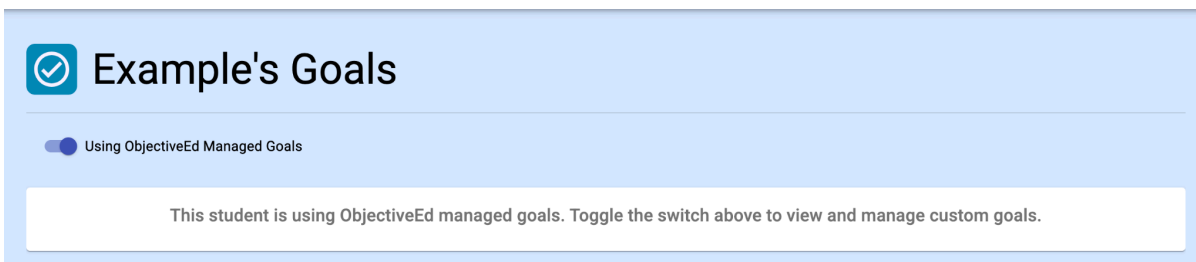


ObjectiveEd Goal Guides: Managed Goals

This guide is designed for VI staff interested in understanding and properly utilizing ObjectiveEd's Managed Goals system.

What are Managed Goals:

Managed Goals are a new, easy to use system that automatically assigns students a full curriculum of Objective Ed's educational games for them to explore.



What do Managed Goals achieve:

This new feature of the Objective Ed web-app automatically assigns and activates a suite of goals to your student. These goals contain a set of pre-made skills that will give your student access to 9 different games, each with various different modes and difficulties.

These pre-made skills serve as a functional curriculum, covering the various topics, like mental mapping and sound localization, that each game in the Objective Ed library has to offer.

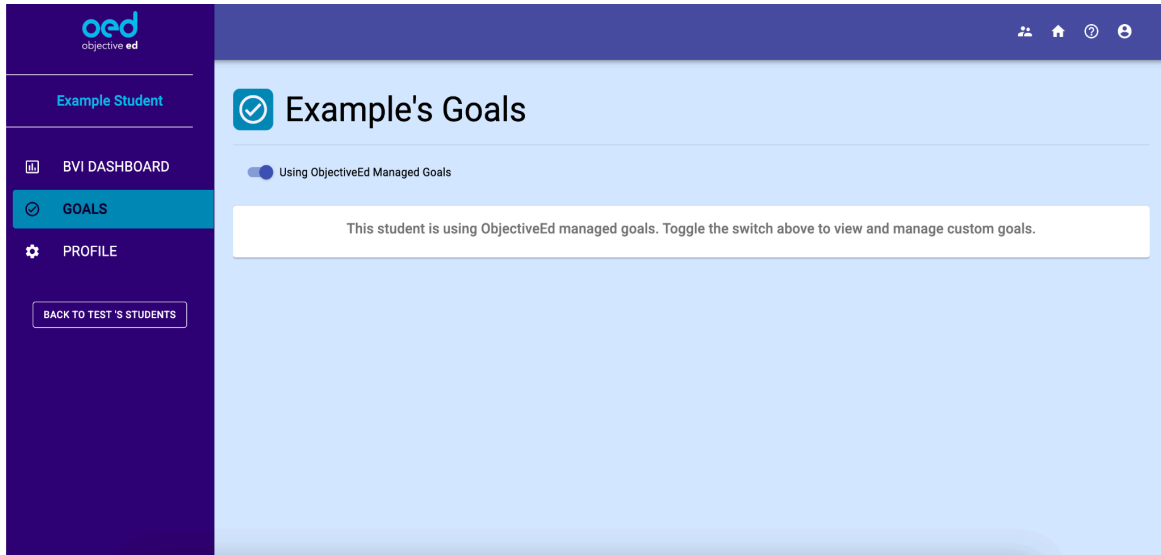
Why did we create Managed Goals:

We created Managed Goals as a way to streamline the process of assigning goals and skills to students. Now, when a new student is created, Managed Goals pre-loads them with a suite of games that covers all the topics the application aims to teach and reinforce. It's far easier than the process we previously required users to navigate, and can even be enabled for pre-existing student accounts.

