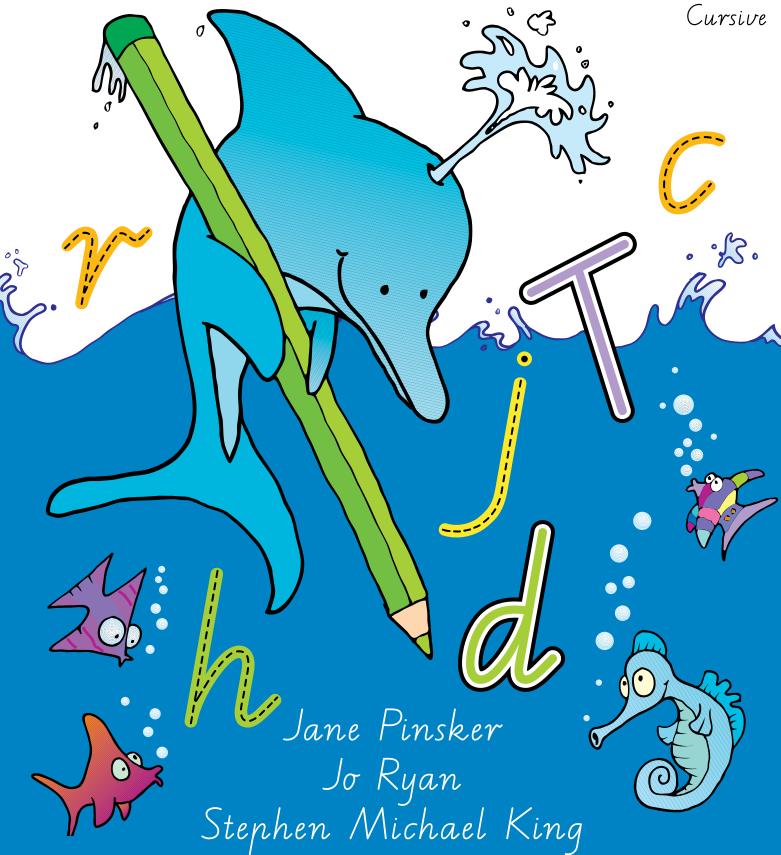
# 2

### HANDWRITING

Teacher Resource Book

Victorian Modern



Year 2 Teacher Resource Book Victorian Modern Cursive

# TARGETING HANDWRITING

Building a solid foundarion for handwriting success!



by Jane Pinsker and Jo Ryan
Illustrated by Stephen Michael King



 $^{\circ}$  Jane Pinsker, Jo Ryan and Blake Publishing 2004 New Edition 2024

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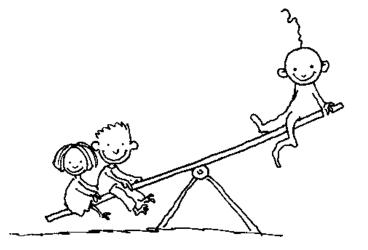
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### CONTENTS

INTRODUCTION4
The Mechanics of Writing 4
Using the Targeting Handwriting Year 2 books
Flowchart — how Targeting Handwriting can be used to organise your handwriting program
A sample handwriting lesson
Warming up: fine motor skills
The basic movement patterns: refreshing students' memories9
Introducing the letters using the seahorse prop
The Targeting Handwriting Student Book
Using the letter pages
Using the handwriting skills checklist
Handwriting props
Writing lines
Slope card
Handwriting skills checklist
PATTERN PAGE WORKSHEETS 21
Downstroke pattern practice pages
Hopping pattern (clockwise movement) practice pages 23
Wave pattern (anti-clockwise movement) practice pages 25
LETTER PAGE WORKSHEETS 27
Three blackline master pages per letter in alphabetical order; numeral and number word practice pages.
USING COMPUTERS 112
Featuring teaching tips, handy diagrams and task cards for students.
Computer skills checklist

### INTRODUCTION

Writing is a vital, compelling form of communication. As adults, we write every day, for myriad reasons. Even if we're just writing a shopping list or scribbling down a telephone message, our handwriting plays an important part in the effectiveness of our written communication. Children too need to write every day, for a variety of purposes and for a variety of audiences. To be competent writers, their handwriting needs to be fluent and legible. The teaching of handwriting is an essential part of the writing curriculum.

Regular practice, three to four times a week, in fine motor skills and in letter formation will ensure the development of good handwriting habits. The Year 2 Targeting Handwriting Teacher Resource Book and Student Book provide a comprehensive range of fine motor skill and handwriting ideas which will enable consolidation and reinforcement of the skills developed through Prep and Year 1.

### THE YEAR 2 TARGETING HANDWRITING BOOKS

The emphasis of the Year 2 program is on reducing students' reliance on scaffolding and providing them with increased opportunities to take responsibility for producing handwriting of a consistent size, shape, spacing and slope. To achieve this, the Year 2 books focus on patterning; practice of both lower-and upper-case letters; practice of like letters; practice of the focus letter within words in sentences, or within clusters of words which have a similar phonic pattern, are often found in Year 2 spelling lists, or are linked by theme; and practice of numerals, number words and punctuation. The handwriting activities include puzzles, sorting activities, poems and rhymes.

### THE MECHANICS OF WRITING

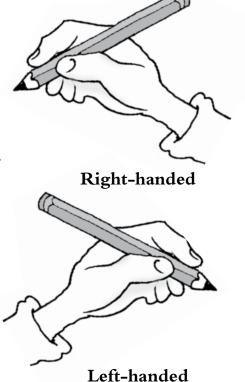
There are a number of factors which should be taken into consideration when developing handwriting skills. Comfort and flexibility of the writing hand, pencil grip, posture and paper positioning will all affect the way the letters are formed and the quality of the final product.

### Pencil grip

Developing a comfortable, relaxed pencil grip ensures hands do not get too tired when writing for extended periods of time. The most comfortable and flexible grip for many students is called the dynamic tripod grasp. In this grip:

- The pencil is held with thumb and index finger tips, and rests on the middle finger. The other two fingers are loosely bent or curled.
- **②** The wrist is slightly bent. The fingers, rather than the wrist, control the pencil movement.
- The fingers are placed reasonably close to the point, and a little further back if the student is left-handed, to make it easier for them to see what they are doing. Left-handers may also need to keep their elbow tucked in slightly. This will discourage the development of a hooked wrist when writing.

You could use the following story to reinforce this pencil hold. Demonstrate the pencil hold as you tell the story.



Your pencil is like a car. Only mum or dad can drive the car and they wave as they go past their friends (hold up index finger to show relaxed flexibility). Children are too young to drive cars. They have to sit in the back seat (tuck up the next three fingers loosely), though the oldest one would like to try, so she's always sitting closest to the driver (show the positioning of the middle finger). Here is the steering wheel (hold up the thumb), it steers or guides the car.\*

\*This very useful story was gathered some years ago from a source which the author has been unable to trace.

#### **Posture**

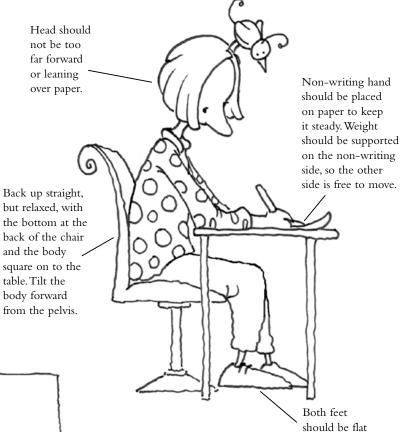
Sitting comfortably is extremely important when writing, to avoid tiredness and strain.

Saying this rhyme before beginning any writing lesson will help students to remember good writing posture:

One, two, three, four — are your feet flat on the floor?

Five, six, seven, eight — is your back up nice and straight?

Nine, ten, eleven, twelve — remember how your pencil's held!



### Right-handed



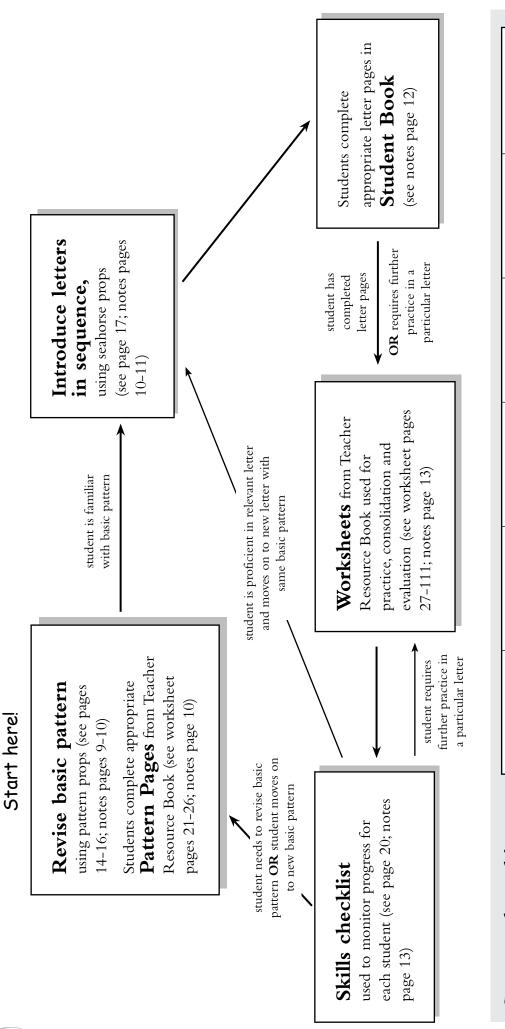


Left-handed

### Paper position

Masking tape on the table can be used as a guide to help students place paper in the correct position. This may be especially useful for left-handed students. Seat left-handed students carefully. You may want to seat left-handers together so that each is provided with a model and support. Placing a left-hander next to a right-handed child can cause a clash of the elbows!

on the floor.



teaching	
Suggested	sednence

The i family, followed by letters featuring the clockwise movement with rounded entries, then the other clockwise letters, then the anti-clockwise letters, then the other anti-clockwise

letters, and finally the u family.

u, y, v, w, b
o, e, f, s
a, c, d, g, q
h, p, k
m, n, r, x, y
l, t, i, j

## USING THE TARGETING HANDWRITING YEAR 2 BOOKS

### A sample handwriting lesson

It is increasingly difficult within a busy school timetable to find enough time to provide daily opportunities for practice and consolidation of handwriting skills. However, a twenty minute lesson three to four times a week is vital if students are to become fluent, legible and proficient practitioners of handwriting.

Here is a suggested sequence of activities within the handwriting lesson:

- **a** a five minute warm-up to strengthen fine motor muscles (see suggestions for specific fine motor skills activities on page 8).
- five minutes' introduction of letter on the whiteboard/Smartboard — when you introduce each letter, reinforce the need for good posture and appropriate pencil grip, provide verbal cues for basic writing movements, and use consistent terminology. This will provide students with a good model.
- ten minutes of student practice have students complete the relevant page in the Targeting Handwriting Student Book or a worksheet from the Teacher Resource Book, or have them copy your model from the whiteboard/Smartboard.



### Warming up: fine motor skills

Throughout the early years of school it is important to continue the development of the fine motor muscles required for handwriting. The Targeting Handwriting Prep Teacher Resource Book outlined a very detailed program of fine motor skills for building up strength and flexibility in arms, wrists and fingers to cope with the demands of writing. However, it is vital to continue this development beyond the Prep year.

Even in Year 2, the warm-up is an important aspect of any handwriting lesson. You are likely to have a broad range of handwriting skill levels within your class, and for some students the strengthening of fine motor muscles will still be an issue. And who doesn't like the opportunity to 'play' for five minutes? Because of our busy schedules, we rarely leave enough time for manipulative play opportunities by the time students reach Year 2 —there always seems to be so many other 'more important' things to do.

Get your students into a good routine early in the year: have the equipment for the play part of handwriting lessons easily accessible. Perhaps monitors could be responsible for putting it out and collecting it again. Change the equipment around often, though — nothing is more boring than using the same equipment for the same purpose day after day. See page 8 for some fun and practical warm-up ideas. You will find additional ideas in the Prep Teacher Resource Book.

It is also still essential to allow for longer periods of activity which integrate fine motor skills within a less structured environment, for example a free play session. A gross motor skills program incorporating activities that strengthen the arms and upper body — for example, climbing on monkey bars, catching balls and skipping — should be implemented in conjunction with this.

### The five minute pre-writing warm-up

### Wrist strength

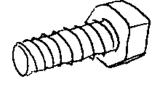
- **1** twisting crepe paper
- plaiting
- **o** constructing with pipe cleaners
- **1** typing on a keyboard
- **1** using a telephone with a circle dial



## Opposing finger strength; using thumb and index finger

- **a** using hole punchers
- **1** using pincer grip to sort small objects
- **②** covering a 100s MAB flat with ones blocks
- **a** using wind-up toys
- using big plastic tweezers to pick up cotton wool balls, beads, buttons
- o rolling marbles
- **a** clipping pegs
- (flicking' objects
- **1** using nuts and bolts, locks and keys
- sponge printing hold the pieces of sponge with a peg
- **3** curling paper strips around a pencil





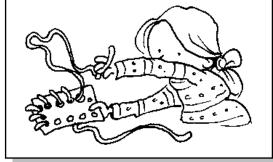
### Muscle strength

- **1** playdough, clay or plasticine
- **o** construction toys that 'click' together, eg Mobilo, Lego, Connex, Multilinks
- jigsaw puzzles or 3D puzzles if there is space to leave something set up, a complex one involving many pieces (could be a group effort)
- **1** finger 'aerobics'
- **3** cutting and pasting with magazines
- squeezing and squashing rubber 'stress' balls
- fidget toys, especially the 'popping' ones



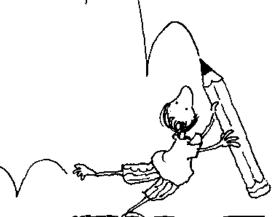
#### Tactile awareness

- sewing cards either commercially made or made from thick card
- sewing using felt and other material scraps — an ongoing project
- French knitting
- making woollen pompoms



### The basic movement patterns: refreshing students' memories

By Year 2, students should be familiar with the basic movements involved in the formation of letters in the Victorian Modern Cursive handwriting style. However, students will still require opportunities to practise the movements, and reinforcement of the terminology used.

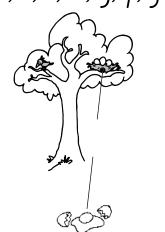


#### Using the pattern props

First, demonstrate the pattern on the whiteboard/Smartboard using the appropriate handwriting props, and telling a story to go with the action (examples are given below). Print the handwriting props (the tree and smashed egg, girl on pogo stick, and boy on skateboard, which you will find on pages 14–16) onto card, laminate and cut out. Use them to reintroduce the three basic handwriting patterns on which all the letters are based.

