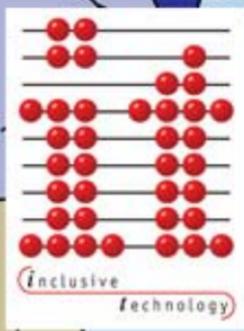




to town



Introduction

Let's Go To Town is a delightful story-based program which engages the student and encourages them to learn all about real life activities.

First, catch the bus and we're off! Once at the town the learner can choose clothes in a shop, buy fruit at the market, have an ice-cream or lolly in the square, post a letter and finally catch the bus home again from the bus station.

There are nine interactive story pages which promote decision making, encourage discussion about preferences and help to develop life skills. Learners gain an understanding of sequences of events and they can practise early reading skills too!



The characters in the story interact with the user to help overcome any reluctance to engage with the computer and to motivate them to explore the story. Linking animations connect the interactive pages together to provide cohesion and to involve the learner in the 'journey'.

The story and presentation are aimed at students of all ages, principally with severe learning difficulties and/or little reading ability, but it is suitable for young children as well.

The large eye-catching animations are designed with the visually impaired student in mind and fun for all of us! The interaction on each page (things to click on) has been intentionally limited, for students learning scanning using one or two switches.

Installation

Please note: an active internet connection is required

To install **Let's Go To Town**, simply run the following file:

lets_go_to_town.exe

The installer will prompt you to enter your name, email address and activation key (sent to you at the time of purchase). All fields are required.



Inclusive Technology Ltd
Accessible Software

Please enter your customer information below.
Hyphens will automatically be added to your activation key.

User Name:

Email:

Activation key:

When the activation key has been successfully validated, the installation will begin.

Running Let's Go To Town

If a ***Let's Go To Town*** icon is visible on the the desktop, you can double- click to launch directly into the program.

If there isn't a desktop shortcut, you can find the software in the ***Programs*** list of your ***Start menu / screen***.

Stopping Let's Go To Town

Whilst playing an activity, press the **Esc** or **M** key on the computer's keyboard. This will take you to the **Options** screen.

To exit the program completely, click on the **Exit** button on the **Options** screen.

Print

You can print out a picture from ***Let's Go To Town*** at any time . You can also use the Print menu . See page 12 for further information.

In **Windows** , hold down **Control** and press the **P** key . A standard Windows Print Dialogue Box will appear. Click the **Print** button to print

Activities

When ***Let's Go To Town*** begins, simply choose **Story Mode** from the title screen.

The first page of the story will then appear. Each interactive page has a series of animations which demonstrate real life activities.

In between each interactive page is a link page. The link pages do not have interactivity but provide context within the story.

When the mouse pointer is moved over an interactive object the pointer changes to a hand and a scan outline will appear around the object. (When the program is set up to use switch scanning, each interactive object will be highlighted automatically in turn.)

Now simply click to make something happen! Explore the page by clicking different objects. In some of the pages the learner needs to get the sequence of events right before an animated reward occurs. For example, in the Pelican Crossing page, the green man must appear before the children can cross the road, so it reinforces road safety too!

Each page also has a short text or a single word of description. Learners can click on the text to hear it spoken.

The learner can navigate through the stories using the following buttons, which will appear at the bottom of the screen from time to time:



Goes back to the previous story page.



Allows you to play the current activity again.



Goes to the next story page.



This button appears when using the program's Picture menu (see the **Options** section of this document). Click this button to stop the current page and return to the Picture menu.



This small button appears at the top right of the screen and is for teachers and carers. It gives you some brief tips about the page.

Guide to the Interactive Pages

Catching the Bus



Select the doors to make the children come out.

Select the bus stop to make the bus appear.

Select the children to make them get on the bus, then select the bus to make it drive off.

The activity is complete once the children have left on the bus. The Play Again button will then appear. Select it to re-start the activity.

Post Office



See what happens when you select the telephone box, the post box or the Post Office door. (This activity does not have an end.)

Pelican Crossing / Crosswalk



Select the button box to make the girl push the button.

When the walking man shows, select the children to make them cross. The activity is complete when the children have crossed the road. The Play Again button will then appear. Select it to re-start the activity.

