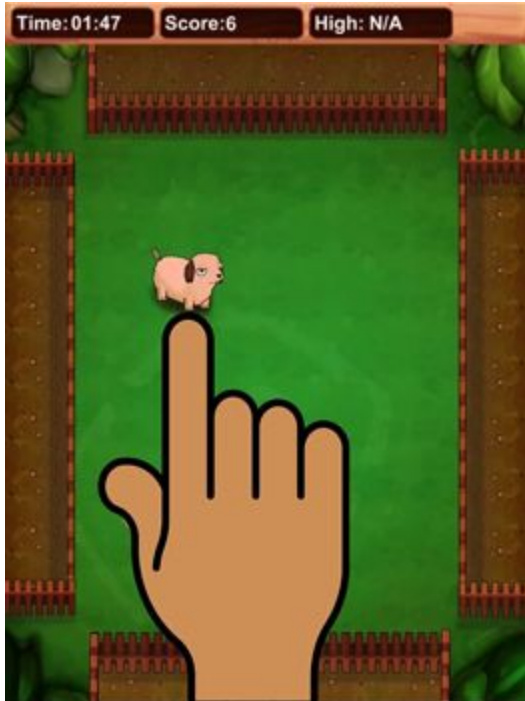


Playing/Using the Games: Barnyard

This document will go over how a student plays Barnyard



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.

An animal will appear on the screen and make a sound associated with that animal. The student will be given a prompt i.e. "Chicken swipe left" this prompt may be different depending on the skill your student is working on. The student must complete the action. They will receive auditory feedback on whether they did so correctly. The student will continue to complete the actions until time expires.