### Downstroke pattern found in letters l, t, i, x, z, f, j

Introduce the downstroke using the tree and smashed egg props (page 14). Describe to students how when an egg falls out of a nest, it moves from being up in the tree straight down to the ground and goes splat! Now demonstrate the downward stroke, explaining to students that you start at the top, just like the egg starts inside the nest, and then you go to the bottom, just like the egg falling splat! to the ground.



### Hopping pattern (clockwise movement) found in letters m, n, r, h, b, p, k

Introduce the hopping pattern using the girl on the pogo stick prop (page 15). Describe to students how the girl uses the pogo stick to hop. Demonstrate the action of the pogo stick as it hops from the left-hand side of the board to the right. Describe the movement as you do it:

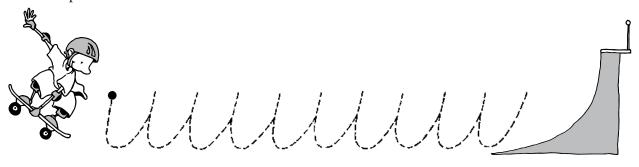
'The pogo stick goes up, makes a quick turn and comes back down, then it bounces up, makes a quick turn and comes back down, up, quick turn and down', and so on.



### Wave pattern (anti-clockwise movement) found in letters $u, v, w, y, a, c, \sigma, q, q, d, e, s$

Introduce the wave pattern using the skateboarder and wave ramp props (page 16). Using Blu-tack, place the ramp on the right-hand side of the board. Now show students how the skateboarder rides in wave patterns from the left-hand side of the board to rest at the top of the final ramp.

'The skateboarder heads down, makes a quick turn, then comes up again, then heads down once more, makes a quick turn, comes up again, then down, quick turn and up', and so on.



Once you have introduced the pattern verbally, demonstrate the pattern using chalk on the blackboard. Be consistent with the terminology you use. Reinforce the terminology and the movement once again by manipulating the relevant prop along the pattern, verbalising the actions as you go.

Talk about the pattern, for example the number of waves or hops you have made, the wedges of cake you can see. Ask students to draw the pattern on a piece of paper. For the hopping and wave patterns, they could then colour the wedges of cake.

#### Using the pattern pages

The worksheets in the pattern pages section of the Teacher Resource Book provide opportunities for further practice of the downstroke (pages 21-22), the hopping pattern or clockwise movement (pages 23-24), and the wave pattern or anti-clockwise movement (pages 25-26). Use them at the start of the school year to refresh memories, after the patterns have been introduced for the first time, or before the start of each section of letters in the Targeting Handwriting Student Book.

### Introducing the letters using the seahorse prop



Copy page 17 onto card, colour, cover in contact paper, cut out, then cut the segmented seahorse into the three sections.

Welcome the seahorse prop into your classroom.

Perhaps you could have a class vote to give it a name. Trace the outline of the whole seahorse onto the board. Remind students

that all letters have either a body, like the seahorse (show the separate body piece and overlay it on the seahorse outline), a head and body (once again, show the separate body pieces and overlay them on the outline) or a body and tail (demonstrate again using the individual pieces).

Place the seahorse in a set of lines drawn on the blackboard and demonstrate making the letter you are focusing on for that day. Verbalise all movements and keep the terminology consistent, for example: y

'Start at the top,
crash down,
crisp turn,
come up again,
crash down to the bottom
of the ocean, put out the anchor.'

b

'Start at the top,
go down,
crisp turn,
back up the same way for a bit,
and across for the exit.'

Ask students to identify the pattern on which the letter is based. Perhaps a student could demonstrate this to the rest of the class by drawing the pattern on the blackboard and then using a different coloured chalk to locate the focus letter. Encourage the student to verbalise the movements using the same terminology you used.

The demonstration could then be repeated, but this time using only the parts of the seahorse which correspond to the type of letter you are writing — for example, for b you would use the head and body only.

Next, demonstrate the capital letter, again keeping the terminology consistent, and pointing out any similarities and/or differences between it and its lower-case counterpart. Point out to students that capital letters are always head and body letters, and always start at the top. In this series we provide left-handed students with alternative techniques for the capitals A, E, F, H and T. In the left-handed technique the horizontal strokes in these letters are drawn from right to left, which is often easier for left-handers. Allow left-handers to form these capitals using the alternative techniques. Notice that E and F have a different starting point for right- and left-handers.

Another fun way of beginning a handwriting lesson is to give students some verbal clues to the letter that will be the focus that day, and asking them to try to work out from the clues which letter it is going to be. For example, for the letter w: 'This letter can be found in the wave pattern. It is a body letter. You start at the top, head (or plunge or dive) down, crisp turn, come up again,

head (or plunge or dive) down again, crisp turn, come up again and across for the exit.'

The suggested teaching sequence is as follows: first letters from the i family, which feature downstrokes (l, t, i, j); then clockwise letters with rounded entries (m, n, r, x, z), which contain the hopping pattern; then the other clockwise letters (h, p, k); then anti-clockwise letters, which contain the wave pattern (a, c, d, g, q); then the other anti-clockwise letters (o, e, f, s); then letters from the u family (u, y, v, w, b), which also contain the wave pattern. You'll find a summary of this suggested teaching sequence on page 6.

As when the letters are first introduced in Prep and Year 1, being consistent with sequence, verbal cues and terminology is important. It will assist students to internalise the process of making each letter type and will give them the words for providing their own cues when writing independently. As each letter is introduced, discuss what family it belongs to and what the letters in this family have in common. To prepare students for joining in Year 3 it is important that they are made aware of entries as well as diagonal and horizontal exits.

Once the letter has been demonstrated and modelled, have students complete a relevant page in the Targeting Handwriting Student Book. Talk through the various activities on each page with students; for example, discuss the letter and its capital in the box with the seahorse (Where does it sit in the lines? On what pattern is it based? How many strokes does it have? How does the capital differ from the lower-case letter?), discuss the patterning activity, the parts of the seahorse which are highlighted, where to start each letter and in which direction to go, whether students are expected to just trace the letters and words given, or to trace and copy. Do the first few examples together as a class, with you or a student verbalising the movements as everyone else makes the letter or pattern. The Student Book also provides an opportunity for individualised instruction as you move around the class observing students as they write. Check for good posture, pencil grip, slope of page, where students start their letters and the direction they follow.

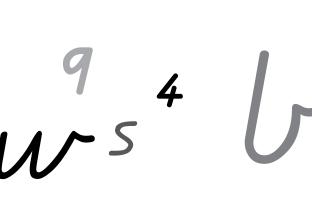
The Targeting Handwriting Student Book

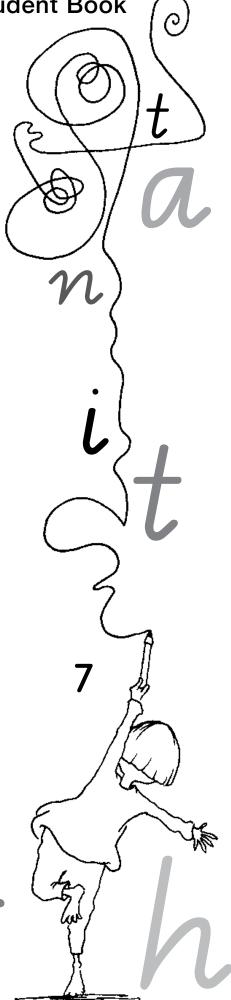
There are two practice pages for each letter in the Student Book. Letters that have the same basic pattern are grouped together, and each section begins with a pattern revision page, and ends with a page you can use to assess students' progress with those letters. Numerals and number words are integrated throughout the book, and there are also pages specifically for numeral and number word practice.

The Year 2 Student Book and the blackline masters in the Teacher Resource Book contain examples of:

- patterning gives students practice with direction, shape and fluency of the essential patterns on which all Victorian Modern Cursive letters are based;
- tracking essential in allowing students to internalise direction and shape of letters;
- tracing to help students focus on size and shape; and
- copying allows students to practise and consolidate their skills using a good model for reference. Here they get to put into practice what they have learnt about starting position, direction, size, spacing and location within the lines.

Correctly modelling each letter first, and giving students the opportunity to practise the letter using the verbal cues before they complete practice activities such as those in the Student Book, will greatly assist students in forming the letter correctly when writing independently.

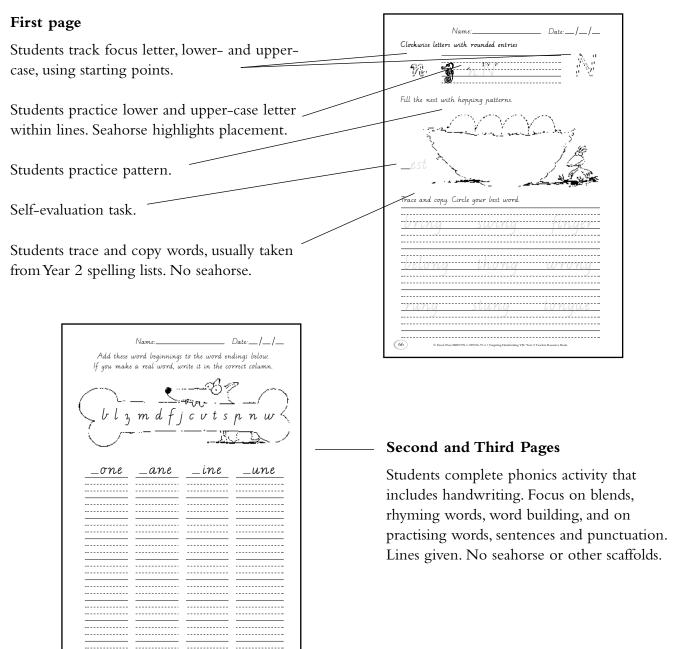




### Using the letter pages

When the Student Book has been completed, or when you think further practice is necessary, print the relevant letter page or pages from the Teacher Resource Book. These pages can also be used for assessment of handwriting skills, using the handwriting skills checklist on page 20.

#### Learning features of the Teacher Resource Book letter pages

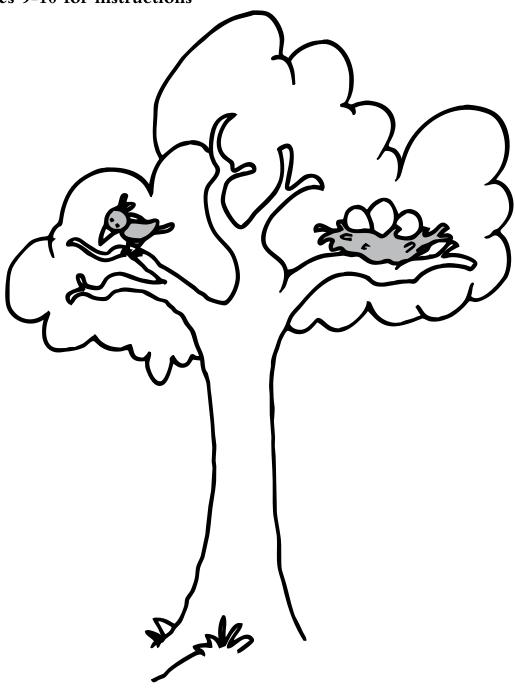


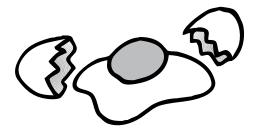
### Using the handwriting skills checklist

The skills checklist on page 20 can be printed, and a copy kept for each student as an ongoing record of their progress. The checklist can be added to as general observations are made, and can also be used in formal assessment. The pointers on the checklist provide a general guide for skills and behaviours to look out for when making observations. They will help you to develop a detailed profile of an individual student's achievement. Space has been left for you to add any additional or different pointers that might better suit your program.

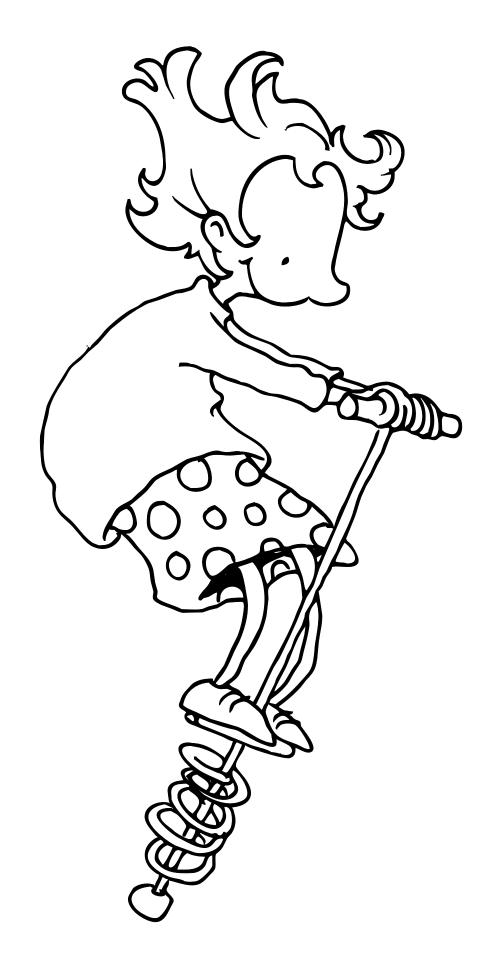
### Downstroke pattern props

-see pages 9-10 for instructions



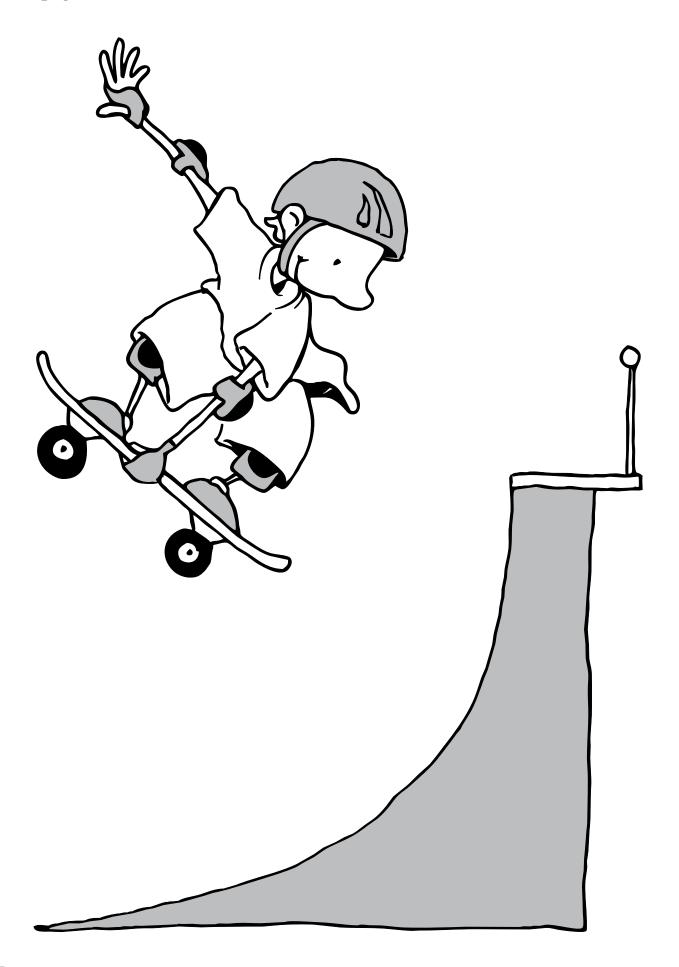


### Hopping pattern (clockwise movement) props -see pages 9-10 for instructions



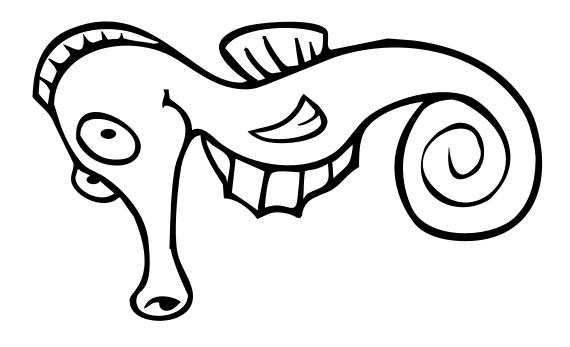
### Wave pattern (anti-clockwise movement) props

