

# Target and Touch Patterns



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## Introduction



**Target and Touch: Patterns** consists of activities to support the teaching of the skills required to use a touch screen effectively. Based on a carefully researched model and tried and tested classroom practice, the activities begin at cause and effect levels and progress through the stages of locating, targeting and touching single, multiple, 'peeping', scattered and moving prompts on the screen.

Using over 30 different high contrast patterns and complementary music, the important skills for targeting and using a touch screen effectively are covered. The activities also encourage speaking and listening and help develop concentration skills. The bright, vivid patterns and music are suitable for those with visual impairment. Users are encouraged to touch the screen prompts to initialise and create varied patterns which animate to music and fill the screen.

It is expected that learners will have the following skill levels before being able to access the **Target and Touch** activities;

- They can tolerate/accept positioning of equipment in relation to body.
- They can experience/participate with full verbal prompts.
- They have become proactive and are beginning to explore.

The program features a wide range of options to allow you to tailor the activities to meet the specific requirements of individual learners. For most users the default 'Touch' option will be appropriate. However you may wish use the 'Touch and Release' setting for learners who need encouragement to move their hand away from the screen after touching it.

## ***Accessibility***

All the images for learners to click or touch are large and well spaced so that those with hand-eye coordination difficulties and early mouse users will find it easy to make choices. Personalised learning and differentiated experiences are catered for with a range of user choices within the Options menu. Switch access is not provided as this program is intended for touch screen, interactive whiteboard and mouse users.

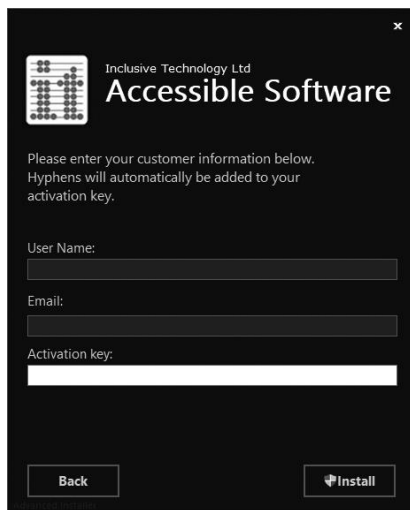
## Installation

**Please note: an active internet connection is required**

To install ***Target and Touch Patterns***, simply run the following file:

target\_and\_touch\_patterns.exe

The installer will prompt you to enter your name, email address and activation key (sent to you at the time of purchase ). All fields are required.



Inclusive Technology Ltd  
**Accessible Software**

Please enter your customer information below.  
Hyphens will automatically be added to your  
activation key.

User Name:

Email:

Activation key:

Back Install

When the activation key has been successfully validated, the installation will begin.

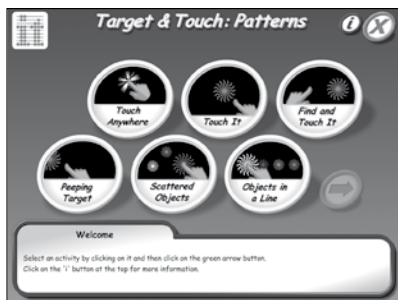
## ***Running Target and Touch Patterns***

If a ***Target and Touch Patterns*** icon is visible on the the desktop , you can double- click to launch directly into the program. If there isn't a desktop shortcut, you can find the software in the ***Programs*** list of your ***Start menu / screen***.

## ***Stopping Target and Touch Patterns***

Whilst playing an activity, press the **Esc** key on the computer's keyboard. This will take you to the Options screen. To exit the program completely, click on the **Exit** button on the Options screen.

## ***Target and Touch: Patterns Activities***



***Target and Touch: Patterns* has six activities:**

### **Touch Anywhere – Patterns, Hidden Grids and Displayed Grids**

- Touch the screen anywhere to make something happen where you touch. Three games in one.

### **Touch It**

- Touch a pattern in the centre of the screen to make the pattern grow and animate.

### **Find and Touch It**

- Touch a pattern that appears in a random place on the screen to make the pattern grow and animate.

### **Peeping Target**

- Touch the pattern that partially appears as a prompt from one edge of the screen.

