

Keyboarding Without Tears®

Correlations to the Idaho Content Standards for Computer Applications, Grades K–2 and 3–5

Grades K–5



LEARNING Without Tears™

147Publisher/Provider: No Tears Learning, Inc

Title of Material: Keyboarding Without Tears

- Keys For Me (Kindergarten)
- My Keying Board (First Grade)
- Key Power (Second Grade)

Author: Jan Z. Olsen

COPYRIGHT: AUGUST 2014

(ISBN #): 9781939814098 Keys For Me (Kindergarten)
 9781939814111 My Keying Board (First Grade)
 9781939814135 Key Power (Second Grade)

Reviewers: _____

Meets Content Standards Alignment: _____ Yes _____ No

Meets Literacy Standards Alignment: _____ Yes _____ No

Meets Material Analysis Evaluation: _____ Yes _____ No

_____ Recommended as a: (See also notes page at end of evaluation sheets.)

_____ *Comprehensive Program*

_____ *Component Program*

_____ *Intervention Program*

 X *Supplemental/ Resource*

_____ NOT Recommended- Please explain. _____

(See also notes page at end of evaluation sheets.)



Title of Textbook and Publisher: Keyboarding Without Tears		Date of Copyright: August 2014	
Standards Alignment Evaluation Rubric			
<p>0 = No Alignment- Not Evident: Science content as described in the Standards is not evident.</p> <p>.5 = Partial Alignment- Partially Evident: Science content as described in the Standards is partially evident and there are few gaps.</p> <p>1 = High Alignment - Clearly Evident: Science content is fully aligned as described in the Standards and repeatedly included to guarantee extensive opportunities for students to work with the content. Alignment is clearly evident.</p> <p>N/A = Not applicable for standard.</p>			
Idaho Information & Communication Technology Standards: Grades K-2			
Standard 1: Creativity and Innovation		Comments/Examples (Publisher & Reviewer) Provider: List units with specific examples of where concepts are Introduced/Taught/Assessed	Point Value 0/.5/1
Goals:			
Goal 1.1: Demonstrate creative thinking, construct knowledge, and use information and communication technologies to develop innovative products and processes.	K-2. ICT.1.1.1 Use multiple forms of knowledge to create products.	Not Applicable	
	K-2. ICT.1.1.2 Create original works as a means of personal or group expression.	Not Applicable	
	K-2. ICT.1.1.3 Use models and games to introduce systems.	Not Applicable	
Standard 2: Communication and Collaboration		Comments/Examples (Publisher & Reviewer) Provider: List units with specific examples of where concepts are Introduced/Taught/Assessed	Point Value 0/.5/1
Goals:			
Goal 2.1: Use digital media and environments to communicate and work collaboratively, to support individual learning, and to contribute to the learning of others.	K-2. ICT.2.1.1 Identify and use digital media and environments to share ideas.	Not Applicable	
	K-2. ICT.2.1.2 Identify issues in a group setting using digital tools.	Not Applicable	
Standard 3: Research Skills and Critical Thinking		Comments/Examples (Publisher & Reviewer) Provider: List units with specific examples of	Point Value 0/.5/1

		where concepts are Introduced/Taught/Assessed	
Goals:			
Goal 3.1: Exercise critical thinking to plan and conduct research using a variety of information resources including print, digital and other sources	K-2..ICT.3.1.1 Identify information needs and questions to solve an information problem or make an informed decision.	Not Applicable	
	K-2. ICT.3.1.2 Identify information resources for specific tasks.	Not Applicable	
	K-2. ICT.3.1.3 Identify navigation skills in accessing resources such as table of contents, index, menu, and search fields.	Not Applicable	
	K-2. ICT.3.1.4 Collect and analyze data and information to make decisions and draw conclusions.	Not Applicable	
Standard 4: Digital Citizenship		Comments/Examples (Publisher & Reviewer) Provider: List units with specific examples of where concepts are Introduced/Taught/Assessed	Point Value 0/.5/1
Goals:			
Goal 4.1: Understand human, cultural, and societal issues related to information and communication technologies and practice legal and ethical behavior.	K-2.ICT.4.1.1 Identify safe and responsible use of information and technology such as careful disclosure of personal information.	Teacher Resources Keyboarding Without Tears (KWT) – <i>Educator’s Guide</i> , pp. 9-18	
	K-2.ICT.4.1.2 Identify the source of information.	Not Applicable	
Standard 5: Technology Operations & Concepts		Comments/Examples (Publisher & Reviewer) Provider: List units with specific examples of where concepts are Introduced/Taught/Assessed	Point Value 0/.5/1
Goals:			
Goal 5.1: Demonstrate a sound understanding of technology concepts, systems, and operations.	K-2.ICT.5.1.1 Identify and use technology tools including hardware and electronic devices.	Student Resources Keys for Me (Kindergarten) My Keying Board (First Grade) Key Power (Second Grade) Teacher Resources Keyboarding Without Tears (KWT) – <i>Educator’s Guide</i> , pp. 9-18	

