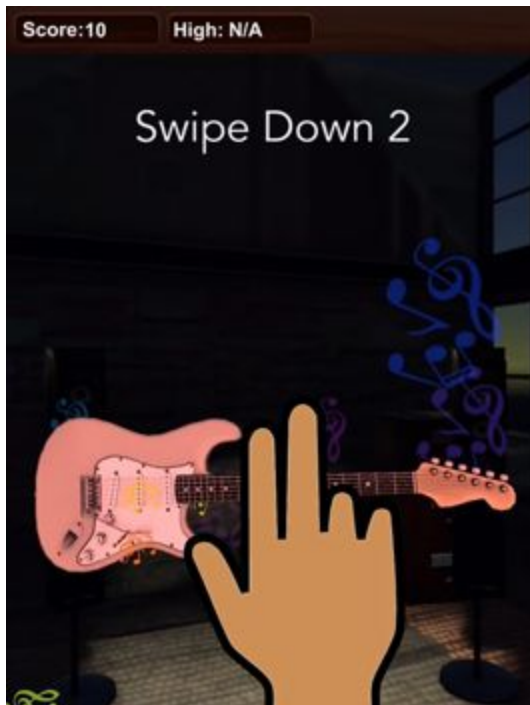


Playing/Using the Games: Simon

This document will go over how a student plays Simon



Simon is a game for students to practice accessibility gestures. When the game starts the student will be asked to complete a gesture(s). They will then hear a bell. After the bell they must complete the gesture that they heard. If they do so correctly they will hear two gestures, followed by a bell. They must now complete both gestures in the sequence that they heard them. Everytime the student completes the sequence correctly another gesture is added to the list.