

Target and Touch Music



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Introduction



Target and Touch: Music 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 20 colourful characters accompanied a wide range of music, the program covers important skills for targeting and using a touch screen. The activities also encourage speaking and listening and help develop concentration skills. The bright, vivid images and music are suitable for those with visual impairment. Language use is encouraged through the different people, animals, fantasy characters, their actions and their different styles of music.

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 their 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 plasma/whiteboard and mouse users.

Installation

Please note: an active internet connection is required

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

target_and_touch_music.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: Music

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: Music

Whilst playing an activity, press the **Esc** key on the computer's keyboard. This will take you to an activity choice screen.



To exit the program completely, click on the **Exit** button.



You may have to click the **Home** button to get back to the main activities screen.

Target and Touch: Music Activities



Target and Touch: Music has eight main activities:

Touch

- Touch the screen anywhere to make a musician appear where you touch.

Touch It – Musicians, Open the Bag, Curtains

- Three games in one. Touch the object in the centre of the screen...

Find It – Musicians, Curtains, Curtains (silhouette)

- Three games in one. Touch the musician or curtains that appear in a random place on the screen.

Peeping Target

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

Scattered Musicians

- Touch multiple musicians that appear as prompts in random places on the screen. Touch all the musicians to make them play.

Musicians in a Line

- Touch multiple musicians that appear from left to right on the screen.

Touch to Jump

- Touch the musician to make him/her jump towards a target in the form of a spotlight.

Drag to Target

- Drag the musician into the spotlight to make him/her play.

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.



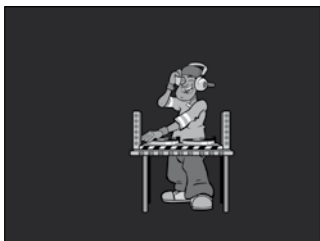
Touch It and **Find It** are three games in one. When you choose **Touch It** or **Find It** you will be given another choice screen. To go back to the main activities screen, click the **Home** button.



When using the activities press the **right arrow** key on the keyboard to show the different musicians in the program. This may be useful if there is a musician you wish to see again, or if you want to move on to the next.

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

Touch



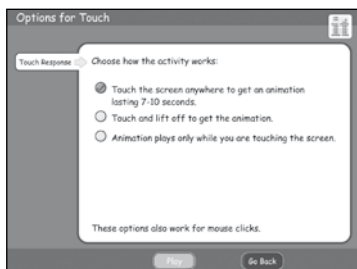
This activity encourages the learner to interact with the screen and promotes an understanding that touching in a specific place will have an effect.

The learner is presented with a blank screen. Touching anywhere will cause a musician to appear and perform an animation and music sequence beginning directly under the learner's finger. The musician will perform while the learner holds their finger on the screen.

If the learner has their finger on the screen when the performance is finished, they will have lift their finger and touch again. This method of interaction can be changed in the Options.

If the learner is using a mouse, the musician will continue to perform whilst the mouse button is held down.

Options for Touch



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

The “normal” or “default” option is **Animation plays only while you are touching the screen**. This option gives the most direct cause and effect.

Touch the screen anywhere means that a simple touch of the screen or click of the mouse anywhere on the screen will cause a musician to appear and give their full performance lasting 7-10 seconds.

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

Touch It



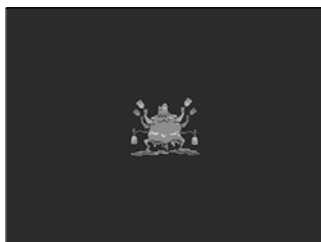
Touch It is three activities in one. Generally they encourage the learner to target a fixed object and attempt to promote an understanding that touching a specific object will affect it.

Choosing **Touch It** from the title screen will give you another activity choice screen. Detailed descriptions of these activities follow.



To go back to the main activities screen, click the **Home** button.

Touch It - Musicians



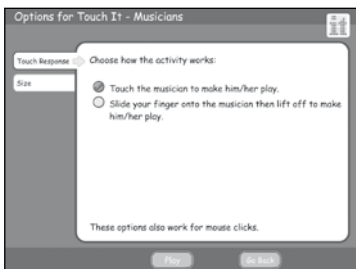
This is the basic **Touch It** activity. It encourages the learner to target a fixed object. This is always displayed in the centre of the screen.

A single prompt in the form of a musician will appear and will remain there until touched. When the musician is touched it will grow and animate with the music.