### **Scattered Patterns**

- Touch multiple pattern images that appear as prompts in random places on the screen. Touch all the patterns on the screen for the main animation.

### **Objects in a Line**

- Touch several patterns that appear from left to right on the screen.

Select an activity by clicking on its button and then on the **green arrow** button.



Each activity has some options which can be used to tailor it for the access needs or preferences of the user. The default options will be fine for most users so, if in doubt, leave these as they are.

Options are explained further in the information for the individual activities in this user guide.



These information buttons will give more guidance on using the software.



When in the activities press the **left and right arrow** keys on the keyboard to move forward and backwards through the patterns. This may be useful if there is a pattern which you wish to repeat, or one which you wish to move on from.

Press the **Esc** key when you want to stop playing.

## Touch Anywhere



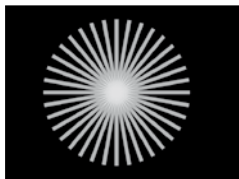
**Touch Anywhere** is three activities in one. Choosing **Touch Anywhere** from the title screen will give you another choice screen. Detailed descriptions of these activities follow.

### *Touch Anywhere: Patterns*



This activity encourages the learner to interact with the screen and promotes an understanding that touching in a specific place will have an effect.

Touch the screen anywhere to make a pattern grow from that point. From a black background with nothing on screen, one touch causes a pattern to appear. Accompanied by music the pattern grows, fills the screen and then disappears.



*Spoke*



*Ripple*

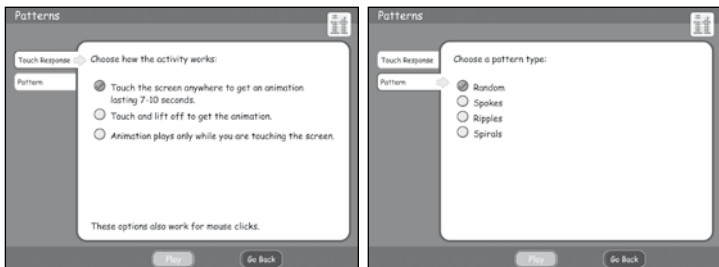


*Spiral*



Patterns are created in many forms from groups of spokes, ripples and spirals, all in bright vivid colours. The patterns repeat three times before another appears – selected at random.

### *Options for Touch Anywhere: Patterns*



The **Touch Response** option allows you change the way that the activity behaves when the screen is touched.

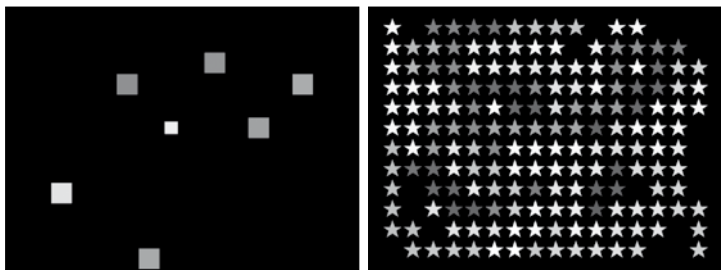
The “normal” or “default” option is **Touch the screen anywhere**. A simple touch of the screen or click of the mouse anywhere on the screen will produce an animating pattern with music, lasting 7-10 seconds. Touching the screen multiple times will give multiple patterns.

**Touch and lift off** is a training mode to encourage students to move their hand away from the screen.

The third option gives more direct cause and effect. A pattern will appear and animate when the screen is touched, then disappear when the hand is lifted off the screen.

As with all the activities, if the student shows a preference for a particular group of patterns - spokes, ripples or spirals - these can be selected in the **Patterns** option.

## *Touch Anywhere: Hidden Grid*



This activity encourages the learner to interact with the screen and promotes an understanding that touching in a specific place will have an effect.

