

# Speedy Types

**You need**  a chapter book  
 a stopwatch  
 a calculator

access to a computer  
 a classmate

## Activity One

A fast keyboarder can type 70 words a minute on a computer.

1. a. Choose a chapter book from the library and time yourself typing the first 10 lines.  
 b. How many words can you type in 1 minute?
2. a. How long would it take a fast keyboarder to type the whole book?  
 Discuss with a classmate how you could work this out without counting every word.  
 b. How long would it take you to type the whole book?



## Activity Two

1. a. Open the chapter book at any place. Add the two page numbers.  
 Is the answer odd or even?  
 b. Try several other places. Are the sums of the page numbers odd or even?  
 c. Explain your answer.
2. A book is opened so that the page numbers add to 77. What would the answer be if the same page numbers were multiplied?
3. Make up some book-opening problems for a classmate to solve.

