes, you must type each line of text. A new paragraph will appear when the last character of the previous paragraph is typed.

Tests report on both your typing speed and your level of accuracy. Unlike drills, the test will allow you to type incorrect letters and leave them on the screen if you choose. There is an alert noise to warn you if you have made a mistake during a test. You can fix your mistakes using the Backspace key on Windows keyboards or the Delete key on Macintosh keyboards.

Test Reporting

At the end of the test, you will be told how many characters you typed in the time period, how many times you typed an incorrect key and how many of these incorrect keystrokes you did not fix.

Passing the Test

If you pass the test, a results screen will show your typing speed, typing accuracy and a new piece of the puzzle picture.

The following screen will display giving you options to save a PDF of an Achievement Certificate.

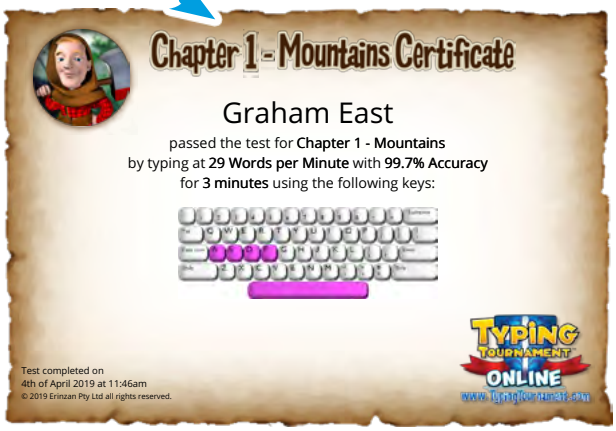
Results of your typing test are displayed

Note: *If you fail to reach the required speed and accuracy targets for the test, you will be shown your results and advised to try some more drills and games before taking the test again.*

Click the CERTIFICATE PDF button to download a PDF copy of the *Achievement Certificate* for this Level.

The PDF is saved in your default downloads folder.

Locate the PDF and open it to print.



Speed Test

The Speed Test option enables students to take 1 minute or 3 minute Speed Tests at any time. The Speed Tests use all of the keys.

Motivators

Intrinsic motivators

As students progress in their typing journey Typing Tournament provides an instant dynamic feedback loop reinforcing progress keystroke by keystroke. The reinforcement is amplified through progress reports, test attainments, statements of speed and accuracy, achievement certificates and more.

Badges (Achievements)

Progress through the 16 Levels and the attainment of increasing typing speed is an intrinsic reward that is reinforced through a range of extrinsic rewards, built into each of the 16 Levels.

For some learning to type is easy. For others it takes much effort. The Badges are an extrinsic reward system that increases motivation by rewarding effort distinct from achievement. As words are typed they accrue to earn Badges no matter the progress towards speed and accuracy goals.

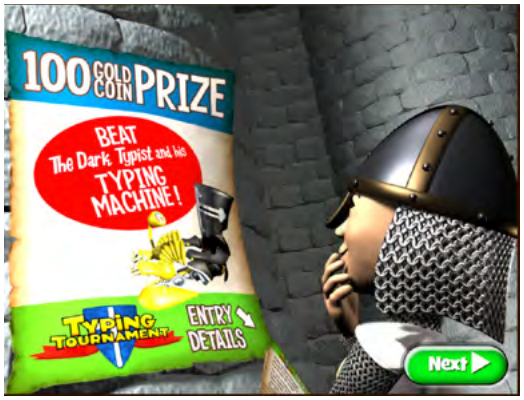
To access the Badges click the BADGES button in the *Menu Bar*

Click the BADGES Button to display

Type 100,000 words to become Regent

Extrinsic motivators

In addition to the *Badges* system there are multiple extrinsic motivators built into the *Typing Tournament* progression: tokens are collected *Level* by *Level*, progress through the *Maps* is graphic and gives a point of reference to compare with others, a *Reward Movie* plays on the completion of *Level 16* and a *Bonus Reward Movie* plays on the collection of all badges for all 16 *Levels* and more.



Some of the extrinsic motivators

Reporting

The reports relating to each student's activity within *Typing Tournament* are accessed from the *Tools & Reports* screen. (**NB** These reports cannot be accessed from the *EdAlive Central School Management or Parent Management* screens.)

School Access Typing Tournament Tools & Reports

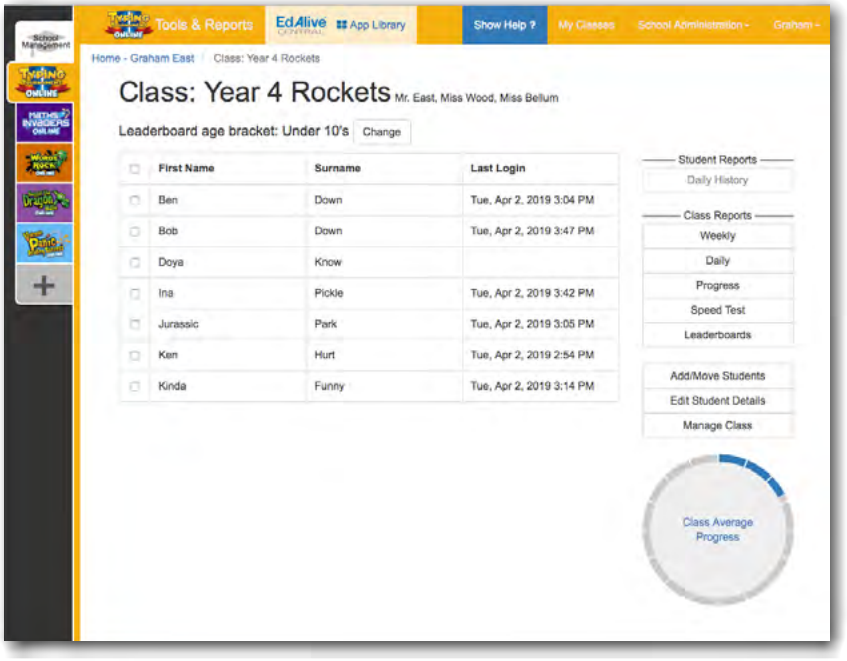
To access the Typing Tournament *Tools & Reports* go to *central.edalive.com* login as a *Teacher*, and click on the *Typing Tournament* tile

