

Playing/Using the Games: Read Aloud Without a Braille Display

This guide will cover how a student will play our game Read Aloud without use of a Braille Display.



We added a new mode to our game Read Aloud that allows students to play without the use of a Braille Display. Please see our guide, “Creating Custom Skills: Read Aloud (No Display), for information on how to set up a skill for your student using this new mode.

After creating and assigning a skill, provide your student with the brailled sentences, numbered and ordered as entered on the skill. You can braille them using any method you would like.

- 1). The student will be asked, “Please Read Sentence Number 1” they will read the corresponding sentences on the brailled sheet you provided to them, and can **Double-Tap** to turn on the microphone.
- 2). After enabling the microphone the student should speak the sentence out loud word for word.

3). They may have more chances to answer, if they got it wrong, depending on how many chances they have been allowed in the skill online.

4). The student will then be asked to read the remaining sentences one at a time, and will progress through the temple and towards the treasure.

Reasons for this game mode: We added this new variant of Read Aloud because many TVIs asked us for a way for students to practice reading and speaking independently without using a Braille Display. This allows you to enter the sentences you want them to practice online and assign the skill to them, and then provide them with the brailled sentences in whatever way you are most comfortable with. Students can then practice reading and speaking using the game, but are not required to do any calibration, or use a braille display, and you will receive data online showing what they were expected to answer, what they answered and their general accuracy.

****Important Notes:** Due to the nature of this game mode, we have no way of confirming that the sentences the student is reading are the ones we are expecting as the answers beyond asking them to “Read Sentence Number ___.”

This is not an issue if the student is only practicing one skill for this game at a time, but if they have multiple skills for “Read Aloud without a Display” listed as Active on their goal, the game will randomly pick from one of those skills when they play the game, and the sentences in that skill may not match the sentences they are reading at that moment. Our recommendation is to only assign one skill for Read Aloud without a Display at a time, and make sure that the student has access to the corresponding sentences when they go to play.