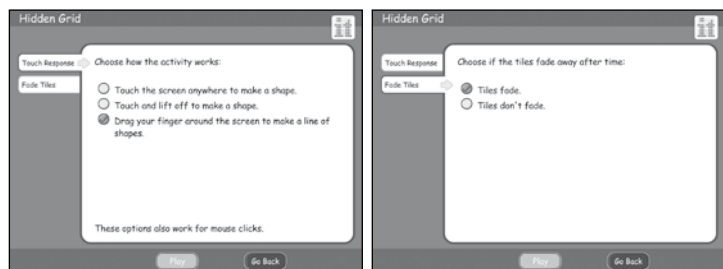
Touch the screen anywhere to make a shape appear. Keep touching to see more shapes in the grid. From a black background with nothing on the screen, one touch will cause a shape to appear accompanied by a sound. Further touches will show more shapes in the grid. If the shapes are touched again they will pulse or move. After a short time the shapes shrink back to nothing.

Grids are presented in random order from six different grids of pulsing rectangles, circles, squares and stars. The accompanying music and sound effects are different for each grid, encouraging continuing experimental play with visuals and sound.



Don't forget to use the **left and right arrow** keys on your computer keyboard to change the pattern.

## Options for Touch Anywhere: Hidden Grid



The **Touch Response** option allows you change the way that the activity behaves when the screen is touched.

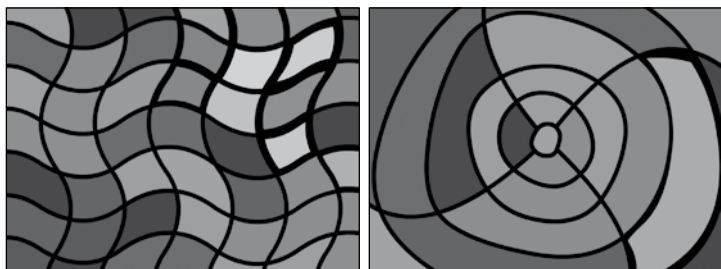
The “normal” or “default” option is **Drag your finger around the screen**. This option will allow the student to “draw” a line of shaped tiles.

**Touch the screen anywhere** requires discrete touches of the screen to produce shaped tiles.

**Touch and lift off** is a training mode to encourage students to move their hand away from the screen after they have touched it.

The **Fade tiles** option controls whether the tiles remain on the screen. **Tiles fade** will keep the screen clear of clutter, while **Tiles don't Fade** will allow you to fill the screen with tiles.

## *Touch Anywhere: Displayed Grid*



This activity encourages the learner to touch and explore the screen and promotes an understanding that touching in a specific place will have an effect.

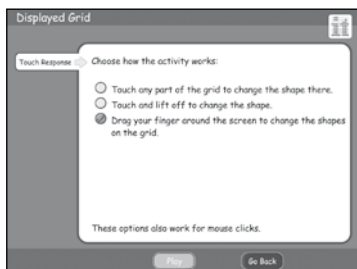
A grid will appear which is divided into segments with thick black outlines. Touching each segment will cause a reaction of movement, colour change and sound.

Ten different grids are available which include simple and complex designs: rectangles, wedge shapes, circles, semi-circles and wavy lines.



Don't forget to use the **left and right arrow** keys on your computer keyboard to change the pattern.

## *Options for Touch Anywhere: Displayed Grid*



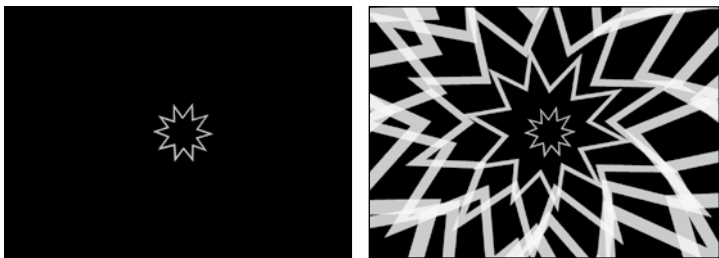
The **Touch Response** option allows you change the way that the activity behaves when the screen is touched.

The “normal” or “default” option is **Drag your finger around the screen**. Sliding or dragging your finger around the screen will change the shapes in the pattern as your finger crosses them.

**Touch the screen anywhere** requires discrete touches of the screen to change the shapes.

**Touch and lift off** is a training mode to encourage students to move the hand away from the screen after they have touched it.

## ***Touch It***



This activity encourages the learner to target a fixed object and promotes an understanding that touching a specific object will affect it.

A single pattern prompt will appear and will remain in the centre of the screen until touched. When the prompt is touched it will grow and animate while accompanied by sound effects before fading away.