Choose the Typing Tournament tile from the *EdAlive Central Main Screen.*

You must be logged in using your *Teacher Account* details.

Choose *Tools & Reports*

Click on the class for which you wish to access the reports. The following will appear:



The *Last Login* column shows the time and date of each student's last login. This is helpful if you are monitoring homework use or want to see which children haven't used the system for a while.

The *Circle Graph* shows the average progress of the class through *Levels 1 – 16*. If you click on the name of a student, their progress will be shown and if you select a number of students their average progress displays.

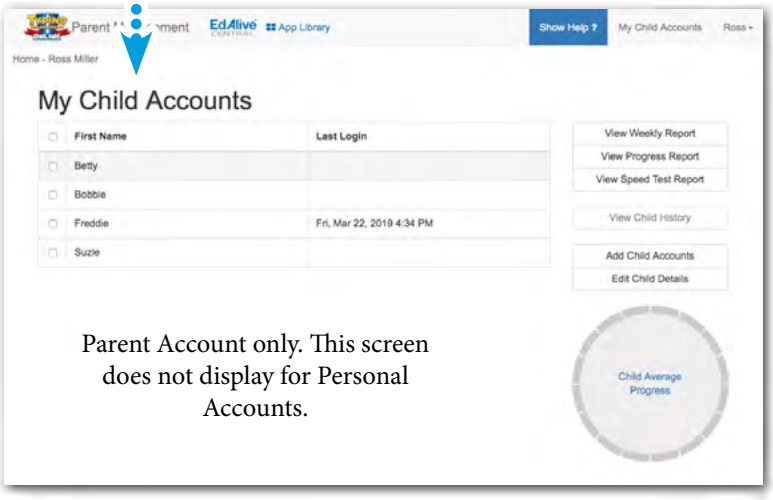
Access Typing Tournament Management

To access the reports:

Choose the *Typing Tournament* tile from the *EdAlive Central Main Screen*.

You must be logged in using your *Parent Account* details and not as a student.

Choose *Access*



Parent Account only. This screen does not display for Personal Accounts.

School Home Specific reports

There is a series of incisive reports that facilitate monitoring of individual and class progress.

The Weekly Report - Whole Class

Shows each user's best test result in WPM week by week. Hover over each entry to see the details of their performance including WPM, accuracy and duration.

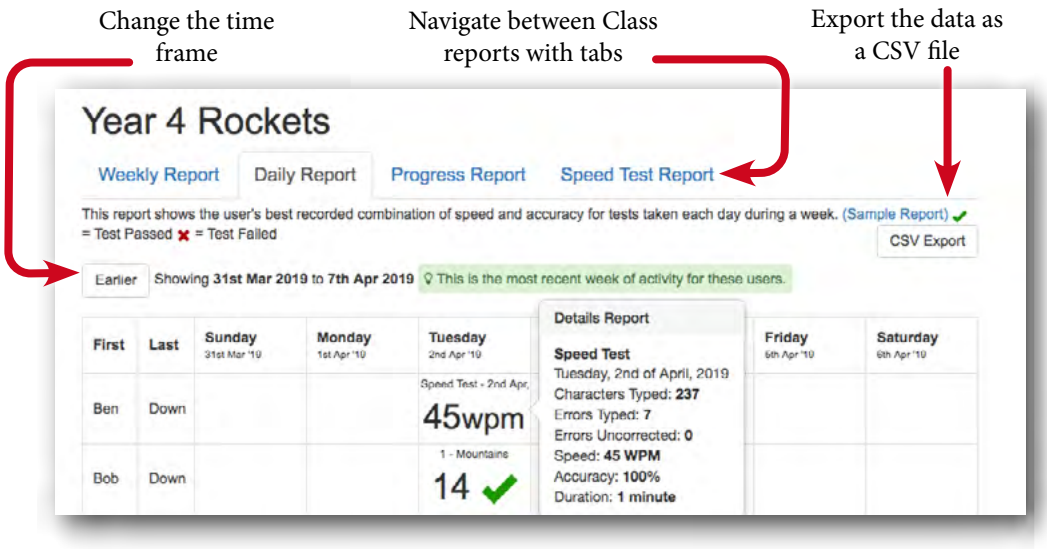
The Progress Report - Whole Class

Shows each user's progress through the *16 Levels* in WPM. Hover over each entry to see the details of their performance including WPM, accuracy and duration.

