



# SUNBURST

*“Recommended.”*

– Tami J. Little, Librarian  
Hinton (Iowa) Community School, Library Talk

**Also Available:**

*Type Through Time*

*Type For Fun*

*Type To Learn 3*

*Type To Learn Assessment*

*Type To Learn Jr.:*

*New Keys For Kids*

## Type to Learn® Jr.

**✦ BEST SELLER**

**Grades K-2.** One of the first steps to computer literacy is learning how to use the keyboard. With this exciting program, students experience age-appropriate instruction in keyboarding that will help them use the computer with greater ease. The small sizes of young students' hands are kept in mind in this animated program that takes students from keyboard awareness to typing carefully selected words into short sentences.

The Sunbuddies™, Shelby, Max, Cassie, Tiny, and Hopkins guide and reward students as they move through the lively paces of this program. In the Learning Center of *Type to Learn® Jr.*, students begin by:

- Dividing the keyboard into left- and right-hand keys
- Locating letters and numbers with increasing reliability
- Using the shift key for uppercase letters
- Using the space bar and Return/Enter key
- Typing simple words and short sentences
- Typing simple punctuation

Three animated games encourage students to refine their keyboarding skills:

- In Cassie's Empty Nest, students practice typing keys with their left and right hands.
- In Hopkins' Treasure Trove, students identify three rows of letters on the keyboard, learning the exact location of the letter keys.
- In Tiny's Flying Feat, students identify and type sets of three- or four-letter rhyming words to complete a game.

Watch students become keyboard savvy with this innovative program.

✦ **Awards:** Award of Excellence - *Technology & Learning*

Vista, Mac Intel/UB,  
OS X 10.5 Leopard



Each letter and number is introduced individually and reviewed periodically.



High-interest graphics keep students focused on developing skills.



Virtual Students type rhyming words to help Tiny find his way through the clouds.