

## USING ACTIVITY APP

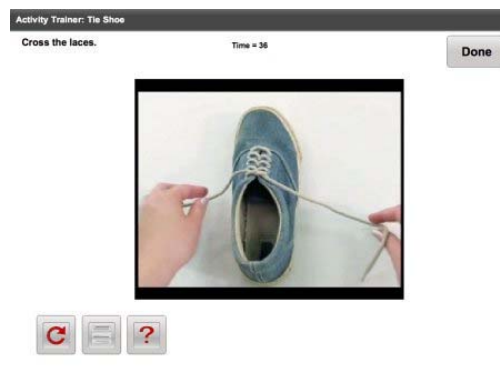
Teaching shoe tying with this Activity App will generally make teaching shoe tying easier, quicker, and less frustrating for the parent or teacher and for the child or student. The purpose of this Activity App is to make it easier to teach any individual from typically developing young children to very low functioning individuals to tie a shoe. You can teach both the skill and the language associated with shoe tying to facilitate generalizing shoe tying with different shoes and situations.

We start teaching a student with a shoe off their foot on top of a table in front of the tablet where the parent/teacher will control the model to the student.



### Let's start looking at the Activity App training screen layout and controls

The Activity App Screen has one or two video, image, or text display areas in the center of the screen and information and controls across the top and bottom of the screen. This layout allows the teacher access to information and controls associated with the activity as well as the information for the student to cue the student to perform the activity or portion thereof as directed.



Controls are hidden, shown, or changed so that the teacher can easily control what the student sees. In this case while a video is playing, only the **Pause** and **Stop** buttons are displayed as those are the only actions appropriate in that situation. Touching the displayed video also performs actions like in this case it would pause the video.



There are a number of ways to display an activity through the teaching process. There is a menu that allows the teacher to select a specific presentation (prompt) for the student for that trial. The menu allows access to various combinations of video segments, images, audio, and text combined in various ways for a range of educational purposes.



In the presentation menu you will see the currently selected presentation and you can select any menu item to change the current presentation. The currently selected presentation persists even if the Activity App is exited. In other words, the next time the activity is started, it will remember the presentation from the previous running of the app.

In the menu you will find menu items have abbreviations at the beginning like **V**, **I**, **A**, and **T** and combinations of them. They stand for V: Video, I: Image, A: Audio, and T: Text. If there is just a V then this is just a Video (which may include its own audio). VI would show a video and an image side by side. ITA would show the image and corresponding text and you would hear the corresponding audio. TA would just show the text and you would hear the audio but would not see a video or an image. T would just show the text but not the associated audio so the student would have to read and comprehend the text to complete the step or activity.

V - Step 1 - Cross the Laces
V - Step 2 - Laces Together
V - Step 3 - Make One Loop
V - Step 4 - Make Another Loop
V - Step 5 - Cross the Loops
V - Step 6 - Loop Though the Hole
V - Step 7 - Tighten Loops
V - Step 8 - The Shoe is Tied
V - Full Video (64s)
V - Full Sequence (8 Steps)
V - Core Sequence (Steps 3-7)

There is an information sheet on the activity giving specific details on the particular activity.

**Activity Trainer: Tie Shoe - TL OF 01**

**Purpose:**  
Tying is a complex fine motor skill that requires eye-hand coordination, visual discrimination, and ability to coordinate both hands to perform a sequence of steps.

**Instructions:**  
The Two Loop (Bunny Ears) method is used (not Wrap Around method) to tie the laces of a single sneaker placed on a flat surface. Seven steps are presented, ending with tied and tightened shoe lace.

**Materials:**  
Shoe with lace.

There is a prompt (presentation) indicator in the upper left corner of the screen. This text indicates the current way the activity is being presented to the student.

#### Activity Trainer: Tie Shoe - TL OF 01

**Tie the right shoe with Two Loop method while it is Off Foot.**

There is a time indicator above the video or image. This indicator displays how long the activity prompt has been displayed for the student. Depending on the situation, this may be useful information to the teacher to indicate if the student is getting better on a step or activity.

**Time = 108**

Either the **Stop** or **Done** button is displayed in the upper right hand corner of the screen depending on the state of the activity. Touching the **Stop** button allows you to stop a video when it is playing. Touching the **Done** button exits the activity if the activity is stopped.

A rectangular button with rounded corners and a light gray gradient, containing the word "Stop" in bold black text.A rectangular button with rounded corners and a light gray gradient, containing the word "Done" in bold black text.

---

The **Pause** or **Play** button is displayed below the video and allows you to stop and start the video from a specific point in the video. This allows you to freeze on some detail in the video to help the student catch up or improve their approximation of the behavior. You can then touch the play button to continue on from there. Touching the displayed video has the same effect as touching the pause/play button. If the video is playing, touching the video will pause and therefore freezing the image. Conversely, touching a paused video will continue playing the video from that point.

A rectangular button with rounded corners and a light gray gradient, containing the word "Pause" in bold red text on a black background.A rectangular button with rounded corners and a light gray gradient, containing the word "Play" in bold green text on a black background.

---

The **Restart button** allows you to restart the current presentation with a single touch. Generally, you will reset the task item to the beginning state for the current step or presentation. Then touch the restart button and assist the student completing the depicted portion of the activity. Successively fade your prompt (physical, gestural, verbal, or proximity) until the student is independent.



---

The **Menu button** allows you to change the presentation to the student. Simply touch the Menu button and select the presentation you want. The Activity App will remember the current presentation selected until you change it to something else. This behavior allows you to keep working on an individual step or other presentation until you want to move on to something else. Selecting a menu option will hide the menu and start the selected presentation. If you do not want to change the presentation, just touch outside the menu to hide the menu.



---

The **Help button** brings up help pages for the activity, Activity App, and teaching with video modeling.



---

The **Page Turner button** forwards to the next step if playing a sequence.