Daily Report - Whole Class

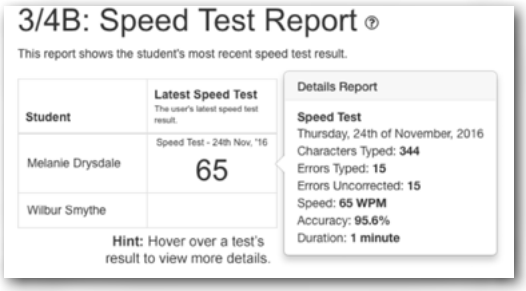
Shows the activity day-by-day for work done by the student over the past week for Adaptive Learning, Student Content Selections and Teacher Content Selections.

To view the report go to the *Class* screen and click the DAILY REPORT button.



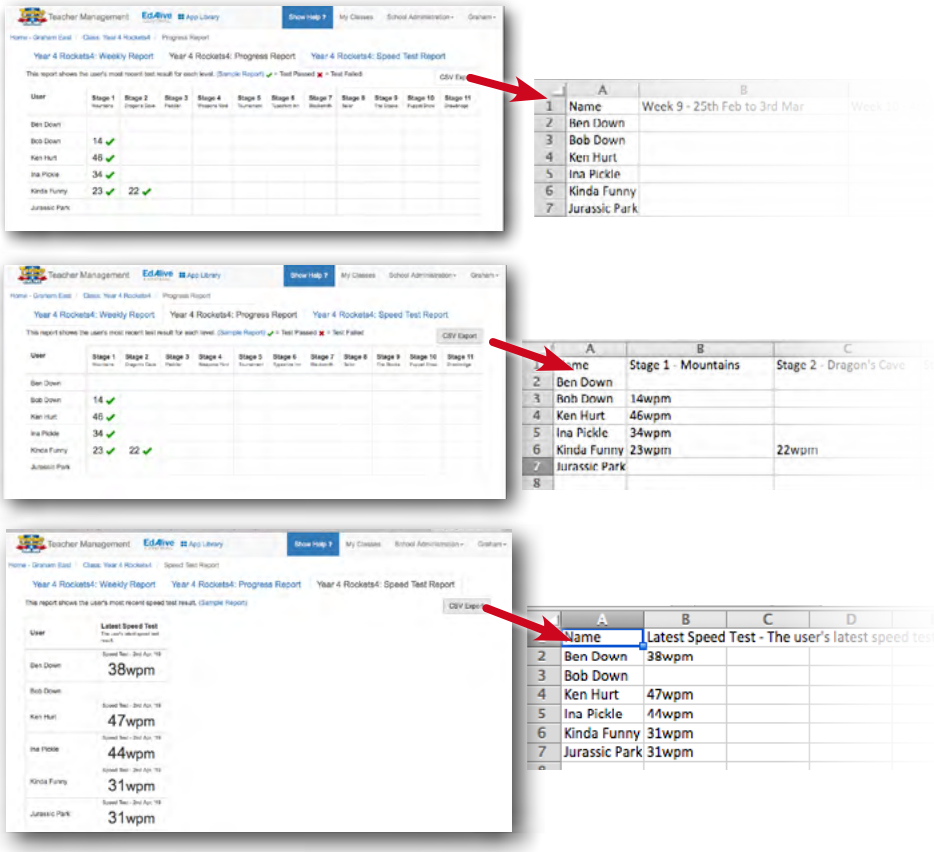
The Speed Test Report - Whole Class

Shows the user's latest *Speed Test* result. Hover over each entry to see the details of their performance.



