

Kodable™ **TYPING**

Getting Started Guide



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INTRODUCTION



Welcome to Kodable Typing! This guide walks you through everything you need to get your second graders typing with confidence. Second grade runs from the home row to short paragraphs.

Skills 2nd Grade Students Will Learn



Home Row

Foundation of proper technique



Finger Placement

Guided instruction for every key



Speed Development

Gradual, age-appropriate growth



Keystroke Accuracy

Habits that let speed follow



Punctuation Skills

Shift key, commas, and numbers



Full Paragraphs

Short paragraph practice

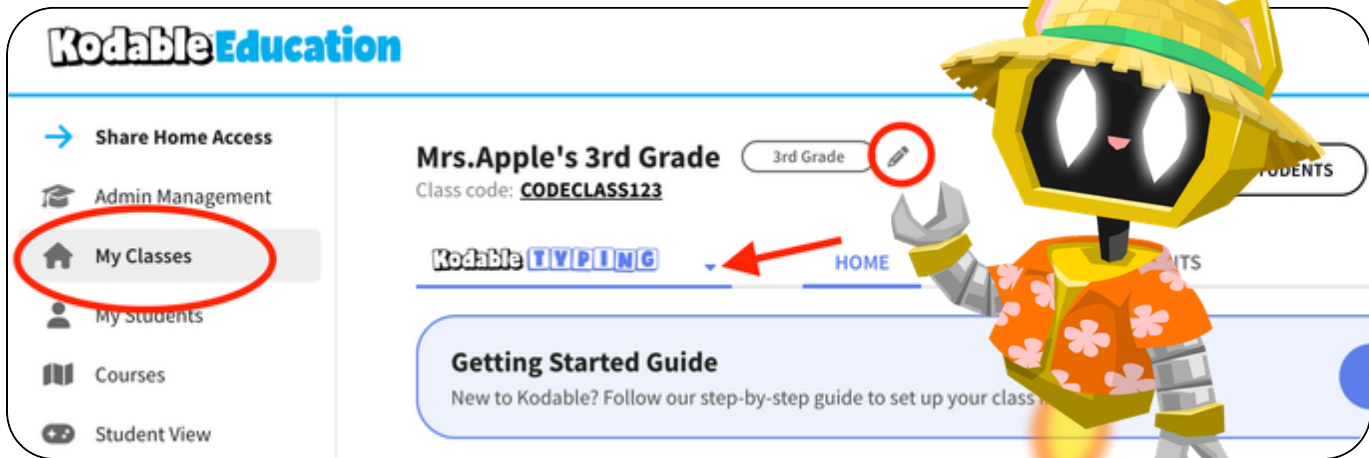
Typing is available on Premium+ and All Access plans- [Get a Quote](#)

ASSIGN YOUR CLASS GRADE LEVEL

Before you get started, be sure each class is assigned the correct grade level.
Your class's grade level decides which Typing course students get.

How to Change the Grade Level

1. Log in to your Kodable Teacher Dashboard.
2. Open the My Classes tab and pick your class.
3. Click the pencil icon next to the class name.
4. Select the correct grade level and save.



