**IMG\_0171 \_PathstoTech (13:13)**

SPEAKER 1: All right, this is a demonstration of GoTap Braille, a product that is very engaging and inclusive that we are extremely proud of.

Right now, you're looking at the Main Menu of GoTap Braille. You'll see that we have Tactile Discrimination, Practice Part 1, Practice Part 2, and Review.

GoTap Braille is an exciting product in that it has tactile and auditory feedback. So within the app, we have 81 pages of interactive activities-- we have templates, we have customized overlays, and we have 488 3D braille tiles.

So I'm going to go ahead and start-- and I'm going to show you that we actually do have a tactile overlay for this page, which I'm not showing right now. But if we go to Tactile Discrimination, that takes us to Page 1. And for page 1-- actually for GoTap Braille-- every page has some type of overlay-- it's either using a template or it's using one of the customized overlays.

So on page 1, we start with tactile discrimination, and we have to determine which page is different. Now all the customized overlays at the bottom have in braille the page number, and then they also have a B for Back, and an F in braille for Forward. So we can tap here-- this is a page in which children are supposed to find the letter or the group of braille dots that is different.

So let's say we tap this one, tap that one-- let's say, and we go here--

COMPUTER VOICE: "try again."

SPEAKER 1: Oh, that tells us to try again, we didn't get the right answer. We keep feeling. Let's try that again. So if we start here--

COMPUTER VOICE: "Yes, that's correct, that's the letter B, it is different from the others."

SPEAKER 1: OK, so we have that from all the others-- with all the others, and notice, for example, if we're in this row--

COMPUTER VOICE: "try again"--

SPEAKER 1: So it tells us to try again. I'm going to take that overlay off and I'm just going to scroll through, and then I'm going to jump through a little bit.

COMPUTER VOICE: Forward.

SPEAKER 1: So you'll see--

COMPUTER VOICE: Forward.

SPEAKER 1: --that the first--

COMPUTER VOICE: Forward. Back.

SPEAKER 1: --four pages have us find a group of dots that's different. Now when we get to page 5, we have to find a certain letter or braille character of the alphabet. So that will take us through. So we have a tactile overlay for this page--

COMPUTER VOICE: Forward. Forward

SPEAKER 1: --6 7.

COMPUTER VOICE: Forward.

SPEAKER 1: And then when we get to page 8, we start introducing the whole word signs.

Now, I'm going to show you the template for this page, which is like this-- and then, in our box, we have all these 3D braille tiles-- so these can be placed on here and students can match. We have the velcro right here that can be placed on all the tiles-- there are about 488 tiles, so we introduce on Page 8 and Page 9

COMPUTER VOICE: Forward. Forward

SPEAKER 1: --and Page 10 the whole word signs.

COMPUTER VOICE: Forward.

SPEAKER 1: But on Page 11, we only introduce those that are relevant to young children who are learning to read. And so these are at a pre-primer, primer level. So I've already placed them-- I've put my velcro on the backs of my tiles, and I'm going to put those on. And as you can see, I can feel up my word here, and I can tap next to it and it tells me what the word is, and I can continue to move across. Let's say I get to the word "us."

COMPUTER VOICE: Us.

SPEAKER 1: But what's really exciting too, that I can do-- I can take all these off and then after I feel like my students learned the words, I can have that student match the words.

As I continue through Page 12, it's very similar in that I have my Braille tiles here. And again, I can learn new words--

COMPUTER VOICE: Cat.

SPEAKER 1: --by feeling--

COMPUTER VOICE: Sun, up, pig.

SPEAKER 1: --and going through. And again, I can take those off if I want to. What's really exciting about this app, too, is that you see the large print. So young children who are learning to read and those who have low vision can use the program along with a student who is learning Braille.

Now you'll see, as I've gotten to page 13, I get into an activity where I am learning to read sentences. But I do want to show you another feature. Now this one is not in Braille, but I can jump to any page on here. You'll notice that we have 81 pages of interactive activity that teaches the entire literary Braille code. So if I need to, I can jump through that.

So page 13 is an activity where I can read sentences and continue to learn sight words here again. But when I get to page 16, what I'm going to do here is I am going to make-- I've learned enough words that I am going to make my own sentences. So we have our customized tactile overlay. There are 39 of these. And then our templates work for the other 40 some pages after that.

