# Sounds of the keys in Ballyland Keyboarding

Ballyland Keyboarding software is developed for use with standard QWERTY keyboard. Note that there are many different types of keyboards and your keyboard may not include all the keys mentioned below.

Instead of focusing on literacy and/or numeracy, the unique character of the program results in a sound framework based on the fact that some keys have a certain connection to others. This concept was chosen to best support ‘mapping’ of the keyboard by young children who are blind.

* Keys with the same sound, have the same formal function (which can be taught later). Example: find two keys that produce “touch your nose” and a a result you have identified the Shift key, which is represented twice on the keyboard.
* Groups of keys (see below) correspond to categories of sounds. The child is not expected to understand the formal function of these keys yet, but a teacher can build on this experience.

## There are six sound categories:

1. Special keys, important for use with adaptive technology (Space bar, Escape, Enter and the right Arrow and left Arrow keys (special sounds) = 5 Ballylanders
2. Numerals = 10 Stories / songs
3. Letters = 26 sounds from in and around the house
4. Punctuation = 11 animal sounds
5. F keys = 12 musical instruments
6. Other Function keys = 22 human sounds

### 1. Special Keys = Ballylanders

Spacebar = Ballicopter

Escape = Babballoony

Enter = Tinkleball

Left arrow = Squeaky

Right arrow = Wheely

### 2. Numbers 0 - 9 = Stories and songs

1 = Introducing … the Ballylanders

2 = Ballyland intro-song

3 = Squaky splashes in the bath

4 = Speedy Wheelie runs into kitchen tools

5 = Babballoony is happy – or angry

6 = Ballicopter flies, Ballicopter spies

7 = Ballyland is fun today – animal song

8 = Building the Ballytower

9 = Tinkleball is sleepy

0 = Babballoony goes down… and up - song

### 3. Letters = sounds from in and around the house

a = Brushing teeth

b = a vacuum cleaner

c = a microwave

d = splash

e = a door opens

f = a plane

g = a train

h = pouring a drink

i = the wind

j = a car

k = kitchen tools crashing down onto the floor

l = a car breaks

m = a balloon pops

n = a balloon lets air out

o = thunder (storm)

p = a glass pings

q = the door bell

r = a clock

s = a ball

t = a coin

u = the rain

v = a radio

w = knock on the door

x = a pan pings

y = a pot crashes

z = a plate smashes

### 4. Punctuation = animal sounds

; = some birds

= = a cat

, = a cow

- = a dog

. = a duck

/ = an elephant

´ = a frog

[ = a horse

\ = a bee

] = a pig

' = a sheep

+ = a goat

\* = a kookaburra

´ (top left key) = a chicken

### 5. F1 – F12 Function keys - musical instruments

F1 = Bongo drums

F2 = a snare drum

F3 = a banjo

F4 = a guitar

F5 = a harmonica

F6 = Marracas

F7 = "Clap your hands"

F8 = a recorder

F9 = a xylophone

F10 = a tambourine

F11 = a piano

F12 = a triangle

### 6. Other Function keys = Human sounds

backspace = a baby

tab = drinking

Shift = "touch your nose"

Control = coughing

Alt = applause

Break = a crowd cheering

capslock = a crowd laughing

pageup = eating crisps

pagedown = “yeeeh!”

end = walking in flip flops

home = gargle

uparrow = a burp

downarrow = "Hurray"

insert = a kiss

delete = laughing child

left-windows = blowing your nose

menu = ssshhhh, be quiet

sysrq = whistling

numlock = snoring

scrolllock = a sneeze