

1-Finger Swipe Right Or Left

Action

- **Swipe right** to move to the next item.
- **Swipe left** to move to the previous item.

Why Is This Gesture Important?

The **right and left swipe** provides a systematic way to navigate through items on the screen.

However, swiping does not provide spatial awareness, meaning the child will not learn where items are physically located.

- **Swipe right and left should only be introduced after** the child has developed spatial awareness and a basic mental map of item locations.
- **Swipe up/down gestures** are used only with the Rotor (introduced in Chapter 6).

Prerequisites

- The drag gesture should be taught before introducing swipe gestures.
- The child should have spatial awareness.
- The child should understand common screen layouts.
- The child should have the ability to create a mental map of the screen.

Warm Up Activities

- Tickle Touch should be reviewed before each tech lesson.
- Introduce Knuckle Swipe before teaching swipe right or left.
- Introduce Coin Hockey SWIPE before teaching swipe right and left.

Physical Gesture

- The hand hovers slightly above the screen with fingers relaxed and slightly separated.
- The index finger is relaxed and bent to lightly touch the screen.
- When making the swipe gesture, only the index finger moves (the hand and wrist remain still).
- The swipe should be:
 - A quick flick (not a slow movement or a drag).
 - A small movement (about ½ inch or about 1.25 cm across the screen).
 - A gentle touch.

Modifications

- For children with difficulty isolating fingers, they may use 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 as a swipe up/down:**
 - **Cause:** Big movement: VoiceOver will accept big movements (a swipe that sweeps across the screen); however, these big movements often are not efficient in a straight line. Big movements tend to be in an arc and will be interpreted as a swipe down.
 - **Fix:** The swipe movement should only be about one inch (2.5 cm). See (Knuckle Swipe activity.)
 - **Fix:** Adjust the child's posture:
 - Do not lean on the table.
 - Do not hold the arm against the body.
- **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.
- **Overusing swipe gesture** (instead of applying spatial awareness skills)
 - **Cause:** Many self-taught VoiceOver users make multiple swipes to navigate large areas, overusing the 1-finger swipe right/left gestures.
 - **Fix:** Use the more efficient method of spatial awareness. Start in the specific location on the screen then, use drag if necessary to find the desired item.
 - **Example:** If the desired app on the iPad's Home screen is in the bottom row, simply touch the bottom of the screen instead of swiping through rows of app icons.
- **Swiping too slow:**
 - **Cause:** Listening to all of the chatty VoiceOver announcements.
 - **Fix:** Swipe faster.
 - **Tip:** When looking for a specific item on the screen, focus on the first consonant or word – if it is not the desired item, quickly swipe to the next item.

Lessons

Lesson 1: 1-finger swipe Left/Right

- **Goal:** Learn the swipe right and left gestures
 - **Screen Layout:**
 - A rabbit is on the left side (halfway down the screen) standing over his rabbit hole.
 - To the right of the rabbit are three clover leaves in a straight line.
 - **Breakdown:**
 - Make small right swipes to move the rabbit across the row of clover leaves.
 - With each right swipe:
 - The rabbit hops to the next clover leaf.
 - A “whoosh” earcon plays, followed by the chomping sound of the rabbit eating the clover leaf.
 - Once all three clover leaves are eaten, swipe right again to trigger a “thunk” earcon.
 - The “thunk” sound is a VoiceOver’ earcon that indicates no further movement is possible.
 - Then use left swipes to move the rabbit back to his hole.
 - Swipe left past the rabbit hole triggers the “thunk” earcon again, along with the announcement that the rabbit is home.
 - The game automatically ends when the rabbit is in his home.

This structured approach helps children develop navigation skills and reinforcing spatial awareness, while practicing the swipe right or left gestures.