Ipad Basics

- subskills
- games
- productivity

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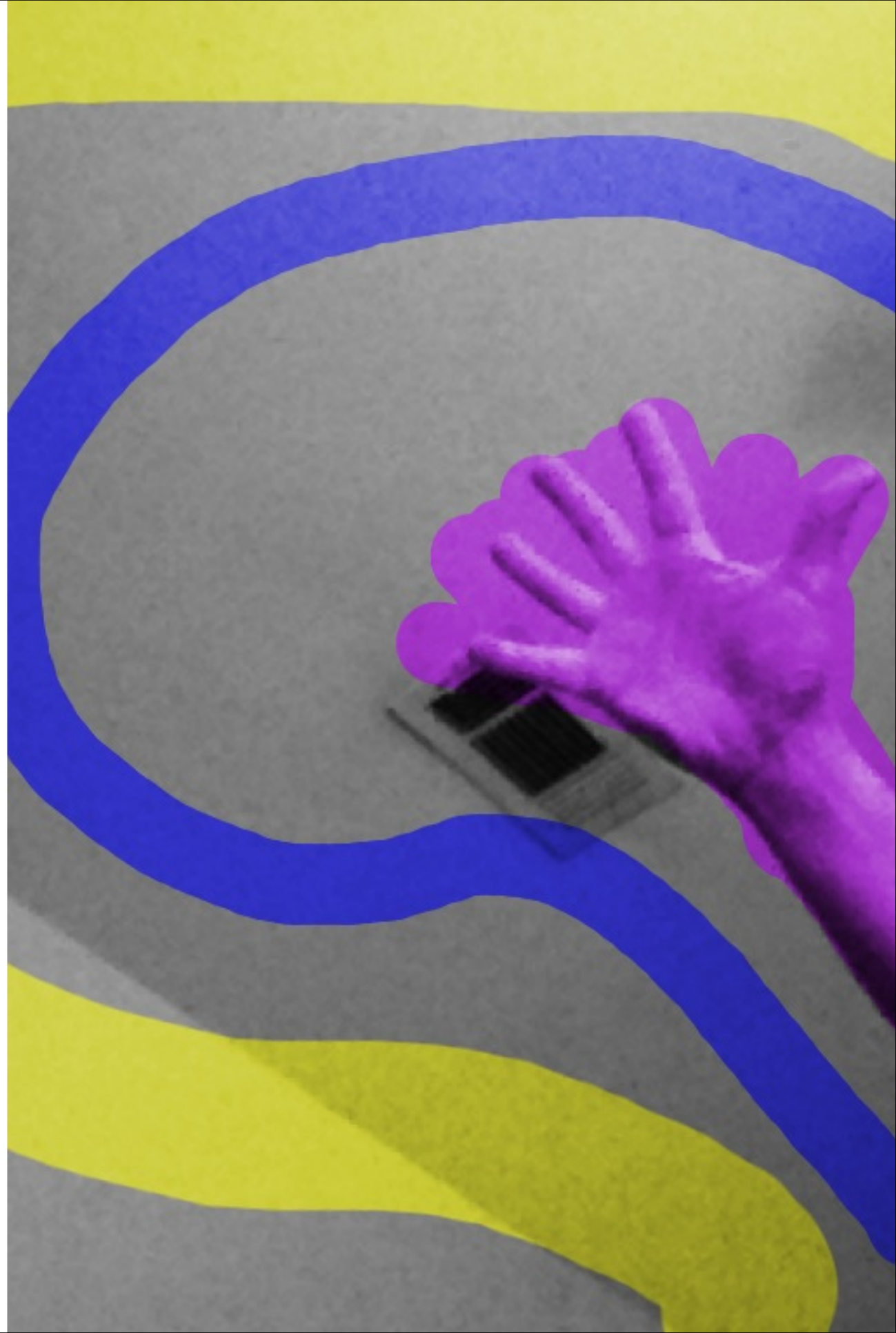


Handout

Key Concepts

Resources for looking things up: Ipad user guide, Youtube, Apple store website

Subskills: home button, handling and behavior, discovery, guided access, navigational signals

Games to practice gestures: tapping, scrolling, dragging, swiping.