	K-2.ICT.5.1.2 Identify and use software applications with assistance.	Teacher Resources Keyboarding Without Tears (KWT) – <i>Educator's Guide</i> , pp. 9-18	
	K-2.ICT.5.1.3 No objectives at this grade level		
	K-2.ICT.5.1.4 No objectives at this grade level		



Please double check the material's alignment to standards.

Alignment to Idaho Content Standards: _____% correlation

If the material aligns to the Idaho Content Standards with at least an 80%, move on to: **Material Analysis. If the material has less than an 80% alignment, please notify your team leader.

Material Analysis:

Student Focus	Comments/Examples (Publisher and Reviewer)	Point Value (Reviewer) 0 = Not Evident .5 = Partially Evident 1 = Clearly Evident N/A = Not applicable for standard.
<p>1. The material supports the sequential and cumulative development of foundational skills. Those skills are necessary for a student's independent comprehension of grade-level complex texts and mastery of tasks called for by the standards.</p>	<p>Publisher comments: The Keyboarding Without Tears™ curriculum teaches pre-keyboarding and keyboarding in grades K-5 with engaging lessons and activities that are based on how children learn best. Instruction progresses by grade level to align with developmental and instructional needs of children. Multisensory digital citizenship, digital literacy, and general computer readiness lessons address technology rules and provide practice with technology communication.</p>	
<p>2. The material provides many and varied opportunities for students to work with each standard within the grade level.</p>	<p>Publisher comments: Keyboarding Without Tears™ offers continuous meaningful review as students progress within a grade and from grade to grade to ensure mastery of the skills being taught. Lessons feature tie-ins to other classroom work through themes that expand children's content knowledge.</p>	
<p>3. The material reflects the progression of the strands and how they build within and across the grades in a logical way. This enables students to develop and demonstrate their independent capacity to read and write at the appropriate level of complexity and sophistication indicated by the standards.</p>	<p>Publisher comments: Students are taught developmentally appropriate content at each grade level. Our teaching sequence uses the best and latest child development research to promote good habits. We teach the easiest skills first and then build on prior knowledge. For example, we first build fine motor skills needed to easily master touch typing.</p>	
<p>4. The material engages the reader, i.e. Does it correspond with age appropriate interests?</p>	<p>Publisher comments: The Keyboarding Without Tears™ curriculum is developmentally appropriate by grade, ensuring students are ready for skills being taught and meet learning and performance expectations by grade.</p>	