So let's say I want to create my own sentence we know that every sentence starts with a capital.

COMPUTER VOICE: Capital dog.

SPEAKER 1: So I have all these words. The left 60% part of the cell is deactivated so that I don't inadvertently select something I don't want or listen to it. But let's say we go down and I want to say A, and then I want to go back and say little

COMPUTER VOICE: Dog.

SPEAKER 1: Dog

COMPUTER VOICE: Can.

SPEAKER 1: And let's say we say play.

COMPUTER VOICE: Play.

SPEAKER 1: And this is a telling sentence, so it needs a period.

COMPUTER VOICE: Capital dog, a little dog can play period.

SPEAKER 1: So when I hit the template, the express bar at the top of the page, it repeats it.

COMPUTER VOICE: Replay.

SPEAKER 1: And then I can also replay it. Now if I hit something and I don't want it, I can delete it. Now as we scroll through, let's delete that. And let's go on to page 18. And we mentioned that we can read sentences and we have feedback. So a student can read the sentence in Braille, but if they don't know a word they can actually tap at the top and find out what the word is. So we have that's a-- ooh, I don't know what funny is.

COMPUTER VOICE: Funny.

SPEAKER 1: Little toy duck period. Here we have the big bands play more. OK, we can do that for all the sentences in that one as well.

Now as we continue to scroll through, or we can jump to--

COMPUTER VOICE: Forward. Forward.

SPEAKER 1: We get to another activity, and there are a few of these in the app, in which we can make our own words. So let's say we want to make some words with O-W-A-R and the and contraction. So I'm going to feel-- and let's say I want to make the word bark.

COMPUTER VOICE: B. A-R. K. Bark.

SPEAKER 1: And then let's say I want to use a word with O-W. So let's say I want to do the word now.

COMPUTER VOICE: N. O-W. Now.

SPEAKER 1: But also, this app is very smart, and I want to wake the word low.

COMPUTER VOICE: L. O-W. Low.

SPEAKER 1: So it understands here that it's not an ow sound, it's an O sound. So I think that's pretty exciting.

So as we take off this overlay, if I jump to-- and you can see in our Jump To button what activities are for each page. For example, page 17 they learn and, for, the with. They're actually learning words in the same sequence that young children who are learning to read. So they're not contained entirely by clusters. It's just the clusters that are most important at that level at that time.

Now if we go to page 30, that's on page 30 when we start reading paragraphs. And so let's say we're going to read, her pretty sister played. So her-- I don't know the word pretty.

COMPUTER VOICE: Pretty.

SPEAKER 1: Sister played at the well for-- ooh, I don't for.

COMPUTER VOICE: For.

SPEAKER 1: Hours, and I don't know she.

COMPUTER VOICE: She.

SPEAKER 1: OK. So I think you get the idea of the different activities there. If we look at our Jump To button, as we get into part two-- we'll go back to our main menu here.

COMPUTER VOICE: Jump to.

SPEAKER 1: And so we talked about tactile discrimination. We have practice part one. When we get to practice part two, we're on page 41, and we have the tactile overlays and the templates for all these. This is where we start to learn our lower word signs. Mostly part one focuses on the upper word signs and is for, like, pre-K to maybe about the end of first grade.

But as we start with part two, we're looking at more second grade to third grade for part two. So we continue to have paragraphs, words. So we have some of the templates that are just three, as I mentioned. And so we have the templates. And in this box we have the Velcro and all these different tiles, 488 tiles. So we continue to work on those. We continue to work on sentences, paragraphs until we learn the entire Braille code. And then when we get to the end on page 78, we actually have a story that has almost 90 contractions as a really, really good great review.

So these are our 39 customized overlays. You've seen our templates, and we're really excited about the Go Tap Braille guidebook, because it has monitoring forms in it for all the contractions. It has monitoring forms in it for the sight words and the sentences and the paragraphs, along with different suggestions on other technologies you can use it with, sample lesson plans. So it is a really great resource to go with this program.

So I hope you'll be as excited as we are about this product. And we are just so happy that this is something that is engaging and inclusive for all children. Thank you.