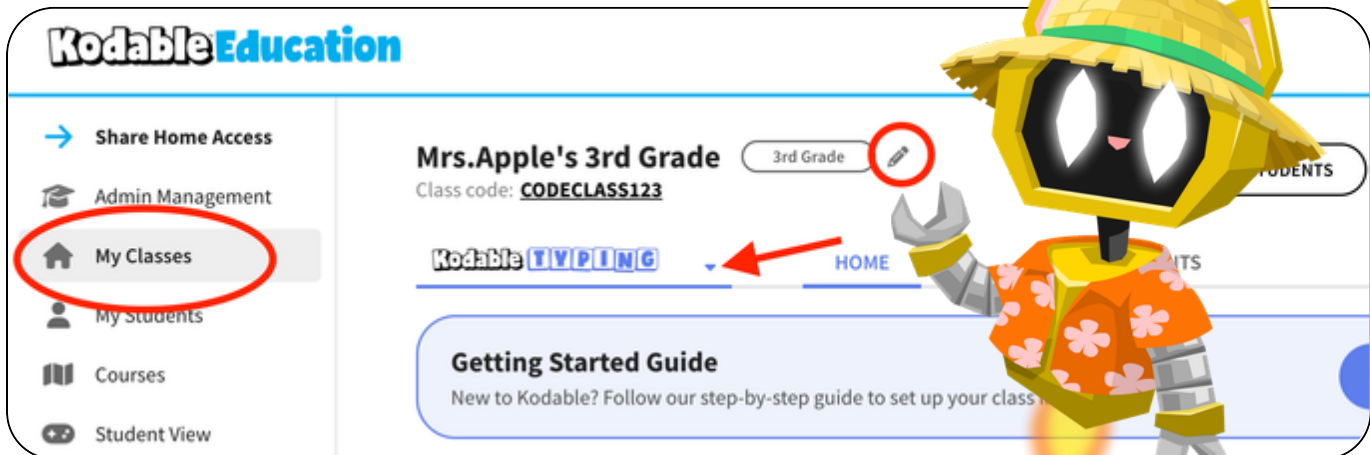
Teacher Tip: Assigning one grade level keeps students in the right course, so they can't click into other lessons. You can still preview any grade's courses in Student View.

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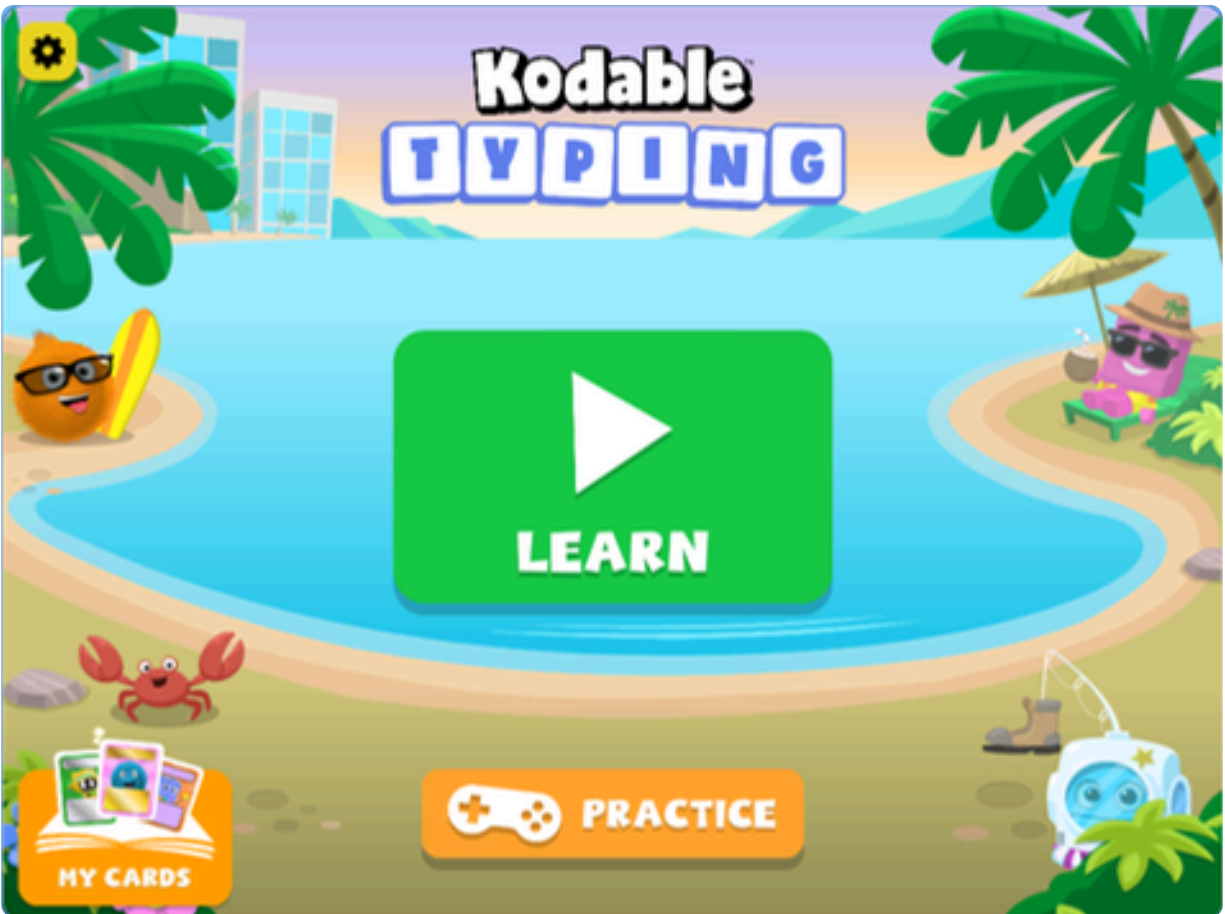
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Teacher Tip: Assigning one grade level keeps students in the right course, so they can't click into another grade's lessons. You can still preview any grade's courses in Student View.