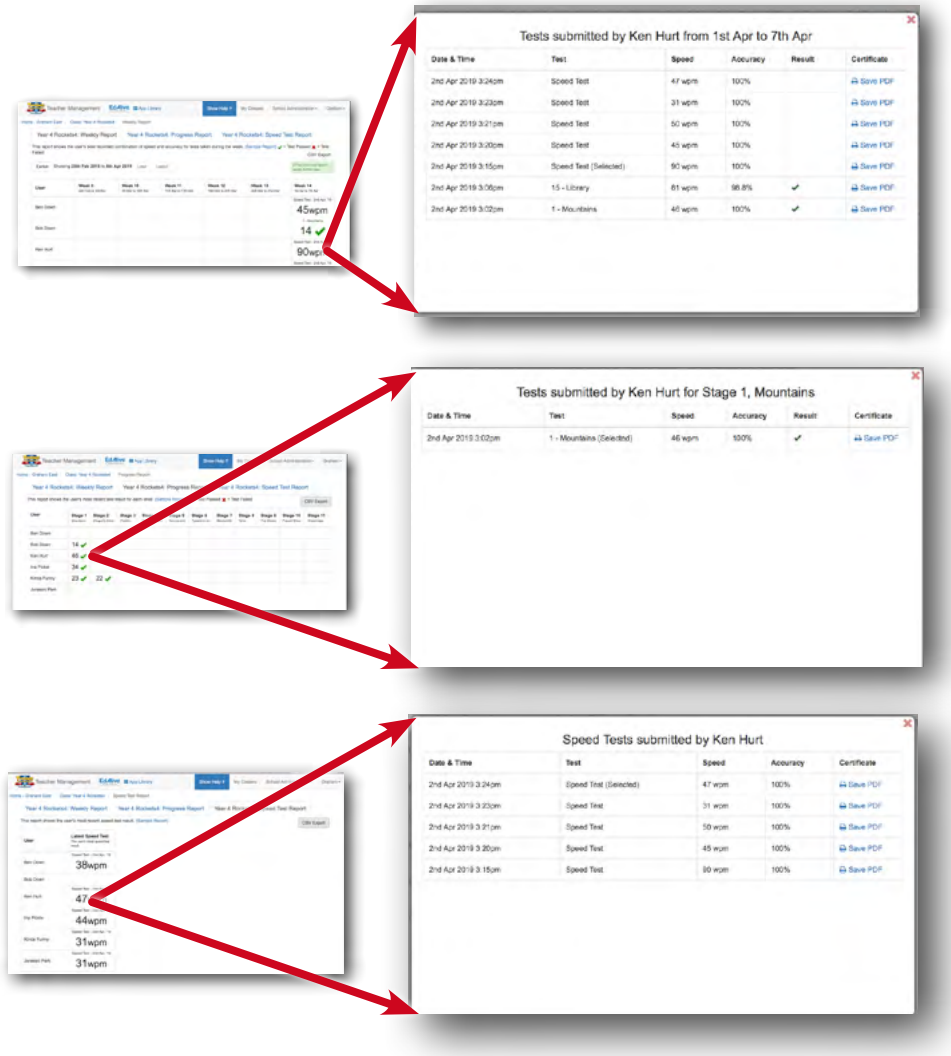
Export results as a CSV file

Accrued results can be exported from the relevant reports as CSV files for importing into other systems for analysis. The CSV files are saved in the default downloads folder.



View the detail

Each cell in the reports can be expanded to view the detail of foregoing results. The summary result displayed on the primary report is the user's best result as determined by the system. It may be that other results have been recorded with faster speeds and lower accuracy or visa versa.



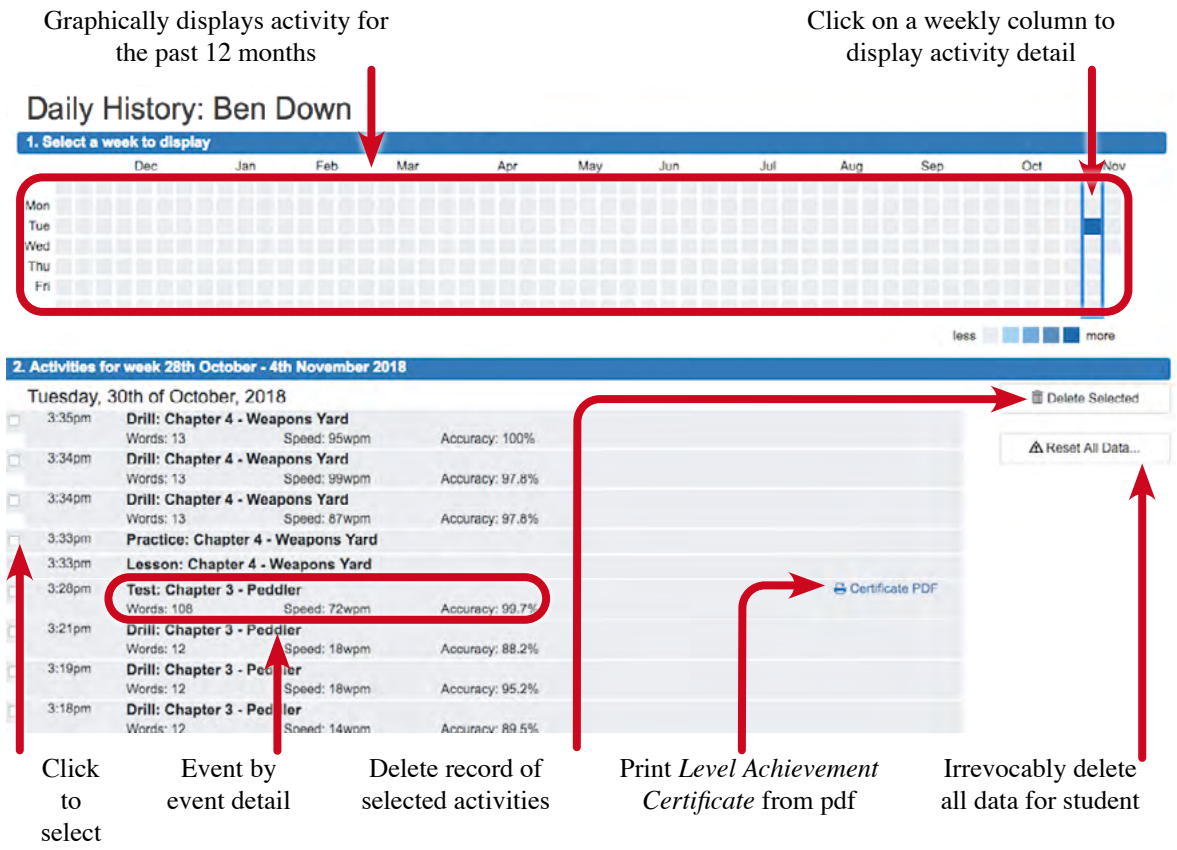
Print from the expanded reports

Teachers can save and then print certificates from any of the expanded reports. This enables teachers to retrospectively print certificates for presentation to the student based on previous performance.

Daily history

Shows the detailed day by day activity for each student. To view the report select the student and click the VIEW STUDENT HISTORY button.

The *Daily History* graph enables teachers to monitor student activity by analysing their activity over time. It also enables the resetting of student data and the printing of *Level Achievement Certificates*.