Clothes Shop - Girl Choosing clothes



See what happens when you select clothes from the rack. (This activity does not have an end.)

Clothes Shop - Boy Choosing a Coat



See what happens when you choose a coat. (This activity does not have an end.)

Fruit Stall



Select the apples, oranges or bananas to make the man pack some in a paper bag.

Select the girl to make her pay for the fruit.

The activity is complete when the girl has paid for her fruit and left. The Play Again button will then appear. Select it to re-start the activity.

Ice-Cream Van



Select an ice-cream or lolly to give it to one of the children. Once all the children have something, the boy will pay for them.

The children then leave and the activity is complete. The Play Again button will now appear. Select it to re-start the activity.

Pet Shop



Select the puppy, kittens, guinea pigs or the parrot and see what happens. Select the boy to make him buy something. (This activity does not have an end.)

Bus Station



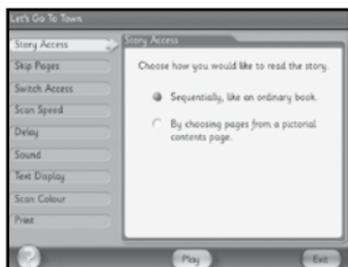
Select the bus-stand signs and see what happens. (This activity does not have an end.)

Let's Go To Town Options

When the program starts, click the **Options** button to access the **Options** menu. Alternatively, when a story page is displayed, press the **M** key.

On the left hand side of the **Options** menu you will see a column of buttons where different options can be set. Click on these to see the changes you can make.

Story Access



Choose to play the story sequentially, or select pages from a Picture Menu. The Picture menu allows non-literate students to choose an activity. When the story is complete, the Picture menu will appear again.

Skip Pages



Choose the pages that you wish to exclude from the story.

Simply click to select or de-select pages as required. Unselected pages will not appear when the game is run sequentially or in the Picture Menu (dependent upon the settings in **Story Access**). This allows you to repeat favourite pages or to concentrate on one aspect.

Switch Access



Here you can choose whether to use the mouse, touch screen, keyboard, IntelliKeys or one or two switches.

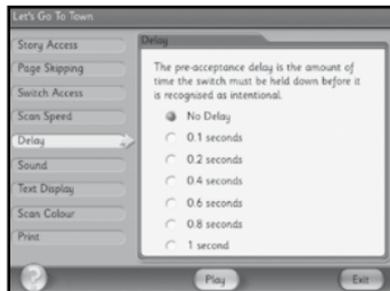
To use the keyboard, use the **Spacebar** for single switch scanning, or use the **Spacebar** and the **Return (Enter)** key for two switch scanning.

Scan Speed



This controls the single switch scanning function, which automatically selects each interactive object on the screen in turn. It regulates the length of time that each object is highlighted before moving on to the next.

Delay



Let's Go To Town includes a 'pre-acceptance delay' function. This is useful for students who make brief involuntary switch presses which you don't want the program to recognise. If you set the delay to 0.4 seconds, the program will only accept switch presses that last longer than 0.4 seconds.

Sound

Here you can choose to have the program's sound effects and the scanning sounds on or off.

Text Display



Each page in the story has accompanying text. The colour of the text and its background can be edited here. You can also choose to have full sentences or shorter expressions. If you do not want any text to appear at all, simply set both the text and background to the same colour.

Scan Colour



The Scan Colour menu controls the colour of the scan outline that appears when interactive objects on the screen are selected.

Print



This provides a quick and simple way to print out the pictures used in **Let's Go To Town**, so that they can be used in activities away from the computer.

Access Options

Mouse and Touch Screen

If the program is set for mouse access, simply point and click on the required object.

Touch screens will also work as a single switch. Just touch anywhere on the screen!

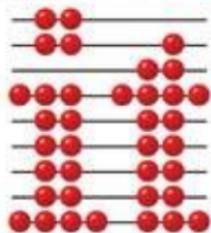
Keyboard

If **Let's Go To Town** is set up for single switch operation, the **Enter** key or **Spacebar** will act as the switch.

If the software is set up for two switch use, then **Spacebar** and **Enter** operate as two separate switches.



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