Games to learn concepts: matching, sorting, sequencing

Productivity: photos, iBooks, social stories /journals/presentation, documents/note taking, video

Easy is in the eye of the beholder

Things that seem obvious are not equally obvious to everyone.

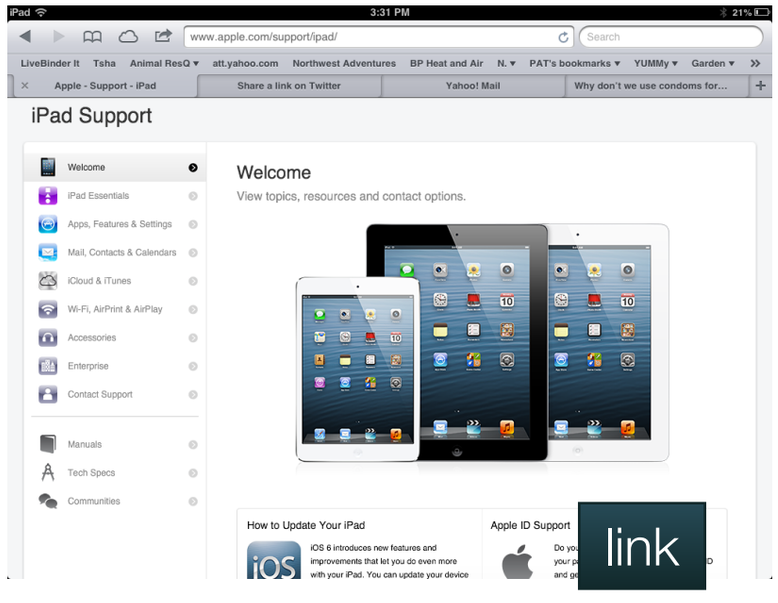
If something seems intuitive to you, it's usually because you've got some kind of supporting background knowledge.

If you give a complex task to someone who has no knowledge or experience with the components of that task, then it'll be a while before they can successfully complete it.

Work it up!

(download and open in ibooks or a note taking app)

Also try:


iPad
3:31 PM
21%
www.apple.com/support/ipad/
Search
LiveBinder It
Tsha
Animal ResQ
att.yahoo.com
Northwest Adventures
BP Heat and Air
N.
PAT's bookmarks
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Share a link on Twitter
Yahoo! Mail
Why don't we use condoms for...
iPad Support
Welcome
iPad Essentials
Apps, Features & Settings
Mail, Contacts & Calendars
iCloud & iTunes
Wi-Fi, AirPrint & AirPlay
Accessories
Enterprise
Contact Support
Manuals
Tech Specs
Communities
Welcome
View topics, resources and contact options.
How to Update Your iPad
iOS 6 introduces new features and improvements that let you do even more with your iPad. You can update your device
Apple ID Support
link