<p>5. The material cross-refers and integrates with other subjects in related areas of the curriculum.</p>	<p>Publisher comments: The Keyboarding Without Tears™ curriculum uses fun, game-based activities to teach keyboarding and typing skills. Children are motivated by a variety of cross-curricular connections and themes by grade including, Let's Eat, Off to Work, Wild About Animals, Start the Music, Math Mix, Famous Faces, Great Grammar, Go Geography, and Water, Water!</p>	
<p>6. The material includes strategies and textual content that are grade appropriate.</p>	<p>Publisher comments: Our curriculum is developmentally appropriate by grade, ensuring students are ready for skills being taught and meet learning and performance expectations by grade. All of the game-based activities are easy to teach and easy to learn.</p>	
<p>7. The material has a balance of text types and lengths that encourage close, in-depth reading and rereading, analysis, comparison, and synthesis of texts.</p>	<p>Not Applicable</p>	
<p>8. The material includes sufficient supplementary activities or assignments that are appropriately integrated into the text.</p>	<p>Publisher comments: The Keyboarding Without Tears™ curriculum also includes an easy-to-use, digital guide called the Educator's Guide filled with many great resources to help you make the most out of the curriculum. It offers access to grade-level appropriate general computer readiness, digital citizenship and digital literacy lessons, remediation tips, and more.</p>	
<p>9. The material has activities and assignments that develop problem-solving skills and foster synthesis and inquiry at both an individual and group level.</p>	<p>Not Applicable</p>	
<p>10. The material has activities and assignments that reflect varied learning styles of students.</p>	<p>Publisher comments: Ideal for individual students as well as whole classrooms, Keyboarding Without Tears™ is a multisensory curriculum for grades K-5 that teaches pre-keyboarding, keyboarding, general computer readiness, digital citizenship, and digital literacy.</p>	
<p>11. The material includes appropriate instructional strategies.</p>	<p>Publisher comments: Keyboarding Without Tears™ is brought to you by the same company behind Handwriting Without Tears®. We have collaborated with educators and digital media experts to create a keyboarding program that makes teaching joyful and effective. Keyboarding Without Tears was built on the same teaching philosophies that have made our company successful for almost 40 years:</p> <ul style="list-style-type: none"> • Our curriculum is developmentally appropriate by grade, ensuring students are ready for skills being taught and meet learning and performance expectations by grade. • We take potentially complex concepts, like digital citizenship, and make them easy for all children to 	

	<p>understand</p> <ul style="list-style-type: none"> We build fine motor skills needed to easily master touch typing Game-based activities are full of cross-curricular connections to keep children engaged and challenged 	
Pedagogical Approach	Comments/Examples (Publisher and Reviewer)	Point Value (Reviewer) 0 = Not Evident .5 = Partially Evident 1 = Clearly Evident N/A = Not applicable for standard.
12. The material offers strategies for teachers to meet the needs of a range of learners, including advanced students and those requiring remediation.	<p>Publisher comments: Ideal for individual students as well as whole classrooms, Keyboarding Without Tears™ is a multisensory curriculum for grades K-5 that teaches pre-keyboarding, keyboarding, general computer readiness, digital citizenship, and digital literacy.</p> <p>Keyboarding Without Tears™ also contains a feature called “Stop & Review.” This gives educators the option to set a point in the curriculum where they want students to stop and review certain skills.</p>	
13. The material provides suggestions for scaffolding that support the comprehension of grade-level text without replacing students’ opportunities for full and regular encounters with grade-level complex texts. Removing the scaffolding over the course of the materials is encouraged.	Not Applicable	
14. The material provides opportunities for supporting English language learners to regularly and actively participate with grade-level text.	Not Applicable	
15. The material offers texts representing a wide array of cultures and experiences, allowing students opportunities to learn about situations similar to and different from their own personal experiences.	Not Applicable	
16. The material provides a balanced representation of points of view regarding issues such as race, gender, religion, environment, business, industry, political orientation, careers and career choices.	Not Applicable	
17. The material gives clear and concise instruction to teachers and students. It is easy to navigate and understand.	<p>Publisher comments: Keyboarding Without Tears™ is developmentally appropriate by grade level. Each activity in the Keyboarding Without Tears™ program is easy to teach and easy to learn. All activities are fun, game-based, and keep students engaged.</p>	

<p>18. The material assesses students at a variety of knowledge levels (e.g., recall, inferencing/analyzing, reasoning, problem solving) centered on grade-level texts that are clearly aligned and measurable against the expectations of the CCSS.</p>	<p>Not Applicable</p>	
<p>19. The material offers ongoing, easily implemented, and varied assessments.</p> <ul style="list-style-type: none"> Assessments should clearly denote which standards are being emphasized. They should also include aligned rubrics and scoring guidelines that provide sufficient guidance to teachers for interpreting student performance and suggestions for follow-up. 	<p>Publisher comments: The Keyboarding Without Tears™ curriculum has built in Spot Checks that focus on evaluating pre-keyboarding and keyboarding skills at incremental stages throughout each grade level. After students complete activities in the curriculum, they will be prompted to take a Spot Check to gauge their understanding of specific skills. After completing a Spot Check, students will get a chance to review their scores. They have the option to repeat the Spot Check up to two more times to beat their best score for speed and accuracy. As students view their results, live data is reported to the online dashboard, +Live Insights™, which allows educators to track the progress of each student. We measure letters per minute, words per minute, and accuracy throughout the assessments. There are three different assessments used across Grades K-2 – Spot Check: Letters, Spot Check: Words, and Spot Check: Sentences.</p>	

