

10-Key Calculators 3-Minute Timings

Allow time to warm up. Then, before starting the timer, set the decimal selector on the calculator to zero, make sure the tape is printing, and clear the memory.

For the timing, set the timer at 3-minutes. When the timer ends, stop immediately.

Calculating the Timing

- Remove the tape from the calculator

Calculate speed (strokes per minute)

- Count the number of problems completed
(Each completed problem is worth 50 strokes)
- If the last problem is partially completed, count each stroke, plus the addition sign
- Add all the strokes together
- Divide the total by 3
- The results are the strokes per minute
- Grades on the speed section are as follows:

At Least	Grade
120	D
130	C
140	B
150	A

Calculate accuracy (errors per minute)

- Compare the total for each problem to the total on the tape.
If it is correct, move to the next problem
- If the total is incorrect, compare the tape to the assessment
- Circle each stroke that is incorrect.
- If two numbers are transposed, that is two errors.
- Add all the errors together
- Divide the total by 3
- The results are the errors per minute
- Grades on the accuracy section are as follows:

At Least	Grade
11	D
8	C
5	B
2	A

For reference, write your name and date on the tape. Include the number of strokes per minute and the number of errors per minute.