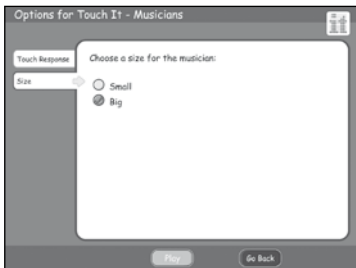
Don't forget you can use the the **right arrow** key on your computer keyboard to change the musician.

Options for Touch It - Musicians



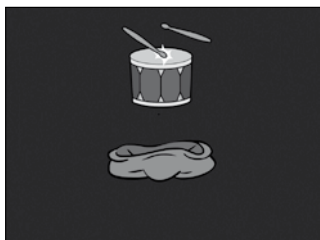
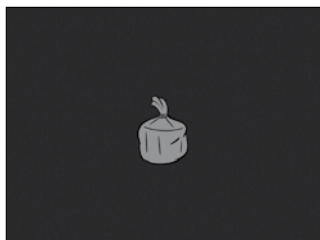
The **Touch Response** option allows you change the way that the activity behaves when the screen is touched. The “normal” or “default” option is **Touch the musician**.

This will cause the musician to play when it is touched. The other option, **slide your finger onto the musician**, is for students who may rest or lean their hand on the screen while moving it towards the target. The musician will not play until the hand is lifted off the screen.



If the student is targeting the musician easily you may wish to make it smaller. This can be done using the **Size** Option.

Touch It - What's In The Bag?



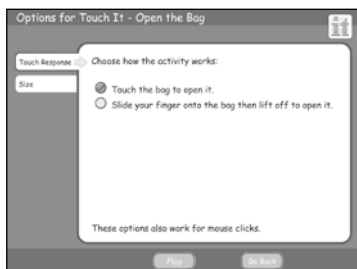
A single prompt in the form of a bag will appear and will remain in the centre of the screen until touched. When the bag is touched it will open and an instrument will pop out. The instrument will then play a tune for 7-10 seconds.

The shape of the bag gives a little indication of what it contains, although you may find this activity more useful for short-term memory work.



Don't forget you can use the the **right arrow** key on your computer keyboard to change the musician.

Options for Touch It - What's In The Bag?

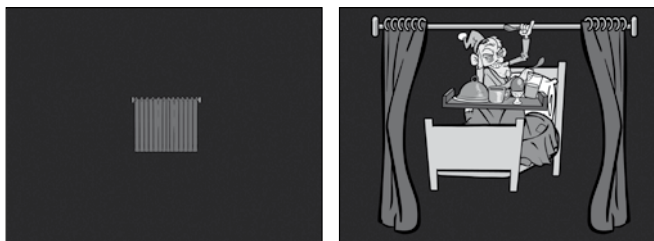


The **Touch Response** option allows you change the way that the activity behaves when the screen is touched. The “normal” or “default” option is **Touch the bag**. This will cause the instrument to pop out of the bag when it is touched. The other option, **slide your finger onto the bag**, is for students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



If the student is targeting the bag easily you may wish to make it smaller. This can be done using the **Size** Option.

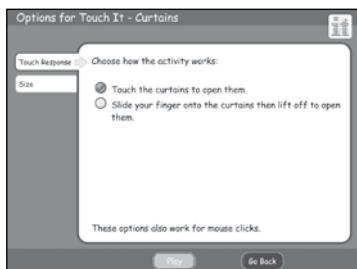
Touch It - Curtains



A single prompt in the form of a set of curtains will appear and will remain in the centre of the screen until touched. When the curtains are touched they will open to reveal a musician. The musician will then perform for 7-10 seconds.

This activity adds an extra element of mystery and surprise to a simple task. Use the activity as a prompt for language work, by talking about who might be behind the curtain.

Options for Touch It - Curtains



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 curtains**. This will cause the curtains to open when they are touched. The other option, **slide your finger onto the curtains**, is for students who may rest or lean their hand on the screen while moving it towards the target. The curtains will not open until the student lifts their hand off the screen.



If the student is targeting the curtains easily you may wish to make them smaller. This can be done using the **Size** Option.

Find It

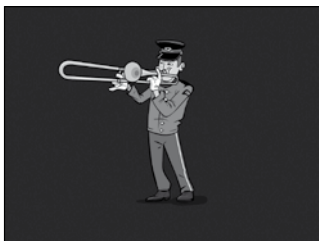
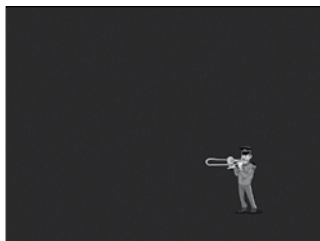


Find It is three activities in one. Generally they encourage the learner to search around the screen for a fixed object. They promote an understanding that touching a specific object will affect it.

A single object appears as a prompt in a random place on the screen.