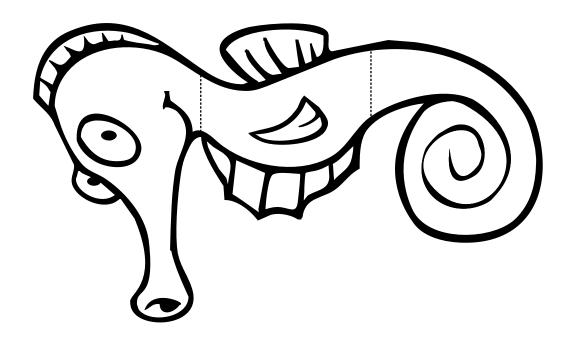
-see pages 9-10 for instructions



### Seahorse props

-see pages 10-11 for instructions





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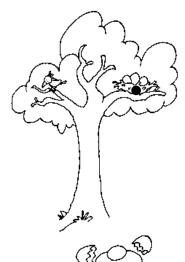


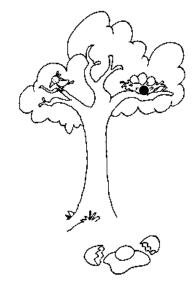
### Handwriting skills checklist — Year 2

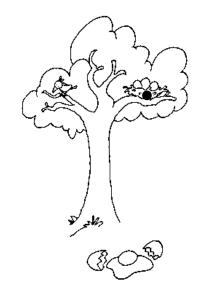
**ACARA Version 9.0** National Literacy Learning Progression Writing sub-elements for Handwriting: **HwK5** 

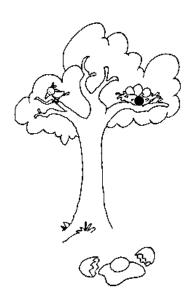
Name	Date Observed	Comment
Maintains correct body position for writing		
• Feet flat on floor		
Non-writing arm supporting weight	-	
Body tilted from pelvis	-	
Head at comfortable angle	-	
Employs correct pencil grip	-	
	-	
Uses precision grip or other acceptable grip      Left/right hand dominance	<b></b>	
• Left/right hand dominance		
• Uses appropriate pressure		
<ul><li>Produces standard handwriting movements and patterns</li></ul>		
• Writes clearly in straight lines from left to right		
<ul> <li>Does not lift pencil when forming lower-case letters (except for x, dots on i and j, and crossbars on t and f)</li> </ul>		
Uses finger movements to control pencil while sliding forearm across the page		
Fluently writes clearly formed letters,     unjoined letters		
• Starts at the top of every upper-case letter, lower-case letter and number (except d and e, which start in the middle), and knows that no letter starts from the bottom		
Knows starting point and beginning direction for each letter and number		
Knows that lower-case letters have heads, bodies and tails		
Begins to use joined letters		
Torms all letters with consistent size and slope in Victorian Modern Cursive script from memory		
Writes letters of uniform size		
Writes letters of uniform shape		
Writes letters of uniform slope		
Writes letters with uniform spacing		
Writes all letters with consistent size and spacing between words		
Maintains legible handwriting throughout a text		
Needs practice with these letters/numerals:	$\vdash$	
1 recus practice with these letters/ humerals.	$\vdash$	
	<b></b>	

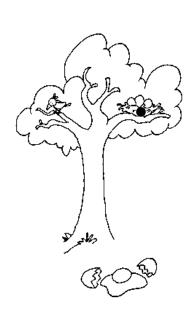
### Downstroke pattern | | | |

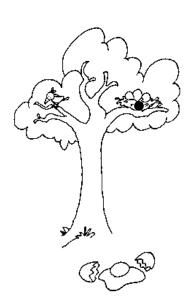


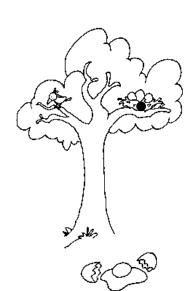


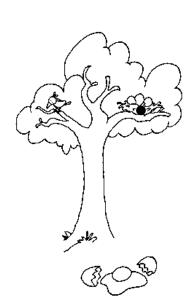


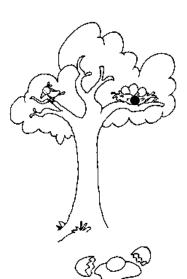




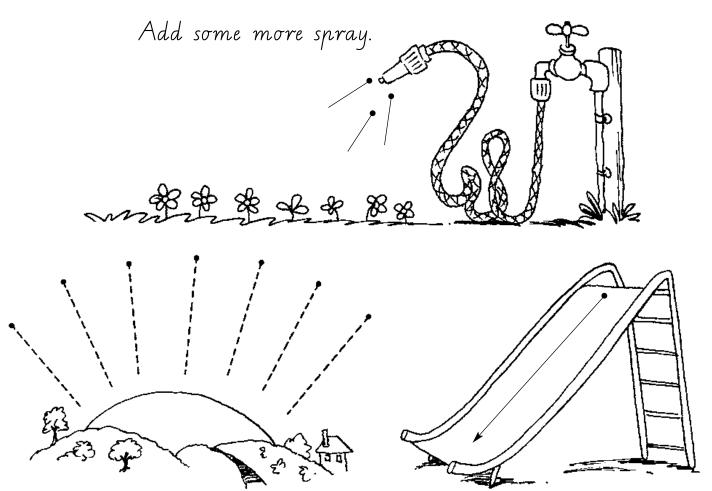




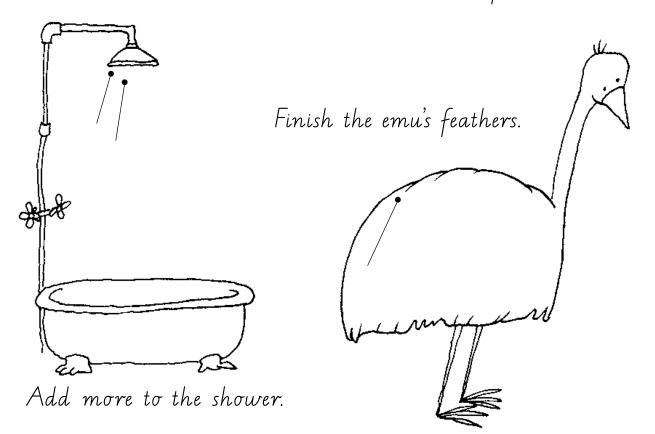




# Name:\_\_\_\_\_ Downstroke pattern | | | |

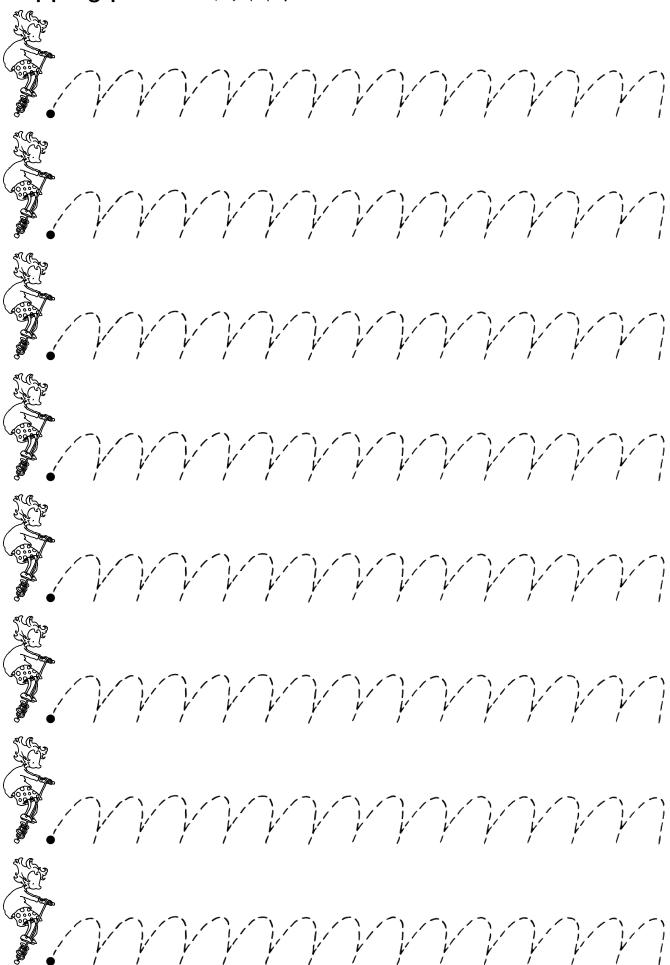


Go down the slide a few more times.



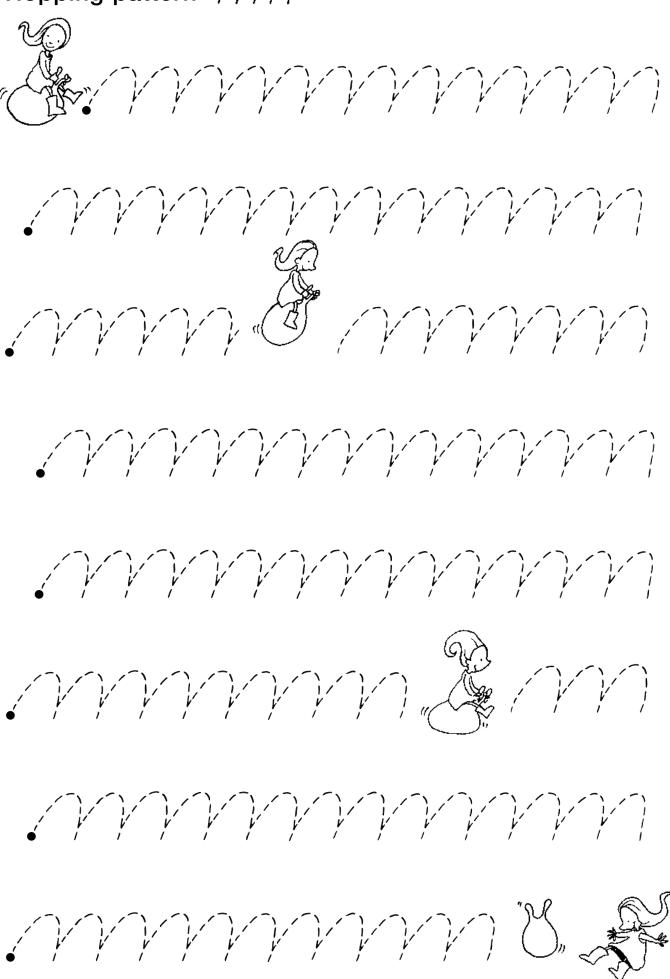
Name:\_\_\_\_\_\_ Date:\_\_\_/\_\_\_

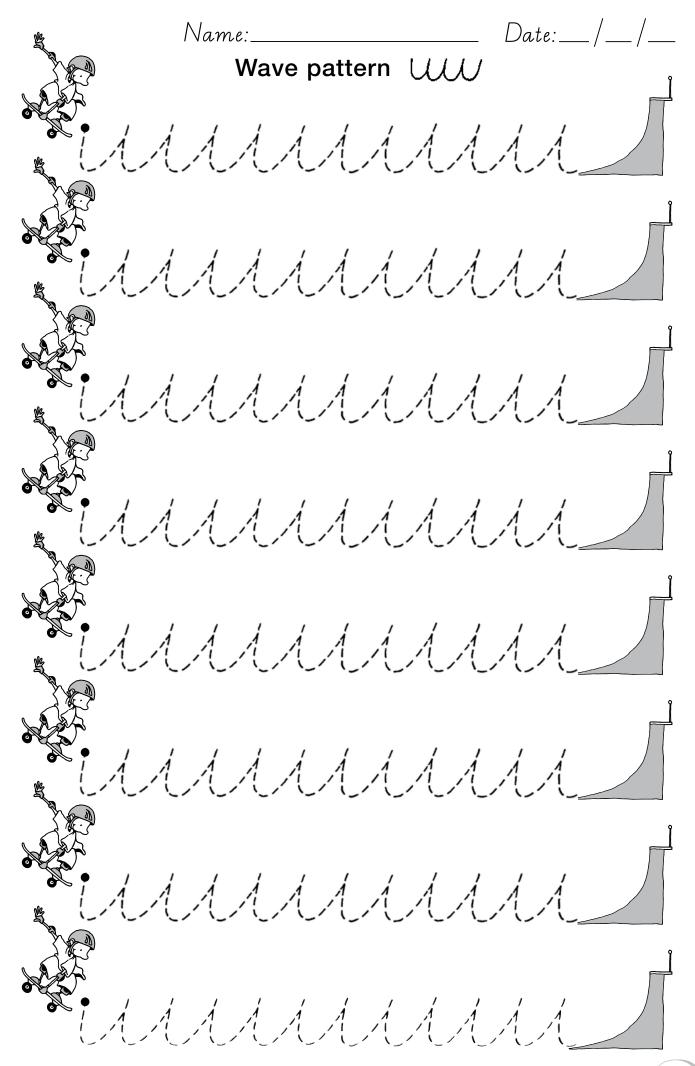
### Hopping pattern $\gamma\gamma\gamma$



N I		/
Name:	Date:/_	/

### Hopping pattern $\uparrow \uparrow \uparrow \uparrow \uparrow \uparrow$





idd Didddadd iddaddaddadd IAAAAAAAAAA iddddddddddd iddddddddd

IAAAAAAAAA

IAAAAAAAAAA

Nam	ve:	Date://
Anti-clockwise letters		
	Left-handers Right	
Trace the acrobats' spacrobats.	irings. Do some of	your own around the
Trace and copy. Und	erline your best wo	ob_ts
		tt fatt
recall	stall	mall
shattow	swattou	z-finally

		,	1
N 1		/	/
$1 \times 1 \times$	1 10 +0.		/
1 NOTICE	Dave/	/	

Finish the sentence by writing the correct sound into the words.

