## The Screen Reader Curriculum Part 2

INSTRUCTOR

# **Navigation Candy Land - Rules**

Module D, E, F

[Click Here for More Resources](https://eyetvision.com)

## Description

Ages 7+

2-5 Players

Navigation Candy Land is a game used to practice internet navigation with a screen reader such as JAWS, NVDA, Chromevox or VoiceOver.

A Screen Reader is a piece of software that translates items on the screen into audio or electronic braille to be accessed by someone who is blind or visually impaired. Although there is a steep curve to learning this type of software, there is no reason why instruction, and practice cannot be fun and engaging. Navigation Candy Land is one of many tools that eye.t has developed that can be used to make learning to navigate with a screen reader a stress-free experience.

## The Object:

The object of the game is to make it to the “You Win” link at the bottom of the mock website (or to make it to the footer of a regular website.

## Setup:

All players will start on the same website. If using an eye.t Mock Website (linked below), start at the START HERE Heading. This is a Heading at Level 1. To get there, press 1 on your keyboard until you reach the Heading (Chromevox + 1 if using Chromevox).

One player will operate the spinner (linked below). Choose the spinner that best fits the skill level of the least experienced player. All players must use the same spinner.

## Gameplay

1. The youngest player will take the first turn.
2. On a player’s turn, the spinner operator will go to the spinner and spin the wheel to get the player’s instruction.
3. That player then moves according to the instruction they received. For example if the instruction said “Move forward 1 clickable object” the player would press Tab one time on their keyboard.
4. Once a player moves, they MUST read the element they are on out loud including the element type to end their turn.
5. After a player’s turn, gameplay then moves to the player to their right (or next oldest if playing virtually).
6. Note that some spinner’s below are specific to an eye.t Mock Website. If you are using this on a different site, feel free to change the spinner to reflect that.
7. Gameplay will end when one winner reaches the link “You Win” at the bottom of the mock website or reaches the footer section of the website.
8. Gameplay can be shortened by ending the game at an element in the middle of a site. All players must agree on the element at which they will stop before gameplay starts.

## Links

 Spinners

* [Spinner 1 - Basic (Method 1)](https://pickrandom.com/random-wheel/?custom_data=Forward%202%20Clickable%20Objects,Back%201%20Clickable%20Object,1%20Down%20arrow%20key,1%20Down%20arrow%20key,Forward%205%20clickable%20objects,2%20up%20arrow%20keys,Forward%201%20Clickable%20Object,Back%201%20Clickable%20Object)
* [Spinner 2 - Intermediate (Method 2)](https://pickrandom.com/random-wheel/?custom_data=Forward%201%20Clickable%20Object,Forward%202%20Graphics,Forward%202%20Links,Forward%201%20Edit%20Field,Forward%201%20Heading,1%20Down%20Arrow%20Key,1%20Down%20Arrow%20Key,2%20Down%20Arrow%20Keys,3%20Down%20Arrow%20Keys,Back%201%20Clickable%20Object,)
* [Spinner 3 - Advanced (Method 3)](https://pickrandom.com/random-wheel/?custom_data=Forward%201%20Clickable%20Object,Back%201%20Clickable%20Object,1%20Down%20Arrow%20Key,2%20Down%20Arrow%20Keys,Forward%201%20Heading,Forward%202%20Graphics,2%20Down%20Arrow%20Keys,Forward%202%20Edit%20Fields,Move%20to%20the%20link%20You%20Win)

 Mock Websites

* [Mock Website 1 - Module D7](https://eyetvision.com/courses/screen_reader_bin1/lectures/28654103)
* [Mock Website 2 - Module E6](https://eyetvision.com/courses/screen_reader_bin1/lectures/28654179)
* [Mock Website 3 - Module F5](https://eyetvision.com/courses/screen_reader_bin1/lectures/28654181)