You
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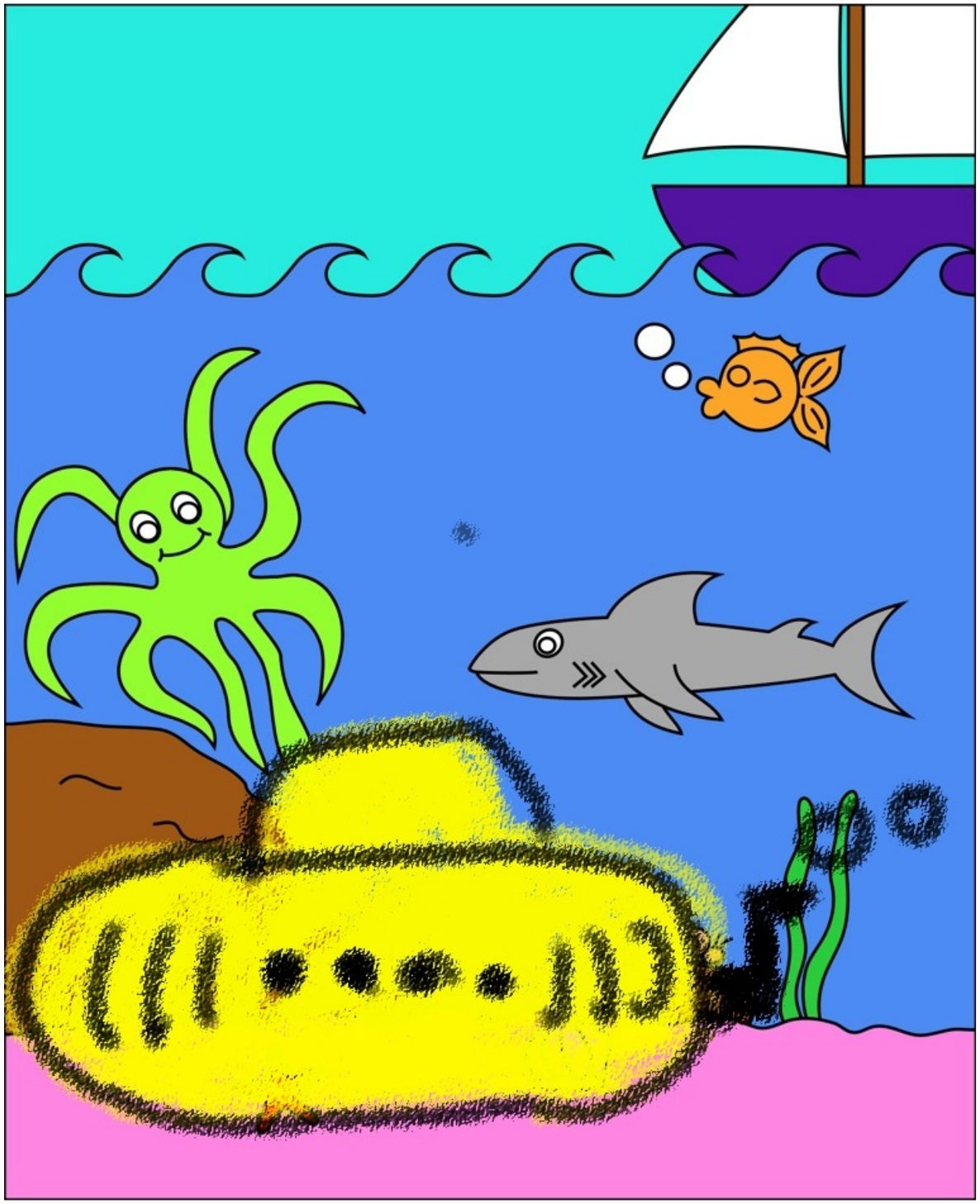
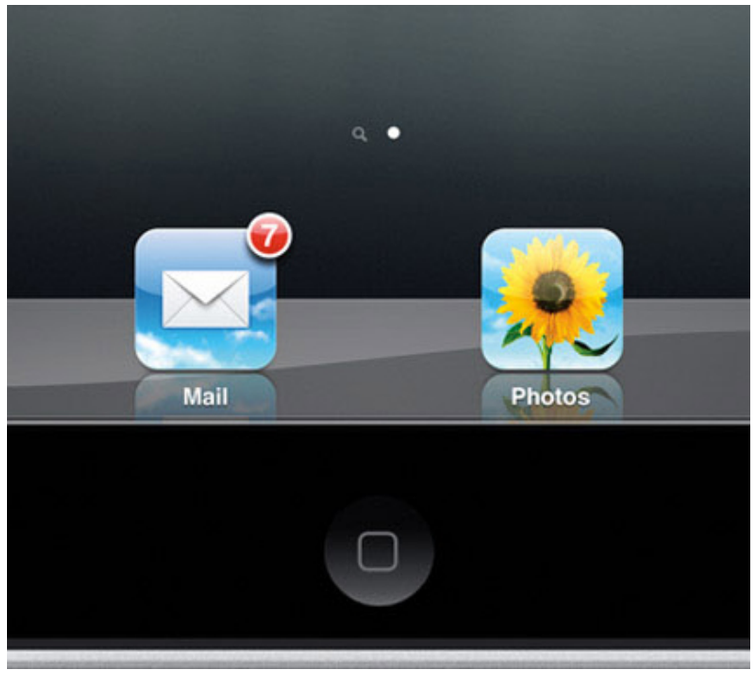
Subskills



Home Button



Wakes up ipad.

Closes apps.

Double hit to toggle apps.

Triple hit for guided access.