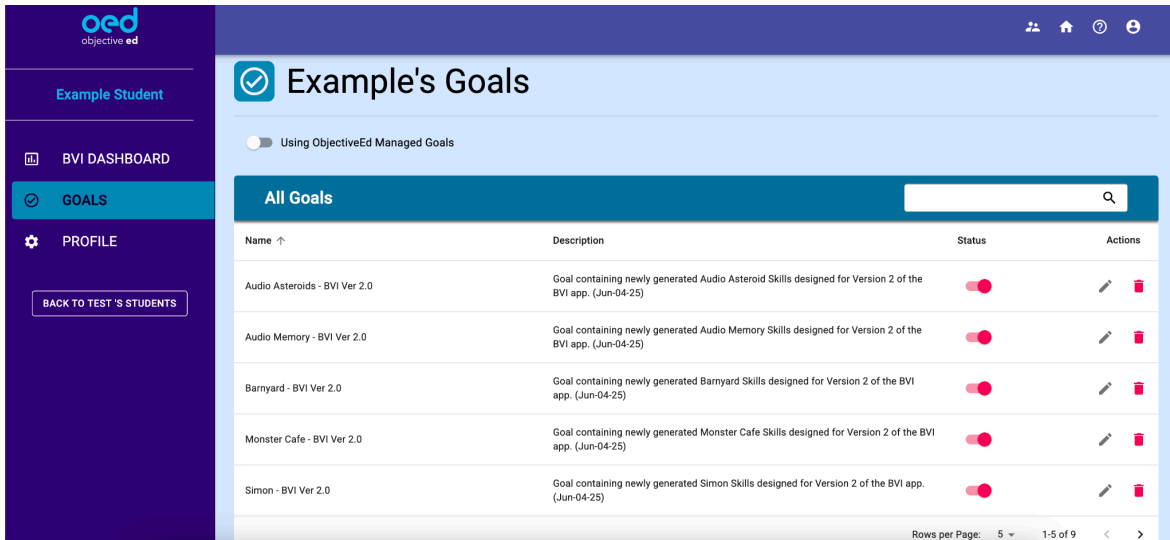
Simply enable Managed Goals for a student, new or old, and, just like that, they're ready to hop into the app and begin learning assistive tech skills.

Toggling Managed Goals:

Managed Goals can be enabled or disabled by selecting the toggle at the top of your student’s Goals Page. Managed Goals are automatically enabled for all new students.

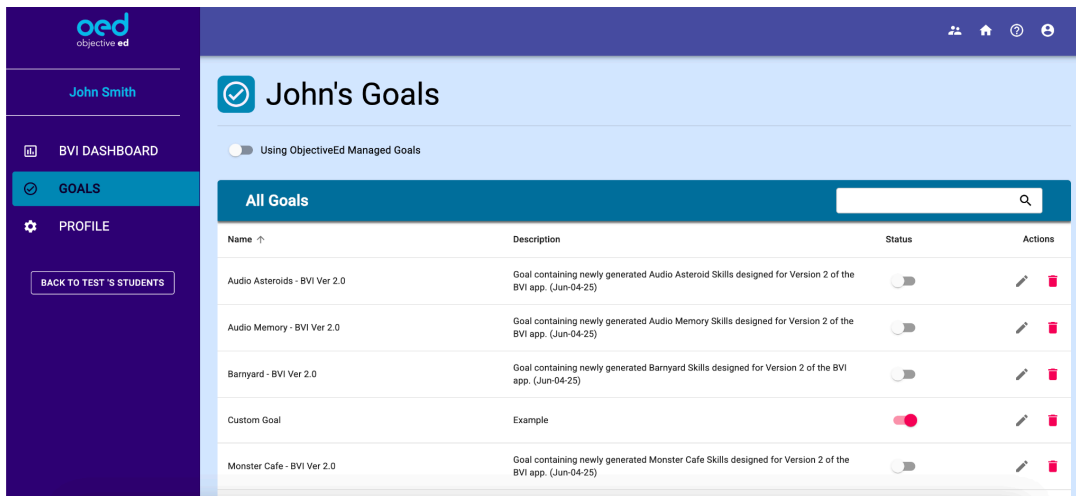


While Managed Goals are disabled, you will be able to see all of the individual goals assigned by the Managed Goals system, as well as any custom goals you may have assigned to your student, displayed on the goals page.