When it is touched it will grow and animate while accompanied by sound effects.

Find It - Musicians

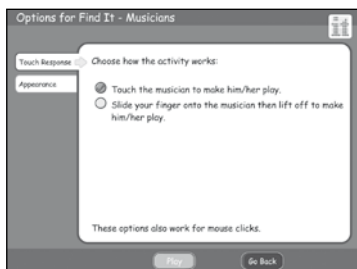


A musician will appear in a random position on the screen. Locate and touch the musician to make him/her perform. This activity encourages the learner to look around the screen for the cue object and touch it to trigger an animation and music sequence.

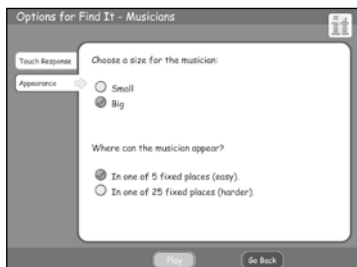


Don't forget you can use the the **right arrow** key on your computer keyboard to change the musician.

Options for Find It - Musicians



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 musician**. This will cause the musician to play when it is touched. The other option, **slide your finger onto the musician**, is for students who may rest or lean their hand on the screen while moving it towards the target. The musician will not play until their hand is lifted off the screen.



If the student is targeting the musician easily you may wish to make it smaller. This can be done using the **Appearance** Option.

Also in the **Appearance** option, the number of positions in which the musician appears can be altered. This is **Easy** by default and can be changed to **Harder** which gives more positions.

Find It - Curtains

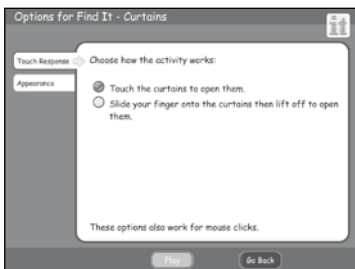


A set of curtains will appear in a random position on the screen. Locate and touch the curtains to open them and reveal a musician.

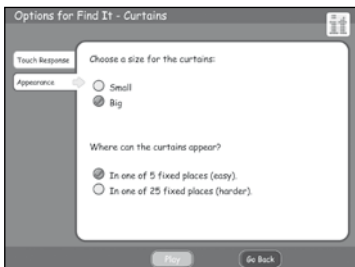


Don't forget you can use the the **right arrow** key on your computer keyboard to change the musician.

Options for Find It - Curtains



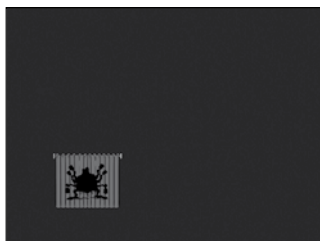
The **Touch Response** option allows you change the way that the activity behaves when the screen is touched. The “normal” or “default” option is **Touch the curtains**. This will cause the curtains to open when they are touched. The other option, **slide your finger onto the curtain**, is for students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



If the student is targeting the curtains easily you may wish to make them smaller. This can be done using the **Appearance** Option.

Also in the **Appearance** option, the number of positions in which the curtains appear can be altered. This is **Easy** by default and can be changed to **Harder** which gives more positions.

Find It - Curtains (silhouette)



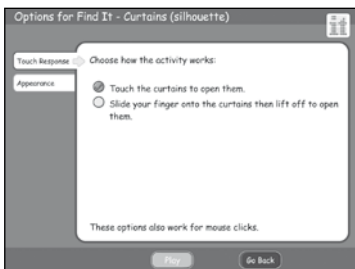
This activity works in an identical manner to **Find It - Curtains**. This time however, a silhouette of a musician appears behind the curtain. Use this to stimulate more dynamic question and answer conversation between yourself and the students.

Use the flash cards from the resource pack to help identify the musician from its silhouette. You may also find it useful for short-term memory work.

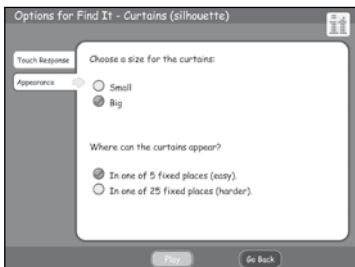


Don't forget you can use the the **right arrow** key on your computer keyboard to change the musician.

Options for Find It - Curtains (silhouette)



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 curtains**. This will cause the curtains to open when they are touched. The other option, **slide your finger onto the curtain**, is for students who may rest or lean their hand on the screen while moving it towards the target. The curtains will not open until their hand is lifted off the screen.



If the student is targeting the curtains easily you may wish to make them smaller. This can be done using the **Appearance** Option.