Handling and Behavior

- Kids need to handle equipment appropriately. This means giving it up calmly and safely when their turn is over. It means not grabbing devices from other people. For some kids, this may be the most important foundational skill. You may need to develop some activities just to practice sharing and taking turns with your devices. (see social story)

Discovery

Everybody needs time to explore things that are new or really fun or really cool. I allow for periods of this and set time limits.

More Discovery

Every app has some intended function,
but our kids will find some "off label"
functions they prefer, such as scrolling
to see things go fast or turning things
on and off. You need to decide
what's ok & not ok.

Profits of Wandering

But, I've learned you can get some good information from watching your kids go wild on the ipad. If you can figure out which functions your child likes, or gets obsessed with, it's likely you can find an app that allows him/her to perform that function appropriately and as part of a higher level task. That's how I found these apps.

Candy Count

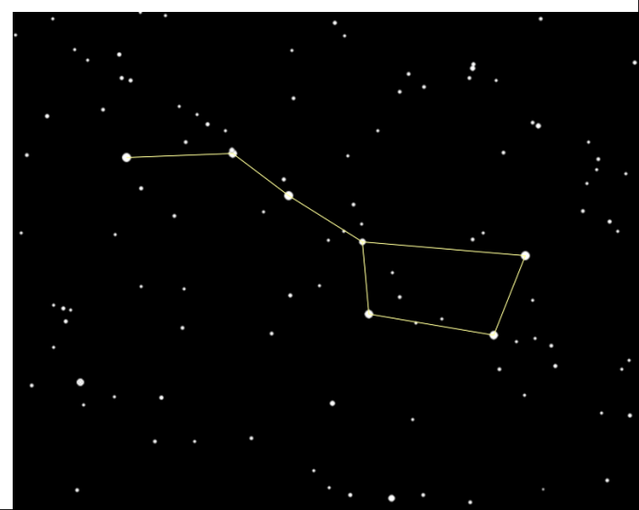
Coloring Farm

If you give an assigned to task to someone who is going to make a lot of attempts to subvert it, you can use guided access to limit navigation.

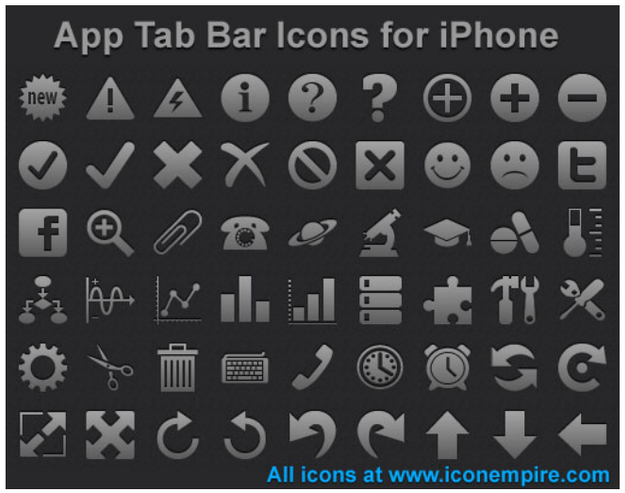
Link

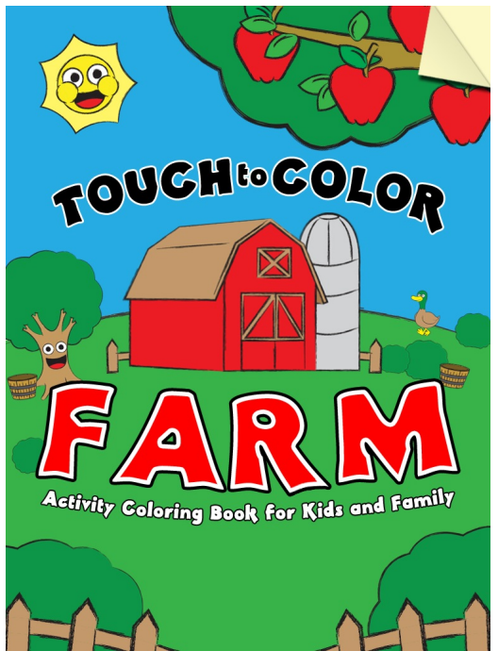
Navigational Signals are little signs and instructions that tell you what you can do next to make your app. These are a vocabulary. They are how the ipad communicates with the user.