Can I still use custom Skills and Goals:

You can still freely create and assign custom skills and goals to your students. Likewise, you may also import any skills or goals you'd like to use from your database. However, it's important to keep in mind that the goals you assign to your student will only be visible, and activatable, while Managed Goals are disabled.

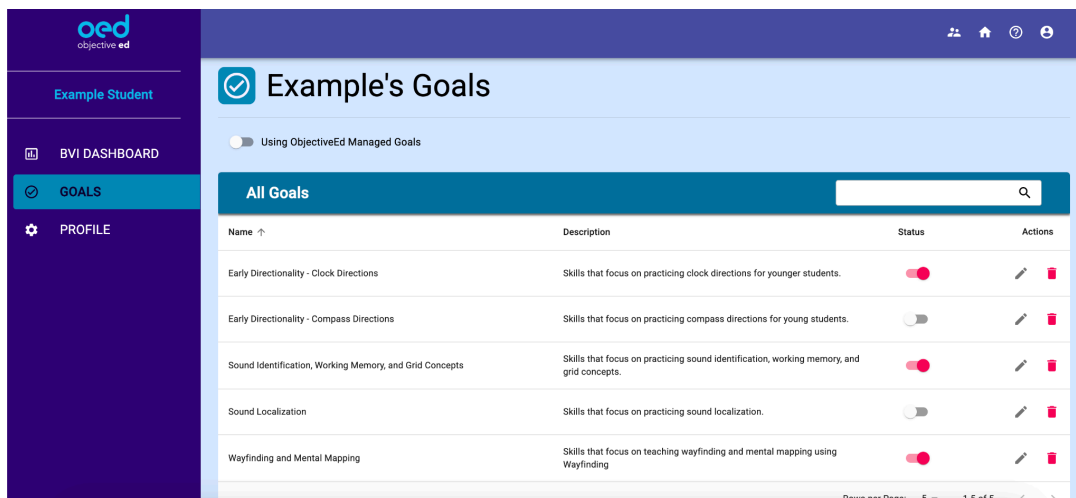


The screenshot shows the 'John's Goals' page in the ObjectiveEd interface. A sidebar on the left contains navigation options: 'John Smith', 'BVI DASHBOARD', 'GOALS' (selected), and 'PROFILE'. A 'BACK TO TEST 'S STUDENTS' button is also present. The main content area features a toggle for 'Using ObjectiveEd Managed Goals' which is currently disabled. Below this is a table titled 'All Goals' with a search bar and columns for Name, Description, Status, and Actions.

Name	Description	Status	Actions
Audio Asteroids - BVI Ver 2.0	Goal containing newly generated Audio Asteroid Skills designed for Version 2 of the BVI app. (Jun-04-25)	Off	✎ 🗑
Audio Memory - BVI Ver 2.0	Goal containing newly generated Audio Memory Skills designed for Version 2 of the BVI app. (Jun-04-25)	Off	✎ 🗑
Barnyard - BVI Ver 2.0	Goal containing newly generated Barnyard Skills designed for Version 2 of the BVI app. (Jun-04-25)	Off	✎ 🗑
Custom Goal	Example	On	✎ 🗑
Monster Cafe - BVI Ver 2.0	Goal containing newly generated Monster Cafe Skills designed for Version 2 of the BVI app. (Jun-04-25)	Off	✎ 🗑

How do Managed Goals affect existing students:

By default, Managed Goals will be disabled for existing student accounts. While Managed goals are disabled, existing students will maintain all of the goals and skills that were previously assigned to them. Enabling Managed Goals for an existing student will disable all of the previous skills and goals assigned to them, and, instead, assign them the suite of 9 pre-made goals and skills.



