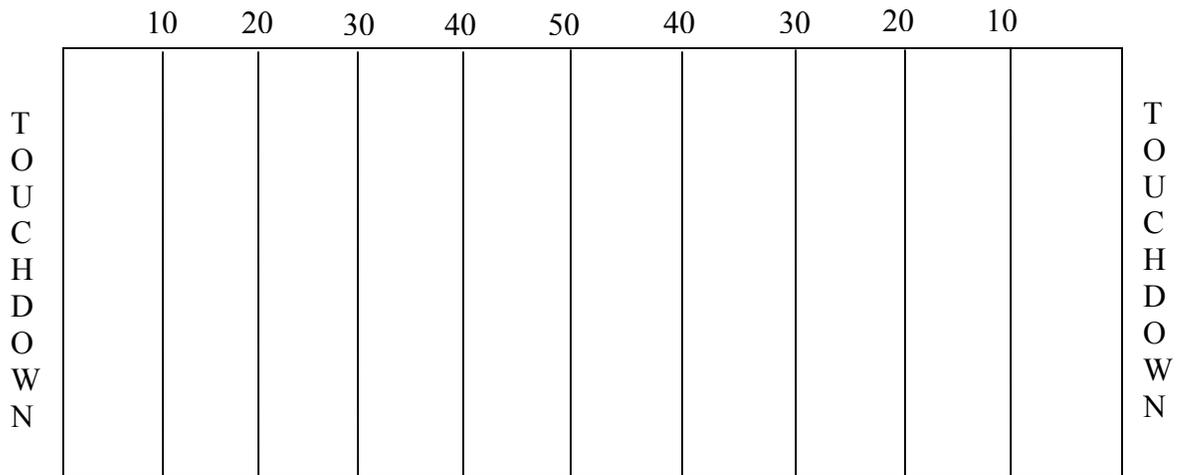


## Keyboarding Kickoff

The basic idea came from an old Gregg typing book. Students were given a piece of paper with a football field on it (example below). They were also given a paper with a series of lines to type—any sentences would be fine—if you have sentences with varying lengths it is helpful. Some plays were categorized as running plays and some were passing plays. Timings were given on the lines. If they typed the line perfectly, they moved down the field ten yards for every perfect line. If they had one error, they could move the ball five yards. The length of the timing varied—otherwise some of the slow typists would never be able to move the ball.



I added a few variations to the game. **WARNING:** these changes **will not** make you popular with your neighboring teachers.

1. Normally we played this on Homecoming Day.
2. I would either wear a referee's shirt or a football jersey.
3. I started the period by having them stand and salute the flag as I played the "Star Spangled Banner" on my kazoo.
4. I began the timings by **yelling** "Down, Set, Hut."
5. If I saw them looking at their keys, I threw a yellow cloth near that student and declared a five-yard penalty on that student only. (Some kids really struggle with this, and I would have to flag them every play, so sometimes I just didn't "see" it.
6. At the end of the play (timing lengths varied), I would blow a whistle.
7. Every time someone scored a touchdown, we stood and clapped as I played the school song on my kazoo.