Welcome to Closing The Gap Solutions.

This webinar Play with a Purpose introducing L3 Skills from n2y was recorded April 25th,

2018 and was presented by Ann Johnson Ola's.

Ann is a director of News-2-You and SymbolStix Prime.

Welcome everyone to L3 Skills,

Play for a Purpose from n2y.

I'm your presenter Ann Johnson Ola's.

Thank you everyone for coming today.

With only one hour together,

we have a lot of ground to cover,

so let's go ahead and get started.

Just a couple of notes like Becky said,

please type your questions into the chat window,

I will go over those at the end.

Also, please stay tuned at the end of the session for

important announcements from our friends at Closing the Gap.

I will go through all of the content that I have and then

Becky has a special announcements for us at the end.

Everyone plays, we practice,

we learn new techniques,

we try new songs,

we play alone or with friends.

Many times we play the same game over and over again,

but we have different experiences each time we play.

One of the examples is on the screen there, a golf game.

You can play the same game of golf over and over again,

but you have a different experience every time.

Based on the weather, based on who you play with,

are you playing by yourself?

What's the course look like?

So each experience can be different.

Other sports, musical instruments,

and two examples of video games are also on your screen,

an updated example, Minecraft or a

simulation game that's maybe a little bit older like Oregon Trail.

Each one of those examples is an example of everyone playing for a different reason,

maybe playing the same game again and again,

but having a different experience each time you play.

Gameplay can improve or exercise memory,

language and competition skills.

To name a couple of cognitive skills a few,

non-cognitive skills are also essential to everyday living.

Consider how gameplay might affect self-regulation,

demonstrating preferences, motivation, creativity, and communication skills.

Games can strengthen cognitive and non-cognitive skills.

Many research studies identify

the interdependence between cognitive and non-cognitive skills.

In fact, paying closer attention to non-cognitive skills could result in cognitive gains.

L3 skills introduces new skills or reinforces

concepts and skills taught through Unique Learning System,

News-2-You, and SymbolStix Prime.

There are five categories in L3 skills and they're listed on your screen.

Language arts, math skills,

cause and effect, life skills,

and fine motor skills.

We will see all five of those again in a few minutes.

I thought I would touch on them now and we will see them again in the product.

We have provided some tools inside the setup wizard and on the games

themselves to inform and make L3 Skills easy to use.

We have tags that help refine the searches,

age levels that inform game choices,

and a wise search helps users find content.

L3 Skills introduces new opportunities or refreshes knowledge for players.

L3 Skills supports lifelong learning, that's why it's L3.

There are three L's there obviously.

Lifelong learning in a safe, ad-free environment.

Let's explore the 51 live games.

That's a very often asked question,

a frequently asked question.

How many games are there?

Right now, there are 51 games.

We do have plans to put more games online.

We have two coming in May and more games after that.

You'll hear that information again.

Quality content, intuitive navigation,

and purposeful design are hallmarks of all products in the n2y ecosystem.

Here we are on the homepage for n2y, n2y.com.

Of course, we have left side navigation over to the side.

I'm going to show you something really cool

about the n2y store here at the end of the presentation,

so stay tuned for that.

But left to right, we have n2y flagship products.

We have unique learning system for language arts,

math, science, and social studies.

From pre-school all the way through transition with

grade bands serving each of those groups.

Pre-school, elementary, intermediate, middle school,

high school, and transition,

all different every month.

We also have News-2-You,

another flagship products from n2y,

which covers current events published every week on Thursday for

anticipated instruction of following Monday for current events and breaking news,

world news, entertainment news, and sports news.

We also have SymbolStix Prime with 40,000 symbols and

a growing library with a platform to make

materials for any possible communication or personal or learning need.

Of course, we have professional development as well,

not just how to use our products,

but how to infuse them into daily practice and instruction,

also available in n2y.com.

Here's what we're here to talk about now, L3 Skills.

I'm just going to click on my purple icon, and here we are.

We arrive at this page and I am logged in as a captain.

Notice in our other products we talk about teachers and students.

We're talking about Captains and players in this game because, of course,

you don't have to be a teacher to play the games or to purchase and use the game.

You could be an OT, an occupational therapists,

physical therapists, speech language pathologists, parent, caregiver,

grandparent, could be any number of professional roles or personal roles for L3 Skills.

For each captain, you can have 15 players.

I'm logged in as a captain.

This is my captain's view.

I'll say that a few times because it is a little bit different.

Notice this orange alert in the middle of the page.

Why would you leave that there, Ann?

Because I wanted to show you that I'm almost

finished setting up my players and then this would go away.

I would get all that space back and

all the steps would be finished for logging in for all my players.

You can see here on the progress bar,

I'm just about finished but I left a couple of things to show you.

I've already set login links and I've assigned games to players.

Here, I have a button that says,

not only do I need to do this,

I need to take these steps.

Here I can click and I can go right to what needs to happen.

Here the box glows and it gives me the information I need.

Here I can edit,

player detailed, and create a login from this page.