TYPING LESSONS: OVERVIEW

When students log into Kodable Typing, they'll see two options:
Learn or Practice.



Learn Mode

Scaffolded courses that take 2nd Grade students from the home row all the way to numbers, symbols, and short paragraphs.

Practice Mode

Students put their skills into action through a variety of typing games that reinforce what they're learning.

CORAL COVE



Course Level

Beginner

Total Lessons

146 lessons

Assessment

1 minute
paragraph



Home Row



Finger Placement



Keystroke Accuracy

Coral Cove teaches the full keyboard by finger position, starting at the home row and expanding outward three letters at a time.

Students Will Learn

- Home row starting position on J, F, and the space bar
- Every letter key, learned three at a time from home row
- Returning fingers to home row after every reach
- Basic punctuation with the period and semicolon
- A wrap-up that reviews every key in mixed drills

Teacher Tip: This is the longest course in second grade. Break it into short daily sessions rather than one long block.

KITE CLIFFS



Course Level

Intermediate

Total Lessons

37 lessons

Assessment

1 minute
paragraph



Speed Development Keystroke Accuracy Punctuation Skills

Kite Cliffs builds on letter knowledge with words grouped by keyboard row, then adds the comma, the enter key, and the shift key.

Students Will Learn

- Typing words grouped by top row and bottom row
- Using the comma inside a sentence
- Using the enter key to start a new line
- Using the shift key for capital letters
- Typing sentences with a focus on speed

Teacher Tip: The shift key is the first two-handed motion students learn. Show them to hold shift with the hand opposite the letter they are capitalizing.

PINEAPPLE PEAK



Course Level

Intermediate

Total Lessons

57 lessons

Assessment

2 minute
paragraph



Speed Development



Punctuation Skills



Full Paragraphs

Pineapple Peak opens up the rest of the keyboard with punctuation, numbers, and symbols, then moves into short paragraphs.

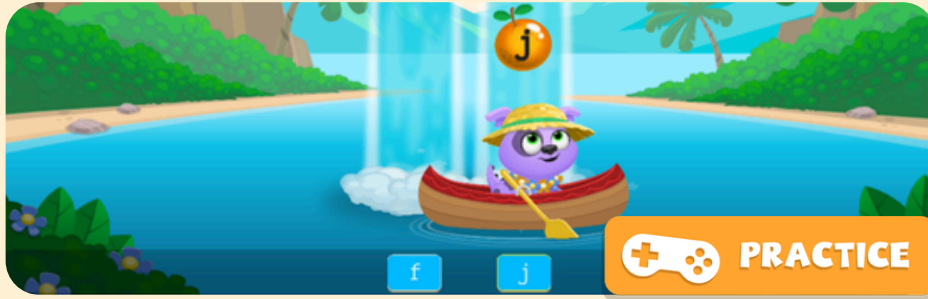
Students Will Learn

- Apostrophes, quotation marks, question and exclamation
- Typing the number keys
- Typing symbols including @ \$ % and &
- Speedy sentences using all keys
- Short paragraph practice

Teacher Tip:

Numbers and symbols pull fingers far from home row. Encourage students to reach with the correct finger instead of moving the whole hand.