The screenshot shows the 'Example's Goals' page. The sidebar is similar to the previous screenshot but with 'Example Student' instead of 'John Smith'. The 'Using ObjectiveEd Managed Goals' toggle is also disabled. The 'All Goals' table lists pre-made goals.

Name	Description	Status	Actions
Early Directionality - Clock Directions	Skills that focus on practicing clock directions for younger students.	On	✎ 🗑
Early Directionality - Compass Directions	Skills that focus on practicing compass directions for young students.	Off	✎ 🗑
Sound Identification, Working Memory, and Grid Concepts	Skills that focus on practicing sound identification, working memory, and grid concepts.	On	✎ 🗑
Sound Localization	Skills that focus on practicing sound localization.	Off	✎ 🗑
Wayfinding and Mental Mapping	Skills that focus on teaching wayfinding and mental mapping using Wayfinding	On	✎ 🗑

Rows per Page: 5 | 1-5 of 5

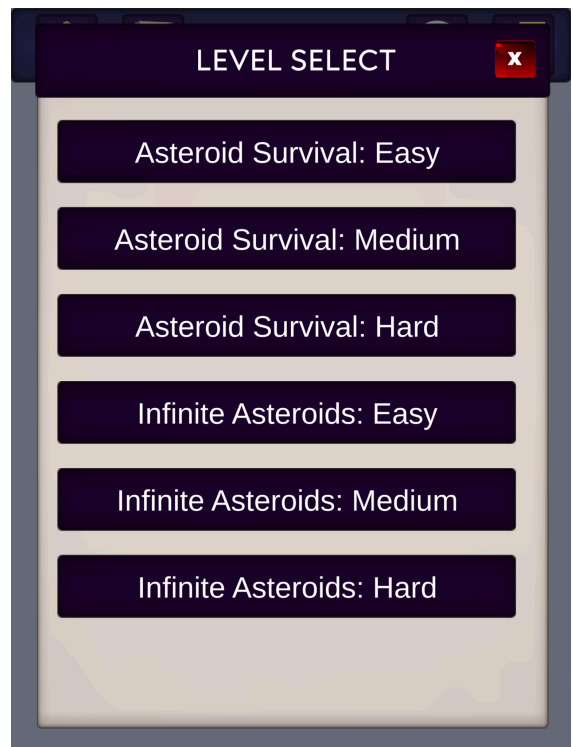
What does this look like in the App:

While Managed Goals are enabled for your student, open the application and log into their account. The Game Hub should display 9 games. Selecting a game will open the Level Select Menu.



What is the Level Select Menu:

The Level Select menu appears after you select a game. This menu will display a list of every skill that's activated for the game you selected. For instance, selecting Audio Asteroids will open the Level Select Menu and display a list of all the activated Audio Asteroids skills, allowing you to pick and choose which skills you'd like to play everytime you select a game and open the Level Select Menu. Each skill will be displayed by name, making it easy for you and your student to find the variations of each game you'd like to play! The Level Select Menu will also list any custom skills you assign to your student as long as they, and the goal they are assigned to, are activated while Managed Goals are disabled in the web-app.



Managed Goals Skill List:

As previously stated, having Managed Goals enabled assigns your student set of goals each containing a suite of skills for each game in the Objective Ed library. Each set of pre-made skills are catered to help create different game modes and difficulties. Below is a list of every skill that will be assigned and activated while Managed Goals are enabled, and a brief description of how they play.

For more information on each game, please refer to [this link](#).

Audio Asteroids Managed Goals Skill List:

- Asteroid Survival: Players have a set amount of time to destroy as many asteroids as possible
 - **Easy**: Asteroids will come from two different directions, players will have 3 shots per asteroid, and the game will end after 1 minute.
 - **Medium**: Asteroids will come from four different directions, players will have 2 shots per asteroid, and the game will end after 90 seconds.
 - **Hard**: Asteroids can appear from anywhere, players will have 1 shot per asteroid, and the game will end after 90 seconds.
- Infinite Asteroids: Players try to destroy as many asteroids as possible until they miss.
 - **Easy**: Asteroids will come from two different directions, players will have 3 shots per asteroid, and the game will end when the player misses 3 asteroids.
 - **Medium**: Asteroids will come from four different directions, players will have 2 shots per asteroid, and the game will end when the player misses 2 asteroids.
 - **Hard**: Asteroids can appear from anywhere, players will have 1 shot per asteroid, and the game will end when the player misses 1 asteroid.