As long as I keep clicking Next,

I keep getting this helpful walks for you on the page or help on the spot.

Here are my players and I'm not going to finish doing this,

I'm going to show you some of this later.

But here I have my players,

I have Daphne, Fred, Shaggy,

Velma, and Vincent Price.

At the bottom, the first name and last name.

Here's where I've uploaded images so that can help

them choose their avatars or upload an image.

Here is where I can set their passwords,

which by the way, if I imported them from Unique,

the passwords are the same.

By the way, if I do have students in Unique Learning System,

the system automatically pulls those students in and asks me to seat

them or unassign games to them and then I can make choices from there.

I don't have to cede all those players,

but it automatically pulls all those students in.

I can also seat and unseat students and manage games here for the students.

I'll show you this again later,

but I can show you that Daphne's board is already set up, her login link.

I can get a snapshot of what her dashboard looks like,

because remember, your view on the screen right now is as a captain.

But this is what Daphne would see on her login.

I have dragged the game's over to her dashboard,

she has selected the color,

and that's what she would see.

Shaggy would see a green dashboard with the games assigned to him.

Velma's dashboard is orange and the games that are assigned to her,

and Vincent Price, his is Grey.

Any games that are assigned to him are on that dashboard.

It's that easy, I drag and drop from my favorites.

I can add games a variety of ways,

but one of the ways that is my favorite is taking

them from my favorites directly to the dashboards.

Fred is the only one I don't have setup.

I'll choose his color up here at the top with my color picker.

I know Fred pretty well, I think he likes blue.

That's what he's dashboard would look like,

and then I would drag his games over and set his dashboard.

It's that easy. It's a very smart system.

I didn't want to spend too much time in the setup,

but I did want to show you this is how you set up games.

There are a lots of ways to do it, and that's why the alert is there at the top.

Let's go left to right and see some of the features,

and we will visit this again after we have seen some of the games.

Over here, we have the pancake and the collapsed menu.

It's the same as what you see here,

but this absolutely gives you a visual.

But this is very mobile friendly.

It does work on a phone.

Everything collapses and has beautiful presentation over the side.

I can get to my other accounts, my news-2-you,

my unique learning system,

my SymbolStix PRIME, and the store of course.

Across the top I have what's new.

Right now, all the games are new,

so I'm going to have 51 games here.

I have the recently viewed games.

Now, just about everything.

Then I have my favorites.

I know they're my favorites because I have filled in star here.

On the other games,

if they have an open star,

that means I haven't favorited it yet. These are open.

I haven't favorited those,

but these are closed.

I have favorited those and they appear in my favorites list.

Of course, we saw my players earlier,

my class of meddling kids.

I can manage the games up at the top.

That's all great, but where's the search?

Well, if you look closely,

you can see the magnifying glass up there at the top.

So we do want you to experience the games and what's new,

recently viewed and my favorites.

But we also added a powerful search in that purple bar at the top.

If I click the magnifying glass once,

I get what looks like an ordinary search bar.

But if I expand it, I can browse by category,

by tag, or by age group.

Let's look at the category.

In the PowerPoint, we saw language arts skills,

math skills, life skills,

fine motor and cause and effect.

We will see all those categories again,

here they are in this section.

We can also browse by tag.

So they're alphabetized except with one exception there at the bottom,

beginning sounds, it's all the way at the bottom.

But these are the tags we've assigned to games for now.

Not every tag that exists here has a game yet,

but it does give you a little bit of a sneak peek into what we have planned.

We have addition, clocks, time, colors,

counting objects, creative discovery, and many more.

So do check out all of those tags.

That's really a comprehensive look at the tags.

One of the frequently asked questions is,

Ann, how do you assign the categories?

Well, the primary categories like a game in the math skills,

you need language in order to play the math skills game,

but these are set by primary category.

The same logic applies to the tags.

We don't assign a following directions tag to all of the games,

but that's obviously essential.

But for the games where following directions is a primary focus,

it'll have a following directions tag.

Then we have browse by age group.

There are four age groups in L3 skills and some frequently asked questions that follow.

We have appropriate for all,

ages 3-6, ages 7-12, and, and 12 and up.

So if you say to yourself,

would we ever ask a three-year-old to get a job?

Well, of course not.

Anything job-related or job simulation related or packing for a trip,

those kinds of games,

will those be tagged with ages 12 and up.

For exhibiting more personal responsibility

and cleaning up and doing chores around the house,

it's reasonable to ask anybody to do that,

but probably learning those skills is ages 7-12, that group.

Certainly ages 3-6 would be more emerging language.

Maybe picking up toys and those kinds of things.

Games that are appropriate for all will be

probably language related games or practical application skills. Do they overlap?

Absolutely. Do we exclude or narrow the bands for you? No we don't.

That's where the practice and the science of education come together.

We allow the captain to assign games based on students,

the context, the need, and the focus.

So these are just guidelines where we would see the games.

Again, primary tags, the captains get to make the rules and break the rules.

You would think that would be it for the search box, right?

