

START HERE

Key Quest typing program · five minutes to set up · no accounts, no internet

1

Unzip the folder

Right click the ZIP file and choose Extract All. Keep all the files together.

2

Open the program

Double click Key-Quest-Typing-Program.html. It opens in Chrome, Edge, Safari or Firefox. There is nothing to install and no login screen.

3

Put it where students can reach it

Copy the file to your class network drive, a shared folder, or a flash drive. Students open it the same way. It works with the wifi off.

4

Set up the class

Click the teacher button in the top right. Type the student name, choose a session length, and paste your own spelling words if you want the program to drill those.

5

Run the first session

Start with the speed test so every student has a baseline number, then send them to Mission 1. Walk the room. The software cannot see fingers. You can.

6

Print the pack

Posters on the wall, desk strips on the desks, one tracker per student. Certificates at the end of the unit.

What is inside, and what the settings do

The program

- 12 missions: home row, top row, bottom row, capitals and shift, punctuation, numbers, common words, paragraphs.
- 3 games: Word Rain, Rocket Race and Key Pop. Use them as the reward at the end of a session.
- 1 minute speed test with a personal best and a graph against the 25 WPM target.
- Weak Key Forge: builds a drill from the keys that student keeps missing.
- Printable certificate and progress report, plus CSV export of every result.

Teacher settings

Session length	A quiet timer at the bottom of the screen. 10 minutes daily is the sweet spot for this age.
Accuracy gate	On: the next mission unlocks only at the accuracy target. Turn it off for mixed ability groups.
Strict mode	On: a wrong key will not advance. This is what stops students typing past their mistakes.
No peek keyboard	Blanks the letters on the on screen keyboard except the next key. Turn on once the home row is solid.
My own word list	Paste spelling words, one per line, and missions 8, 11 and 12 plus the race and speed test use them.
Export results	Downloads a CSV of every mission and test result for that student.

Good to know

- Progress saves on the device the student uses, so keep students on the same machine where you can.
- The program needs a real keyboard. Tablets without a keyboard will not work.
- Nothing is uploaded anywhere. There is no account, no password and no student data leaving the building.