

**Session Overview:** This session will introduce learners to the different techniques used to control a touchscreen, including how to tap, how to scroll and how to zoom or rotate images. As well as learning from the Be Connected: Using a Touchscreen course, learners will have the opportunity to practice using apps which develop their touchscreen skills.

**Learning Objectives:** To become confident using devices which have touchscreens. To demonstrate actions on a touchscreen, such as tapping, scrolling and zooming.

**Activities:** Before the session begins you will need to download the following apps onto each device being used in the session. You can download these apps from your device's app store.

- Candy Crush
- Solitaire
- Draw a Stickman
- Words With Friends

**Timing:** This session should run for 90 minutes, however this is approximate. You can also introduce breaks for learners at any point.



	Timing	Activity	Assessment
Beginning the session	5 minutes	<p><b>Starter question:</b> Have you ever used a touchscreen before, either on a smartphone, tablet or computer?</p> <p>If learners answer yes: How confident do you feel using a touchscreen?</p>	<p>Discuss learners confidence in using touchscreen devices. Consider pairing more and less confident learners together for the warm-up activity.</p>
Warm up activity	20 minutes	<p>Unlock touchscreen devices with learners. For learners who have never used a touchscreen device before, demonstrate this, then allow them to practice themselves.</p>	<p>Walk around to monitor learner progress. For those struggling suggest trying a different app. Each app uses different touch screen skills:</p>

	Timing	Activity	Assessment
Warm up activity (continued)		<p>Demonstrate moving between screens and opening an app. Open up one of the following apps:</p> <ul style="list-style-type: none"> <li>● Candy Crush</li> <li>● Solitaire</li> <li>● Draw a Stickman</li> <li>● Words With Friends</li> </ul> <p>Demonstrate how to play, how to exit the app and how to find the other apps if they want to change apps.</p>	<p><b>Candy Crush:</b> Dragging skills to move items into position, tapping to control navigation between levels</p> <p><b>Solitaire:</b> Tapping to deal cards, dragging cards between piles, double tap to automatically move cards to best position</p> <p><b>Draw a Stickman:</b> tapping and dragging to draw items on screen encourages fine controls</p> <p><b>Words with Friends:</b> Dragging skills, tapping for navigation.</p>
Core course material	35 minutes	Help learners to get to Be Connected: Using a Touchscreen course.	Walk around to monitor learner progress through the course. Consider moving back to 'touchscreen practice apps' if required.
Practice activity	20 minutes	<p><b>Take a photo</b></p> <ol style="list-style-type: none"> <li>1. Show learners how to take a photo with their device, and ask them to take a photo.</li> <li>2. Talk them through accessing the photo they've taken, how to zoom and how to rotate the photo.</li> </ol> <p>This is mentioned in the course, but you may need to recap some of these skills with the learners during the activity.</p>	Some learners will focus on the quality of the photo. Try to encourage them to quickly move on to manipulating any image, as this is the skill we want them to grasp.

	Timing	Activity	Assessment
Session review	10 minutes	<b>Ask the learners:</b> What did they find easy and what did they find hard? How do they move between screens on their device? How do they tap or select something on the screen ? How do they see more detail on a photo or map?	This is a chance for learners to reflect upon what they've learnt, but also to demonstrate their skills to you.

## Suggested Next Steps