Audio Memory Managed Goals Skill List:

- Matching Word to Sound: Players flip cards to match pictures to their associated sounds.
 - **Easy**: Players match animal cards to the sound they make. They have 90 seconds to match all the cards, and there are 4 matches to make in total.
 - **Medium**: Players match Instrument cards to the sound they make. They have 120 seconds to match all the cards, and there are 6 matches to make in total.
 - **Hard**: Players match vehicle cards to the sound they make. They have 120 seconds to match all the cards, and there are 8 matches to make in total.
- Matching Sound to Sound: Players flip cards to match identical sounds together.
 - **Easy**: Players must find pairs of matching animal sounds. They have 90 seconds to match all the cards, and there are 4 matches to make in total.
 - **Medium**: Players must find pairs of matching instrument sounds. They have 120 seconds to match all the cards, and there are 6 matches to make in total.
 - **Hard**: Players must find pairs of matching vehicle sounds. They have 120 seconds to match all the cards, and there are 8 matches to make in total.

Barn Yard Animals Managed Goals Skill List:

- **Dragging:** Players use their fingers to drag animals into pens in various locations until time runs out.
 - **Left and Right:** Every time an animal appears players are told whether to drag them into the pen on the left or the right side of the screen. They have 7 seconds to do so before the animal disappears.
 - **Up and Down:** Every time an animal appears players are told whether to drag them into the pen on the top or the bottom of the screen. They have 7 seconds to do so before the animal disappears.
 - **4 Directions:** Every time an animal appears players are told whether to drag them into the pen on the left, right, top or bottom of the screen. They have 7 seconds to do so before the animal disappears.
 - **Cardinal Directions:** Every time an animal appears players are told whether to drag them into the North, South, East or West pen. They have 7 seconds to do so before the animal disappears.
 - **Clock Directions:** Every time an animal appears players are told whether to drag them into the pen located at 12 O'clock, 3 O'clock, 6 O'clock, or 9 O'clock. They have 7 seconds to do so before the animal disappears.
- **Seek and Sort:** Players drag their finger around a field in order to find a hiding animal before dragging it into the correct pen until time runs out.
 - **Left and Right:** Players are given relative directions (Up, Down, Left, Right) in order to find the animals hiding in the field. Pens appear on the left and right sides of the screen, and players have 10 seconds to find and drag an animal into its pen before it disappears.
 - **Up and Down:** Players are given relative directions (Up, Down, Left, Right) in order to find the animals hiding in the field. Pens appear on the top and bottom of the screen, and players have 10 seconds to find and drag an animal into its pen before it disappears.
 - **4 Directions:** Players are given relative directions (Up, Down, Left, Right) in order to find the animals hiding in the field. Pens appear on the top, bottom, left and right sides of the screen, and players have 10 seconds to find and drag an animal into its pen before it disappears.
 - **Cardinal Directions:** Players are given cardinal directions (North, South, East, West) in order to find the animals hiding in the field. Pens appear on the top, bottom, left and right sides of the screen, and players have 10 seconds to find and drag an animal into its pen before it disappears.
 - **Clock Directions:** Players are given clock directions (3, 6, 9, and 12 O'clock) in order to find the animals hiding in the field. Pens appear on the top, bottom, left and right sides of the screen, and players have 10 seconds to find and drag an animal into its pen before it disappears.

Monster Cafe Managed Goals Skill List:

- Easy Customers: Customers speak at a normal speed, order 2 ingredients maximum, and will wait 20 seconds for their order before leaving.
- Medium Customers: Customers speak at 1.25 times normal speed, order 3 ingredients maximum, and will wait 15 seconds for their order before leaving. Also, the background noise volume has been raised.
- Hard Customers: Customers speak at 1.5 times normal speed, order 3 ingredients maximum, and will wait 10 seconds for their order before leaving. Also, the background noise volume has been raised again, and customer orders are no longer visually displayed in thought bubbles.