Not really. We also have a really smart search.

Up at the top, I can type in life skills or just life and get all the life skills games.

I can also type in a word like bug,

because of course, it's going to be spring and summer,

and all these games are about bugs or related to bugs,

Candy Corner's in here because it is related to the same skills as Bug Catcher.

It's a really smart search.

I can type fine motor or just part of fine and get

all the fine motor games that are in there right now, we have more coming.

I can also type single switch,

and get those as well.

If you are looking for something in particular,

not sure what to look for,

just type in that search box that we can help.

Math for example.

There we go, all the math games.

Let's open my favorite games.

Let's get out of that,

and close the search box.

I want to show you one more thing.

A lot of people say, Ann,

how do I find all of the games that are live right now?

Well, there is a way to do it.

Once we get 100 games in there by October 1st, 51 live now,

two more in May, 19 after that,

100 by October 1st,

there will be a lot of games.

But if you want to see them all,

leave the search box blank and click on the magnifying glass.

The games will come up and then you scroll to the bottom and look at

that box that's blinking at the bottom where it says load more.

If I just click it, a whole bunch more games load and load more.

[LAUGHTER] They will keep loading,

if you want to see all the games.

Sometimes it does help to see the whole forest and then see the trees. Got that.

So just check that out,

click on the magnifying glass and

keep clicking load more until they're all on the screen.

I'm going to do a quick time check.

Excellent. I'm going to close out of the search box and I'm going to go to my favorites.

What I've done is I have teed up some games for us to view.

I would love to show you 12 games.

We won't play them all,

but I want to show you some navigation features and I want to

show you the beginning of 12 games.

Let's see if we can do this.

Again, I'm the captain.

I am previewing games to assign to players.

I could assign all games to players.

I can assign the same game to all the players as one click,

but first, I have to know it's in the games.

I'm going to click what's the price as if I have not seen it before.

I flip the card over and I see the title,

and I see a quick description and those tags we were talking about;

matching, money, reading, and visual discrimination.

Related games to this would be Stock the Store and Stocking the Pet Store.

I can click here to do a preview of the game and play it right here.

I think I have teed this up, I did.

Now I teed them up to go a little bit faster. There we go.

I will play the game from here.

This is called What's The Price clothing.

Each game has conventions that

make expectations a little easier for captains and players.

Notice the maximize, minimize button on the side,

makes it great for an iPad, a Chromebook,

a whiteboard, but fills the screen absolutely fabulous on a whiteboard.

Notice the Play button,

it always looks the same and it always wiggles just a little bit,

just kind of begging me to play. I'm going to click Play.

>> Correct price tag on the t-shirt.

>> One of the limitations of GoTo Webinar is that

the sounds don't play through the machine.

I will be holding my speakers over the computer speakers.

I apologize for the lower sound quality.

It's actually great sound quality when it plays through your own machine.

It's the limitation of GoTo Webinar that's limiting the sound.

Again, on the conventions we have the maximize,

minimize at any point I can make it bigger or make it smaller on the screen.

The black circle with a white x.

Every time we click it,

it does the same thing.

It asks me to play or stop.

Over here, this is our familiar help on the spot and it reads the help allowed.

>> Correct price tag on the t-shirt.

>> I'm going to take the price tag that I think is correct and put it on the t-shirt.

That's not right. I should look more closely.

That's a t-shirt. I'm going to read the word.

I'm going to use visual discrimination and I'm

going to drag the correct price tag over there.

>> Great job.

>> A little bit of feedback in there and the correct audio ding.

>> Correct price tag on the jeans.

>> Again I'll do the same.

Notice the red line around it.

Incorrect. There we go.

Notice the progress bar [OVERLAPPING] starting to fill in.

The progress bar is on every [OVERLAPPING]

>> Correct price tag on the blouse.

>> The progress bar tells me how close I am to being

finished with the game. Or I have to go.

>> Way to go.

>> I get a sense of this game.

>> Correct price tag on the slacks.

>> I will go ahead and close out of this game and click Stop.

The stop always looks the same.

It takes me back to the dashboard.

Now remember I teed those up in a different way.

I'm going to go back to this other page and

I'm going to click on Busy Bakery: Counting Cookies.

This is one of the most popular games so far by the early adopters of L3 Skills.

It's a simulation.

Filling orders in the bakery includes many skills.

You have to listen to the order,

find the cookie, and count how many each customer needs.

Be sure to ring the bell after each order is complete.

We have counting objects, following directions,

listening, simulation, and visual discrimination.

Again, all tags for this game.

Let's go over here and play the game.

Again, the same play button,

same navigation, building conventions.

[BACKGROUND]

I have the close, I have the progress bar, the maximize,

minimize, and the help on the spot if I want to hear the order again.

But I'm just going to click on the cookies.

Put them in the box, and click the button.

>> Nice job.

>> We go to the next one.

We have listen do the order.

>> Four sugar cookies, please.

>> She said four sugar cookies,

if you couldn't hear that through the go to webinar.

I'm just going to click the cookie right there.