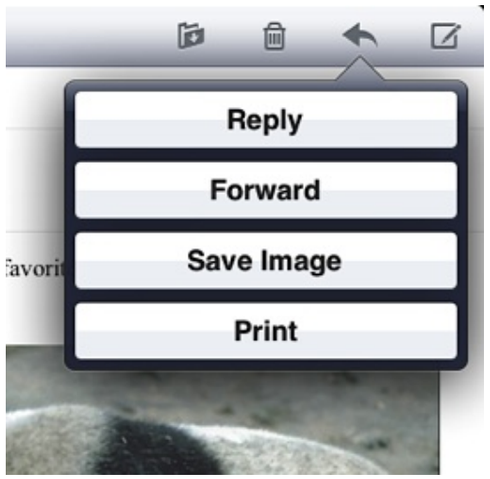
Navigational Signals can be words, pictures, shapes, movement patterns, or almost any kind of differentiation that gets the user's attention.



Navigational Signals can be words, pictures, shapes, icons, movement patterns, auditory messages or almost any kind of differentiation that gets the user's attention. Some are very common, like the arrow, but some are not.







When you can understand some of these signals, new apps are easier to figure out.

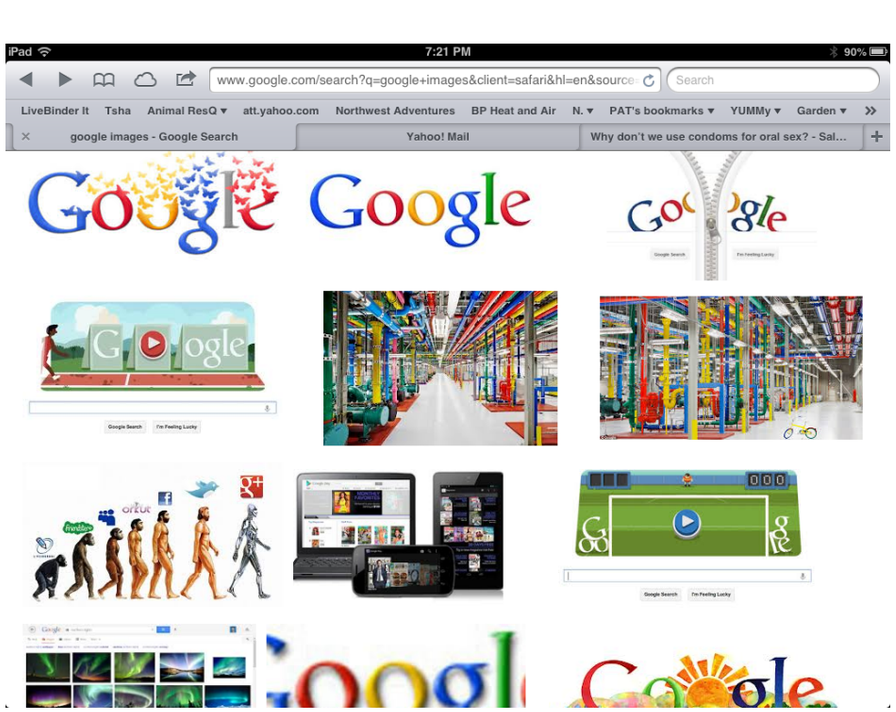
games
for
ipad
skills

Gestures: Tapping

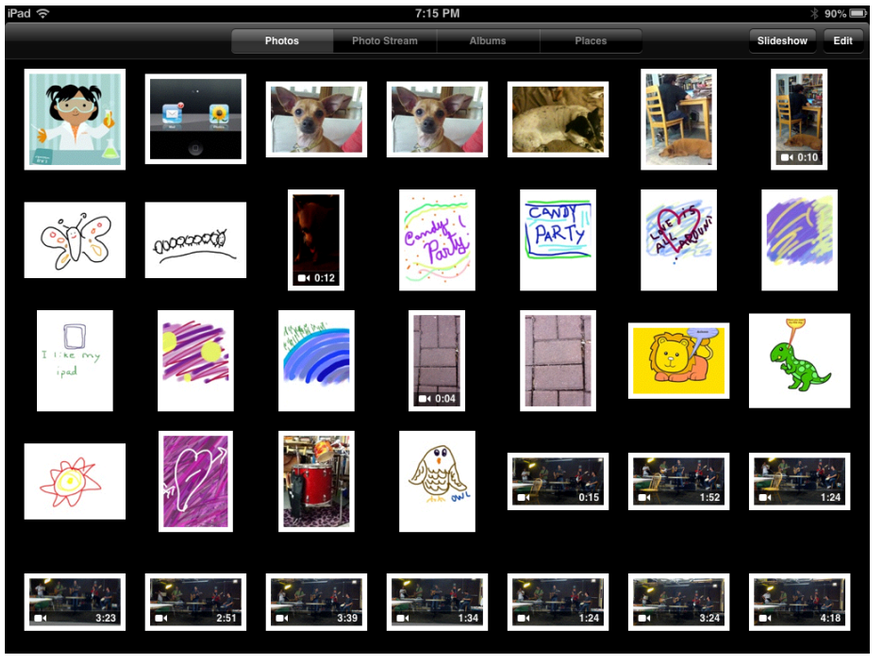
Slilly Shape Match

Scrolling

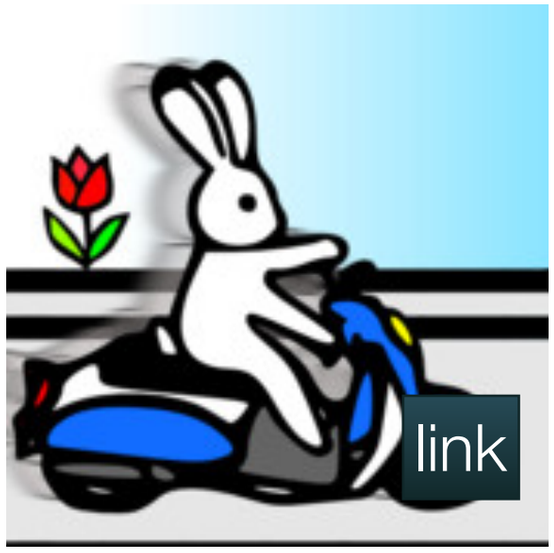
NETFLIX



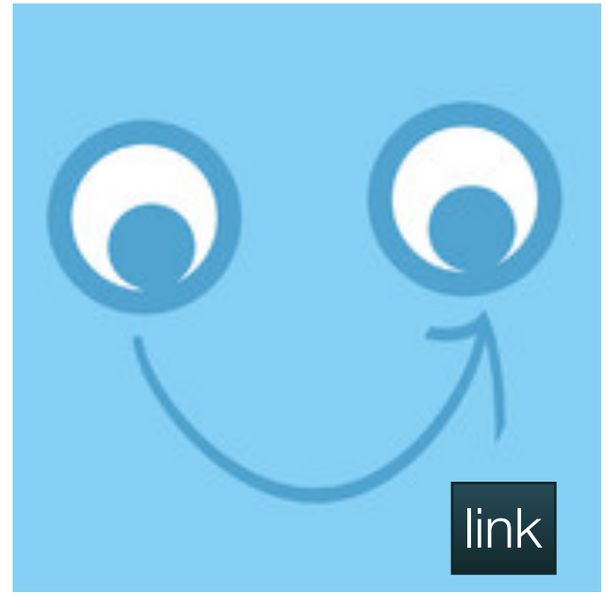
Google Images - Thumbnail View



Ipad photos -Thumbnail View



LetterRoute

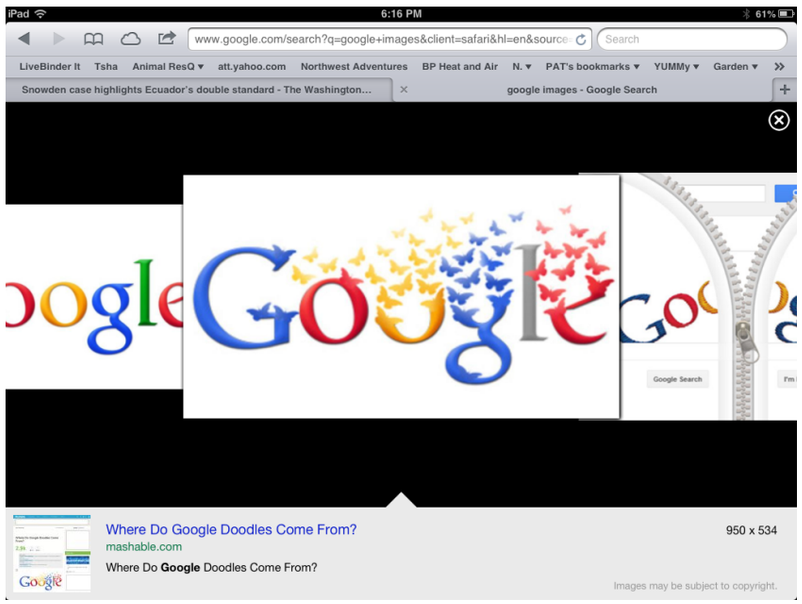


MatchSame

Gestures: Dragging

Gestures: Swiping