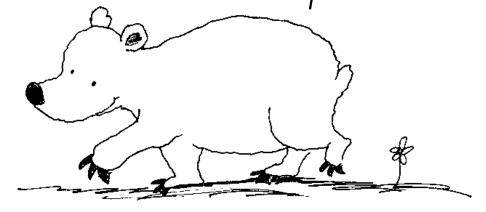




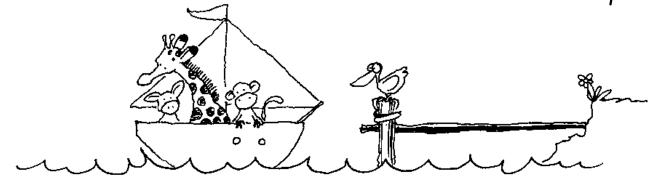
Ca

an

The b\_r has sh\_p cl\_s.



The b\_t is n\_r the wh\_f.



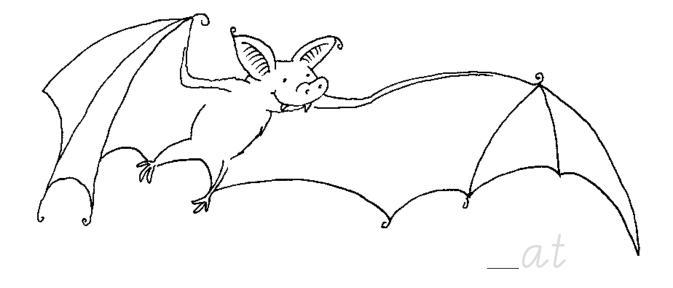
The g\_t l\_pt across the l\_n.



Name:	Date:/
Rewrite the sentences below adding a to the words that need one. Colour the a's.  I broke Dads mug.	n apostrophe Dad's mug!
This mugs cracked!	
My brothers skates are great!	
Aardvarks eat ants.	
Annas apple was sweet.	

	Name:	_ Date:_	_//_
u family			
b			B

Fill the bat's wings with wave patterns.



herb		verb	<u>kerb</u>
blurb	5W	burb	disturb
	-b-b	bub	bubble

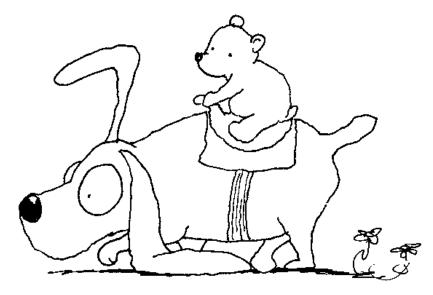
Name:	Date:	/	/

Write a bea word for each clue.

One has been done for you.

Tick them off as you go.

beads beach bread bean beagle beard bear beautiful



A green vegetable.

Sand on the seashore.

A type of small hound dog.

Lovely to look at.

Growth of hair on the face.

A child's toy.



Food made of flour, water and yeast.

A necklace can be made of these.

			Ι	ı	I		
7							
. <b>_</b>							
2							
	<del> </del>						
3	U	e	a	7~			
					 [		
4					 		
5							
	<u> </u>						
6							
7							
	 	 	 		    -	 T	<sub>-</sub>
8					 	 	
	L	L			 	 L	

Name:	Date:/
Write the $b$ word under the $a$	word it rhymes with.
	- A. 3
band	bath boat
"\bread \l	rlock brain
Se Evan	
sock	train
~0	
goat	path
Similar -	
tread	hand
	en en

	Name:	Date://
Anti–clockwise	letters	
		\\ \\
Fill the curtains with waves.	1111	<u>AAAAA</u>
	urtair	rs
Trace and copy		
curt	curty	curted
crumb	crumbly cr	umbled
curve	curvy	curved

Sort the words in	to the right columns.
recover place seco	ret mice dance
came	corner
centre	twice pencil se became
tace because	se became
soft c as in city	hard c as in carrot

Name:\_\_\_\_\_

Date:\_\_\_/\_\_\_/\_\_

Name:	Date://
Commas mark a pause or tiny rest in a sentence. They are also used to separate items in a list. Copy the sentences in the lines below. Remember to add the commas, capitals and full stops.  i've been to cairns colo and cooma	
cod clams carp and catfish live in the sea	
my cousin colin likes chips corn chicken o	carrots and cheese
Underline your best word.	

Nar	ne:	_ Date://
Anti-clockwise letter	~S	
Fill the dancers' tuti	is with wave patterns.	
_ancers	January Cu	John Marie Control of the Control of
Trace and copy.		
<u>good</u>	wood	stood
could	would	should
<u>herd</u>	bird	word

Add dored to make new words in a Circle your best d.	sentence.  Yell
tove+d=toved	<u>-nutt</u>
tike	<u>hetp</u>
<u>use</u>	<u>-took</u>
<u>near</u> -+-i+	tane 
	<u> </u>
Take care with this tricky pattern.	

Name:\_\_\_

Date:\_\_\_/\_\_\_/\_\_

N	ame:	_ Date://
Trace and copy the wonderword below	ese words, then find them	in the
golden	cold	told
scold	mouldy	build
held	hotd	botd

t	σ	l	d	9	r	9	a
С	f	d	S		n	σ	d
σ	0	a	C	b	a	l	d
l	L	m	Ò	и	l	d	y
d	d	d	l	i	h	е	a
h	е	l	d	l	σ	n	d
	b	σ	l	d	l	通道	m
m	и	S	σ	l	d	m	a

	Nan	re:		Date:	_//
Other an	ti-clockwise	letters			
E			2 3 4		
		Left-handers	Right-handers		
_l_p  Trace and	hant l copy.	Fill the	elephant w	ith wave	patterns.
dea	<u> </u>	dead	<u>d</u>	he	zad
Spre	ead	rea	dy	-hec	zvy
feat	ner	weat	her	hea	lth
					_

Homophones are words which sound the same but are usually spelt differently and have different meanings.						
			\ / //			
Change these "ee Draw a picture			with cu.			
Draw a fillure	jor one of each	fluir of words.				
see	Flee	- been	reed			
J. Billing						
sea						
steet	reet	deer	meet			
Longa	e i o i	a – ada	l e			
tan tane	ret fi	rrod	tub			

Name:\_\_\_\_\_

Date:\_\_\_/\_\_/\_\_

Name:	Date://
Rewrite the sentences, adding the exclamation Yyour best sentence.	marks.
Oh, don't do that	0
Robert, dinner time	
Clean up this mess, right now	
That was delicious	
I can do that	
Quickly, hold the ladder still	

1	Name:	Date	:/
Other anti-clock	wise letters		, ,
	2-2 Left-handers	2- Right-handers	
Fill the fish with	ı downward strok	es.	/
		ZZ - Zez	sh
Trace and copy.	Put a squiggly lin	e under your best	word.
float	flow	flood	fly
fright	Friend		fry
-soft	craft	left	gift

Name:	Date:/
Sort the words below into the	right columns.
flea himself	golf bookshelf
flight elf	h. self flood
flourish	myself
flask flee	gulf
fleece fl_	floor — If

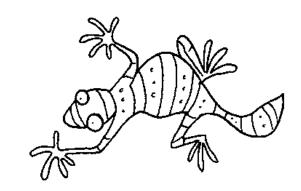
	Name:				Date.	:/_	/
		2	t	f	f	е	е
	) <sup>3</sup> w a h	f	f e e	L	e	100 LU	
Across			3	3	Tra Wr thes		ies for wers.
<u>2.</u> _3.							
Down							
<u>3.</u>							

Nat	me:	Date:/
Anti-clockwise letter	rs	
	ġ-Ğ	
		Fill the gumnuts with wave patterns. umnuts
Trace and copy. Un Circle the soft 9's,	derline the hard <u>(</u> like the <b>g</b> in giro	g's, like the g in goat. iffe.
again	imagin	e urgent
danger	grow	girt huge
-stranae	aem a	:e:m.a.ai.c

	_	1	1
N 1		/	1
IName:	I Jate:	/	/
1 10077001			

Write the name of an animal which begins with g for each clue. One has been done for you. Tick them off as you go.

gecko goose greyhound garfish gazelle goonna gorilla guineapig



A tall, slender dog.

A short-eared, short-tailed pet.

A large Australian lizard.

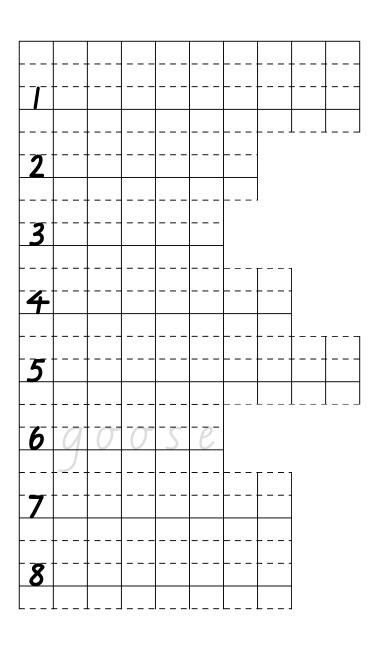
A web-footed bird.



A fish which lives in the sea or estuaries.

A small antelope.

A small nocturnal lizard.



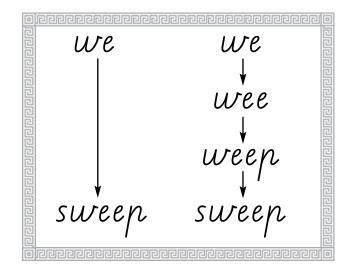
Name:	Date:/
Sometimes gh says "f". But whe gh is silent. Sort out the words	below into the two groups.
tough bought rought brought caught enough cough taught four	daughter ght thought
gh = f	ght = t
✓ Tick your best word.	

	Name:		Date:	_//
Other clockwi	se letters			
h -	Left-handers	Right-handers		
Show how the	ese animals can h	op across the p	age.	
Trace and cop	y. Circle your two	o best words.		
	er fat		Egat	-1
<u> </u>		,/////	7 EU L	
nouri	sh Fl	ourish	<u>-</u>	uho
why	wh	at	<i>w</i>	<u>lere</u>

N 1	abla	/	1
[Name:	Date:	/	/

Build on the words given to make new words in the number of steps shown.

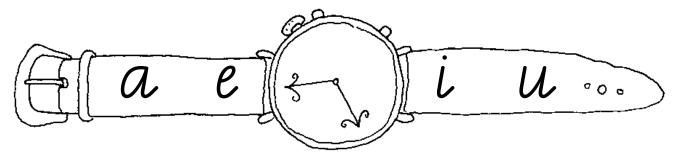
Look carefully at the example to see how it is done.



nose	had
<u>t</u> cnosen	heard

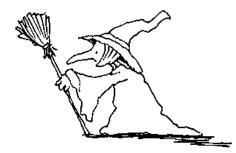
	The state of the s	hat
	06	
<u>snoes</u>		hearty

N. I	$\bigcap$ $\downarrow$ .	/	/
Name:	Date:	/ /	/



ords.  The a $\nabla$ under your three best $h$ 's.
m tch
-wtch
n-tch
sk tch
tch
-st-tch
-w-tch
h-tch

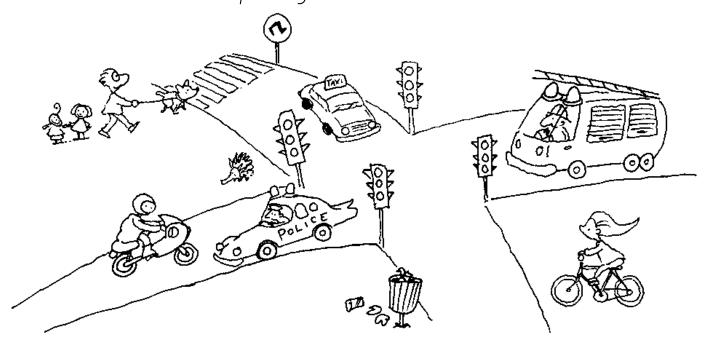




	Name:		Date://
i family			
Trace and	copy. Circle four i	Family letters	_c_cles
air	chair		<u>repair</u>
<u>trai</u>	in train	plain	again
thir.	st skirt	SWirl	firm

		1	1
N 1	abla	/	/
Name:	1 1ato.	/	1
1 Name	Dave/		

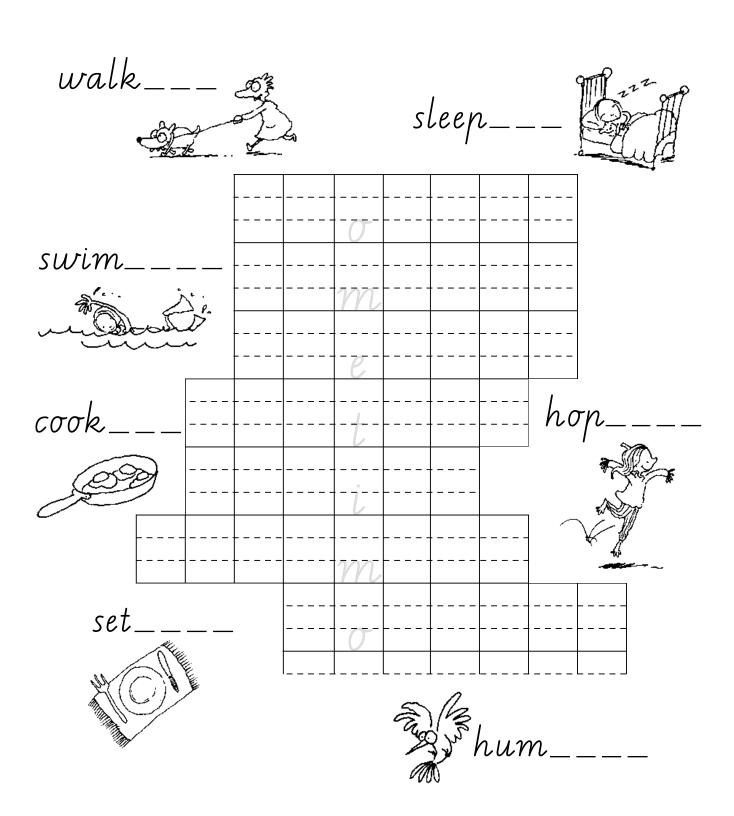
Find ten things in the picture that have the letter i somewhere in their spelling.