Notice I get this feedback that that is incorrect.

[NOISE] There we go.

>> That's all.

>> That's all.

>> Thank you.

>> I'm playing the game [OVERLAPPING] two players,

so I think I have an idea.

I'm going to close out of that one.

Again, that's one of the most popular games right now on L3 skills.

Those were both math,

What's The Price and Busy Bakery Counting Cookies probably in that age 12 and up group.

Let's open Pack For a Trip: Beach.

Again, it would be more of a life skills if you'll notice a red card.

Simulations include knowledge, memory,

object identification, categorization, and much more.

Listen to the type of trip and pack the items you will need.

Now, this one has following directions, listening,

object identification, social rules and skills, and WH questions.

One of the frequently asked questions is,

how do you know that they overlap so much?

Yes, they do.

They overlap so much so that's where the practice and the science come

together for the facilitator to make those choices about the games.

Pack for a trip. Where are we going?

We're going to the beach.

[MUSIC]

>> I head to the beach with my family, the weather [inaudible 00:22:59]

>> Where are we going?

What should I take?

Can you help me pack [OVERLAPPING].

What is a travel kit?

If you have students in high school or transition and they are learning,

personal grooming and good daily habits as all of our students probably are.

All students probably are.

But what is it travel kit?

What do you need it for?

What goes in the travel kit?

Is this an introduction to a lesson or is this follow-up practice?

That's where it's your decision as the captain or the facilitator of the games.

These are the personal things.

Clearly, I do need a bike.

I need a bike in my travel kit.

>> I don't need a bike for the beach.

>> I do need sunscreen.

Each each item reads when I click on

it so that I can hear the object identification and make a choice.

What a great discussion for a speech language activity.

Or especially as we're leading up to summer,

an activity to introduce all writing topics about vacation.

So you get the idea.

>> Toothbrush and toothpaste.

>> The comb.

>> Nice job.

>> Thanks for your help.

That's all the personal things I need for my trip.

Help me pack the things I need in my suitcase.

>> That one is pack for a trip.

All of the pack for a trip games follow the same layout,

that they take basic conventions.

Notice that the images all stay on the screen so you have their static.

They'll stay there. They'll wait till you help the discussion about that.

If you are doing facilitated play or if it was independent played,

the student can take as long as they would like to consider each option.

They don't flash on the screen,

they don't scroll by, they wait for you.

Let's talk about Let's Clean Up and I just did a quick time check.

It's 3:56 here, so we're doing well on time.

I think I'll get through all 12 games out of the 51 that are live.

Let's talk about, Let's Clean Up.

This one is probably,

this will be great for all students, for all players.

But is it appropriate for more for that 7-12 group, probably.

It's following directions listening and it is a simulation.

Let's go ahead and open Let's Clean Up, and play the game.

>> Help to get this list of jobs done.

>> We set the stage.

>> All the dirty clothes in the hamper.

>> If I forget what to do remember I have the help on this spot.

I'm going to put the dirty clothes in the hamper.

If I drag them somewhere else,

I do not get the reward.

I have to drag them to the hamper.

I wish it really worked like that in real life, but nice practice.

>> Nice job. This room looks great.

>> We have one off the list and my progress bar is filling up.

>> Put all dirty dishes in the dishwasher.

>> Now as a captain,

I'm thinking to myself, "Okay.

I know which students,

this would be a great game for." [inaudible 00:26:53]

>> I think I have enough information.

I know when can I just find that one too.

Close that one and go back to my favorites.

Again, these are all in my favorites and I have starred

them in order to get ready for the session,

but these really are my favorite games.

I like them all, but these are my favorites for today.

Let's open Mailroom.

Mailroom is colored red,

so it's a life skill,

but it really is following directions and also matching numbers.

It's number identification, simulation and visual discrimination.

Let's play Mailroom.

>> Grab the envelop that matches the number on the mailbox.

>> So we're matching numbers.

Let's see, how to use visual discrimination.

Maybe this is a new idea for me.

Maybe this is a visual practice. I didn't get that one right.

[NOISE] Now I have the visual and I have the audio feedback that that's correct.

I don't have any cues,

so I'm going to have to have to work to do that.

Here we go, and I have more to do.

As soon as I get them all right.

[NOISE]

>> You did it.

[MUSIC]

>> As we go through the game her mail stat keeps going

down [LAUGHTER] until you've sorted all the mail.

I think I have an idea about Mailroom now and who that would be a great game for.

So I'm going to stop that one and go back out and pick up the next one.

I'm going to assign them all at the end.

I just want to get through the games,

I think that's the most important.

Again, please put your questions in the question box.

I typically answer quite a few of those as we go through,

but I do want to try to get through as many games as possible.

This one is Stock the Store.

Notice it has a related game,

what's the price, following directions, object identification,

stimulation, and sorting and categorizing. Here we are with-

>> Stock the Store. Match the sweatshirts below to the sweatshirts on the hangers above.

>> Okay. All I have to do is drag.

Imagine this on a whiteboard.