I like dogs



Google Images- slideshow view

Apps for Learning Concepts

link

link

link

ABA What Rhymes?

Matching, exact and by association

Sorting

Sorthings for Autism

Sequencing

Build it up

Martha Speaks Word Spinner

Sentence Reading Magic

Productivity

or

Making Things

Productivity is making content. This technology allows us to construct highly individualized materials and activities quickly and relatively cheaply.

Most importantly, students can do it, too. Certainly they can learn to do this for assignments and structured activities, but as they become more adept they can use technology in their own time and for their own purposes.

Photographs

-Everybody can take & use pictures. they function expressively and receptively.

-Can organize in albums or with apps

-Can collect/import from email or your browser, or screen shots

Amy's Coloring Book

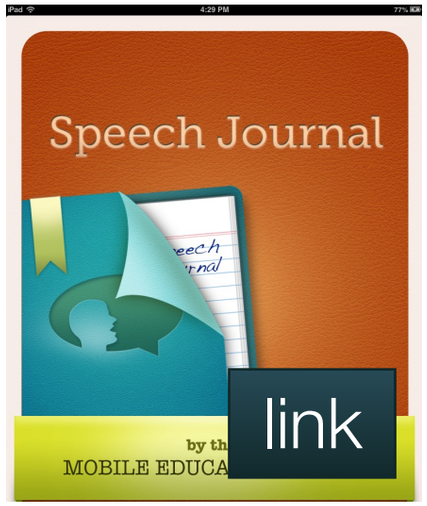