View week by week activity

Click on a column to highlight the activity for any of 52 weeks. The details display below.

Reset all data

Our research shows that in the early stages of their typing journey many students use the wrong fingers on the wrong keys building bad habits upon bad. If this is the case it is advisable to reset the student's account. This process irrevocably voids all record of achievement and allows the student to re-engage with *Typing Tournament* as if they had not used it before.

Delete specific activity history

Situations arise that require the deletion of history for one of more activities. Deleting the history also resets the associated record of achievement and settings within *Typing Tournament* enabling students to re-challenge themselves. This facility is very useful where:

1. From time to time students have been using the wrong fingers on the wrong keys.
2. A family member or other student has been completing activities in the user's account thus skewing their record of achievement.

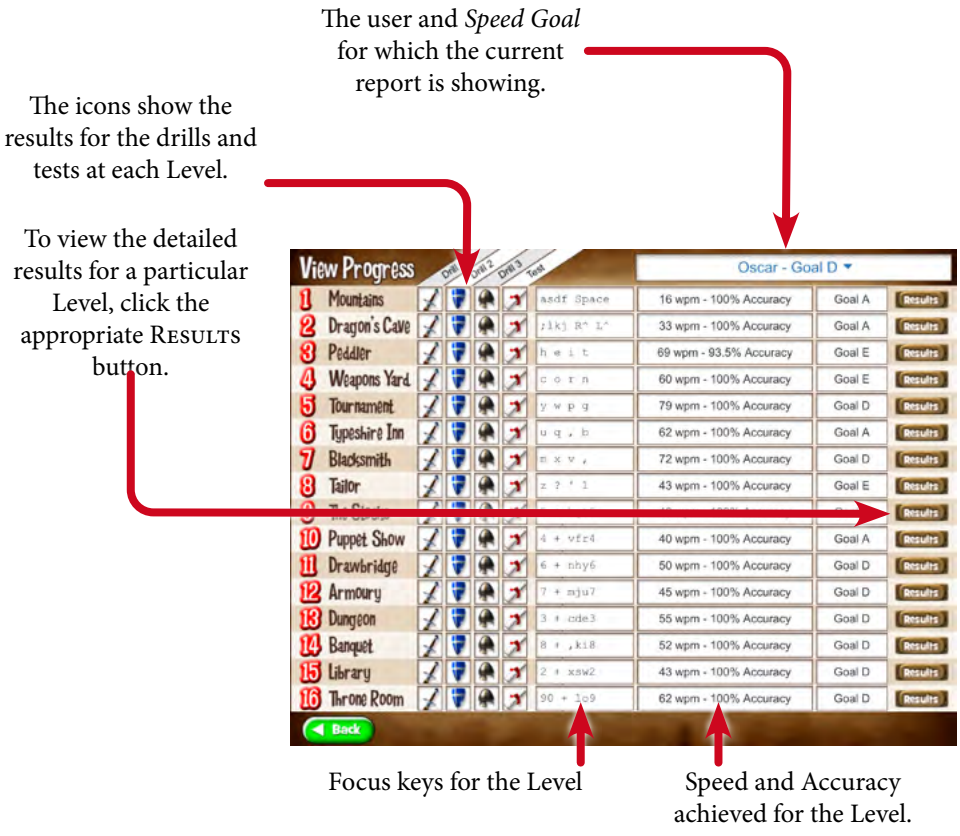
Print Level Achievement Certificate

Allows the teacher to retrospectively print *Level Achievement Certificates* for all *Level Tests*.

View Progress Report - Students

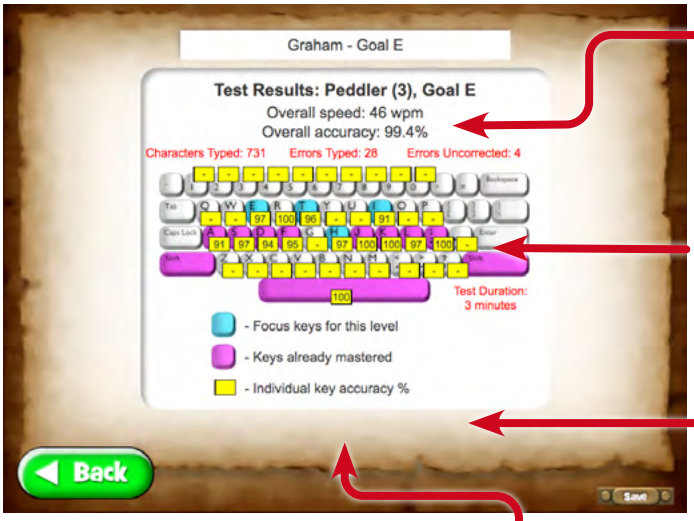
This report is only available to students from within *Typing Tournament*. To view the report go the *Main Menu* screen, click the VIEW PROGRESS button. The report displays

- the names of all the Levels you have visited
- whether or not you have completed all the *Drills* and the *Test* for each Levels
- the focus keys for the Levels you have visited
- your latest test results for each Levels
- the achievement Levels you are working on



The Results Report

From the *View Progress Report* click on the RESULTS button for the appropriate Level



The detailed test results also give an overall speed and accuracy rating.

The yellow boxes indicate the percent accuracy for each key for this *Level*.

Detailed Progress Report

To print the details test results, click the PRINT button.

To save the detailed test results, click the SAVE button.