It is absolutely fabulous on an iPad,

a tablet, a Chromebook, a desktop.

>> Match the pants below to the pants on the [inaudible 00:29:48] above.

>> Okay. I have enough information.

I can assign this game.

This one is Stocking the Store.

>> Nice work.

>> We did have some feedback throughout, clear speech.

We've been through six games.

Let's keep going.

Shooting Hoops.

This one is matching, reading,

visual discrimination, and word to symbol match. We're going to open it.

We have four different versions of Shooting Hoops,

some are nouns, and some are verbs,

some are symbol to symbol,

and some are words to symbol.

Let's play this. This one,

it'll give me an idea who might be a good player for this game.

>> Match it to the symbol.

>> So I'm matching this symbol to one of the words below.

>> Dog.

House.

>> There we go. The crowd cheers,

I get two points,

and we keep playing.

This would be great for our students' emerging reading skills. You get the idea.

I get four points. Let me close that one,

and I'm going to show you, back over here.

If I like the Shooting Hoops games,

remember I can go up at the top and search,

and I said we had four of them.

We do have four of them.

I'm going to show you all four.

This one is symbols, symbols.

This is words to symbols.

We have two of each: symbol to symbol match,

and word to symbol match.

Let's go back out.

I'll get out of that,

and close that, and go to the next game.

This is one of our freeforms.

This is Build It: Freeform Aquarium,

which means there aren't any right or wrong answers.

You'll see a few building conventions that are a little bit different.

We have creative discovery here as a tag,

which is interesting in terms of it's also in the digital literacy curriculum.

Creative discovery, using online tools to

create something is a part of digital literacy standards.

Object identification and Wh questions.

This is a great language activity for SLPs,

or teachers in the classroom, paraprofessionals, moms, dads,

trying to really build language and elicit language from students.

Again, it's freeform.

>> [inaudible 00:32:43] all text to the page.

>> There are no right or wrong answers,

which is why you see a finished button at the top.

We didn't see that on the other ones.

You could just close out.

This one you have to tell the system when you're finished,

but you still have the ability to close out,

get help on the spot, and maximize, minimize.

At the bottom we have animals, rocks,

plants and objects, and we just fill in the screen.

This could be a great writing prompt.

If we're writing about the sea,

or writing about summer,

or summer vacation, visits to the ocean,

to the aquarium, or watching videos about

animals like Disneynature dolphins movie just for an example with news to you.

You can take these and place them on here and then write sentences about them.

No wrong answers.

We're going to take a picture there.

[BACKGROUND] You get the idea.

When you're finished, you can tell it that you're finished.

I usually take a screenshot and put it at the top of a paper,

and help students begin writing.

[NOISE] This is what I want to do.

This is what I like the best.

All kinds of descriptors,

adjectives, adverbs, wet, dry,

soggy, all kinds of great language around the freeforms.

If I click finished,

I can play it again,

or I can stop.

I finished that one, but I actually could go play it again and have a different result.

We talked about playing games again and again,

having a different result.

That's a great example.

We've been through eight games.

Let's go for a ninth one.

Let me look at the time.

Okay. We're on track.

This one is called Build It: Model Rocket.

We talked about the categories.

We have life skills in red, math is green,

language arts in blue,

yellow is our cause and effect.

So we're single switch. USB, single switch.

You can also use the space bar on a keyboard,

or a mouse click on the red switch image to play the game.

That's all here. You don't have to remember it.

These include following directions and single switch access.

Again, I can preview and I teed it up over here,

so we can play it.

Here's the red switch I was talking about.

A mouse click here will activate,

a space bar will also activate.

[NOISE] USB switch.

>> [inaudible 00:35:33]

>> I'm going to use the space bar.

The same conventions are here so that a captain,

or a game facilitator can help exit the game,

can understand what the expectations are, or maximize, minimize.

I'm going to touch the switch,

the space bar, and we're going to cycle through.

>> Select rocket parts.

>> We're just going to use the switch to select the rocket parts

and we're going to cycle through all of the rockets,

or exit to stop.

>> [inaudible 00:36:09]

>> This is also a great writing activity.

An introduction to a space article in news to you,

or a science lesson and unique learning system.

It could also be a nice outlet for a student who might have a focused interest in space,

maybe a hobby around rockets or NASA.

[NOISE].

>> Select [inaudible 00:36:32] to start building your rocket.

>> You might wonder how this works with a single switch; they cycle through.

We already did the first one.

Now we're going to click the switch and do the next one.

>> Switch to select rocket parts.

>> A person using a USB switch really could do the whole game independently.

Select all of the choices until they get to the end.

[NOISE] The navigation on the single switch games is a little bit different.

When you get to the end,

there's one option and it's to stop.

After we've gone through all of the options the player gets routed back to the dashboard.

We tried to maximize independence there.

Now we've been through nine games,

including one of our single switch.

Let's go look at another single switch while we're doing those.

There are four that are live total.

We have six more drawn and in the queue,

so those will be uploaded at some point.