<p>Technology</p>	<p>Comments/Examples (Publisher and Reviewer)</p>	<p>Point Value (Reviewer) 0 = Not Evident .5 = Partially Evident 1 = Clearly Evident N/A = Not applicable for standard.</p>
<p>20. The material includes or references technology that provides teachers with additional tasks for students.</p>	<p>Publisher comments: The Keyboarding Without Tears™ curriculum also includes an easy-to-use, digital guide called the Educator’s Guide filled with many great resources to help you make the most out of the curriculum. It offers access to grade-level appropriate general computer readiness, digital citizenship and digital literacy lessons, remediation tips, and more.</p>	
<p>21. The material includes guidance for the mindful use of embedded technology to support and enhance student learning.</p>	<p>Not Applicable</p>	

<p style="text-align: center;">Presentation and Design</p>	<p style="text-align: center;">Comments/Examples (Publisher and Reviewer)</p>	<p style="text-align: center;">Point Value (Reviewer) 0 = Not Evident .5 = Partially Evident 1 = Clearly Evident N/A = Not applicable for standard.</p>
<p>22. The material has an aesthetically appealing appearance (attractive, inviting).</p>	<p><u>Publisher comments:</u> The Keyboarding Without Tears™ curriculum uses fun and engaging content and illustrations throughout each of the well-designed activity types. All imagery and text is aligned with the theme per week in each grade.</p>	
<p>23. The material has headings and sub-headings that make it easy to navigate through the book.</p>	<p>Not Applicable</p>	
<p>24. The material uses a language/reading level suitable for the intended readers.</p>	<p><u>Publisher comments:</u> The Keyboarding Without Tears™ curriculum teaches pre-keyboarding and keyboarding in grades K-5 with engaging lessons and activities that are based on how children learn best. Instruction progresses by grade level to align with the child’s developmental needs and uses appropriate, child-friendly language for each grade level.</p>	
<p>25. The material has a reasonable and appropriate balance between text and illustration. The material has grade-appropriate font size.</p>	<p><u>Publisher comments:</u> The curriculum uses fun activities and games to teach keyboarding and typing skills. There is a wonderful balance between illustrations and text within each activity.</p>	
<p>26. The illustrations clearly cross-reference the text, are directly relevant to the content (not simply decorative), and promote thinking, discussion, and problem solving.</p>	<p><u>Publisher comments:</u> The curriculum uses fun and creative illustrations to align with the text within the program. All images are related to the specific theme represented on a weekly basis in each grade level.</p>	
<p style="text-align: center;">Electronic/digital/online version</p>	<p style="text-align: center;">Comments/Examples (Publisher and Reviewer)</p>	<p style="text-align: center;">Point Value (Reviewer) 0 = Not Evident .5 = Partially Evident 1 = Clearly Evident N/A = Not applicable for standard.</p>
<p>27. The material has “platform neutral” technology (i.e., will run on Windows or other platforms) and availability for networking.</p>	<p><u>SYSTEM REQUIREMENTS:</u> Desktop/Laptop Operating System: Windows XP, Windows 7+, Mac 10.6+, Chrome OS (Chromebook) Resolution: 1024 x 768+ Browser: Internet Explorer 8+, Safari 5+, Firefox 31+, Opera 11+, Chrome 39+ Plug-in: Flash Player 11+ Internet: High speed connection</p>	

	Tablet Device: iPad 2+ (9.7" screen recommended) Operating System: iOS 6+ Internet: High speed connection	
28. The material has a user-friendly and interactive interface allowing the user to control (shift among activities).	Not Applicable	

Comments: (be specific)