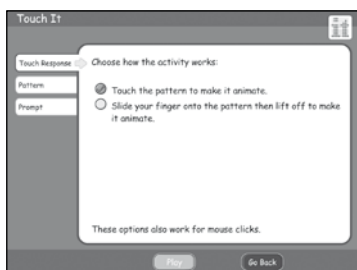
Patterns are created in many forms from groups of spokes, ripples and spirals. The patterns repeat three times before another randomly appears.

The pattern will briefly animate and make a sound every 30 seconds if it is not touched.



Don't forget to use the **left and right arrow** keys on your computer keyboard to change the pattern.

## Options for Touch It



The **Touch Response** option allows you change the way that the activity behaves when the screen is touched. The “normal” or “default” option is **Touch the pattern**. This will cause the pattern to animate when it is touched. The other option, **slide your finger onto the pattern**, is for students who may rest or lean their hand on the screen while moving it towards the target. The pattern will not animate until their hand is lifted off the screen.

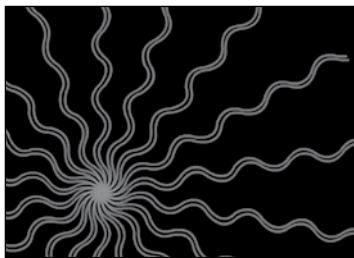


If a user prefers a particular group of patterns - spokes, ripples or spirals - these can be turned on or off in the **Pattern** Option.



If the user is targeting the pattern easily you may wish to make it smaller. This can be done using the **Prompt** Option.

## ***Find and Touch It***



This activity encourages the learner to search around the screen for a fixed object and promotes an understanding that touching a specific object will affect it.

A single pattern or shape appears as a prompt in a random place on the screen. When the prompt is touched it will grow and animate while accompanied by sound effects.

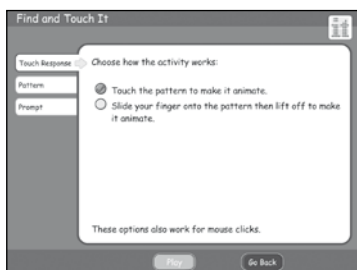
Patterns are created in many forms from groups of spokes, ripples and spirals. The patterns repeat three times before another randomly appears.



Don't forget to use the **left and right arrow** keys on your computer keyboard to change the pattern.



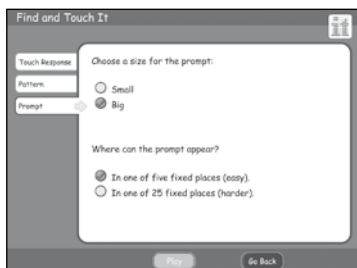
# Options for Find and Touch It



The **Touch Response** option allows you change the way that the activity behaves when the screen is touched. The “normal” or “default” option is **Touch the pattern**. This will cause the pattern to animate when it is touched. The other option, **slide your finger onto the pattern**, is for students who may rest or lean their hand on the screen while moving it towards the target. The pattern will not animate until their hand is lifted off the screen.



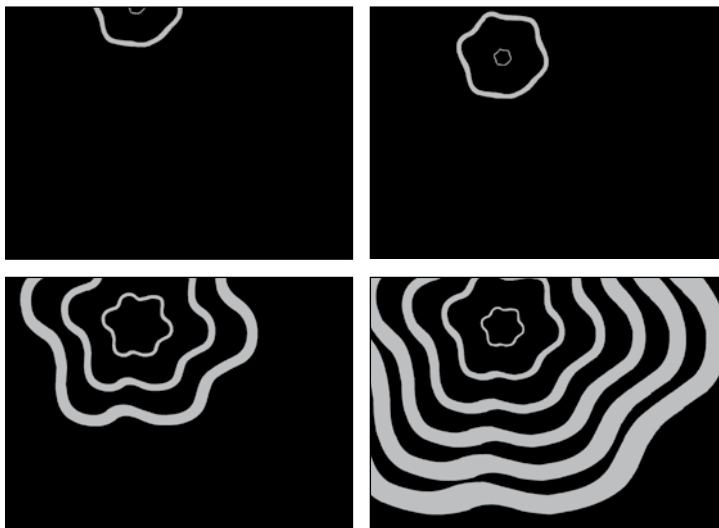
If a user prefers a particular group of patterns - spokes, ripples or spirals - these can be turned on or off in the **Pattern** Option.