Write the words here. Use two of them in a sentence. Underline your best word.	
	_

Name:	Date:	/	/

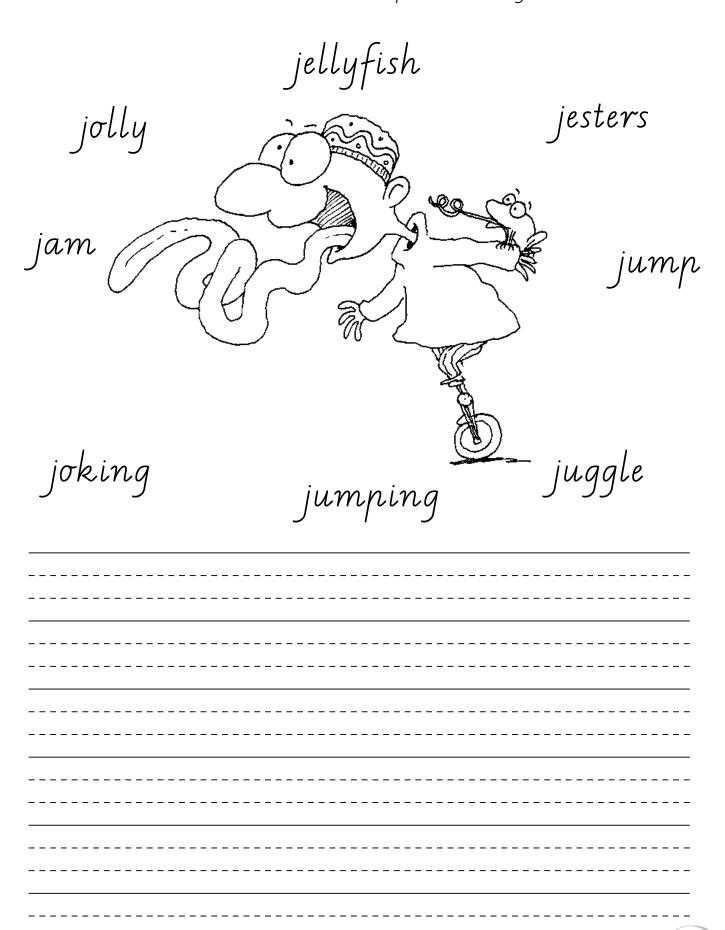
Add "ing" to these words. Use the new words to complete the puzzle. Don't forget, if a word ends in a short vowel and a consonant, you must double the consonant before adding "ing", e.g.  $stop \rightarrow stopping$ .



<b>C</b> 1			Date://
i family —			
			——————————————————————————————————————
Fill the jeep wit	th downstroke	S.	
_eep	3 Cd		
			_
Trace and copy.	. Tick your tw	o best words.	
Trace and copy.	Tick your tw	o best words.	joints
Trace and copy.	Tick your tw	o best words.	joints

Name:	Date:	/	/
	- · · · · · · · · · · · · · · · · · · ·	/	

Make up a tongue-twister using some of the j words below. Write it on the lines. Give it to a friend to try.

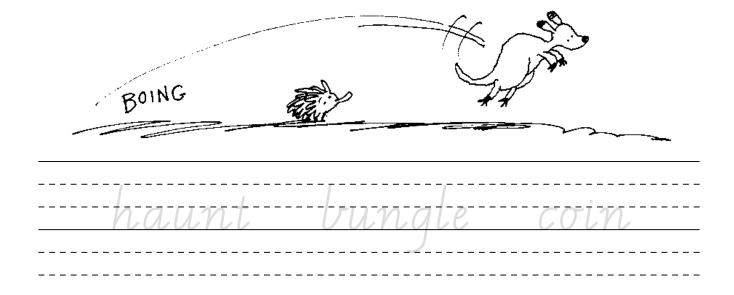


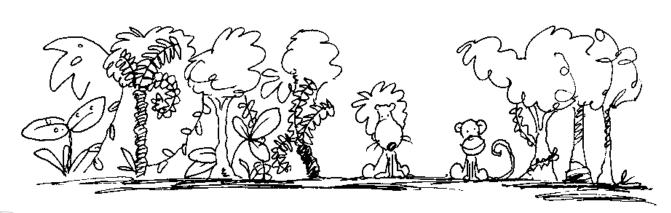
	,		,
N 1	$\cap$ . $I$		/
Name:	1 1ato. 1	/	
1 NOTTIE	DWV/.	/	

Write each word from the box under the correct rhyming word.

jaunt jam jump jungle joke join

n.a.m.	uolk	numn

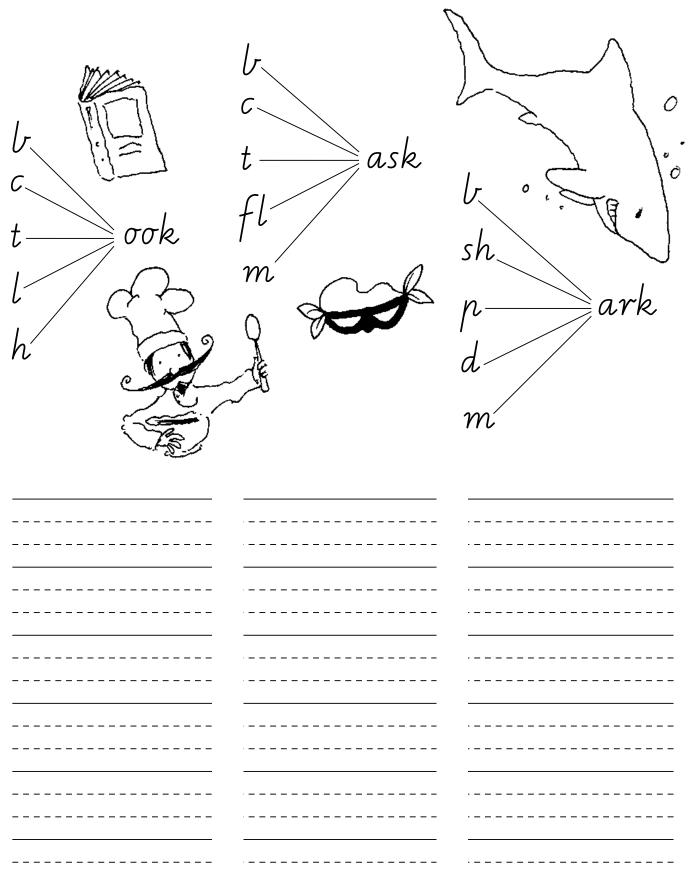




Nam	e:	Date:/
Other clockwise letter	·s	, , ,
Fill the koala with h	opping patterns.	1
		_oala
Trace and copy.		
jacket	nocket	cricket
-bucket	nacket	ticket
socket	rocket	docket

Name:	Date:	/ ,	/
		/	

Make new words. Write them below.



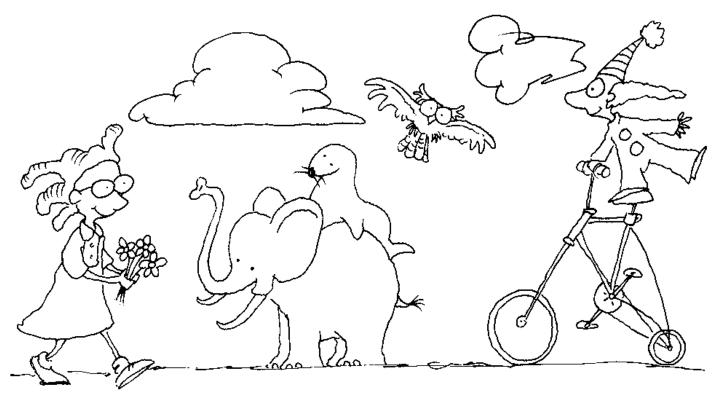
✓ Tick your best word.

Name:	_ Date://
Trace.	
duke like brok	e cake
vake bike fak	e joke
hike take wok	e Luke
Rewrite the words from the list above that h	rave an oke pattern.
Rewrite the words from the list above that h	rave an ake pattern.
Rewrite the words from the list above that h	iave an ike pattern.
Rewrite the words from the list above that h	rave a <b>uke</b> pattern.
Trace these patterns. Follow the direction ar	rows carefully.

	Name:		
i family			
Fill the laundry	y basket with c	downstrokes.	
_aund	ry		
Trace and copy.	Underline the	downstroke le	tters.
walk	talk	stalk	chalk
castle	gha	stly	rascat
could	<i>Wol</i>	lla	should

Name:	Date:	/	/
	/		

Find ten things in the picture that have the letter lessomewhere in their spelling.



Write the words here. Then use two of them in a sente	nce.
Underline your best word.	

Name:	Date://
You will need to do some research to find the	answers.
Lorne Lizard Ist	and
Leongatha Launce	eston
Lord Howe Island	
Which of these places is found in Tasmania? Underline any downstroke letters.	
In which place do big goannas live? Underline any downstroke letters.	
Which two places are in Victoria? Underline any downstroke letters.	
All these places are part of which country? Underline any downstroke letters.	

Na	me:	Date://
Clockwise letters wi	th rounded entries	
m		
Fill the monster wi	th hopping patterns.	
		_onster
Trace and copy.		
mask	mast	master
mould	mild	milk
jumn	stump	grumny

N/	$\bigcap_{z \neq z}$	/	/
IName:	Date:,	′ —— ,	/

Make new words. Write them below. Underline the m's.

thing one some times how where	t cr each	la co cli mb thu cru

Trace and copy the sentences. Underline the capital $\underline{\mathcal{M}}$ 's. Colour the wedges in the lower-case $\boldsymbol{m}$ 's.			
On Mondays Mum makes			
me marmalade muffins.			
Mrs Smith climbed a			
mighty mountain before			
midday!			
Alina my monkey!			

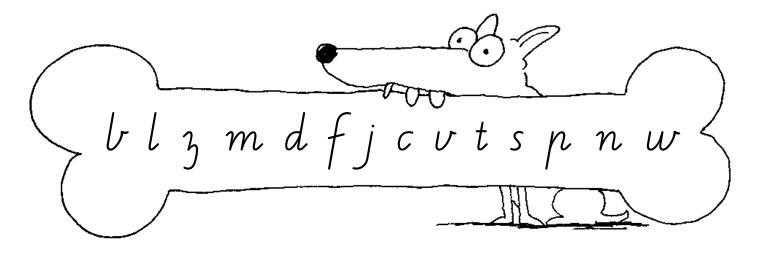
 $@ \textit{Pascal Press ISBN 978-1-925726-79-4} \bullet \textit{Targeting Handwriting VIC Year 2 Teacher Resource Book } \\$ 

Name:\_\_\_\_\_\_ Date:\_\_\_/\_\_\_/\_\_

Nam	e:	Date://
Clockwise letters with	rounded entries	
M =		
Fill the nest with hop	iping patterns.	
20/2	V V	Jalas 8
_est		
Trace and copy. Circle	e your best word.	
bring	swing	finger
<u>tetong</u>	thong	wrong
<u>rung</u>	stung	tongue

N I	/
Name:	 _ /

Add these word beginnings to the word endings below. If you make a real word, write it in the correct column.

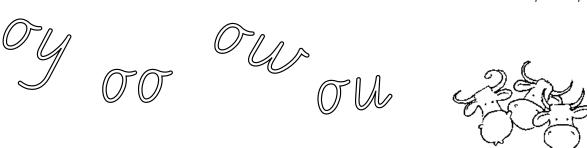


$\_\sigma ne$	$\_$ ane $\_$	$\_$ ine $\_$	une

	Name:		Date://
Trace these7	nk words, then u	ise four of them	ı in sentences.
	<b>∂</b>		.}
sink	nink	rink	stink
Vank	sank	tank	honk
bunk	dunk	junk	drunk

0.1	Name:			Date://
Ö		(-)		   wave patterns.
				cean.
Trace and		r two best wo	rds. 	north
floai		boat		soar
<u>blow</u>		tow		tow-

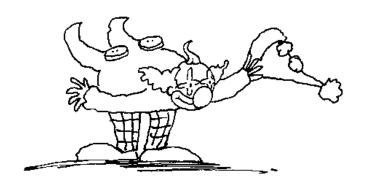
Name:	Date:/



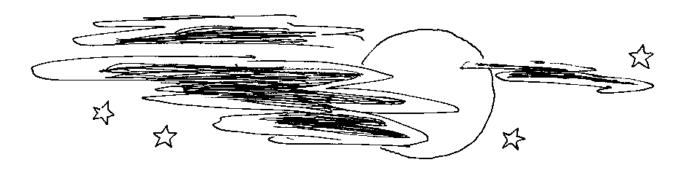
Finish the sentences by writing the correct sound into the words.



The cl\_n b\_ed to the cr\_d.



The cl\_\_ds blew across the m\_\_n.



Name:	Date	/	/
1 Narrie	Duve		′ ——

Write this knock knock joke in the lines below. Check carefully that you have included all punctuation.



No	ıme:	Date://
Other clockwise let	ters	
IJ - <b>9</b>	with hopping pattern.	
inea	with nopping pattern.	). 
	t a polka dot on top	of your three best p's.
camp	stamp	damp_
tisp	crisn	whisper
kent	stent	

	Name:	Date	·//
	these words. Colour ace below, draw an o vel them.		
compu	ter telen	hone	nens
lamn	nanercli	ns pri	nter
naner	nencils	not p	lant
0			©

Nami	e:	Date://
Write this recipe for	pancakes in the lines l	relow.
Ingredients:	1 4 cups milk	$\mathcal{C}$
Method:	I cup plain flour Sift flour into bo Add egg and mis Stir in milk.	c.
	Pour batter into be Flip and cook on	
Ingredien	ts:	
_/V\ELYLOW.		