STRENGTHS	WEAKNESSES
<p><u>Publisher comments:</u> Keyboarding Without Tears™ is brought to you by the same company behind Handwriting Without Tears®, which helps millions of students succeed in classrooms all around the world, every year.</p> <p>Keyboarding Without Tears™ is a game-based curriculum for students in grades K–5 that fits perfectly into the developmental progression of writing. It teaches pre-keyboarding and keyboarding alongside general computer readiness, digital citizenship, and digital literacy.</p> <p>Easy to Teach</p> <ul style="list-style-type: none"> • Flexible classroom set up for computer or tablets • Grade-level appropriate curriculum • Developmental teaching order • Cross-curricular content • Periodic Spot Checks gauge student understanding <p>Easy to Learn</p> <ul style="list-style-type: none"> • Color-coded rows • Dynamic keyboard and cursor • Unilateral hand and finger skills • Builds skills needed for PARCC, Smarter Balanced, and other computer-based testing • Develops foundation technology skills to meet ISTE® and Common Core standards <p>Rich Content</p> <ul style="list-style-type: none"> • Digital citizenship • Theme-based, cross-curricular content <p>+Live Insights™ is an online digital dashboard for learning. Educators use it for</p>	

license activation, classroom management, monitoring student progress, and reviewing student and class reports. Reports can show real-time progress by student and by class on things like days worked, activities completed, and Spot Check results.

Publisher/Provider: No Tears Learning, Inc

Title of Material: Keyboarding Without Tears (KWT)

- Keyboarding (Third Grade)
- Keyboarding Success (Fourth Grade)
- Can-Do Keyboarding (Fifth Grade)

Author: Jan Z. Olsen

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ISBN #: 9781939814166 Keyboarding (Third Grade)
9781939814180 Keyboarding Success (Fourth Grade)
9781939814230 Can-Do Keyboarding (Fifth Grade)

Reviewers: _____

Meets Content Standards Alignment: _____ **Yes** _____ **No**

Meets Literacy Standards Alignment: _____ **Yes** _____ **No**

Meets Material Analysis Evaluation: _____ **Yes** _____ **No**

_____ **Recommended as a:** (See also notes page at end of evaluation sheets.)

_____ **Comprehensive Program**

_____ **Component Program**

_____ **Intervention Program**

 X **Supplemental/ Resource**

_____ **NOT Recommended- Please explain.** _____

(See also notes page at end of evaluation sheets.)



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Standards Alignment Evaluation Rubric			
<p>0 = <u>No Alignment</u>- Not Evident: Science content as described in the Standards is not evident.</p> <p>.5 = <u>Partial Alignment</u>- Partially Evident: Science content as described in the Standards is partially evident and there are few gaps.</p> <p>1 = <u>High Alignment</u> - Clearly Evident: Science content is fully aligned as described in the Standards and repeatedly included to guarantee extensive opportunities for students to work with the content. Alignment is clearly evident.</p> <p>N/A = Not applicable for standard.</p>			
Idaho Information & Communication Technology Standards: Grades 3-5			
Standard 1: Creativity and Innovation		Comments/Examples (Publisher & Reviewer) Provider: List units with specific examples of where concepts are Introduced/Taught/Assessed	Point Value 0/.5/1
Goals:			
Goal 1.1: Demonstrate creative thinking, construct knowledge, and use information and communication technologies to develop innovative products and processes.	3-5. ICT.1.1.1 Demonstrate different ways to gain knowledge to create products.	Not Applicable	
	3-5. ICT.1.1.2 Create original works as a means of personal or group expression incorporating teacher selected resources.	Not Applicable	
	3-5 ICT.1.1.3 Interpret models and simulations to explore systems and issues.	Not Applicable	
Standard 2: Communication and Collaboration		Comments/Examples (Publisher & Reviewer) Provider: List units with specific examples of where concepts are Introduced/Taught/Assessed	Point Value 0/.5/1
Goals:			
Goal 2.1: Use digital media and environments to communicate and work collaboratively, to support individual learning, and to contribute to the learning of others.	3-5. ICT.2.1.1 Illustrate and present ideas using digital media and environments.	Not Applicable	
	3-5. ICT.2.1.2 Select an issue and use digital tools and media to present solutions collaboratively.	Not Applicable	
Standard 3: Research Skills and Critical Thinking		Comments/Examples (Publisher & Reviewer) Provider: List units with specific examples of where concepts are Introduced/Taught/Assessed	Point Value 0/.5/1