Simon Managed Goals Skill List:

- Concert - 1 Finger Gestures: Players play three rounds of Simon with all 1 finger gestures (1-finger Swipe Up/Down/Left/Right, Tap, Double Tap).
- Concert - 2 Finger Gestures: Players play three rounds of Simon with all 2 finger gestures (2-finger Swipe Up/Down/Left/Right, Tap, Double Tap, Rotate, Scrub).
- Concert - All Gestures: Players play three rounds of Simon with all gestures (1-finger Swipe Up/Down/Left/Right, Tap, Double Tap, 2-finger Swipe Up/Down/Left/Right, Tap, Double Tap, Rotate, Scrub, Twist Left, Twist Right, Shake).

Sound Search Managed Goals Skill List:

- 1 Word Matching: Players must connect an object or animal on the left side of the screen to 1 of 5 sounds on the right side of the screen,
 - **Easy:** Players have 60 seconds to complete 3 rounds of Simon. In each round the player must connect an animal to the sound it makes.
 - **Medium:** Players have 90 seconds to complete 5 rounds of Simon. In each round the player must connect an instrument to the sound it makes.
 - **Hard:** Players have 90 seconds to complete 10 rounds of Simon. In each round the player must connect a vehicle to the sound it makes.
- 5 Word Matching: Players must connect 5 objects or animals on the left side of the screen to 5 sounds on the right side of the screen,
 - **Easy:** Players have 90 seconds to complete 3 rounds of Simon. In each round the player must connect 5 animals to the sounds they make.
 - **Medium:** Players have 120 seconds to complete 5 rounds of Simon. In each round the player must connect 5 instruments to the sounds they make.
 - **Hard:** Players have 120 seconds to complete 10 rounds of Simon. In each round the player must connect 5 vehicles to the sounds they make.

Speed Gesture Managed Goals Skill List:

- Practice 1 Finger Gestures: Players perform 1-finger Swipe Up/Down/Left/Right, Tap, and Double Tap gestures for 60 seconds.
- Practice 2 Finger Gestures: Players perform 2-finger Swipe Up/Down/Left/Right, Tap, Double Tap, Rotate, and Scrub gestures for 60 seconds.
- Practice All Gestures: Players perform 1-finger Swipe Up/Down/Left/Right, Tap, Double Tap, 2-finger Swipe Up/Down/Left/Right, Tap, Double Tap, Rotate, Scrub, Twist Left, Twist Right, and Shake gestures for 60 seconds.

Temple Explorer Managed Goals Skill List:

- 4 Doors: Players swipe in 4 directions in order to navigate the Temple. After 5 mistakes, the game ends.
 - **Simple Directions**: Players are told to swipe Up, Down, Left, or Right.
 - **Cardinal Directions**: Players are told to swipe North, South, East, or West.
 - **Clock Directions**: Players are told to swipe towards 3 O'clock, 6 O'clock, 9 O'clock, or 12 O'clock.
 - Compass Directions: Players are told to swipe North, South, East, or West, but as they move their orientation changes so that they face the last direction they swiped, as if following a compass.
- 8 Doors: Players swipe in 8 directions in order to navigate the Temple. After 5 mistakes, the game ends.
 - **Simple Directions**: Players are told to swipe Up, Down, Left, Right, or towards the Upper Right, Upper Left, Lower Right or Lower Left corners of the screen.
 - **Cardinal Directions**: Players are told to swipe North, South, East, West, North-East, North-West, South-East or South-West.
 - **Clock Directions**: Players are told to swipe towards 2, 3, 4, 6, 8, 9, 10, or 12 O'clock.
 - **2 Clock Directions**: Players are told the clock directions they need to swipe in, two at a time.

Wayfinding Managed Goals Skill List:

- Small Town Exploring: Players explore a small, basic town map while being given Step by Step instructions on how to reach their destination.
- Big Town Exploring: Players explore a larger town map while using their memory, paired with audio cues, to navigate to their destination.
- Big City Exploring: Players explore a very big town map while being given a general direction of their destination.

If you have any questions at all please contact,

Support@ObjectiveEd.com

We are always here to help!