	Name:	Date:/
Anti-clock	wise letters	
G		
Fill Robin	Hood's quiver with wave	patterns.
Trace and	Lopy.	
quay	<u> </u>	equest
racq	uet aqua	aquarium
squed	ilsqueak	e squeeze

Sort the words into t	three columns.	_
quench quake quarter quarrel query quick quince	quiet e quartet ueasy quack quiz quest quay quality	
<u>gua</u>	<u>gue</u>	9ui 

Name:\_

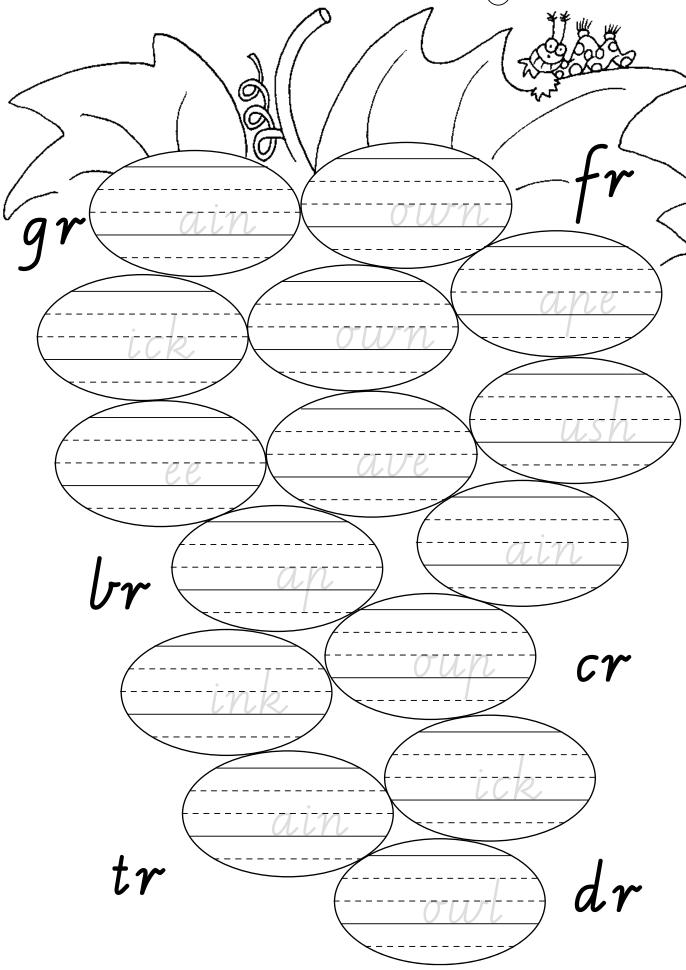
Date:\_\_\_/\_\_

Name:	Date:/
Rewrite the sentences below. Add sentences that need one. Add a fu	0
????(	quack m
Which duck quacked	
Quincy made a cake for tea	
Why is the queue so long	
Who likes quince jelly	
What will quench your thirst	
Circle your best "qu" word.	

Name:	Date://
Clockwise letters with rounded entries	
	R
Fill Gran's rug with hopping patterns.	
STEED	_ug
G_an	
Trace and copy.	
mother father b	rother
weather shepherd	
-Dr $-Ars$ $-Ar$	Sir

Name:\_\_\_\_\_\_ Date:\_\_/\_\_/\_\_

Use these blends to make words. Circle the (r)'s.

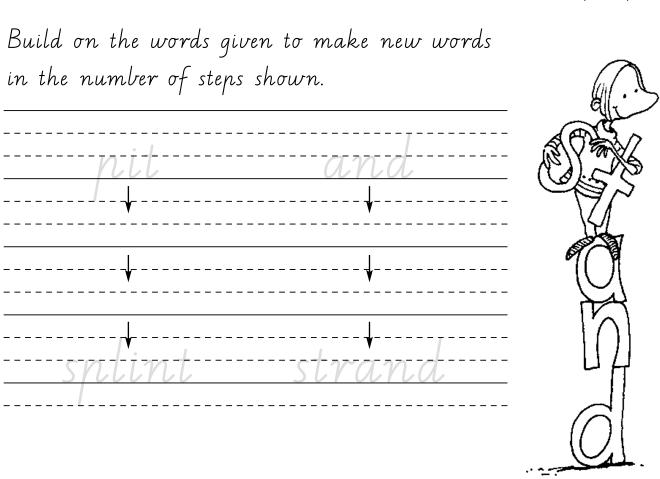


Write this rhyme in the lines below. Check carefully that you have included all punctuation.
OOEY GOOEY
Ooey Gooey was a worm,
And what a worm was he;
He sat upon a railway track,
The train he didn't see
OOEY GOOEY!

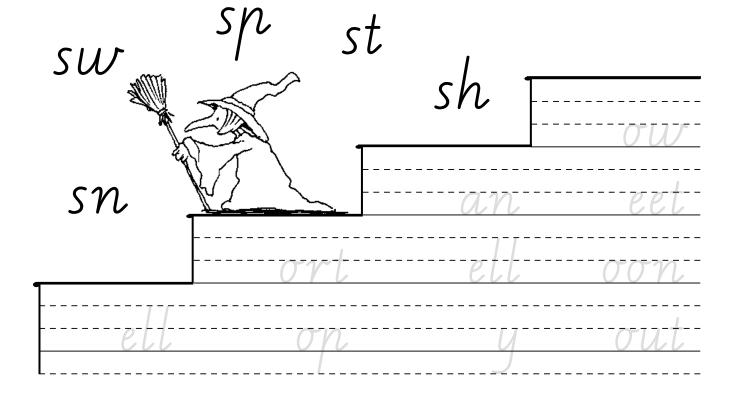
Name:\_\_\_\_\_\_ Date:\_\_/\_\_/\_\_

Name:	Date:/
Other anti-clockwise letter	rs
S	<u> </u>
Complete the surfer's wav	res.
Trace and copy. Underline	e your best word.
television	conclusion
decision	nermission
fashion A	AsA78

	_	1	1
N I	$\bigcap$	/	/
Name:	Date:	/	/
1 1001100	D0000	/ ;	/



Use the blends to make words. Underline the  $\underline{s}$ 's.



		1	,
N 1	$\bigcap$ ,	/	1
Name:	1 1ato.	/	1
1 Name	Dave	/	/

Add s or es to make these words plural. Write them in the lines below. Use your favourite in a sentence.




	Name:		Date://
i family			
B			
	Left-handers	Right-handers	
Trace and co	opy. Underline you	r best word.	
fast	vast	tast	nast
dust	J	sty	crusty
port			cm- <del>cm</del> t
-J			

Name:	_ Date://
Find ten things in the picture that have the	letter t somewhere
in their spelling.	
Write the words here. Use two of them in a	sentence.
Underline your best word.	

Sort the w	rords belo	ow into th	e right colur	nns.	
tree	art	trap	court	cart	trot
	rain		5	sport	skirt
trun	k tro	ick {		tram	try
start	ch	art (		shirt	J
tr_				-	\nglub \t

Date:\_\_\_/\_\_\_/\_\_

	Nam	e:	Date://
u family			
W		L D	
Fill the bar	rramundi	with wave patterns.	
		Marine Marine	
		bar	ram_ndi
Trace and o	сору.		
thum	<i>1b</i>	dumb	crumb
num		h.u.m.l.d.e.	tumble
			stumble

Na	me:	Date://
Trace and copy thes below.	se words, then find then	n in the wonderword
sauce	caught	<u>because</u>
	taught	taugh
nause	haunt	autumn

a	p	p	l	a	и	S	е	76
C	h	a	a	И	t	h	σ	~
h	a	И	n	t	n	е	t	С
$\overline{\mathcal{V}}$	е	C	а	И	S	е	a	а
~	i	d	Sko si	m	a	S	и	и
и	a	p	i	n	и	(D)	9	9
L	a	И	9	h	С	k	h	h
	p	a	и	S	е	е	t	t

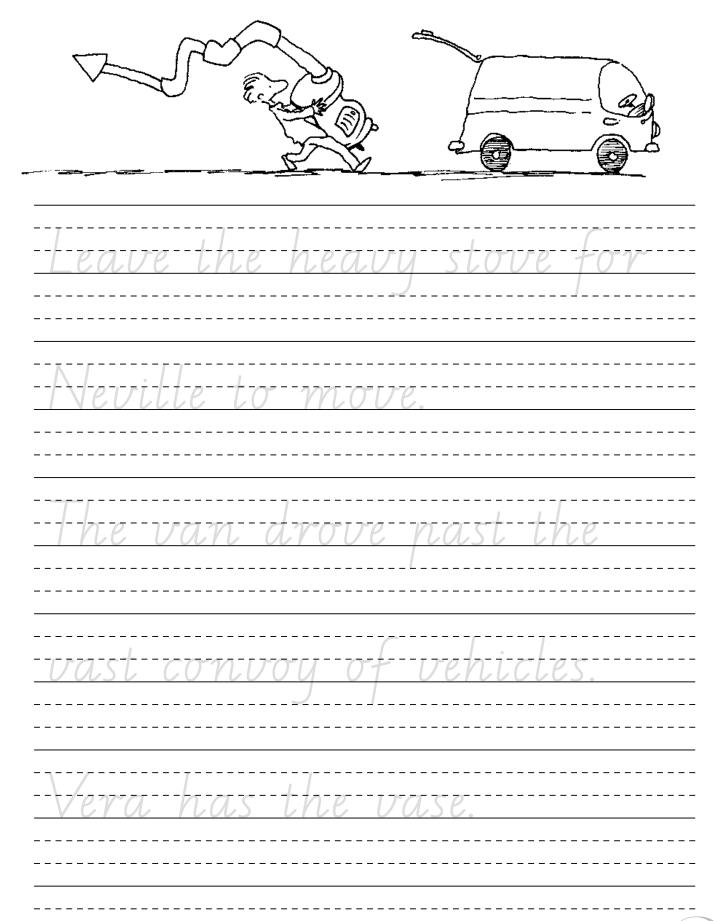
	Name:	Date:/
		<ol> <li>Add e to make new words.</li> <li>Write a sentence using two of the new words.</li> <li>Circle your best word.</li> </ol>
cut -	→ cute	
tub		
shut -		LAUNORY

	Name:	Date:/
u family		
W		
Draw the wo	avy sea around the Viki	ng longboat.
		_iking
Trace and co	py. Put a wavy line un	der your best word.
quive	r guav	er tiver
favou	<u>cr ever</u>	flavour
river		

Name:	Date.	/	/
1 1001100	Dave	′	/

Trace and copy the sentences.

Find the V's in each sentence. Underline them.



	Name:	L	Date://	
Trace. Say the words.				
tove	move	shove	dove	
wove	above	rove	prove	
stove	no	ver	cove	
Rewrite the word	ds from the list wh	ich have an U soo	ind as in mUg.	
Rewrite the word	ls from the list whi	ch have an $\sigma\sigma$ soc	ind as in moon.	
Rewrite the word	ds from the list wh	ich have an σ sou	nd as in h0me.	
, , , , , , , , , , , , , , , , , , , ,	rns. Continue them			

Na	me:	Date://
u family		<b>9</b> 0 0
	7	 
Fill the wombat wi	th wave patterns.	om bat
	5	
		y
Trace and copy.	The State of the S	
<u>-swap</u>	sween	swift
throw	know	
window	wittow-	wallow

Name:	Date:/
	i P
whale	
e	
Write clues for these answers.	
Across	
3.	
4.	
Down	

Find six things in the picture that have the letter <b>w</b> somewhere in their spelling.
Dhummon of one of the state of
Write the words here. Colour the wedges in the <b>w</b> 's. Use three of the words in sentences. Underline your best word.

Date:\_\_\_/\_\_\_/\_\_

Name	e:	Date://
Clockwise letters with	rounded entries	
2C		
Draw six boxes. Fill e		ng patterns.  _es
Trace and copy. Circle	e your best word.	
wax fo	13cAAa.	<u>x tax</u>
extra	extract	exact
extreme		lophone

	Name:			)ate://
Trace and cop	ry these wor	ds, then find	them in th	re wonderword.
 Six	extr	eme	  	claim
tax	Fix	<i>CO</i>	7000	fox
mixti	LYE	exam	rine 	exit

е	x	a	m	i	n	е
x	f		i	S	i	$\mathcal{X}$
С	σ	a	$\boldsymbol{x}$	j	6	t
L	x	t	t	a	x	γ
a	x	е	И	~	S	е
i	Ŋ	x	γ	f	p	m
m	w	i	е	i		е
И	k	t	σ	x	i	C

Name:	Date://
Write the missing words in the lines. Choose below, which all contain the letter $x$ .	se from the words
exclamation six	
extremely sixty	
sixteen examine	S.
To look at something carefully is to	it.
Three number words which contain the let	ter x are
If you win six thousand dollars, you are	
	lucky!
What is this called?!	
	mark
Write three words that rhyme with packs each one must have an $x$ .	Don't forget that

	Name:		Date://
u family			—
Look at this fl	ly fly!		
7		120 600 Fl-	3/4
Trace and copy	<b>J</b> .	1	
<u> </u>	joy	toy	СОУ
annoy	enj	oy d	estroy
royal	toy	at	royage

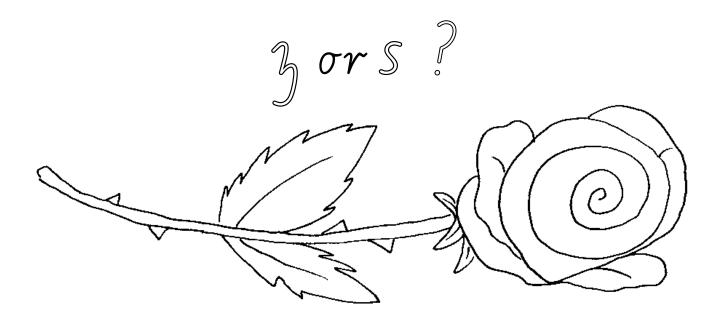
Name:	 Date:/_	_/
	,	,

Make new words. Write them below.

Mon Tues Wednes Thurs day Thurs Fri Satur	spr str—ay	d $m$ $w$ $pl$
✓ Tick your best word.		
<u>u</u>		

Name:	Date://
Who, what, when, where and why are a questions. Copy these questions. Don't for Colour the wedges in the y's.  Who is always home by four?	
What day was it yesterday?	
When will your family arrive?	
Where is the heavy box?	
Why are you yelling?	

