

DAKOTA COLLEGE AT BOTTINEAU

Course Outline

Name of instructor: Sandra Larson

Course Title and Number: BOTE 152—Keyboarding II

Credits: 3

Prerequisite: Ability to Key at Least 35 WPM (words per minute), you should type 32 - 35+ wpm by touch—without looking at your fingers or the keys **Course**

Description: BOTE 152- Keyboarding emphasizes the development of speed and accuracy in keyboarding straight copy and production activities. Emphasis placed on formatting and keying various business documents including memos, letters, reports and tables from straight copy, rough drafts and unarranged material.

Required Text: SKILLBUILDING MASTERY On the Computer, shrink-wrapped with a serial code to log in for the first time. This is a **one-time use only** serial code, so there is no textbook buy-back honored by the bookstore. Author: Barbara Ellsworth plus the

Nuts 'n Bolts textbook needs to be downloaded for free from the author's website for weekly assignments and quizzes!

Course Objectives:

- To demonstrate the ability to efficiently use the keyboard.
 - To demonstrate the ability to compose material at the keyboard
 - To exhibit proper work habits and posture.
 - To create and manage information using computer technology.
 - To format various types of business documents correctly and accurately.
 - To demonstrate the ability to use the software's formatting features to enhance business documents.
 - To recognize proofreader marks and make appropriate document corrections
- Dakota College at Bottineau General Ed goals 1, 2, 3, 9, and 10 apply throughout these objectives.

Ten General Education Goals

- 1) To develop the ability to communicate
- 2) To develop thinking skills
- 3) To develop knowledge and application of technology
- 4) To develop skills in mathematical computation
- 5) To develop an aesthetic appreciation for the world in which we live
- 6) To promote the management and use of physical activity
- 7) To develop a knowledge and application of science
- 8) To understand and appreciate cultural diversity
- 9) To develop lifelong learning skills
- 10) To foster interpersonal development

Course Content: • SKILLBUILDING MASTERY On the computer is an advanced keyboarding course designed to increase typing speed and accuracy to employable levels of 50+ wpm. It is a self-paced course and students are encouraged to meet the speed and accuracy goals in each exercise before continuing on to the next one. Students will have 15-second, 30-second, and 1-5 minute timing. There are 517 timed exercises that are **automatically scored and those that meet the accuracy rate are recorded to the Progress Report.** There are five proofreading exercises to teach proofreading skills. The Current Grade Report option average completed lessons and is available at any time throughout the course to help students evaluate their progress toward their goal wpm. The Final Grade Report contains the final grade to be recorded for the Timed Writings and Daily Assignments.

If you are already typing 35+ wpm (or 45 or 55 wpm, etc.) and want to increase your speed significantly, go to the Main Menu, Open Screen, **Course Entry Timing**. **The Course Entry Timing is found in the textbook (check Table of Contents); it will determine your present speed/accuracy.** Add 10-15 words to the score and use that as your new goal for every exercise.

Grading: Your instructor will be able to view your Progress and Grade Reports from the Internet. The grade is generated from the Grade Report on the student's program.

Timed Writings using textbook and online website are worth **30%** of your course grade. Speed Grade (words per minute-words typed in one minute) (word= 5 characters)

A= 60+ wpm

B= 53-59

C= 45-52

D= 37-44

The Nuts 'n Bolts weekly assignments and quizzes are worth **70%** of your grade.

FINAL PERCENTAGE GRADES:

90-100= A 80-89=B 70-79=C 65-69=D below 65=F

Keep a grade report on hand for an employer:

It would be a good idea to keep an extra copy of your Final Progress and Grade Report to show an employer when you apply for a job.

☐ **At the end of your course**, when you have completed only 26 lessons, check your Final Grade Report. If you are not satisfied with the grade, you may redo any exercises to improve your grade. A higher score on a timing will replace the lower score on your Progress Report, which will most likely improve the grade on your grade report.

☐ **Academic Dishonesty:** Plagiarism and cheating are serious offenses and may be punished by failure on exam, paper or project; failure in course; and/or expulsion from the university. For more information, refer to the "Academic Dishonesty" policy in the student handbook online at <http://www.dakotacollege.edu>

THERE IS NO BUY BACK FOR YOUR TEXTBOOK. The serial code has already been used.