If the user is targeting the pattern easily you may wish to make it smaller. This can be done using the **Prompt** Options.

The number of positions in which the pattern appears can be altered in the options. This is **Easy** by default and can be changed to **Harder** which gives more positions.

## Peeping Target



This activity encourages the learner to search around the screen for a partially displayed object and promotes an understanding that touching a specific object will affect it.

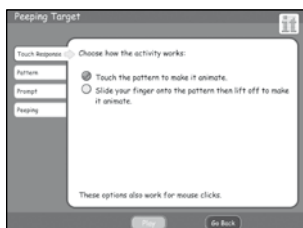
A single pattern or shape partially appears as a prompt from one edge of the screen. When the prompt is touched it will grow and animate while accompanied by sound effects. If it is not touched in 30 seconds the pattern will move further into the screen. The pattern will briefly animate and make a sound every 30 seconds if it is not touched.

Patterns are created in many forms from groups of spokes, ripples and spirals. The patterns repeat three times before another randomly appears.



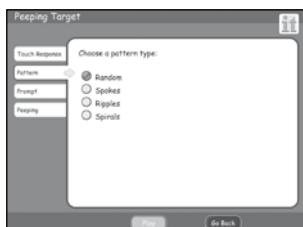
Don't forget to use the **left and right arrow** keys on your computer keyboard to change the pattern.

## Options for Peeping Target

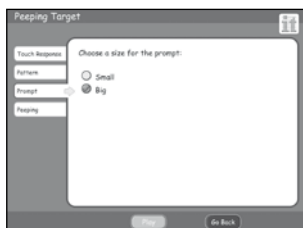


The **Touch Response** option allows you change the way that the activity behaves when the screen is touched. The “normal” or “default” option is **Touch the pattern**. This will cause the pattern to animate when it is touched. The other option, **slide your finger onto the pattern**, is for students who may rest or lean their

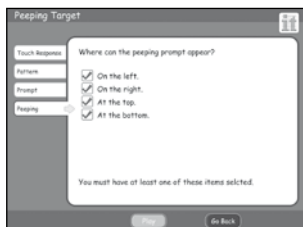
hand on the screen while moving it towards the target. The pattern will not animate until their hand is lifted off the screen.



If a user prefers a particular group of patterns - spokes, ripples or spirals - these can be turned on or off in the **Pattern** Option.

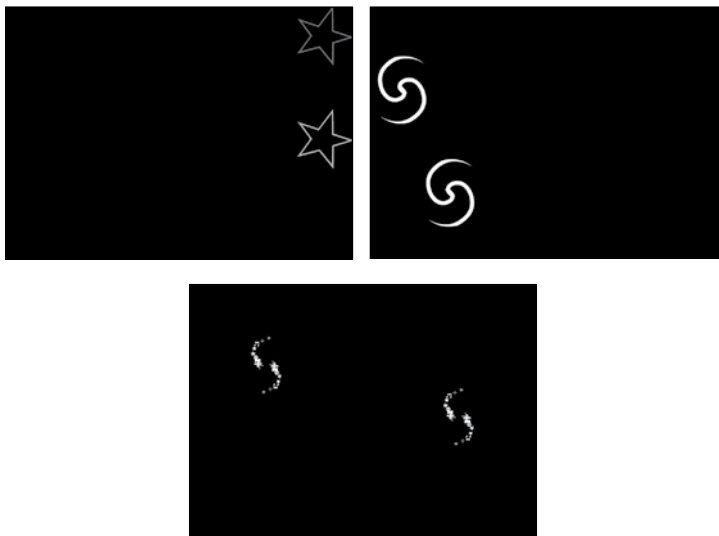


If the user is targeting the pattern easily you may wish to make it smaller. This can be done using the **Prompt** Option.



You can decide which side of the touch screen the pattern will appear from using the **Peeping** Option. Left, right, top and bottom can be selected or deselected. This may be a useful assessment tool for users with a visual impairment.