HOME ROWING



Learn home row finger placement by helping your pet collect fruit for the island!



Home Row



Finger Placement

Game Mode Information



Scaffolded game mode where students expand their home row skills by collecting fruit



Reinforce correct finger placement by collecting randomly falling coconuts.

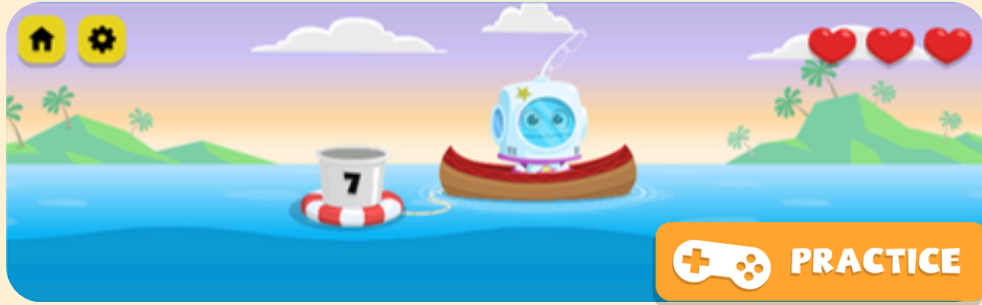


An endless mode with no penalties, perfect for building confidence or refining skills.

Teacher Tip:

This mode is built to enforce home row practice. Use it as a five-minute warm-up before lessons so second graders start with their fingers in the right place.

HOOKED



Help Kevin catch fish! collect points for typing the correct words while avoiding trash.



Finger placement



Keystroke accuracy

Game Mode Information



Students type words to catch fish while avoiding trash, strengthening quick recognition and accurate typing.

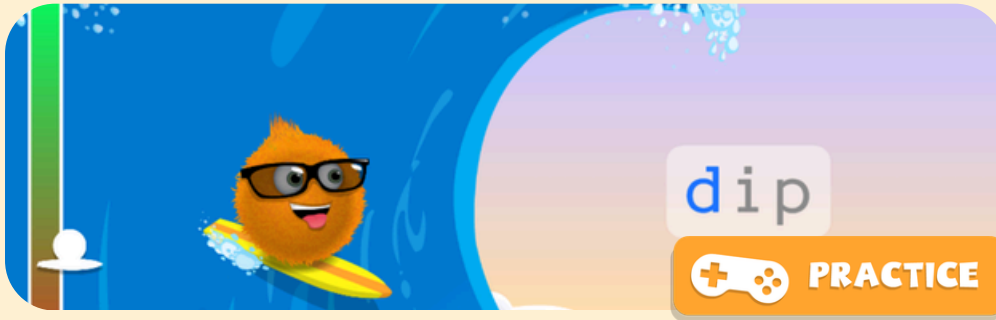


An endless mode with no penalties, allowing students to practice at their own pace and build confidence.

Teacher Tip:

Second graders who are still hunting for letters do better in Free Play. Once they can find the keys without looking down, move them into the other mode.

WIPEOUT!



Keep SpikeFuzz riding the wave for as long as you can!



Keystroke accuracy



Speed Development

Game Mode Information



Students are presented increasingly complex words they need to type in order to keep Spike on the wave.

Teacher Tip:

Challenge second graders to beat their last score each time they dive back into Wipeout! for practice.

SPLASH DASH



Choose a racer and type to victory against other fuzzes, floofs, and island inhabitants!



Keystroke accuracy



Speed Development

Game Mode Information

LET'S RACE!