Goals:			
Goal 3.1: Exercise critical thinking to plan and conduct research using a variety of information resources including print, digital and other sources.	3-5. ICT.3.1.1 Categorize and understand information needs and create research questions to solve an information problem or make an informed decision.	Not Applicable	
	3-5. ICT.3.1.2 Select information resources to solve an information problem or make an informed decision.	Not Applicable	
	3-5. ICT.3.1.3 Demonstrate navigation skills in accessing information resources.	Not Applicable	
	3-5 ICT.3.1.4 Collect and analyze data and information to make decisions, draw conclusions, and create new understanding.	Not Applicable	

Standard 4: Digital Citizenship		Comments/Examples (Publisher & Reviewer) Provider: List units with specific examples of where concepts are Introduced/Taught/Assessed	Point Value 0/.5/1
Goals:			
Goal 4.1: Understand human, cultural, and societal issues related to information and communication technologies and practice legal and ethical behavior.	3-5 ICT.4.1.1 Describe safe, ethical, and responsible practices in the use of information and technology.	Teacher Resources Keyboarding Without Tears (KWT) – <i>Educator's Guide</i> , pp. 21-37	
	3-5.ICT.4.1.2 Identify and cite information and sources in an ethical and responsible manner.	Teacher Resources Keyboarding Without Tears (KWT) – <i>Educator's Guide</i> , p. 28	
Standard 5: Technology Operations & Concepts		Comments/Examples (Publisher & Reviewer) Provider: List units with specific examples of where concepts are Introduced/Taught/Assessed	Point Value 0/.5/1
Goals:			
Goal 5.1: Demonstrate a sound understanding of technology concepts, systems, and operations.	3-5. ICT. 5.1.1 Identify and use technology tools independently such as electronic devices and keyboards.	Student Resources Keyboarding (Third Grade) Keyboarding Success (Fourth Grade) Can-Do Keyboarding (Fifth Grade) Teacher Resources Keyboarding Without Tears (KWT) – <i>Educator's Guide</i> , pp. 22, 25, 26, 28-35	
	3-5. ICT.5.1.2 Identify and use software applications independently.	Student Resources Keyboarding (Third Grade) Keyboarding Success (Fourth Grade) Can-Do Keyboarding (Fifth Grade) Teacher Resources Keyboarding Without Tears (KWT) – <i>Educator's Guide</i> , pp. 21-37	
	3-5. ICT.5.1.3 Identify technology tools and software application problems.	Not Applicable	

	3-5. ICT.5.1.4 Identify and experiment with new technologies such as hardware, software applications and web-based applications.	<u>Student Resources</u> Keyboarding (Third Grade) Keyboarding Success (Fourth Grade) Can-Do Keyboarding (Fifth Grade) <u>Teacher Resources</u> Keyboarding Without Tears (KWT) – <i>Educator's Guide</i> , pp. 22, 25, 26, 28-35	
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2. The material provides many and varied opportunities for students to work with each standard within the grade level.	<u>Publisher comments:</u> Keyboarding Without Tears™ offers continuous meaningful review as students progress within a grade and from grade to grade to ensure mastery of the skills being taught. Lessons feature tie-ins to other classroom work through themes that expand children's content knowledge.	
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<p>4. The material engages the reader, i.e. Does it correspond with age appropriate interests?</p>	<p>Publisher comments: The Keyboarding Without Tears™ curriculum is developmentally appropriate by grade, ensuring students are ready for skills being taught and meet learning and performance expectations by grade.</p>	
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<p>7. The material has a balance of text types and lengths that encourage close, in-depth reading and rereading, analysis, comparison, and synthesis of texts.</p>	<p>Not Applicable</p>	
<p>8. The material includes sufficient supplementary activities or assignments that are appropriately integrated into the text.</p>	<p>Publisher comments: The Keyboarding Without Tears™ curriculum also includes an easy-to-use, digital guide called the Educator's Guide filled with many great resources to help you make the most out of the curriculum. It offers access to grade-level appropriate general computer readiness, digital citizenship and digital literacy lessons, remediation tips, and more.</p>	
<p>9. The material has activities and assignments that develop problem-solving skills and foster synthesis and inquiry at both an individual and group level.</p>	<p>Not Applicable</p>	
<p>10. The material has activities and assignments that reflect varied learning styles of students.</p>	<p>Publisher comments: Ideal for individual students as well as whole classrooms, Keyboarding Without Tears™ is a multisensory curriculum for grades K-5 that teaches pre-keyboarding, keyboarding, general computer readiness, digital citizenship, and digital literacy.</p>	
<p>11. The material includes appropriate instructional strategies.</p>	<p>Publisher comments: Keyboarding Without Tears™ is brought to you by the same company behind Handwriting Without Tears®. We have collaborated with educators and digital media experts to create a keyboarding program that makes teaching joyful and effective. Keyboarding Without Tears was built on the same teaching philosophies that have made our company successful for almost 40 years:</p>	