Drawing apps, collage apps, and coloring book apps save to your photo album.

iBooks is one of the main ways you can import your own homemade content onto an ipad.

A number of productivity apps will export as an e-mail or "save as" in a format that prompts you to open in iBooks.

Once you've opened something in iBooks, your story or document will stay there until you remove it.

Special Stories

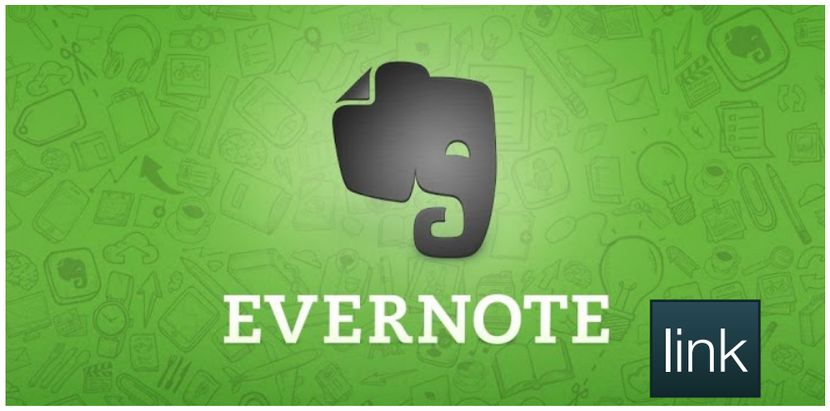


Keynote

Social stories, journals, epub, presentation apps:
This is where you can bring the photos you have produced, organize them and dress them up and then send them to be saved in Photos or iBooks.

Pic Collage

My story book maker for kids



Note taking apps are just what they sound like.

Pages

Notability

174?mt=8

iMovie

Videos are accessible
for viewing or making,
by teachers, families,
and most importantly,
by students themselves.