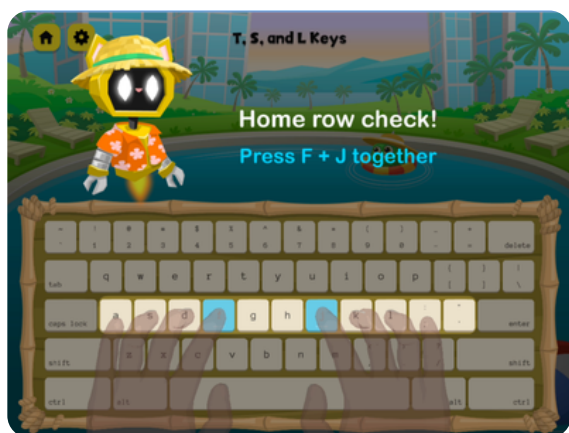
Students are presented with opponents of increasing difficulty in a series of races. They will need to type quickly to reach the finish line first and advance to the next level.

Teacher Tip:

Once second graders have raced a few times, challenge them to keep their eyes on the words instead of the keyboard.

IN-GAME STUDENT SUPPORT

Gamified lessons, motivating rewards, and real-time data make learning both engaging and effective for 2nd Grade students.



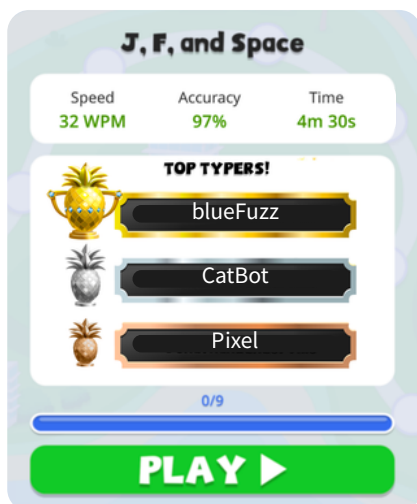
Home Row Finger Checks

Pop-up reminders throughout lessons prompt students to use their pointer fingers on the F and J keys, reinforcing proper finger placement.



Built-In Motivation System

After completing lessons, students earn Kodable Trading Cards featuring their favorite characters. They can view their growing collection of cards anytime.



Real-Time Progress Tracking

Students receive data after lessons on their speed, accuracy, time, and WPM. They can also see top performers from their class for each lesson.

DASHBOARD: ASSIGNMENT CONTROLS

On the assignments tab under each class you can set typing requirements that students must meet to pass lessons.

Typing Goals

When goals are enabled, students must meet both requirements to move forward. If you prefer, you can disable goals to allow students to progress freely through lessons.

You can set:

- A Words Per Minute (WPM) goal
- An Accuracy percentage goal

Typing Requirements

Set the goals students must meet to pass each lesson. Disable to allow for free progression.

☒ Words per Minute

15 WPM

☒ Accuracy

90 %

Courses

☒



Bubble Gardens

Introduction to the Keyboard

Bubble Gardens teaches proper finger placement for every key on the keyboard, starting at the home row and moving outward. It adds period and comma practice so students can type complete sentences.

TYPING REQUIREMENTS ⓘ

☒ Words per Minute

15 WPM

☒ Accuracy

90 %

Assigning Courses

Each course includes a checkbox:

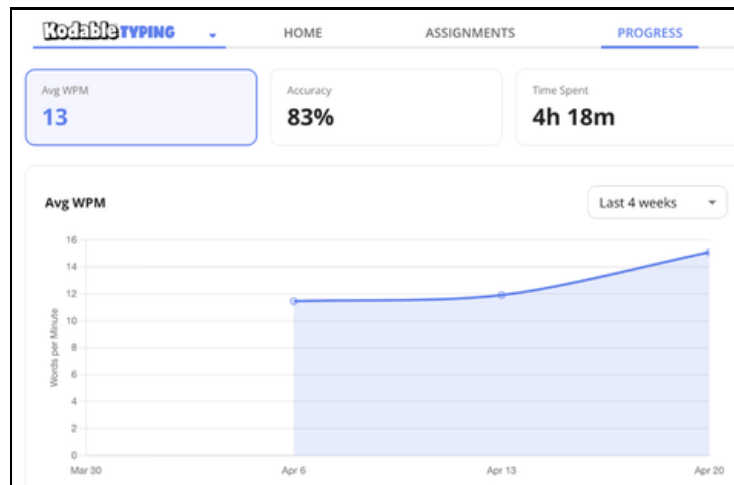
- A green checkmark means the course is available to students
- An unchecked box means the course is hidden

DASHBOARD: STUDENT PROGRESS

Selecting your class from the My Classes tab will allow you to view class and individual student progress.

