

Navigating a Menu

Definition

A **menu** is a set of options displayed on the screen, usually in a column format, allowing users to interact with an app or game.

Why Are Menus Important On An iPad?

Menus provide access to various options within an app or game. Since most educational games and mainstream applications include menus, it is important for children to learn how to:

- Identify menu layouts
- Navigate menus effectively
- Exit menus properly

Prerequisites

Before introducing menus, children should be familiar with:

- The drag gesture (including dragging in a straight vertical line)
- Spatial locations within an app
- Understanding columns in screen layouts

How Does VoiceOver Announce Menus?

When a menu opens, VoiceOver typically announces the name of the menu page or pop-up menu. However, not all apps are designed with proper accessibility features, meaning some menus may not be announced.

To Navigate And Exit Menus

Menus can appear in different ways:

- **New Page Menu** – Some menus open as a separate page; in which case the user does not need to manually "exit" the menu.
- **Pop-up Menu** – These appear as an overlay on the existing screen, often taking up only part of the display. Exiting a pop-up menu may require:
 - Selecting an "X" button to close the menu
 - Performing a tap gesture outside of the menu area
 - When VoiceOver is on, use a 2-finger scrub gesture to close the menu

Menu example: VoiceOver Playground Lessons

When playing a VoiceOver Playground lesson, a child/caregiver may want to exit the lesson:

- When in a lesson, a **three-finger double tap** opens the **Pause Menu**. This menu popup appears in the center of the screen.
- The Pause Menu includes three large bar-shaped buttons:
 - Resume
 - Options
 - Main Menu

Earcons

- The triple-tone earcon indicates a new/previous page has opened.
 - When a menu opens or transitions to a new page, a triple-tone earcon plays.
 - Similarly, a triple-tone sound plays when exiting a pop-up menu.

Lessons

Lesson 1: Drag in a straight line with Sonification (Vertical)

Lesson 2: Drag in a straight line without Sonification (Vertical)

Lesson 3: 1-Finger Tap

Lesson 4: Drag and Split tap

Lesson 5: 2-Finger Scrub

Lesson 6: Menu Navigation Activity

- **Goal:** Teach children how to open, navigate, and close iOS menus while reinforcing the concept of columns.
- **Screen Layout:**
 - A single-column menu appears in the middle of the screen, with colorful buttons representing different habitats. Selecting a habitat opens a new menu listing the animals that live there.
- **Breakdown:**
 - On the Habitat Menu, drag vertically to “farm” and split tap to open the Farm Menu.
 - A new Farm Animals Menu appears.
 - Drag vertically to “pig” and split tap it.
 - Perform a two-finger scrub gesture to close the Farm Menu and return to the Habitat Menu.
 - On the Habitat Menu, drag vertically to the “jungle” and split tap to open the Jungle Menu.
 - The new Jungle Animals Menu appears.
 - Drag vertically to “elephant” and split tap to select it.
 - Perform a final two-finger scrub gesture to exit the Jungle Menu and complete the lesson.

This structured approach helps children develop essential navigation skills by teaching them how to navigate and interact with menus in educational apps and games, while practicing gestures like dragging, split tapping, and the two-finger scrub, they gain confidence in using VoiceOver and understanding screen layouts independently.