This one is the Semi Truck Single Switch,

and I think we have a person in our technology department that loves this game.

We will play Steve's favorite game, following directions,

and it is single switch, and of course you can

preview it over to the side and we'll tee it up.

We've already teed it up over here.

[NOISE]

[MUSIC]

Okay, so again, we're going to cycle through the options.

We're going to start at the left and go all the way through just using a single switch,

we won't go all the way through, but we'll play a few.

There is a free form version of this and a model version of this game as well.

If you type in semi-truck,

you'll get three options.

You'll get the single switch cause and effect option,

the free form option,

where it's a great language activity and then build one like mine, the model version.

I'll show you that in just a second.

[BACKGROUND].

Not only I'm I effecting change on the screen,

I am causing something to happen on the screen.

I'm also building something which hopefully extends beyond cause and effect.

Again, those are just going to cycle through.

We're going to build the blue one next and then this one, then this one,

and then this one and the game will route the user back to the Dashboard.

I'm going to close out of that one because I have enough information to assign that game.

I'm going to close out of that.

In terms of games that we have favorites,

that are next, we have Follow the Path.

I want to show you just briefly,

if I type in semi-truck or truck,

at the top, you'll see all three versions of the build it game.

This one is free form.

It would be like the aquarium activity, but with trucks.

This one is the model semi-truck and this is one we just played with the single switch.

Let me show you the model one just quickly here in Preview mode.

This one is, Make Yours Like Mine.

I have to look at the model and make it like that one,

taking the part, the correct parts.

In this one, there is a right and wrong, but the, [NOISE]

[MUSIC] [BACKGROUND]. Okay, so in this one I have to pick the correct parts.

I'm going to have to look and figure out which one I need here,

and that one's not right.

I have to look over here and figure out which ones are the same shapes.

No, that's all right. You get the idea,

there are different versions of the games.

There's model, free form,

and the cause and effect single switch,

and we have one that's a solve.

You have to find the part that you need. All right.

That's the Build It series.

Let's go to Follow the Path Bugs.

These really focus on fine motor skills,

following directions, pre-writing, and tracing.

But there's one more component that I think is really,

really important, and that is digital navigation, digital literacy.

Using a touchscreen at the gas station or at the ATM,

or knowing what it means to tap, drag,

slide, find more information or find help when you need it.

Those are all components of digital literacy.

Follow the path bugs, here we go.

There are some bugs down, so if you can't hear those through,

Go To Webinar, and slimy snail sounds.

[BACKGROUND].

We're just going to take the mouse.

This is great on a touch screen or a white board is fabulous.

[NOISE].

>> Excellent.

>> Kids [inaudible 00:42:36] [BACKGROUND]

[NOISE] You get the idea,

all the Follow the Path series [BACKGROUND]

are built with the same conventions and they focus on those fine motor skills.

[BACKGROUND] I thought it did a great job too,

talking and navigating.

[BACKGROUND] Okay.

You see the conventions we can close, we can ask for help.

We see the progress bar.

We can make it bigger, make it smaller.

I think all of my students would probably benefit from the Follow the Path series.

I'm going to close that one,

but I'm going to show you one more Follow

the Path and then I'm going to do a quick time check.

We're right on time.

This one is Follow the Path Zoo,

also super cute and one of my very favorite games,

this one is probably longer than the other Follow the Path games.

I think it has a couple of extra screens because we kept drawing animals.

[NOISE] The monkeys have

escaped and we have to find them, [BACKGROUND] Okay.

We have to catch the monkeys.

[BACKGROUND]

No monkeys were harmed in the

[inaudible 00:43:58] but we do need to catch them and put them in the basket.

But again, the Follow the Path series,

they're all roughly the same way.

>> Amazing job.

>> You get the idea, those are the Follow the Path.

If I want to see all of the Follow the Path or Fine Motor games,

I can type in there Follow,

I can type Fine Motor and I can find all of them at once.

Those are very popular.

The Follow the Path Park is about a playground,

an adapted playground actually,

and Follow the Path Zoo is in the top 10 most popular games that are live right now.

Now that I know a little bit about those games,

I'm going to close out.

I'm going to take us back to managing My Players and My Games,

because I want to show you again how easy it is to assign games to the players,

especially now that we know about some of the titles.

Those games all existed in my favorites and I want to go

to Daphne and I want to manage the games.

I'm going to add some games to Daphne's Dashboard,

Follow the Path Bugs and click down here.

I can also unseat Daphne,

maybe she left my class,

maybe she moved out of the district,

but here I can unseat Daphne.

I also want to assign the same game to Fred.

When I go to Manage games,

all right, I'm just going to open Fred and assign it to Fred this other way.

There we go. I'm going to drag it to Fred's Dashboard,

and I already have Zoo.

I'm going to add Follow the Path Bugs and I'm going to add Follow the Path Park. Okay.

You get the idea that it's that easy to assign games to the players.

Assigning the password is as easy as typing it in here at the bottom.

Students in Unique Learning System,

it does have to be the same password.