Current Results

Note. The results displayed in the *View Progress* Report and the *Test Result* Reports include only the latest results. If you attempt the *Test* in any level more than once, your results screen will be updated with each new attempt. In other words, *Typing Tournament* stores information about how well you are currently typing, whether or not that is your best performance. If you want to keep a record of test results that you think are particularly good, either print the certificate at the conclusion of the test.

Leaderboards

About the Leaderboards

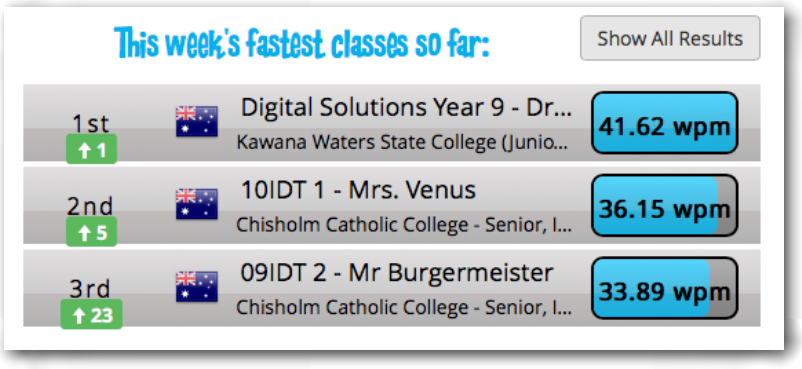
The *Typing Tournament Leaderboards* are designed to boost individual student motivation and team engagement by challenging all members of a class to contribute to the overall ranking on the *Leaderboard*. Many teachers have indicated that working with the *Leaderboards* has had a remarkable effect on the typing performance of their classes.

Only typing completed by students linked to a class at a school will contribute to the Leaderboards.

Any member of the public may view the Leaderboards.

To access the Leaderboards

Go to the *Typing Tournament Home Page*



Moment by moment the *Leaderboard* tracks and analyses all the words typed by each student in every class and displays the results for those classes that meet the participation criteria. The results refresh every 15 minutes. The *Leaderboards* enable classes to compete across a broad range of criteria thus maximizing involvement. By using the tick boxes to isolate different criteria, users can view the performance of their class by:

1. Country or state
2. The results just for your school
3. The class with the fastest average speed for the week to date
4. The class with the most words typed for the week to date
5. Age brackets

History is kept

The *Leaderboard* system archives the results week by week enabling users to retrospectively view the performance of their class.

Relative improvement is shown

Weekly improvements in class ranking relative to other classes is shown by green arrows.

Leaderboard details

For a detailed explanation of the operation of the *Leaderboards* go to:

www.edalive.com/typing-tournament/?leaderboard

Leaderboard opt out

The *Typing Tournament Leaderboards* do not display any *Personal Identifiable Data* for any student. Only aggregated class results are displayed.

Some schools may prefer that their classes are not displayed on the *Leaderboards*. If this is the case, the *School Administrator* can simply uncheck the *Participate in competition* option on the *My School* screen of the *School Administration* menu. Please note we cannot remove results retrospectively.

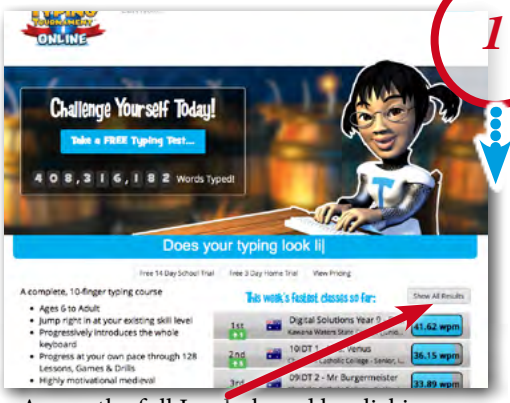
School Leaderboard Certificates

Leaderboard participation certificates can be retrospectively printed from the archived history for the whole class.

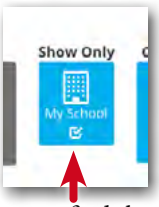
School Leaderboard Certificates and printing

Only teachers logged into their accounts can access and print *Leaderboard* certificates.

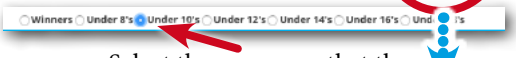
School Leaderboard Overview



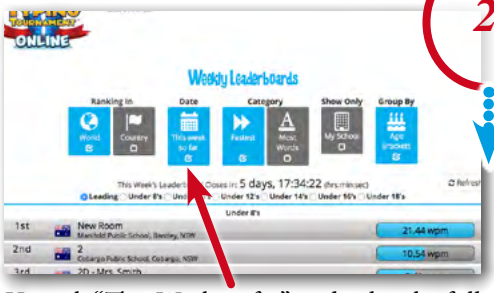
Access the full Leaderboard by clicking on the Show All Results button



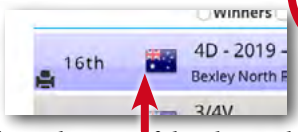
To make it easy to find the class tick the Show Only My School button



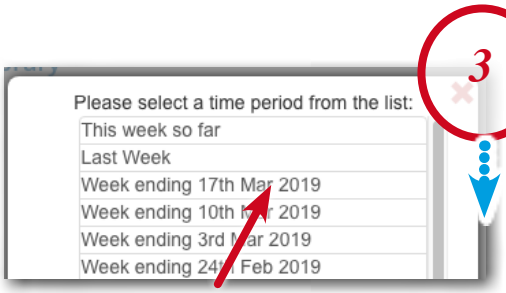
Select the age group that the class to be printed is in



Un-tick "This Week so far" to display the full list of *Leaderboard* weeks

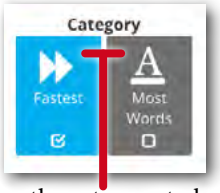


Click on the row of the class to be printed (there is a print icon, but you can click anywhere)



Choose the week to be printed (naturally you cannot print the current week as it is not yet completed)

An overview screen comes up showing each student's contribution to the total



Choose the category to be printed

From here click the Print Certificates button to download the printable PDF. Locate the downloaded file and print the certificates.

