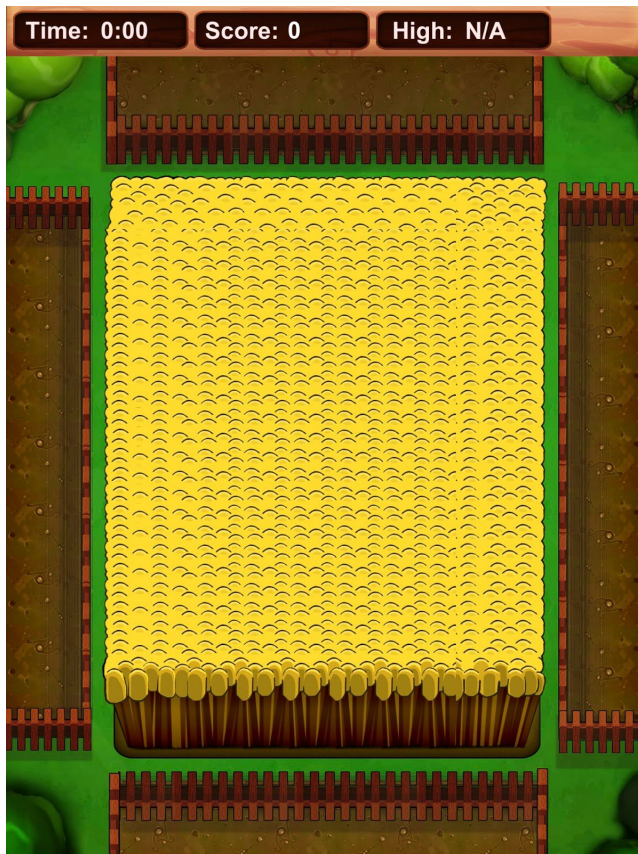


Playing/Using the Games: Barnyard Location

This document will go over how a student plays Barnyard Location. Barnyard Location is a version of Barnyard that can be accessed either by making a custom skill for Barnyard, or by importing ObjectiveEd's Location Goal.



When a student plays Barnyard the game will launch in a configuration that corresponds to what skill you have activated and chosen for them to work on. So while Barnyard may appear different for some students depending on what skills they are working on, the basics of the game are always the same.

The student will hear basic instructions at the start of the game, which they can choose to have repeated by tapping with two fingers. Or they can start the game by tapping with one finger

The student will place their finger on the screen somewhere in the hayfield. The student will receive continuous instructions as they move their finger around the screen until they find the

animal in the hayfield. Once they find it, the student should keep their finger on the screen and drag or swipe the animal to the correct fence based on the prompt.

This is a method for students to practice location skills as well clock, cardinal, and relative instructions beyond just 2 or 4 directions.