	<ul style="list-style-type: none"> • Our curriculum is developmentally appropriate by grade, ensuring students are ready for skills being taught and meet learning and performance expectations by grade. • We take potentially complex concepts, like digital citizenship, and make them easy for all children to understand • We build fine motor skills needed to easily master touch typing • Game-based activities are full of cross-curricular connections to keep children engaged and challenged 	
Pedagogical Approach	Comments/Examples (Publisher and Reviewer)	Point Value (Reviewer) 0 = Not Evident .5 = Partially Evident 1 = Clearly Evident N/A = Not applicable for standard.
12. The material offers strategies for teachers to meet the needs of a range of learners, including advanced students and those requiring remediation.	<p><u>Publisher comments:</u> Ideal for individual students as well as whole classrooms, Keyboarding Without Tears™ is a multisensory curriculum for grades K-5 that teaches pre-keyboarding, keyboarding, general computer readiness, digital citizenship, and digital literacy.</p> <p>Keyboarding Without Tears™ also contains a feature called “Stop & Review.” This gives educators the option to set a point in the curriculum where they want students to stop and review certain skills.</p>	
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14. The material provides opportunities for supporting English language learners to regularly and actively participate with grade-level text.	Not Applicable	
15. The material offers texts representing a wide array of cultures and experiences, allowing students opportunities to learn about situations similar to and different from their own personal experiences.	Not Applicable	
16. The material provides a balanced representation of points of view regarding issues such as race, gender, religion, environment, business, industry, political orientation, careers and career choices.	Not Applicable	

<p>17. The material gives clear and concise instruction to teachers and students. It is easy to navigate and understand.</p>	<p>Publisher comments: Keyboarding Without Tears™ is developmentally appropriate by grade level. Each activity in the Keyboarding Without Tears™ program is easy to teach and easy to learn. All activities are fun, game-based, and keep students engaged.</p>	
<p>18. The material assesses students at a variety of knowledge levels (e.g., recall, inferencing/analyzing, reasoning, problem solving) centered on grade-level texts that are clearly aligned and measureable against the expectations of the CCSS.</p>	<p>Not Applicable</p>	
<p>19. The material offers ongoing, easily implemented, and varied assessments.</p> <ul style="list-style-type: none"> Assessments should clearly denote which standards are being emphasized. They should also include aligned rubrics and scoring guidelines that provide sufficient guidance to teachers for interpreting student performance and suggestions for follow-up. 	<p>Publisher comments: The Keyboarding Without Tears™ curriculum has built in Spot Checks that focus on evaluating pre-keyboarding and keyboarding skills at incremental stages throughout each grade level. After students complete activities in the curriculum, they will be prompted to take a Spot Check to gauge their understanding of specific skills. After completing a Spot Check, students will get a chance to review their scores. They have the option to repeat the Spot Check up to two more times to beat their “best” score for speed and accuracy. As students view their results, live data is reported to the online dashboard, +Live Insights™, which allows educators to track the progress of each student. We measure words per minute and accuracy throughout the assessments. There are three different assessments used across Grades 3-5 – Spot Check: Words, Spot Check: Sentences, and Spot Check: Paragraphs.</p>	