Printing

PDF printing

In order to maximise printing compatibility *Typing Tournament* sends its printed output to PDF files. The PDFs are saved to the default download location for your browser. To print the files open them in a PDF viewer and print.

Printed output available

Teachers

Teachers can retrospectively print *Certificates* for work previously completed by their students.

- *Leaderboard Certificates* from previous weeks on the *Leaderboard*
- *Student Level Test Certificates* - access from *Progress Report - Student History*
- *Speed Test Certificates* - access from *Progress Report - Student History*

Parents

Parents can retrospectively print *Certificates* for work previously completed by any of the children they are managing.

- *Student Level Test Certificates* - access from *Progress Report - Student History*
- *Speed Test Certificates* - access from *Progress Report - Student History*

Child/Student/Personal users can print

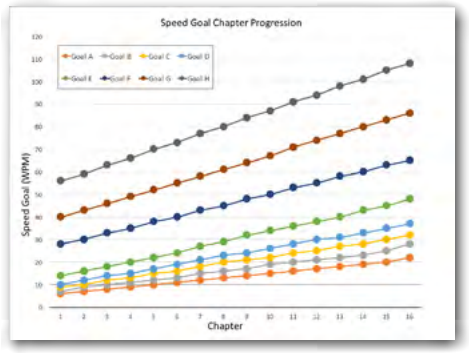
- *Test Certificate* from the *View Progress* screen - access by clicking the VIEW PROGRESS button from the *Map Screens*
- *Test Results* from the *View Progress* screen - access by clicking the VIEW PROGRESS button from the *Map Screens*
- *Speed Test Certificate* - print after completing a *Speed Test*

Multiple Progressions Model

Mastery learning

Typing Tournament is based on mastery learning and on the assumption that before progression and the introduction of new content, mastery of the old must be demonstrated.

The progress through the activity sequences is controlled by our unique *Multiple Progressions Model* that sets the speed and accuracy goals for each *Level*. The parameters that drive this model have been carefully researched and are adjusted to give optimal learning



Multiple Progression Pathways

Research Driven

Our research has indicated that for beginning typists the best approach is to lock the progressing and then once the typist has demonstrated mastery of the keyboard at 22 WPM, to give them access to the full *Multiple Progression* options.

Once users have completed the Test for Level 16 they can choose different speed and accuracy goals. So user 1, choosing the *Speed Goal E* of reaching 48 wpm in the 16 lessons, will need to complete the Level 7 *Test* at 27 wpm, whereas *Speed Goal A* user 2 needs to do the same *Test* at only 12 wpm.

Maximum typing speeds

The maximum exit text speed for Level 16 is 108 WPM

Technical Requirements

System Requirements

Any device, anywhere, anytime

1. All *EdAlive Central Web Apps* work on any device including Windows PCs, Apple Macs, Surface Tablets, iPads, Chromebooks and other Android tablets.
2. Unlimited Access 24/7 wherever there is an Internet connection.
3. No need for the installation of an App as it is fully web delivered.
4. Not supported for Generation 1 iPads (April 2010 - March 2011). NB Although some parts of Maths Invaders Online may operate not all will do so.

Supported Browsers

See "Supported Browsers" section in the EdAlive Central School Guide or go to the EdAlive Central - System Requirements: Supported Browser entry at help.edalive.com.

Browser Settings

See "Technology Requirements" section in the EdAlive Central School Guide or go to the EdAlive Central - System Requirements: Browser Settings entry at help.edalive.com.

Common Troubleshooting

See "Common Troubleshooting" section in the EdAlive Central School Guide or go to the EdAlive Central - System Requirements: Common Troubleshooting entry at help.edalive.com.

Whitelisting

Whitelist required URLs

The following URLs should be whitelisted or unblocked from your network filters and added to Internet Explorer's Trusted Sites list (if used).

For EdAlive Central:

- central.edalive.com
- cdn.central.edalive.com

Additionally for Typing Tournament

- www.typingtournament.com
- cdn.typingtournament.com

Mobile device input

The inbuilt soft keyboards on mobile devices have many customised behaviours that make them unsuitable for typing tuition. e.g. they hide the ";" under "shift" and numerals under the "123" making it impossible to use them for learning to type correctly.

