

Playing/Using the Games: Map Explore

This document will go over how a student plays Map Explore



After starting the game, the student will be given some basic information about how to play, and what to do. After they have listened to the instructions they can start the game using a tap, and begin tracking streets and interacting with the map.

Students can move their finger around the screen to explore, track streets, and find all the pins.

The map description will be announced, as well as the number of pins that are on the map.

After the student finds a pin it will announce the name of the pin and how many tags are left to find.

After the student has finished exploring the map, they can **Double Tap with Two Fingers** to begin the **Quiz**.

The Quiz will ask students questions about the map, and will obscure the map with a curtain.

***Touch Explore Mode Skills do not have a quiz portion of the game, and will need to be exited using a three finger swipe up when done exploring**

****Quiz Mode Skills remove street tracking and sonification during the quiz**

*****Quiz with Touch Explore Skills retain street tracking during the quiz**

When a student thinks they are close to the location they can **Double-Tap** in that area

They will receive **Points** and the quiz will proceed to a **Reinforcement Mode** where the student has to see how close they were.

When they put their finger on the screen to see how close they were with their answer, they will hear a beeping noise. The beeps will get faster as they approach the location they were supposed to find, and when they find it, they will hear a dinging noise.

After finding the location the Quiz will move on to the next question, and will proceed through all of the locations.

A Three Finger Swipe Up will pause the game at any time.

***The types of questions the student is asked will depend on the skill and how it was configured, for more details on possible configurations and questions please see our guide on creating custom Map Explore skills.**