# Application Familiarization Through Riddle and Rhyme

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## Lesson:

The student will use verbal or [brailled instructions](https://www.aph.org/app/uploads/2024/08/BrownM_MonarchActivity3_Part2.brf) to follow directions and locate various applications and settings within the Monarch device. Students will follow each direction which will lead them to explore various buttons, settings, features, and applications available to the users on the Monarch Device. This will be helpful for new users of the device to gain a true understanding of the capabilities of the device.

## Activity:

Seat the student in front of the device who has learned from our previous lesson about familiarization to the power button and face of the device – which will help them to familiarize themselves with the device and the buttons such as the power button, braille keys, d-pad, and zoom in/out.

You will then have them locate the power button and turn on the device – and surely let them feel the butterfly again when it pops up on the screen.

Once fully powered on, you will give the student a set of braille directions and have a print copy for yourself, and have them start at the top. Ensure they follow each direction so that the student is fully immersed in the instruction and so they don’t miss a step!

Please look at the following for the print instructions and a separate file for the braille instructions.

## Print Instructions:

### Welcome to the Monarch!

You are about to burst out of your cocoon and soar into the sky – with all your braille knowledge and skills, I know you can follow the directions which will lead you to your destination – full immersion into the life of the Monarch. Just like the butterfly itself, this device will allow you to fly high and achieve the most in your academics and beyond!

First things first, we must bust out of our cocoon and take flight! To do so, locate the power button on the left-hand side. It looks like an oval with two tactile indicators on each side. Hold that button until you hear the Monarch come to life and get ready to feel the butterfly pop up on the screen!

Once the screen is on, you will notice a menu with seven items. This is the home menu. The items in the home menu are unfamiliar to you yet, but with a little time, you will never forget them. Use the down arrow or Space + dot 4 to move forward through the options in the menu. To write a story in ELA, you can press Enter on the first option (Braille Editor) or the third option (Word Processor). In between the Braille Editor and the Word Processor is the Tactile Viewer, which you can use to view pictures in a tactile format!

***\*Show student around the TGIL and allow them to look at the butterfly lifecycle. This will be an important step, as they will use the zoom in/out option – which have plus and minus buttons on them. They are located under the screen on the left and right sides.***

Go open and look for the butterfly life cycle, as that is the title. Hit enter to open it up, and just like that, you’ll be looking at a tactile graphic on your device, buttercup. Use the zoom in and out, without a doubt, to truly identify the various parts of the lifecycle (boy/girl) scout.

Circle, circle, dot, dot. Here we go to the next spot. Please click the circle button on the front edge of your device to go back to the main menu.

We’re back where we started, and we’ve learned so much. To continue our climb into the deep blue sky, we need to spread our wings as such. Halfway down the list, you will find KeyMath for all your math needs, but I will show you a new feature, one that will surely help you succeed.

**\*Help student to find and activate KeyMath application so it opens.**

Press space with ‘n’ to start a new expression, an experience similar to ones you’ve had during a math session.

On this page, we can enter equations and math functions, but the real magic lies after the ‘ge’, which will help us learn in conjunction.

**\*Provide the student with a simple mathematic equation which can be graphed such as *y = 1/2x+3.* Ensure the correct math type (UEB or Nemeth) is selected within the settings beforehand. You may change the graph based on the level of the student.**

You may ask yourself, what does ‘ge’ stand for, and the reality of it is, “graphed equation’ is what you did not know before.

With a swift flutter of the following keys, you shall finally be flying above the seas with the bees.

**\*Provide the student with the shortcut command to show the graphed equation (enter+g)**

And just like that, an instant tactile graph appears, just as a butterfly from a chrysalis emerges and into the clear.

**Provide a moment to help the student to feel the graphic and to understand the graph.**

To delete an expression, we need to press backspace with Dots 2-3-5-6, and to start anew, space with ‘n’ are the keys to stick to.

**\*Have student go clear out the expression and try another one to help solidify the skills one more time.**

While this was fun, it’s time to spread your wings and fly. But if you ever need help with this again, come back so again we can try.

**\*Have student power off the device and provide a recap of all the new skills they have just learned!!**