So you don't want to set a new one if you already have Unique Learning System.

I can always find more licenses over to the side and set another login link.

That's What's New, Recently Viewed,

My Favorites, My Players,

and Managed Games, Back Office is just for me so you won't see that on your side.

We have talked about the search and the five categories, again,

are: Language Arts, Math,

Life Skills, Fine Motor Skills, and Cause and Effect.

The age groups, we do not limit your access to game,

so it's up to the captain which games are assigned.

It's not like any file system where you have a band or a level.

You get to choose and assign those games.

Of course, the tags are in there and you can search by tags as well.

We do have some more frequently asked questions and I'm going to take

some questions from the chat window.

Some of the frequently asked questions,

is L_3 Skills Edge compatible?

Yes, Edge was one of our priorities when we built the games.

How many games will there be in total?

By October 1st, there will be 100 games.

Right now, there are 51.

There are two more coming in May,

and then we have another 19 coming right up behind.

Another frequently asked question is,

where can you play L_3 Skills?

The answer to that is,

anywhere you can get online at n2y.com.

So that's the answer to that.

What hardware is best?

iPad, Chromebook, Whiteboard, tablet, laptop, desktop.

It should be platform agnostic.

That's how we built it.

It is not built-in flash.

Let me take a couple more questions here.

If I've already answered your question,

I hope so. Let's see this.

Let's see. I don't

see any questions typed in the chat window, so fantastic.

>> Ann, can you see that questions window at the top? [OVERLAPPING].

>> Thank you. I see one that says,

are you offering free trials?

Let me show you that right now at n2y.com.

Let me go back out here. That was what I was

saving for the theory, and thank you so much.

We're offering some samples.

We're going to go to the websites and we're going to go down to the "Store".

Sorry, I just clicked on the wrong thing.

But anybody can do this.

You don't have to be a subscriber to do it.

If you click on the "Store" and then go to the "Home" page of the Store,

you can see all the products for sale.

Then here's L_3 Skills.

We're going to click on "Learn More",

and here's more about the product.

There's where you purchase, you can add it to the cart.

But down here at the bottom,

this is where your IT folks might want to know your system requirements.

You can click know what's required, "Click here".

But for more information for the trial,

click there, "Learn more".

I'll go back, I wanted to show you that.

We're on in the Store at n2y.com.

We're going to scroll to the bottom where it says click here for more information.

That's where you can get the live trial.

I think we have three games live today.

You saw 12.

Actually, don't think I showed you the same three.

I might have shown you one of the trials.

You have seen then 15 games, so that's great.

I'll leave this here for two seconds so you can see

URL at the top and see if there any more questions.

Let's see. The handout was only one page?

Yes. We only have a one-page handout because most of the information is online.

It's at n2y.com.

It's in the trial. It's in the games.

If you need more information, please reach out to us at n2y.com.

Support at n2y.com will give you some more information.

Another one of our viewers, and it says,

when playing the games,

do you have to drag or just click?

It's just a click,

and that's not adjustable.

We're working on some keyboard commands,

but that's not adjustable.

You just have to click or finger select on a tablet or Whiteboard, etc.

What does this cost?

I believe it cost is $99 per license,

but a license for a captain covers 15 players,

so per player that's a low cost.

That's an introductory price.

But as far as I know,

that's the price, $99 for 15 players.

Do these games provide data for teachers use for students? Not yet.

We're still evaluating what the need is for that because, again,

you can play the same game over and over again,

have different experiences. Is it for introduction?

Is it mastery?

So no, not yet.

We're still evaluating what the need might be for that versus the correct,

incorrect that is in

the instructional materials in Unique Learning System and News-2-You.

Let's see. The level

of difficulty for the cookie game doesn't seem to be fit for 12 and up,

why would you put it in that group? That's a great question.

Because it's more of a simulation game,

it would be a part of doing a job.

Actually, it's interesting that job coaches tell us it's too high.

Teachers tell us it's too low and job coaches tell us it's too high.

But that is why we don't make the selection for you.

That is up to the users,

and students are different,

so the needs are different, we allow you to make those choices.

Do the choices change location if the game is played several times?

We do have some that will be randomly presented coming up.

In this first set, they don't.

But we identified that as a need in the upcoming games.

That's a very good question as well.

Someone is not muted and I can hear them. I'm sorry for that.

I didn't get that. I think Becky answered that.

Thank you so much. The game is talking.

Yes. Somebody says, is there an additional monthly fee for the games?

No, there's not an additional monthly fee for the games.

It's $99 for a one year subscription for 15 players.

They are iPad friendly?

Yes. Is L_3 Skills of free component with News-2-You?

No, it is a separate subscription.

Let's see. I see to add it is $99.

Yes. It's $99 for additional subscription.

Again, that's for 15 players.

"My district is currently using Unique for K through 12 and

purchasing for our PPCD classrooms.

Will these be automatically added?"

No, this is a separate subscription.

Let's see a couple of other folks said hello, that's fantastic.

"Do parents need to buy a license for students to use the game?"

