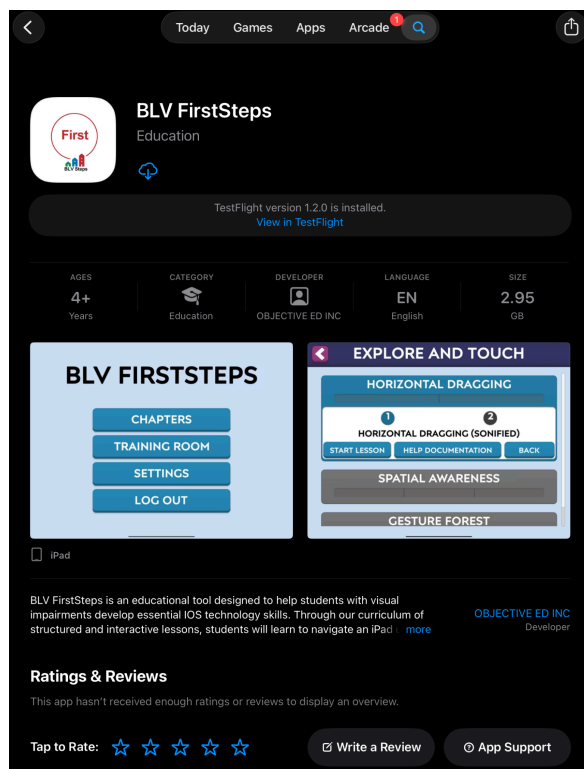


ObjectiveEd Goal Guides: BLV FirstSteps

This guide is designed as an introduction to BLV FirstSteps for VI staff interested in understanding and properly utilizing the application.

What is the BLV FirstSteps App:

The BLV FirstSteps app is a Teaching Tool that contains a curriculum of educational lessons and games that aim to introduce and reinforce IOS VoiceOver skills.



How to Get Started:

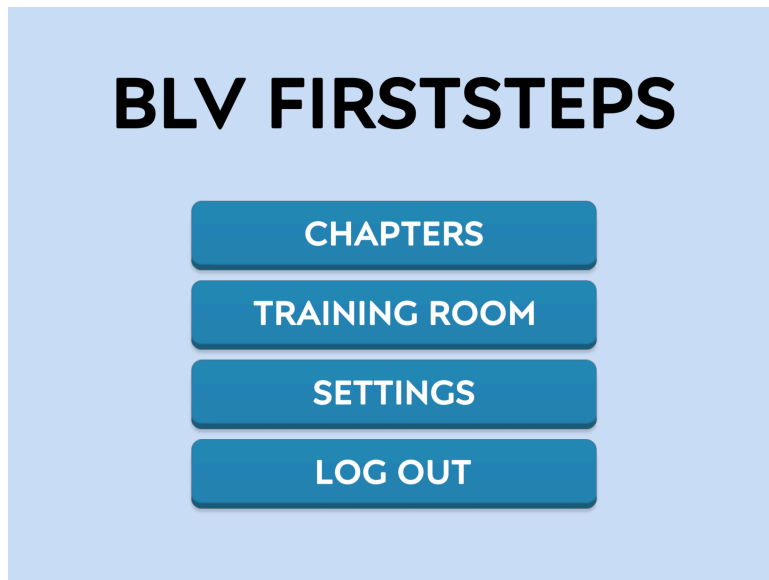
1. First, open your iPad and download *BLV FirstSteps* from the IOS App Store.
2. Next, open the app and login using the Gamer Tag and Password assigned to your student's ObjectiveEd Account.
 - a. Your student's Gamer Tag and Password can be found on the [ObjectiveEd Web-App](#) under your student's profile settings.
 - b. If your student does not have credentials, make sure the "Should this student be able to log in?" option is enabled, and then manually assign a Gamer Tag and Password to them.
3. Now you're ready to begin using the BLV FirstSteps app.

Curriculum:

BLV FirstSteps functions as a chapter-based curriculum that teaches various VoiceOver gestures and concepts throughout the content of each chapter.