Also in the **Appearance** option, the number of positions in which the curtains appear can be altered. This is **Easy** by default and can be changed to **Harder** which gives more positions.

Peeping Musician



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.

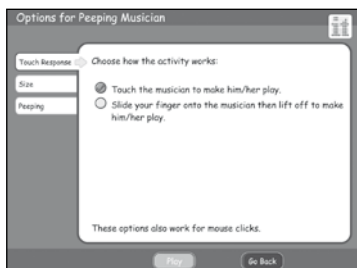
A static image of a musician partially appears as a prompt from one edge of the screen. When the musician is touched it will grow and perform some music.

If the prompt is not touched in 30 seconds the musician will move further into the screen. They will briefly animate and make a sound every 30 seconds if not touched.

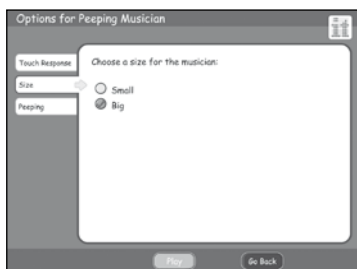


Don't forget you can use the the **right arrow** key on your computer keyboard to change the musician.

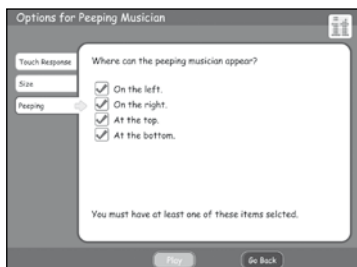
Options for Peeping Musician



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 musician**. This will cause the musician to play when it is touched. The other option, **slide your finger onto the musician**, is for students who may rest or lean their hand on the screen while moving it towards the target. The musician will not play until their hand is lifted off the screen.

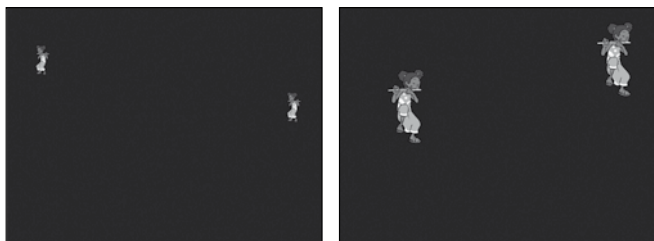


If the user is targeting the musician easily you may wish to make it smaller. This can be done using the **Size** Option.



You can decide which side of the touch screen the musician 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 Musicians



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

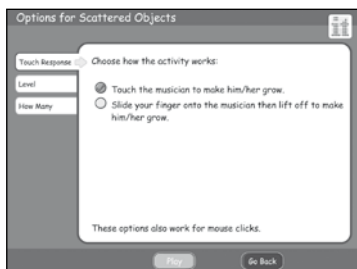
Multiple static images of musicians will appear in random places and will remain there until touched. When each is touched it will grow slightly. When all musicians have been touched they will give a performance lasting 7-10 seconds.

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



Don't forget you can use the the **right arrow** key on your computer keyboard to change the musician.

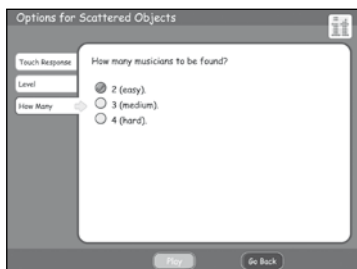
Options for Scattered Musicians



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 musician**. This will cause the musician to grow when touched. The other option, **slide your finger onto the musician**, is for students who may rest or lean their hand on the screen while moving it towards the target. The musician will not grow until their hand is lifted off the screen.

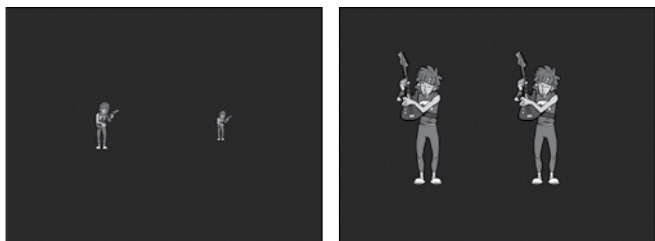


Normally, all the musicians appear on the screen at the beginning, but this setting can be altered so that they appear one at a time. Use the **Level** Option to make this change.



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

Musicians 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.

Static images of musicians appear one at a time from left to right. Touch the first musician that appears. It will grow and another will appear to its right. This will continue until a line of musicians has been touched. They will then perform some music together.