The players that would play at school would have the school login,

so there isn't a separate parent login from home at this point,

but we're making strides in those areas.

Right now that would be a license for the students to

play at home unless there's some arrangement with the school.

"Can you assign the same game to all the players at one time?"

Yes, you can do that.

We're running short on time.

I probably can't go back to show that right now,

but you can assign the same game to all the players at one time.

Somebody else says, "Are there plans to treat games with some basic safety skills?"

As matter of fact, yes,

we do have some games on the horizon,

but I won't comment on games that are coming up,

but we do have 19 that are drawn in the queue and we are looking for other ideas.

Thank you for that idea, if you have any others,

please send them to us at supported n2y.com.

Games you'd like to see,

games that are overdone,

games you don't want to see.

We'll take any feedback you want to give.

"Are any of the games more advanced academically?"

Well, yes, we do have some that are on the way.

We've got some reading games,

some word attack strategies on the way,

we will have some addition subtraction,

two-digit multiplication, division coming up,

they're not live now,

they're not in the first 51 games.

"How many students can utilize?"

Fifteen players per license.

There are unlimited players,

if you want to buy a whole bunch of licenses,

you could have 150 players with 10 licenses,

for example, so it would be unlimited.

"What would you say is the youngest student this game is appropriate for?"

I have seen three-year-olds use it pretty successfully.

Used it with a four or a five-year old.

I'd say three, four, five.

I also had the question about screen time.

"Don't we need to limit screen time?"

My response would be limit passive screen time,

not active screen time.

"How do students login?"

You create a login for their devices and they can log in via their username and password.

Well, we have lots and lots of questions.

"I use Unique, will my students use the same password?"

Yes, the students will use

the same password for Unique Learning System and for L3 Skills.

"Will there be games or activities that connect to news to

you or Unique Learning System?"

Yes, but in some ways all of them connect.

Matching Socks, Working at a Store,

What's the Price, those all connect to our high school and transition bands now.

Yes, there are some now and there will be more.

The five categories of the games are language arts skills,

math skills, life skills,

fine motor skills, and cause and effect.

"Are the game is compatible with switch access for students with physical disabilities?"

They only four that we have that are single switch accessible

right now are the cause and effect games,

but we're working on that,

I assure you we're working on that.

"When using on an iPad,

is there an app or you run through the browser?"

Yes, you run through the browser and you do need Wi-Fi to do that,

so you would need Wi-Fi.

But there is free Wi-Fi in so many places,

we haven't run into that as a significant issue,

but yes, you need Wi-Fi.

I think we're running just about up to the minute here for our one hour session.

Somebody else say, "How many games do you receive for the $99?"

There are 51 live now,

two more live in May and 100 by October.

For the $99, you'll get an ever growing library of games for the $99,

100 as of October 1st.

As far as after that,

we are still evaluating plans after that.

"Will science and social studies have games that are aligned to grade level standards?"

Still evaluating that one.

Still evaluating that type of content.

Probably Unique Learning System or they handle the Unique handles the language,

arts, science, social studies, for daily instruction.

This would be more for introduction and for practice,

so I'm not sure that that would be in wheelhouse for L3 Skills.

"Can you go over the categories again?"

Yes. [LAUGHTER] Language arts is blue and they are in the product.

I will just close this and I actually think that's the last question,

and then I'll turn it over to you, Becky.

Let me show you the categories again at the top here,

I don't know if you can take a screenshot,

but there they are.

Language arts are blue,

math-green, life skills-red, fine motor-orange,

and cause and effect-yellow.

I will show you that by going back to my favorites so that you can see.

Where are my favorites? There we are. Get rid of that.

Here at the bottom, you have Busy Bakery,

Counting Cookies, What's the Price.

Those are green, they're math.

Life skills are orange, language-blue,

cause and effect-yellow, and orange are fine motor.

I might have talked through all those questions.

I hope that's what you needed.

Before we part ways,

I think there are some special announcements from Closing the Gap,

do checkout n2y.com for the samples and we will have some other live samples coming over.

There are three games in the live and that means you might have seen 14 or

15 of the L3 Skills games and I hope you liked what you saw. Thank you, Becky.

>> Thank you, Ann.

Great. Thank you, Ann,

again for sponsoring this webinar with us.

Just a reminder that you will receive a follow-up e-mail that

has that certificate of contact hours information.

Also, if you have additional questions, please send them to me.

I'll sharing and forward them to Ann and the n2y folks.

We just quickly wanted to remind everyone

if you are planning to attend the Closing the Gap conference,

our call for presentations is open and actually the deadline is tomorrow afternoon.

If you're doing anything unique or

finding things that work really well in your school or your practice,

we invite you to share those and submit a presentation proposal.

We are at a new venue this year.

We're super excited, we're at the Mystic Lake Center,

Casino and Hotel in High Lake Minnesota.

If you register before June 30th,

there is significant savings and we have many other discounts available.

We invite you to check out our website,

closingthegap.com/conference for all this information.

Thank you-all for attending our webinar today.