Revolutionary on-screen keyboard

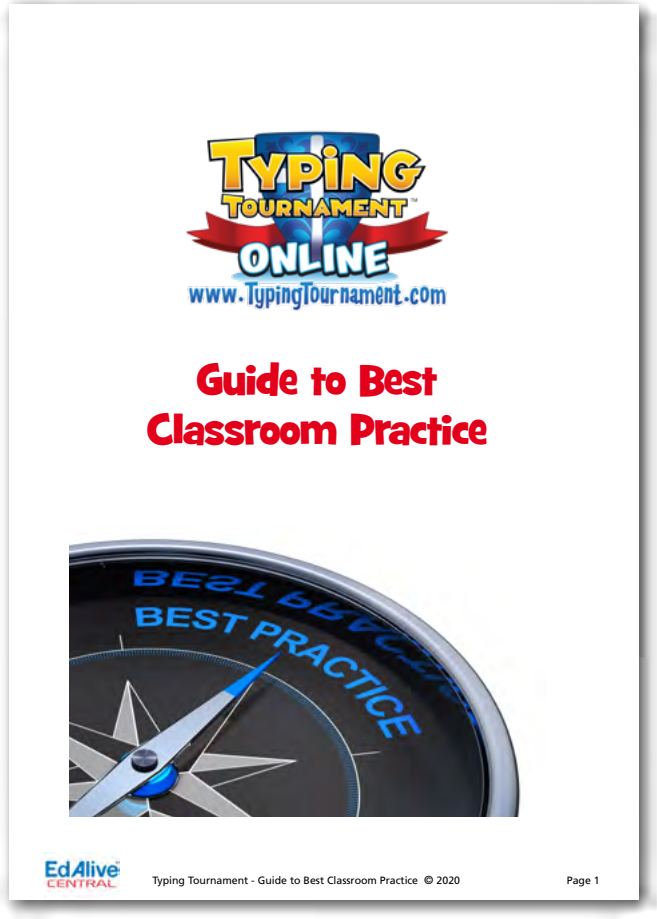
Typing Tournament cleverly solves these problems by substituting its own revolutionary, on-screen keyboard which has a standard layout and colour coding which matches the colour coding used in the lessons.

1. The virtual on-screen keyboard simply pops up when typing on a mobile device
2. Users can use the same keystrokes on mobile devices as they do on computer keyboards!
3. Swap easily between PCs and mobile devices without disrupting the development of muscle memory

Click the keyboard image to toggle the on screen keyboard on or off

Best Practice Guide

This guide to best practice is designed to give classroom teachers and parents the tools and background they need to fully harness the power of *Typing Tournament*. It is based on countless visits to classrooms and feedback from many of our wonderful clients.



Accessing the Best Practice Guide

To access a PDF copy of the Best Practice Guide go to help.edalive.com and type in "Best Practice Guide"

ACARA Achievement Standards

Up until recently there has been considerable ambiguity attending the standards that Australian educators should use when addressing the teaching of keyboarding skills. Most of the relevant curriculum documents lack clear statements in this regard. This situation has now been clarified with the publishing by ACARA of the Writing and Keyboarding Achievement Standards. The following table summarises these standards.

ACARA Achievement Standards - Keyboarding

In 2018 ACARA defined new Achievement Standards within the Literacy Progression.

The new Standards relate to the Writing Element and specifically the Handwriting and Keyboarding Sub Element and require the fluency, automaticity and accuracy in keyboarding that can only be attained by touch typing.

The Handwriting and Keyboarding standards embody the principles of the Australian Curriculum. These progressions indicate the minimum standards that Australian Schools should incorporate in their teaching. For Victoria and NSW these progressions indicate the base skill level to be embodied in the relevant State-based curricula built on the base of the Australian Curriculum.

The following table focuses on the Keyboarding dimension of the HwK Progression.

For more information click here

Year Level	Sub Element	Keyboarding descriptors	Our recommendation
Preschool	HwK1	NA	
Foundation	HwK2	NA	
	HwK3	• writes or types a few words • uses numeral keys	
Year 1	HwK4	• demonstrates keyboarding skills by typing short letter clusters and short common words as single units (er, ing, the, my) • types using spaces between words and sentence punctuation	Typing Tournament Online • Keyboard Practice • Levels 1 to 4
Years 1 & 2	HwK5	• uses some features of text editing applications • recognises and uses keys to show more complex punctuation or symbols	
Year 3	HwK6	• begins to develop quick finger action when keying • **fluently** handwrites and **types** to produce a range of texts	Typing Tournament Online • Levels 1 to 8
Year 4	HwK7	• uses a range of digital applications to compose and edit • self-corrects using appropriate keyboard and screen functions	Typing Tournament Online • Levels 1 to 16
Years 5 & 6	HwK8	• demonstrates **automaticity** (implies ***accuracy***) when using keyboarding and screen functions	Typing Tournament Online • Levels 1 to 16 • Building speeds beyond 22 WPM
	Overall	For students to attain ***fluency***, ***automaticity*** and ***accuracy*** at ***speed*** using a keyboard they must be able to ***touch type***. Any lesser skill will see one or the other of these outcomes compromised.	

This summary has been produced by Graham East, the Managing Director of EdAlive, the publishers of Typing Tournament Online, Australia's most used and trusted online typing tutor.

© Erinzan Pty Ltd Trading as EdAlive. 02 6776 0200, info@edalive.com

Posters to promote typing skills

Typing Tournament includes a comprehensive and growing range of printable posters designed to support your teaching. They are supplied in PDF form and can be downloaded and printed to A4 or A3.

Topics addressed include:

1. Keyboard layout and use of the correct fingers
2. Posture and ergonomics
3. The history of typing
4. Quirky QWERTY Facts

Accessing the posters

Go to www.edalive.com/free-typing-tip-posters/