Name	::	Date:/
Clockwise letters with	rounded entries	
3	<u> </u>	
Fill the zebra with ho	opping patterns.	
_ebra		
Trace and copy. Circle	your best word.	
snooze	оозе	maze
Тазу	doze	<u> </u>
<u> </u>	<u>3</u> an	zucchini



_la_e	<u>L-i</u>	bow
day_ stay_		
-stay	-bu <u>-</u> y	<u>do_e</u>
rai_e	vi_it	fro <u></u> e
ga <u>-</u> e	7	
noe	doe	mow_
	- <u>pute-</u>	<u> </u>
-hi	-ho <u></u> e	<u>toe</u>
da <u></u> e	cra y	<u>ea y</u>

Name:	Date://
You will need to research to find out the answ	ers to the questions.
Zimbabwe zither	
zitch Zaire	zinnia
Zambia New Z	zealand
What is another name for zero? Write both	, words below.
Which three words are place names for cour Africa?	tries found in
The kiwi is a native bird of which country?	
Which word is the name of a flower?	
Draw a cartoon person asleep.  What would be written in a speech bubble to show they are asleep?	

			Nan	ne:				_ Da	rte:	.//_
		2	3 3		 4	<u>5</u>		<u>6</u>	 <u>7</u>	8
9		10		[]	72		13	7	4	15
	)	17	7	18	3	19		20	,	30
	-0		0	6	0	7	0	8 (	)	90
 Fill Try	in th	re mis ake a	sing r ll you	rumbe r nun	rs fro ubers i	m the	hund me siz	reds b e.	 oard. -	
	/	2	3							10
			13	14						20
					25					
						36				
							47			
								58		
									69	
										80
	81									
		92								

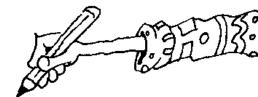
	e numbers and tise writing them.		000		
10					
100					
1000					
1000	0				
1000	00				
Trace and	copy these numbe	er words	·		
ten					
one	hundre	d			
one	thousar	nd			
ten	thousar	ıd			
one	hundre	dt	hous	and	

Name:\_\_\_\_\_

Date:\_\_\_/\_\_\_

Name:	Date: /	/	′
		/	

Trace the numerals and number words. Copy the words one to ten.



7	one	13	thirteen
			fourteen
3	three	15	fifteen
4	four	16	sixteen
5	five	17	seventeen
6	Six	18	eighteen
7	seven	19	nineteen
8	eight	20	twenty
9	nine	21	twenty-one
10	ten	22	twenty-two
77	eleven	23	twenty-three
12	twelve	24	twenty-four

N I	_	1	1
Name:	Date:	/	/
1 1001100			

Trace and copy the numerals and number words. For 100, just trace.



	-	سر, ا	
-10t-em			 . – – – – – –
o zero 10 ten 20 twent			 
	<u> </u>		 
30 LYLLY LY			 
30 thirty 40 forty 50 fifty			 
50 FLFTY			 
60 sixty			 
70 seventi	<u> </u>		 
80 eighty			 
90 ninety	<u></u>		 
-100 one h	undr	ed:	 

Name:	Date:/
Trace. Fill in the numerals that are mi	essing.
<u>1 _ 3 4 </u>	7 _ 9 _ 10
Trace the numerals. Write the number word next to the numeral.	
<u> 11-eteven</u>	
<u> 12                                   </u>	
<u>13</u>	
15	
<u> 18</u>	
70	

Name:		Date://
Count the objects. Write hand as a number word.	row many there are,	as a numeral
		·

	,	,
N 1	$\cap$ . $I$	/
Name:	1)a+a.	/
IName:	1 101.1.6. 1	1

Can you turn these numerals into something interesting?



Trace.	Match the numeral to the n	umber word.
	fifteen	thirty-18
	thirteen	eighteen 19
	ten	nineteen 20
14	twelve	twenty 60
	sixteen one	hundred 40
	seventeen	forty 50
	fourteen	fifty 100
	eleven	sixty_30_

# USING COMPUTERS

This unit on computer skills has been designed to supplement the Writing sub-elements of the English curriculum, in particular **HwK5**.



### PARTS OF THE COMPUTER

Ensure that students are familiar with the components of the computer, and that they can name and identify the basic components that they will be using, that is: computer/hard drive, monitor or screen, keyboard, mouse, laptop, iPad, tablet. (Some computers will have a separate hard drive and monitor, and some will have an internal hard drive, and a screen.)

### CORRECT POSTURE AT THE KEYBOARD

It is important that, from the beginning, students learn the correct posture while using a keyboard. A diagram of the correct posture for keyboarding can be found on page 114. This diagram could be enlarged, glued onto card and laminated to make a wall poster. Encourage students to check their posture against the chart each time they sit down to use the computer.

### BECOMING MORE FAMILIAR WITH THE KEYBOARD

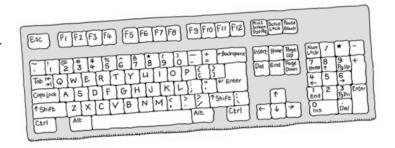
The activities below are designed to familiarise students with the layout of a keyboard. Letter and numeral key recognition was explored in the Prep and Year 1 Teacher Resource Books, and some function keys were also introduced. The activities which follow revise this knowledge, and also introduce new functions and skills.

Pages 115 and 116 features two computer keyboards. By this stage, students are much more familiar with a computer keyboard, and can translate what they see on the actual keyboard to a pictorial representation of one. Therefore, one of the keyboards on page 116 has blank keys. The students themselves will be filling in the details. The keyboard diagrams can be enlarged or used at original size by individual students in a one-to-one, group or whole class lesson. Note that the configuration of the keyboards that are used with your school's computers may vary slightly from the keyboard shown. However, the letter keys, numerals, space bar, shift keys, delete/backspace key and enter/return key should be in a uniform position. Talk through any variations with the students.

### Revising the function keys

(Students will need copies of the keyboard with blank keys from BLM page 116.)

- **3** Write in the letters of the home row with a red pencil.
- **2** Put a small green dot on each of the letters of the home row that would have a raised bump.
- **1** Label
  - the two shift keys
  - the caps lock key
  - the enter/return key
  - the backspace (PC) or delete (Mac) key
  - the space bar
  - the four arrow keys.



### The punctuation keys

(Students will need copies of the keyboard with labelled keys from page 115.)

Locate and colour these keys:

- **2** exclamation mark colour it green
- **②** full stop colour it red
- **②** comma colour it blue
- **1** question mark colour it yellow
- the two round bracket keys colour them purple
- 3 speech marks colour it pink.

### The numeral/symbol keys

(Students will need copies of the keyboard with blank keys from page 116.)

- **②** Write the numerals on the correct keys.
- All the numeral keys have a symbol above them. If you want to use the symbol above the numeral, you must press the shift key as you press the symbol key. The symbols cannot be made by using the caps lock key. Colour the shift keys green.

Add any symbols you know above the correct numeral.

Using the labelled keyboard on page 115 as reference, help students fill in the other symbols above the numerals which are accessed by using the shift key.

### Right- and left-hand keys

(Students will need copies of the keyboard with labelled keys from page 115.)

- On the keyboard diagram, use a ruler to draw a line down between the 5 and 6, the T and Y, the G and H and the B and N.
- **②** Colour green all the letters and numerals you type with your left hand.
- **②** Colour purple all the letters and numerals you type with your right hand.
- If left-hand keys are coloured green and right-hand keys are coloured purple, what colour would you use for these keys: caps lock, enter/return, backspace/delete, the shift keys? Colour them appropriately.

### THE TASK CARDS

The task cards on pages 118-127 can be printed onto card and laminated. They are designed to be used by individual students or student pairs. Some of the task cards have a self-assessment component, and answers have been included on pages 128-129. These can be printed, cut out and stuck to the back of the relevant task cards.

The activities are designed to help students familiarise themselves with the keyboard and its functions, learn good keyboarding practices and begin to develop typing skills. It is assumed that the students have prior knowledge and the skills for turning the computer on, finding the appropriate word processing program or locating their file, saving their work, quitting/exiting the program and shutting down the computer. These skills will need to be taught in a one-to-one or small group situation before the task cards are introduced to allow for maximum independence of task completion. Alternatively, you or a parent helper could complete those steps for the student until they are able to do this for themselves. You may also need to select an appropriate font and font size until students are able to do this.

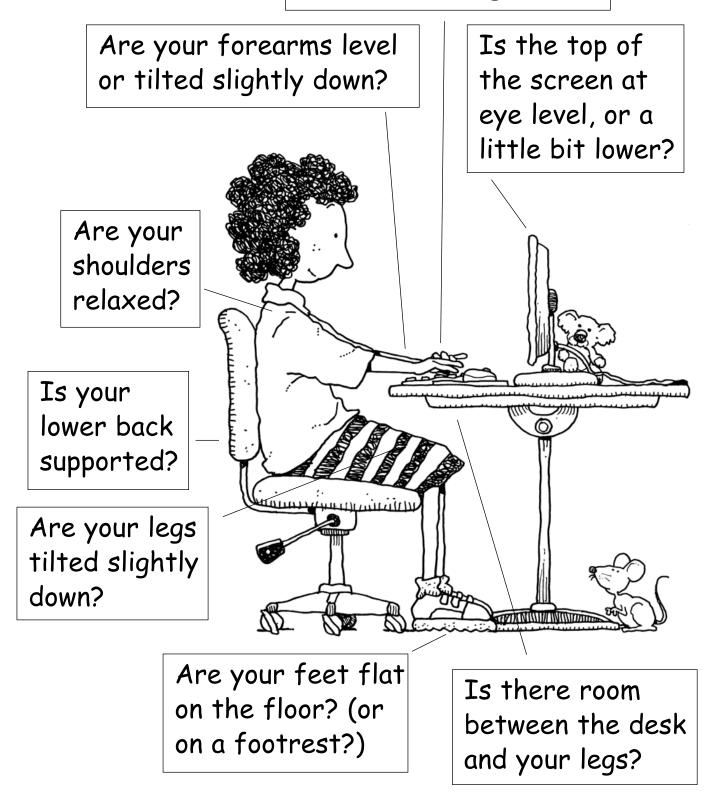
The activities on the task cards are designed to be a starting point. Revisit them, adapt them to suit your current themes, and modify them to support the students' developing skills.

### COMPUTER SKILLS CHECKLIST

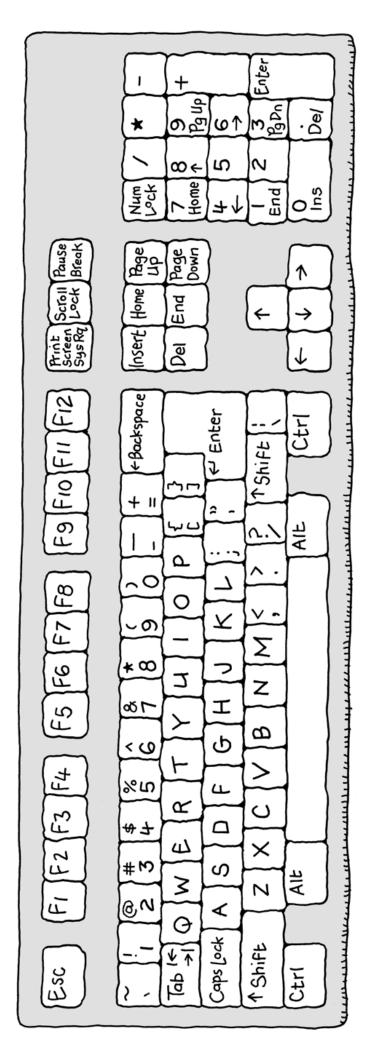
Students can be observed as they complete task cards or do further work on the computer, and this checklist used to keep a record of their skills and progress.

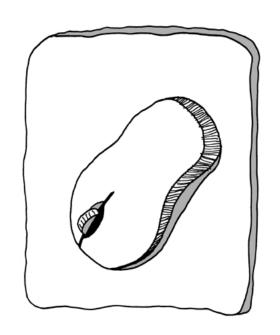
# How to sit at the computer

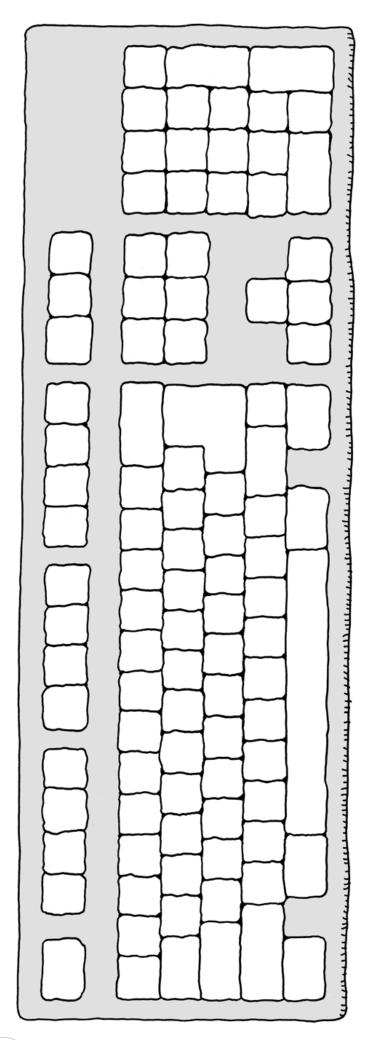
Are your forearms and hands in a straight line?

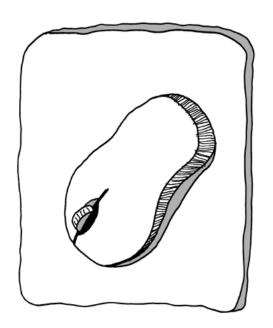


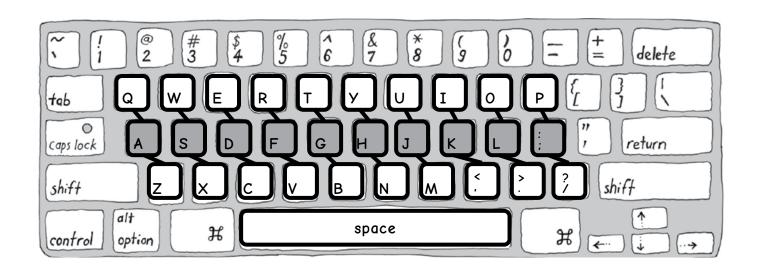
Go through this checklist with students before they begin work at the computer, and assist them in making any necessary adjustments. Encourage students to get into the habit of checking their own posture when they use a computer.