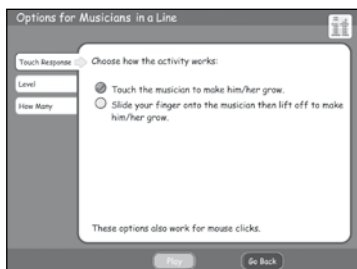
Optionally, you can set the activity to show all the musicians at the beginning. The musicians still need to be touched in a left to right order. When the line of musicians have all been touched, a longer animation with music will play.

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

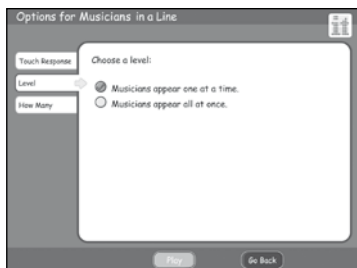


Don't forget you can use the the **right arrow** key on your computer keyboard to change the musician.

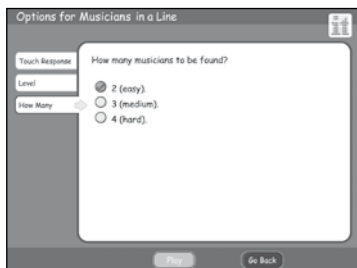
Options for Musicians In a Line



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 musician**. This will cause the musician to grow when it is touched. The other option, **slide your finger onto the musician**, is for students who may rest or lean their hand on the screen while moving it towards the target. The musician will not grow until their hand is lifted off the screen.

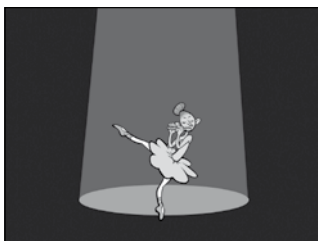


Normally, the musicians appear on the screen one at a time, but this setting can be altered so that they all appear from the beginning. Use the **Level** Option to make this change. Remember that you will still need to touch the musicians in a strict left to right order.



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

Touch to Jump



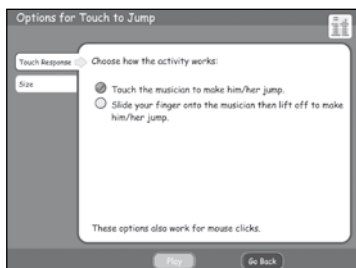
Touch the musician to make him/her jump towards the spotlight. Touch the musician a number of times to complete the task. Once the musician has arrived in the spotlight, s/he will perform.

The purpose of this activity is to encourage understanding that sometimes a sequence of actions must be carried out in order to complete a task.

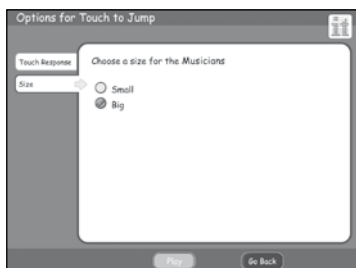


Don't forget you can use the the **right arrow** key on your computer keyboard to change the musician.

Options for Touch to Jump

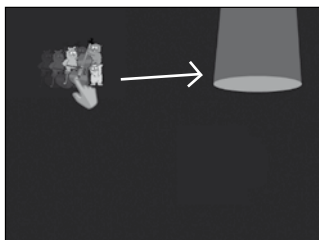


The **Touch Response** option allows you change the way that the activity behaves when the screen is touched. The “normal” or “default” option is **Touch the musician**. This will cause the musician to jump when touched. The other option, **slide your finger onto the musician**, is for students who may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



If the student is targeting the musician easily you may wish to make it smaller. This can be done using the **size** option.

Drag to Target



This is a much more advanced activity than any of the others in this collection. It has been included to allow you to more extensively assess a student's understanding of touch screen or mouse use.

A musician appears on the left side of the screen, whilst a spotlight beam is shown on the right. Drag the musician to any point in the spotlight to make him/her perform. The activity is intentionally quite easy, and acts as a very early introduction or assessment on moving a cue object to a target.



Don't forget you can use the the **right arrow** key on your computer keyboard to change the musician.

Options for Drag to Target



Drag to Target has only one option: **Size**. Here you can choose to have either **large** or **small** objects. Large is the default and is easier than small.

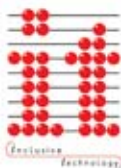
Target and Touch: Music

Designed for use in special and mainstream educational settings for a range of users developing early ICT, visual and coordination skills such as locating, fixing, tracking and dragging on-screen objects.

Twelve highly structured and configurable activities feature twenty amusing animations of musicians playing their tunes. Suitable for use on the interactive plasma or whiteboard, touch monitor or computer and mouse.



★
Also in the series:
Target and Touch
Patterns
★



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