Typing Progress for Your Class

This overview shows Words Per Minute (WPM), accuracy, and time spent for your class. It also allows you to see data for each student at a glance.



Detailed Student Insights

You can click on an individual student to view more details. From there, you can select any listed course to see more detailed progress within that course.



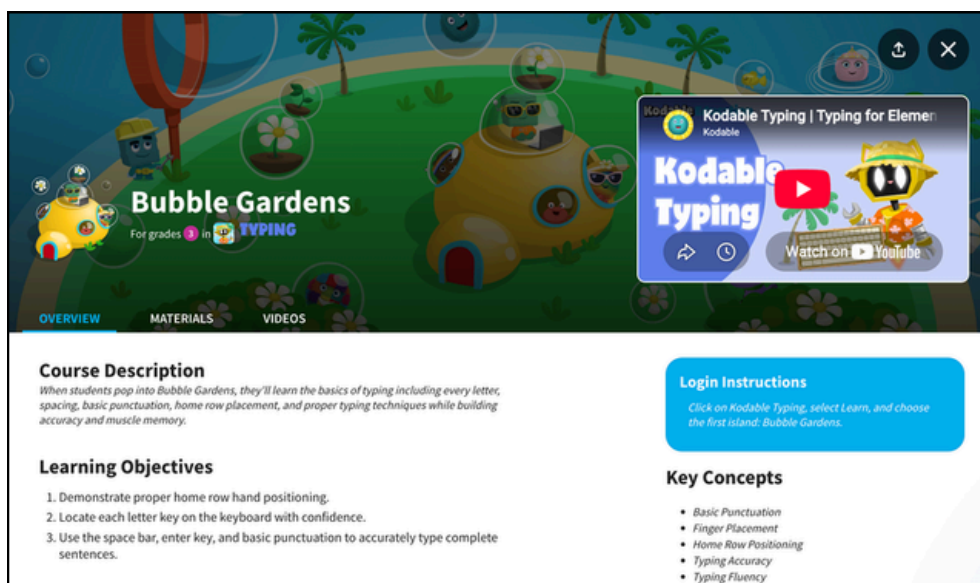
Reports by Grade and School

By going to the Reports tab, you can view progress across grade levels and get a complete overview of your school's performance.

DASHBOARD: COURSE RESOURCES

View all Courses

Via the Courses tab on your dashboard, you can select any course to explore what's taught, watch videos, and access additional resources.



The screenshot shows the 'Bubble Gardens' course page. At the top, there's a header with 'Kodable Typing | Typing for Elements' and 'Kodable'. Below this is a large video player showing a character in a yellow hat. To the right of the video is a 'Watch on YouTube' button. Below the video player are three tabs: 'OVERVIEW', 'MATERIALS', and 'VIDEOS'. The 'OVERVIEW' tab is selected, showing a 'Course Description' and 'Learning Objectives'. The 'Course Description' states: 'When students pop into Bubble Gardens, they'll learn the basics of typing including every letter, spacing, basic punctuation, home row placement, and proper typing techniques while building accuracy and muscle memory.' The 'Learning Objectives' are listed as follows:

1. Demonstrate proper home row hand positioning.
2. Locate each letter key on the keyboard with confidence.
3. Use the space bar, enter key, and basic punctuation to accurately type complete sentences.

On the right side of the overview, there's a 'Login Instructions' box that says: 'Click on Kodable Typing, select Learn, and choose the first island: Bubble Gardens.' Below this is a 'Key Concepts' section with a list of topics:

- Basic Punctuation
- Finger Placement
- Home Row Positioning
- Typing Accuracy
- Typing Fluency

Teacher Demo Mode

You can use the “Student View” option to experience each course from a student’s perspective.



KODABLE RESOURCES & SUPPORT

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Foundational Coding Skills

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Grades 2+
STEM and Computer Science

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