<p>Technology</p>	<p>Comments/Examples (Publisher and Reviewer)</p>	<p>Point Value (Reviewer) 0 = Not Evident .5 = Partially Evident 1 = Clearly Evident N/A = Not applicable for standard.</p>
<p>20. The material includes or references technology that provides teachers with additional tasks for students.</p>	<p>Publisher comments: The Keyboarding Without Tears™ curriculum also includes an easy-to-use, digital guide called the Educator’s Guide filled with many great resources to help you make the most out of the curriculum. It offers access to grade-level appropriate general computer readiness, digital citizenship and digital literacy lessons, remediation tips, and more.</p>	
<p>21. The material includes guidance for the mindful use of embedded technology to support and enhance student learning.</p>	<p>Not Applicable</p>	

Presentation and Design	Comments/Examples (Publisher and Reviewer)	Point Value (Reviewer) 0 = Not Evident .5 = Partially Evident 1 = Clearly Evident N/A = Not applicable for standard.
22. The material has an aesthetically appealing appearance (attractive, inviting).	Publisher comments: The Keyboarding Without Tears™ curriculum uses fun and engaging content and illustrations throughout each of the well-designed activity types. All imagery and text is aligned with the theme per week in each grade.	
23. The material has headings and sub-headings that make it easy to navigate through the book.	Not Applicable	
24. The material uses a language/reading level suitable for the intended readers.	Publisher comments: The Keyboarding Without Tears™ curriculum teaches pre-keyboarding and keyboarding in grades K-5 with engaging lessons and activities that are based on how children learn best. Instruction progresses by grade level to align with the child's developmental needs and uses appropriate child-friendly language for each grade level.	
25. The material has a reasonable and appropriate balance between text and illustration. The material has grade-appropriate font size.	Publisher comments: The curriculum uses fun activities and games to teach keyboarding and typing skills. There is a wonderful balance between illustrations and text within each activity.	
26. The illustrations clearly cross-reference the text, are directly relevant to the content (not simply decorative), and promote thinking, discussion, and problem solving.	Publisher comments: The curriculum uses fun and creative illustrations to align with the text within the program. All images are related to the specific theme represented on a weekly basis in each grade level.	
Electronic/digital/online version	Comments/Examples (Publisher and Reviewer)	Point Value (Reviewer) 0 = Not Evident .5 = Partially Evident 1 = Clearly Evident N/A = Not applicable for standard.
27. The material has "platform neutral" technology (i.e., will run on Windows or other platforms) and availability for networking.	SYSTEM REQUIREMENTS: Desktop/Laptop Operating System: Windows XP, Windows 7+, Mac 10.6+, Chrome OS (Chromebook) Resolution: 1024 x 768+ Browser: Internet Explorer 8+, Safari 5+, Firefox 31+, Opera 11+, Chrome 39+ Plug-in: Flash Player 11+ Internet: High speed connection	

	Tablet Device: iPad 2+ (9.7" screen recommended) Operating System: iOS 6+ Internet: High speed connection	
28. The material has a user-friendly and interactive interface allowing the user to control (shift among activities).	Not Applicable	

Comments: (be specific)

STRENGTHS	WEAKNESSES
<p><u>Publisher comments:</u> Keyboarding Without Tears™ is brought to you by the same company behind Handwriting Without Tears®, which helps millions of students succeed in classrooms all around the world, every year.</p> <p>Keyboarding Without Tears™ is a game-based curriculum for students in grades K–5 that fits perfectly into the developmental progression of writing. It teaches pre-keyboarding and keyboarding alongside general computer readiness, digital citizenship, and digital literacy.</p> <p>Easy to Teach</p> <ul style="list-style-type: none"> • Flexible classroom set up for computer or tablets • Grade-level appropriate curriculum • Developmental teaching order • Cross-curricular content • Periodic Spot Checks gauge student understanding <p>Easy to Learn</p> <ul style="list-style-type: none"> • Color-coded rows • Dynamic keyboard and cursor • Unilateral hand and finger skills • Builds skills needed for PARCC, Smarter Balanced, and other computer-based testing • Develops foundation technology skills to meet ISTE® and Common Core standards <p>Rich Content</p> <ul style="list-style-type: none"> • Digital citizenship • Theme-based, cross-curricular content <p>+Live Insights™ is an online digital dashboard for learning. Educators use it for</p>	

license activation, classroom management, monitoring student progress, and reviewing student and class reports. Reports can show real-time progress by student and by class on things like days worked, activities completed, and Spot Check results.

