My Home Row

Darrell D. Neet Family

My Home Row Explained

Teaching children the foundation of typing, and having fun.

"My Home Row is a family centered game that will teach students of all ages the basics of the typing their "Home Row." Our family has enjoyed playing this introductory game from age 5 to 40. We are sure that you will enjoy it too. Let yourself enjoy learning. Use it as an introduction to home row typing. It is best to use before you let your children use the keyboard.

"My Home Row" comes with assorted "Home Row" cards, and individual playing boards. The goal of "My Home Row" is to make memorizing the finger and key locations of the Home Row keys a natural and enjoyable experience. Education should be for the whole family. Take a few minutes and enjoy learning together "My Home Row."

The Rules

1.   This game is most fun if played with 3 participants, 1 judge, and 1 dealer. ("My Home Row" can be played with 2 participants and the judge can be the dealer).

2.   The object of the game is to collect as many "Home Row Alphabet Cards as possible.

3.   First, write with a ball point pen the corresponding Home Row Alphabet letters on the tips of each participant's fingers (not the nail side, that would be too easy. Memorization will take place when participants realize the inconvenience and competitive disadvantage to turning their fingers over to look at the letters). If this is distasteful you can achieve the same results by using "masking tape" or other tape substitute, and writing on it, but always on the "finger print side of the fingers!

4.   Second, place side 2 of your "My Home Row" playing board face up in front of each participant. You will see the boxed [a][s][d][f] [j][k][l][;] "Home Row Keys. Have each participant place their fingers on the appropriate keys. While they are doing this explain to the function of the "Home Row Keys." Emphasis the necessity of having a home for your fingers, a place to rest, a common starting point, and the need for order and organization.

5.   Now you are ready to show them the cards (which you have previously cut out and shuffled vigorously). Explain the goal of the game-"If you get the most cards, you win!" and then you get to be the dealer. The dealer then becomes the judge and so on.

6.   Participants sit around a table with side 1 of their game boards now facing up in front of them. It is good to do a dry run with 5 or six cards so everyone knows what is going to happen. The dealer takes the stack of cards and after shuffling holds them upside down in one hand. He then takes the top card and places it quickly on the table saying the name of the letter as he does this. The participants search their fingers for the right letter and also search the (scrambled) board when they have found the right finger they place it on the corresponding square with that letter (or symbol) on it. When they have done this they yell "Got it!" The judge determines who was first to place the correct finger on the right square. This is an important role as many times the wrong finger will be placed on the right square or vice versa while participants are still learning their "Home Row Keys."

7.   The participant who first places his finger on the correct spot wins that card. After all cards have been dealt rotate as mentioned before, reshuffle and begin again.

8.   Remember to allow younger students to play the position of Judge and Dealer (Parents can forfeit their turns) this will keep them from being discouraged. The dealer and Judge are actually learning their Home Row Keys too! You can create age related handicaps to allow for difference in abilities.

9.   Have cookies and drinks while you play make learning enjoyable, laugh with each other and enjoy **"My Home Row."**

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3

Home Row Playing Cards Cut out. Resize as needed.

k

;

f

d

s

j

a

l
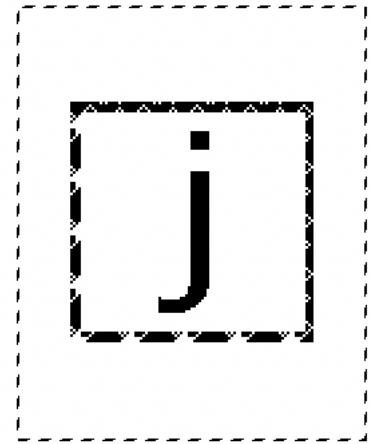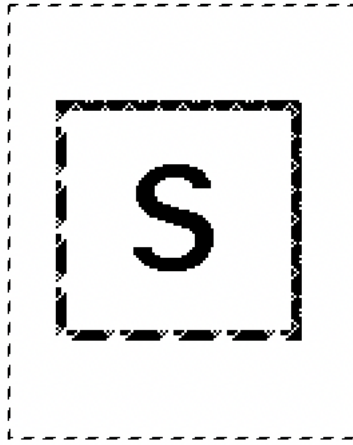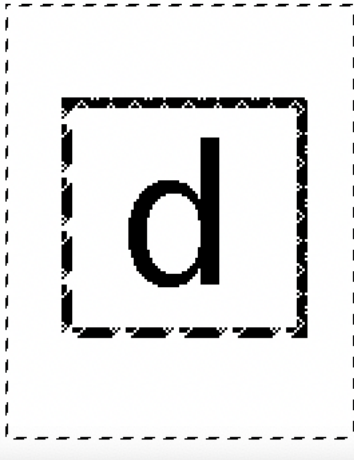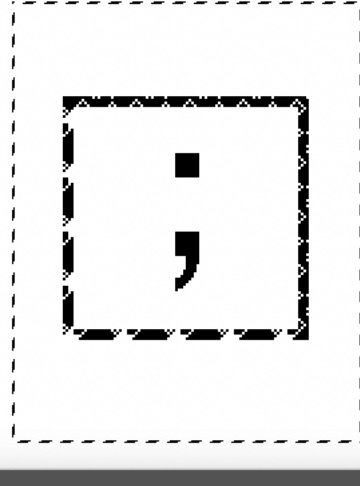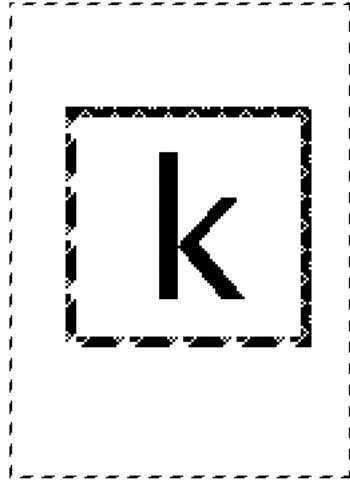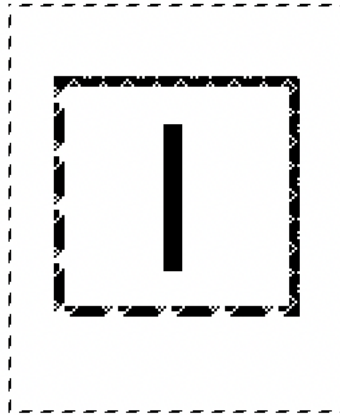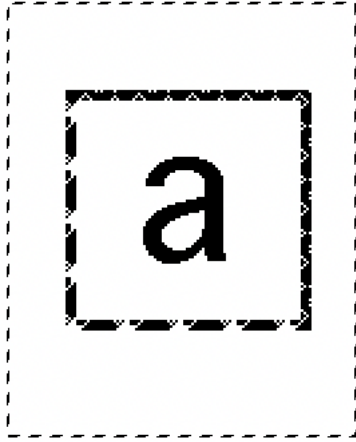
This game was made to be shared with other home-schooling families

; a

k

f j

d s l

Home Row Fingers at Rest Cut out one for each player.

a s d f   j k l ;

a s d f   j k l ;

a s d f   j k l ;

a s d f   j k l ;

a s d f   j k l ;

a s d f   j k l ;

a s d f   j k l ;