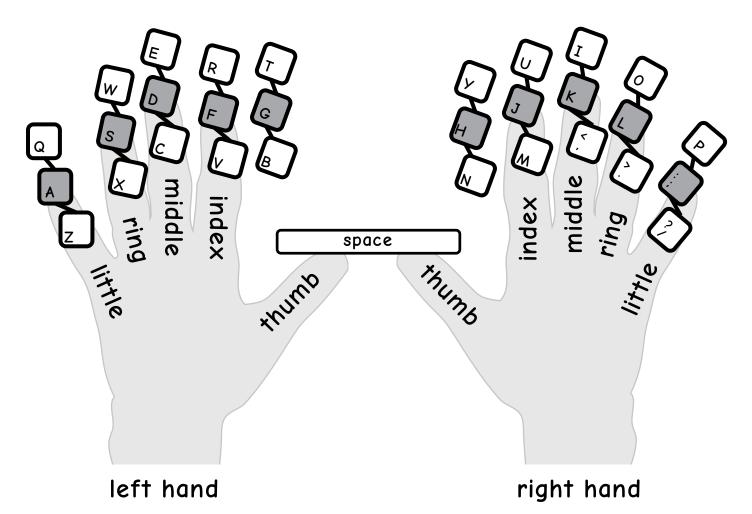












### **Using the Index Fingers**

1. Place your fingers on the home row keys.



Type these letter patterns using your **index fingers**.



- 2. Make up your own patterns using  $\mathbf{f}$  and  $\mathbf{j}$ .
- Keep your other fingers on the home row.
   Type this pattern by reaching with your left index finger.

4. Type this pattern by reaching with your right index finger.

5. Make up patterns using these letters. Here are two to get you started.

6. **Save** your work.

Type a useful file name such as Index Finger Practice.

- · try not to look at the keyboard
- press the space bar with your **thumb** to make a space between the groups of letters
- press the enter/return key with your right hand little finger to start a new line.

### **Index Finger and Shift Key**

1. Place your fingers on the home row keys.





Type these letter patterns using your index fingers. S-t-r-e-t-c-h to type **r**, **t**, **y** and **u**. Really tricky! See if you can use your little finger to press the correct shift key.





- Make up your own patterns.
   Use only the keys you press with your index fingers.
   Use the key to make some of them capitals.
- Save your work.
   Type a useful file name such as Index Finger and Shift Key.

- · try not to look at the keyboard
- press the space bar with your **thumb** to make a space
- press the shift key with the closest little finger to make a capital letter
- press the enter/return key with your right hand little finger to start a new line.

**Home Row** 

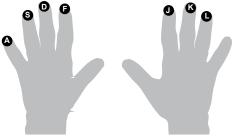
# Task Card 3

1. Place your fingers on the home row keys.



Type these letter patterns using the correct fingers.

ffff jjjj ffff jjjj dddd kkkk dddd kkkk ssss 1111 ssss 1111 aaaa ;;;; aaaa ;;;;



home row fingers

2. Type these letter patterns using the correct fingers.

ffff dddd ssss aaaa
jjjj kkkk llll ;;;;

3. Type this pattern without looking!

ffjj ddkk ssll aa;;

- 4. Make up your own patterns.Use only the keys on the home row.
- Save your work.
   Type a useful file name such as Home Row Practice.

- try not to look at the keyboard
- try to use the correct fingers for each key
- press the space bar with your thumb to make a space
- press the enter/return key with your right hand little finger to start a new line.

### **Typing with Two Hands**

1. Place your fingers on the home row keys.



Type these two-letter words using the correct fingers on both hands:

### go me do so us is ma an it if

2. Type these three-letter words using the correct fingers on both hands:

pot got hot lot dot cot
pig jig big dig rig wig
sap hap cap lap map nap

3. Each of the four-letter words below uses two keys you type with your left hand and two you type with your right hand. Type them using the correct fingers on both hands:

### wish sold neck park kite

What other four-letter words have two keys from each side of the keyboard? Type them now.

4. Save your work.

Type a useful file name such as Typing with Two Hands.

- try not to look at the keyboard
- try to use the correct fingers for each key
- press the space bar with your thumb to make a space
- press the enter/return key with your right hand little finger to start a new line.

### **Numerals and Symbols**

1. Place your fingers on the home row keys. Stretch up and type the numerals from 1 to 5 using your **left** hand fingers.

111 222 333 444 555

2. Stretch up and type the numerals from 6 through to 9 and then 0 using your **right** hand fingers.

666 777 888 999 000

3. Hold the **right** key with your **right** little finger. Type these symbols:

!!! @@@ ### \$\$\$ %%%

4. Hold the **left** shift key with your **left little finger**. Type these symbols:

^^^ &&& \*\*\* ((( )))

5. There are lots more symbols on the right side of the keyboard. Find and type these symbols:

=== +++ === +++ [[[ {{{ ]]] }}}

6. Type these text emojis. Use the shift keys to type symbols on the top of a key.

(\*\_\*) (-\_-) zzZ >^..^< @ (\*o\*) @ :-) :-( ~:o :{) 0-) >=(

- 7. Create your own text emojis using symbols.
- 8. Save your work.

Type a useful file name such as Numerals and Symbols.

### **Numerals and Symbols in Sentences**

1. Type the sentences below:

I ate 13 chocolate biscuits! Can you?

My Cat, Josie, caught 4 mice today.

Our plane to Fiji leaves at 3 o'clock.

My favourite book is 'Drama Llama'.

2. Type some sentences of your own.

**CHALLENGE:** Include one or more of these numerals and symbols in your sentence:

sentence	numerals	symbols
1	3 5 8	+ = .
2	1 7 9	, ? .
3	9	( ) !
4	2 4 6 8	, . \$
5	1 2 3 4	, / .

3. Save your work.

Type a useful file name such as Numerals and Symbols 2.

- try to use both hands to type the keys you need
- use the shift key to make capital letters or the symbols at the top of a key
- use your little fingers for the shift keys
- press the space bar with your thumb to make a space
- press the [enter/return] key two times to make a double line space between sentences.

### **Using Symbols and Signs**

1. Type the sentences below:

Claire likes books about horses
Is Japi good at Minecraft
It's nearly seven o'clock
When can we go



Eva bought a cake candles and a card
Dominic screamed There's a snake
What time is it asked Tran
Hey Eli it's recess yelled Mia

- 2. Go back and add a full stop, question mark or an exclamation mark to each sentence. Some of the sentences may need speech marks or commas as well.
- Save your work.
   Type a useful file name such as Using Symbols and Signs





- try to use both hands to type the keys you need
- use the shift key to make capital letters or the symbols at the top of a key
- · use your little fingers for the shift keys
- press the space bar with your thumb to make a space
- press the enter/return key two times to make a double line space between sentences.

### **Correcting Mistakes / Editing**

1. Read the rhyme below. Can you find the four words that have been spelt incorrectly?

Peter, Peter, punkin eater,
Had a wife and couldn't keap her.
Put her in a pumpkin shell.
And their he kemt her very well.

- 2. Type the rhyme as it is. Use the arrow keys to move where the first mistake is.
- 3. Check to see if you have a backspace or delete key on your keyboard. If you have both, use the backspace key. Press the backspace or delete key to delete the letter that is wrong. This key gets rid of letters behind the cursor.
- 4. Type in the other correct letters. Check your work against the answers on the back of the card.
- 5. Type a rhyme you know or write your own. Check it for mistakes. Use the **cursor** and **backspace** or **delete** keys to correct any mistakes.
- 6. **CHALLENGE:** If your keyboard has backspace AND a delete key can you discover how they are different?
- Save your work.
   Type a useful file name such as Editing.

- try to use both hands to type the keys you need
- use the shift key to make capital letters or top symbols
- use your little fingers for the shift keys
- use the backspace or delete key to delete letters behind the cursor.

**Editing** 

# Task Card 9

1. The sentences in the box have a LOT of mistakes! Retype them and fix all the mistakes. This is called editing. When you have finished, go back and check your editing. You might have missed some mistakes the first time.

Everyone seems to like ice-cream, except me. if you go shopping at the suppermarket, you will see lots of peple buying ice-cream. What do they give children at birthday parties? Ice-cream! What do you see people eating at the movies Ice-cream But what do I like to eat chocolate cake!

- 2. Check your edited piece of writing against the answer on the back of this card.
- 3. Now, type out one of your own pieces of writing. Check it for errors and edit it as you go.
- 4. **Save** your work.

Type a useful file name such as **Editing**.

# Editing checklist: Spaces: Punctuation: A space between each word Capital letters A space between each full Fullstops stop and the start of a new sentence Question marks Spelling: Exclamation marks Speech marks

## Fun with the Keyboard!

- 1. Look! All of these messages are in code!
  - A) 23,8,1,20 9,19 25,15,21,18 14,1,13,5?
  - B) 8,15,23 15,12,4 1,18,5 25,15,21?
  - C) 23,8,1,20 8,1,22,5 25,15,21 7,15,20 6,15,18 12,21,14,3,8 20,15,4,1,25?
- 2. Place your fingers on the home row keys. Now, without looking at any of the keys, type the letter that matches the number in the code below.

So in message A), the first number is 23, so type  $\mathbf{W}$ . The second number is 8, so type  $\mathbf{H}$ .

If the message asks you a question, type your answer underneath.

$$1 = A 8 = H 15 = O 22 = V$$

$$2 = B \quad 9 = I \quad 16 = P \quad 23 = W$$

$$3 = C \quad 10 = J \quad 17 = Q \quad 24 = X$$

$$4 = D \quad 11 = K \quad 18 = R \quad 25 = Y$$

$$5 = E$$
  $12 = L$   $19 = S$   $26 = Z$ 

$$6 = F \quad 13 = M \quad 20 = T$$

$$7 = G \quad 14 = N \quad 21 = U$$

- 3. Check your work against the answers on the back of this card.
- 4. Make up a coded message for a friend to solve. Try it out first, to check that it works.
- 5. **Save** your work.

Type a useful file name such as Typing Code.



Teachers — print these answers, cut them out and stick them on the backs of the relevant task cards. Students can use them to self-evaluate their work once they have completed the activity on the front of the card

× ------

# **Answers to Task Card 7**

Claire likes books about horses.

Is Japi good at Minecraft?

It's nearly seven o'clock.

When can we go?

Eva bought a cake, candles and a card.

Dominic screamed. 'There's a snake!'

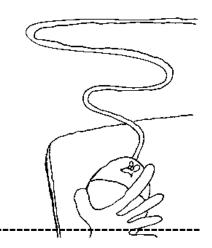
'What time is it?' asked Tran.

'Hey Eli, it's recess!' yelled Mia.

× ------

### **Answer to Task Card 8**

Peter, Peter, pumpkin eater, Had a wife and couldn't keep her. Put her in a pumpkin shell, And there he kept her very well.



× -----

# **Answer to Task Card 9**

Everyone seems to like ice-cream, except me. If you go shopping at the supermarket, you will see lots of people buying ice-cream. What do they give children at birthday parties? Ice-cream! What do you see people eating at the movies? Ice-cream! But what do I like to eat? Chocolate cake!

Teachers — print these answers, cut them out and stick them on the backs of the relevant task cards. Students can use them to self-evaluate their work once they have completed the activity on the front of the card.

**><** 

### **Answers to Task Card 10**

- A) 23,8,1,20 9,19 25,15,21,18 14,1,13,5? **WHAT IS YOUR NAME?**
- B) 8,15,23 15,12,4 1,18,5 25,15,21? **HOW OLD ARE YOU?**
- C) 23,8,1,20 8,1,22,5 25,15,21 7,15,20 WHAT HAVE YOU GOT

  6,15,18 12,21,14,3,8 20,15,4,1,25?
  FOR LUNCH TODAY?

Don't forget to type the answers to the questions!

CHALLENGE: When you have typed your answers, can you change them into the code? For example, if you are eight years old, type 5,9,7,8,20



# Computer skills checklist — Year 2

**ACARA Version 9.0** National Literacy Learning Progression Writing sub-elements for Keyboarding: **HwK5** 

Name	Date Observed	Comment
<ul> <li>Accurately uses computer terminology eg keyboard, screen, cursor, mouse, space bar, save,</li> </ul>	S SSCI VCU	
save as, delete, open, print, menu.  Types words, numerals and sentences without		
assistance.		
Types short words.		
Types up to 5 familiar words per minute.		
Recognises and uses keys to show more complex punctuation or symbols.		
② Uses some features of text editing applications eg space bar, shift key, caps lock, backspace or delete key, arrows or mouse.		
	$\vdash$	

# TARGETING HANDWRITING



HANDWRITING is one of the most crucial skills students will develop in primary school. Targeting Handwriting covers the handwriting curriculum in a clear and structured way, with content linked to Victorian CSF II outcomes. Each Teacher Resource Book provides useful information on the mechanics of writing (for

example, posture, pencil grip and paper position) and on the teaching of handwriting, as well as printable handwriting pattern props and a handwriting skills checklist. Each book also contains over 100 worksheets, giving students plenty of opportunities to practise their writing skills.

### **THE YEAR 2 TEACHER RESOURCE BOOK FEATURES:**

- o ideas for lesson warm-ups
- over 100 worksheets, including three practice pages for each letter
- tracking, tracing and independent writing activities for lower- and upper-case letters
- left-handed alternatives for some upper-case letters
- letter practice using clusters of words which are linked by theme, have a similar phonic pattern, or are often found in Year 2 spelling lists
- o practice of numerals, number words and punctuation
- o fun puzzles and sorting activities that incorporate handwriting practice
- a focus on reducing students' reliance on scaffolds and increased student responsibility for producing handwriting of consistent size, shape, spacing and slope.

Targeting Handwriting contains all you need to ensure your students establish and develop the vital skills for handwriting success!

ALSO AVAILABLE! TARGETING HANDWRITING STUDENT BOOK year 2 The Year 2 Student Book focuses on lower- and upper-case letters, letters in words and sentences, numerals and punctuation. Some patterning exercises are included, to refresh students' memories, and an assessment page is featured at the end of each section. There are two pages of tracing, tracking and independent writing exercises for each letter, and the seahorse character is featured on some sets of lines only, as the handwriting scaffolding is slowly removed. Alternative formation is offered for some upper-case letters to assist left-handed students. Students trace and copy words that have a common phonic element or are commonly found in Year 2 spelling lists, and also trace and copy sentences containing the focus letter. Self-assessment exercises are included.

# EACH TEACHER RESOURCE BOOK FEATURES A BONUS USING COMPUTERS SECTION:

- linked to Writing curriculum outcomes
- clear teaching notes
- keyboard and posture diagrams
- task cards for students
- easy-to-use computer skills checklist.





