# **Instructions and tips Ballyland Sound Memory**

## Goal

Find matching pairs of sounds. The game ends when you have found all the matching pairs, and your score is provided. There is no time limit.

## Gameplay

Press “Play” to start. You get three games in a row with unchanged settings and selections, before you return to the Main Menu. The faster you find the matching cards, the higher your score. Default setting is "Flick" mode, with 6 cards and the Ballylanders' soundset.

## Navigation

* Drag game: use finger drag to move from one card to the other.
* Flick game: flick left and right, up and down, with one finger. Wheelie follows every flick! When you come to either end of the grid, you hear a VoiceOver sound alert to indicate that you reached the end.
* To hear selected card/sound in Drag or Flick game: Double tap anywhere on the active screen
* To return to the Main Menu from inside the game: double tap the ‘hot spot’ in the bottom right corner
* “Open Sounds” & Flick mode: Explore the sounds with finger drag. To proceed to the Flick game, double tap and flick right twice. This mode is a great training activity, encouraging children to drag around the screen and hear the sounds.
* "Black Curtain" creates a level playing field for all. Turn on/off in Settings. With no visual feedback at all, sighted players need to completely rely on the same skills as children who are blind use to navigate the game, which makes for an exciting challenge for all. Double tap the button in the bottom right corner to return to the game menu.

## Digital Game Grid

While busy navigating the screen to locate, memorize and pair the matching sounds, children will build a basic understanding of how a digital grid is built up, from rows and columns. Each game starts with spoken information about the layout and soundset of the grid, and during play, rows and columns are spoken. This is essential learning for building skills to navigate mathematical grids and tables.

Always select a card first, using a specific gesture to put it in focus.

* Drag game: use finger drag\* to the card you want to select. You have then put it in focus.
* Flick game: flick left and right, up and down with one finger to the card you want to select/put in focus. Wheelie follows each flick.
* To hear selected card in Drag or Flick game: **double tap\*\*\*** anywhere on the screen to activate. Just touching a card will not open it!
* To return to the Main Menu from inside the game: double tap the ‘hot spot’ in the bottom right corner.
* “Open Sounds” & Flick mode: Explore the sounds with finger drag. To proceed to the Flick game, double tap, and then flick right twice.
* ‘Accessible menu’ for blind, experienced users can be turned on/off at Startpage. Double tap button in top left corner of Menus page to return to Startpage.
* Black Curtain creates a level playing field for all. Turn on/off in Settings.
* For full Instructions. Please visit the Sonokids website at sonokids.org

\*Finger drag means that you put the fingertip of one finger on the screen and then lightly drag your finger around the screen, without lifting it up.

\*\*Double tap involves a quick repeat of one tap, which itself involves a quick putting down and lifting up of the fingertip of one finger in the screen. The VoiceOver default value for the gap between the two taps is 0.5 sec, so the double tap needs to be quite quick. Once something is in focus, the double tap to open can be done anywhere on the active screen (there is no need to tap on the card).

## Tips for sighted parents and educators using the iPad with a child who is blind or has vision impairment:

* In most other apps a child who is blind will be required to use VoiceOver to control and navigate the interface. The Ballyland apps use self-voicing, and VoiceOver needs to be turned OFF.
* When playing with the Ballyland Sound Memory app, the iPad needs to be kept in “Landscape Mode” (as opposed to “Portrait Mode”). This means having the Home button either to the left or to the right. When the child has an additional hearing impairment, the fact that the loudspeaker of the iPad is positioned on the side of the Home button may affect the choice for left or right position of the Home button. Another thing to consider is consistency for orientation purposes, as all other buttons on the device will always be consistently in the same place
* Note that a sound alert indicates an ‘empty cell’ or a ‘virtual wall’: you try to move to where there is nothing anymore
* Touch gestures can be made anywhere on the active screen of a mobile touch screen device, and should be light and small.
* The outer edge of the iPad is not part of the **active screen**. As a child who is blind will not be able to see where the active screen starts, it is advised to use a case (skin) that covers the inactive border (bezel)
* A child with low vision may find an iPad with a white border around the black screen easier to use.
* Play Ballyland Magic to learn the different touch gestures required for this app.

## Accessibility

The app is accessible and self-voicing. The Startpage is VoiceOver accessible. Then VoiceOver should be turned off, and the Accessible Menus turned on. Double tap button in top left corner of Menus page to return to Startpage to turn Accessible Menus on/off. Accessible Menus is specifically designed for menu navigation by experienced, blind users. TIP: To assist a player who is blind with the screen navigation, use an iPad case that covers the inactive border of the iPad screen.

## Wheelie 3D Printed Learning Tool

Wheelie is part of this app, and in Flick Mode he follows every flick! You may be able to arrange for Wheelie to be printed as 3D learning tool, through school, library or 3D Hubs, to enable the child to tactually explore Wheelie’s features, including his turning wheels. You can d**ownload the free 3D print file from the Sonokids website. Search for ‘3D’.**