## Scattered Objects



This activity encourages the learner to search around the screen for multiple objects and promotes an understanding that touching these objects will affect them.

Multiple pattern prompts will appear in random places and will remain there until touched. When all prompts have been touched a longer animation with music will play.

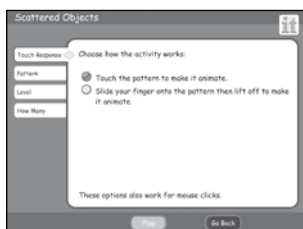
Patterns are created in many forms from groups of spokes, ripples and spirals. The patterns repeat three times before another randomly appears.

Patterns will briefly animate and make a sound every 30 seconds if they are not touched.



Don't forget to use the **left and right arrow** keys on your computer keyboard to change the pattern.

# Options for Scattered Objects



The **Touch Response** option allows you change the way that the activity behaves when the screen is touched. The “normal” or “default” option is **Touch the pattern**. This will cause the pattern to animate when it is touched. The other option, **slide your finger onto the pattern**, is for students who may rest or lean their

hand on the screen while moving it towards the target. The pattern will not animate until their hand is lifted off the screen.



If a user prefers a particular group of patterns - spokes, ripples or spirals - these can be turned on or off in the **Pattern** Option.

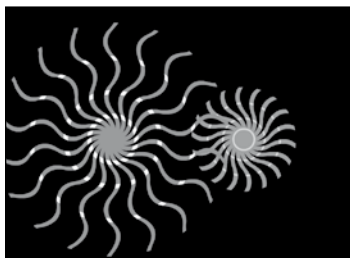


Patterns appear on the screen at the same time but this setting can be altered to patterns appearing one at a time in the **Level** Option.



The number of patterns appearing can be altered in the **How many** Option. This is set at three by default but can be changed to two objects or four.

## *Objects in a Line*



This activity encourages the learner to track from left to right and promotes an understanding that objects may need to be touched in a particular order.

Pattern prompts appear from left to right and will remain there until touched. The prompts need to be touched in the right order. When the line of prompts on the screen have been touched, a longer animation with music will play.

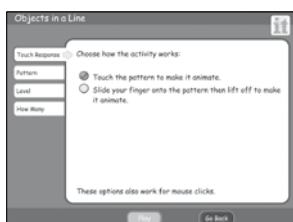
Patterns are created in many forms from groups of spokes, ripples and spirals. The patterns repeat three times before another appears – selected at random. Press the **left and right arrow** keys on the keyboard to move forward and backwards through the patterns.

Patterns will briefly animate and make a sound every 30 seconds if they are not touched.



Don't forget to use the **left and right arrow** keys on your computer keyboard to change the pattern.

# Options for Objects In a Line



students who may rest or lean their hand on the screen while moving it towards the target. The pattern will not animate until their hand is lifted off the screen.

The **Touch Response** option allows you change the way that the activity behaves when the screen is touched. The “normal” or “default” option is **Touch the pattern**. This will cause the pattern to animate when it is touched. The other option, **slide your finger onto the pattern**, is for



If a user prefers a particular group of patterns - spokes, ripples or spirals - these can be turned on or off in the **Pattern** Option.



Patterns appear on the screen one at a time but this setting can be altered to patterns appearing all at the same time in the **Level** Option.



The number of patterns appearing can be altered in the **How many** Option. This is set at three by default but can be changed to two objects or four.

## ***Target and Touch: Patterns Resources***

***Target and Touch: Patterns*** is supplied with a set of assessment charts which can be printed out for use with each of your students. These can be found on the CD. Windows users can also install them. Following installation you will find them in the **Inclusive Resources** folder on your computer's "desktop" (background screen).



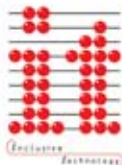
# Target and Touch: Patterns

**Target and Touch: Patterns** has fun, motivating activities to help learners use a touch screen effectively. Fill the screen with brightly coloured patterns accompanied by engaging music!

Designed for special and mainstream educational settings for users developing early ICT, visual and coordination skills. Use an interactive whiteboard or plasma screen, touch monitor or a computer and mouse.



★  
Also in the series:  
**Target and Touch**  
**Music**  
★



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