

1-Finger Swipe Up/Down Gesture

Action

Once a rotor option is selected, a 1-finger swipe up/down moves through the available settings for that rotor option.

- Swipe up to increase the selected action or move to the next item in the chosen rotor setting.
- Swipe down to decrease the selected action or move to the previous item in the chosen rotor setting.

Why Is The 1-Finger Swipe Up/Down Gesture Important?

The rotor is a virtual popup menu that allows VoiceOver users to adjust settings and access additional commands quickly from anywhere on the screen.

- A **2-finger twist gesture** moves between rotor options.
- A **1-finger swipe up/down gesture** adjusts the selected option's setting.

Examples of the 1-Finger Swipe Up/Down in Action

Example 1: Adjusting the Speaking Rate

1. Use the 2-finger twist gesture to navigate through rotor options until you hear "Speaking Rate."
2. 1-finger swipe up to increase the speaking rate.
3. 1-finger swipe down to decrease the speaking rate.

Example 2: Navigating by Words

1. Use the 2-finger twist gesture navigate through the rotor options until you hear "Words."
2. 1-finger swipe up to move to the next word in the document.
3. 1-finger swipe down to move to the previous word in the document.

By mastering these two gestures (2-finger twist to move to the desired option, 1-finger swipe up/down to adjust that option), VoiceOver users can efficiently read, edit, and interact with digital content without relying on visual cues.

Note: The VoiceOver Playground app introduces the rotor in fun, interactive ways, and includes teaching how to increase/decrease the speaking rate. However, it does not cover more advanced rotor options.

Prerequisites

- 1-finger swipe right/left

Warm Up Activities

- Tickle Touch –Reinforces a light touch
- Knuckle Swipe - Helps develop swiping accuracy and muscle memory
- Coin Hockey SWIPE – Introduces and refines swiping gestures

Physical Gesture

- **Hand Position:** Hover slightly above the screen with fingers relaxed and slightly separated.
- **Finger Movement:**
 - The index finger should be relaxed and lightly bent when touching the screen.
 - Only the index finger moves—the hand and wrist should remain still.
- **Swipe Motion:**
 - A quick flick up or down—not a slow movement or drag.
 - The movement should be small (about ½ inch or 1.25 cm).
 - Use a gentle touch for best responsiveness.

Modifications

- Children who have difficulty isolating fingers may make a fist with just the index finger extended instead of an open hand.

Common Issues

- **Gesture is interpreted as a tap**
 - **Cause:** Hesitating or holding the finger on the screen before swiping - hesitating will be interpreted as a tap, not a swipe.
 - **Fix:** The finger should be in constant motion.
- **Gestured is interpreted correctly:**
 - **Cause:** Making a big movement. VoiceOver will accept big movements; however, these big movements often are not in a straight line. Big movements tend to be in a diagonal and will be interpreted incorrectly.
 - **Fix:** The swipe movement should only be about one inch (2.5 cm). (See Knuckle Swipe activity.)
- **Hard tap:**
 - **Cause:** If you can hear the tap, the finger tap is too hard.
 - **Fix:** Use a gentle touch. (Practice the Tickle Touch warm up activity.)
- **More than one finger on the screen:**
- **Cause:** If using an open hand with stiff fingers or fingers are touching, the longer middle finger may inadvertently touch the screen along with the index finger.
 - **Fix:** Ensure relaxed fingers.
 - **Fix:** Ensure that fingers are slightly apart.
 - **Fix:** If unable to isolate the index finger, create a fist and extend only the index finger.
- **Swiping too slow:**
 - **Cause:** Listening to all of the chatty VoiceOver announcements.
 - **Fix:** Swipe faster without waiting for the full announcement.
 - **Tip:** When looking for a specific item in the rotor, focus on the first consonant or word – if it is not the desired item, quickly swipe to the next item.

Lesson

Lesson 3: 1-finger swipe up/down

- **Goal:** Learn how to perform the 1-finger swipe up/down gesture correctly.
- **Screen Layout:**
 - A bird on its nest is positioned halfway across the top of the screen.
 - A worm is positioned halfway across the bottom of the screen.
- **Breakdown:**
 - Swipe down three times to move the bird towards the worm.
 - Each swipe plays a “woosh” sound, signaling that the bird is moving.
 - When the bird reaches the worm, there is a “squish” sound
 - Swipe up three times to move the bird back to the nest.
 - The game ends when the bird is back in its nest.

Through structured activities, children practice the 1-finger swipe up/down gesture and improve spatial awareness, and gain confidence in using VoiceOver for independent navigation and interaction with digital content.