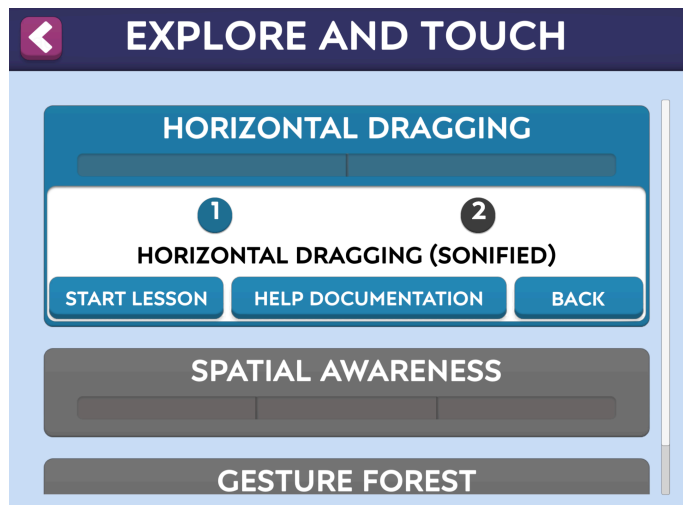
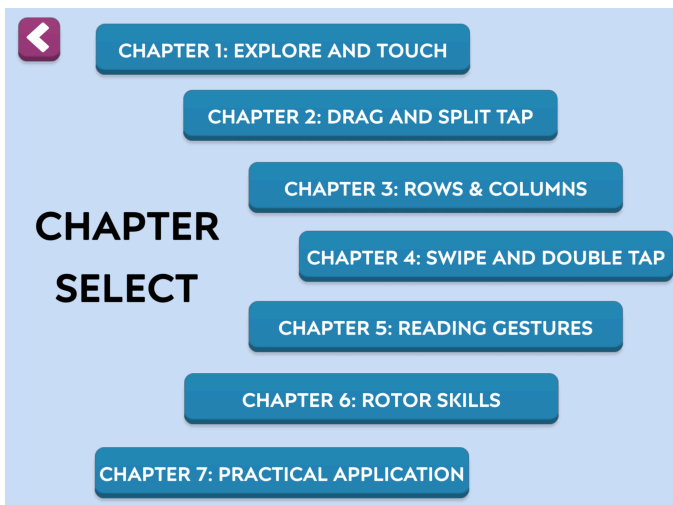
The content of each chapter can be split into 2 different sections, Lessons and Games. Lessons aim to teach new concepts while Games are meant to act as supplementary reinforcement.

For instance, a student may complete a Lesson and learn a new gesture, and then go on to utilize that gesture in order to complete a game, thus creating a cycle of introduction and reinforcement throughout the FirstSteps curriculum.



Chapters:

By opening the Chapters Menu, you can select from a list of 7 chapters. Each chapter focuses on teaching a specific IOS VoiceOver skill or concept.



Once you've selected a Chapter, you'll be taken to the Lesson Select Screen where you can select the first lesson of that chapter. Once you've selected the lesson, play through it with your student. Afterwards, you'll be returned to the Lesson Select Screen. Completing a lesson will unlock the following lesson in the curriculum. However, if you wish to jump in and begin exploring locked lessons immediately, you can unlock all lessons by enabling "Unlock all Lessons" in the Settings Menu, accessed through the Main Menu.

Training Room:

As you progress through the lessons within each Chapter of the FirstSteps curriculum, you'll eventually reach checkpoints in which the player is presented with a game to complete. Upon completing the game it becomes unlocked for the student to access and play at any time in the Training Room.



On the Main Menu, select the button labeled "Training Room" in order to access a list of every game your student has unlocked. There are two pages of games in total. You can access the second page of games by using a three-finger swipe left. Just like with lessons, you can also unlock all games by enabling "Unlock all Games" in the Settings Menu, accessed through the Main Menu.

Accessibility:

The FirstSteps app utilizes an in-app VoiceOver Accessibility System that allows users to navigate the app with swipe and double-tap controls.

To activate Accessibility, first make sure that IOS VoiceOver is disabled on your iPad, then, on the FirstSteps log-in screen, swipe right on the screen with two fingers to enable Accessibility. Now you can navigate the entire application with swipe and double-tap controls, similar to the IOS VoiceOver navigation controls. Swiping right with two fingers while Accessibility is enabled will disable Accessibility.

If you have any questions at all please contact,

Support@ObjectiveEd.com

We are always here to help!