

Draw and Tell App for Executive Function - Future Thinking and Planning

Introduction

This is a brief introduction and demonstration of the app Draw and Tell and how it can be used to support Executive Function skills future thinking and planning. The built-in animation and recording option in Draw and Tell will be the focus of this task card.

Learning Objectives

Completion of this tutorial will give you experience with the following:

- How to import a photo of your environment into Draw and Tell
- How to add an avatar/ sticker
- How to use the recording animation feature of the app to move your avatar/ sticker through your photo environment
- How to save the recording to your camera roll

This tutorial assumes

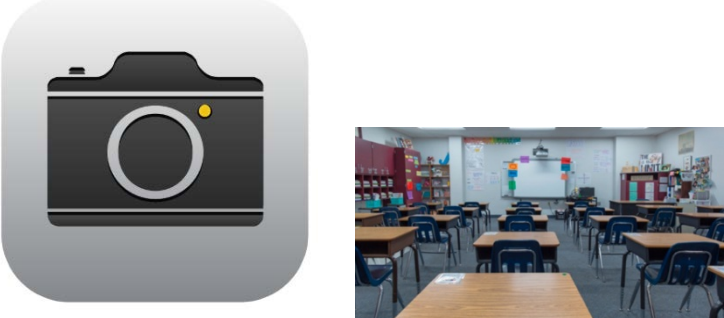

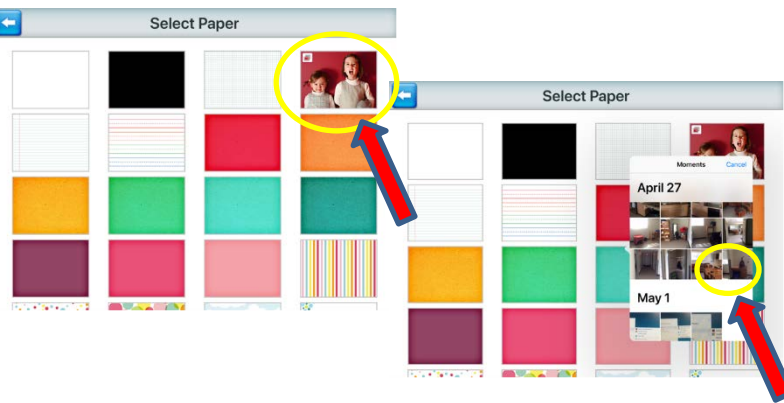
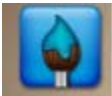
- That you know how to take a photo using the camera app on your iDevice
- That the application Draw and Tell is installed on your iPad
- That you understand the concept of Future Thinking and Planning (first then next)
- You have a photo of your environment or are in the environment in order to take a photo


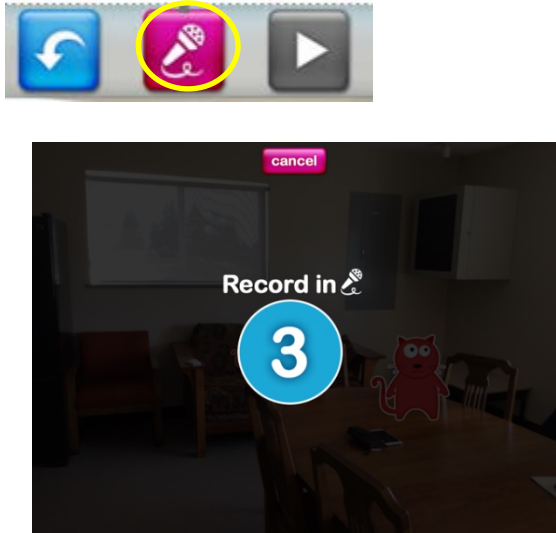
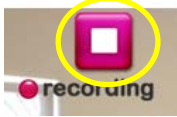

Case Study


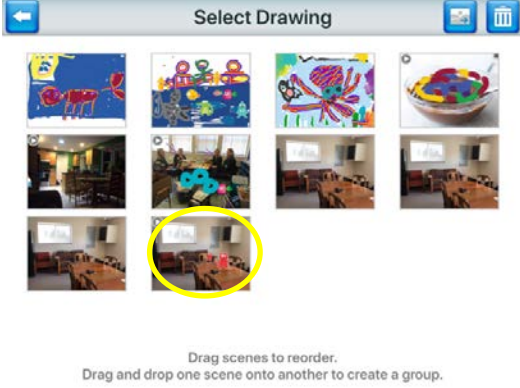
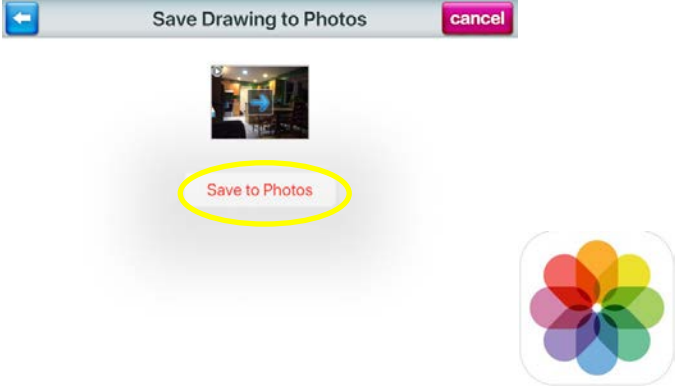
Sally is a 6 year old student who has difficulty planning her schedule and getting tasks completed. She is anxious about transitions and what to do next. She can use the Draw and Tell app to plan her school block, task or time and imagine herself or rehearsal her activity in the environment moving from task to task prior to completing it.

*It is important to talk the student through the task, what will they be doing and where they will be moving to in the space in order to complete the steps of the task. Get Ready, Do, Done can be a useful strategy to use when having students work through future thinking.

Using Draw and Tell App to Support Future Thinking

<p>1</p>	<p>Take a photo of the environment (classroom, kitchen...) you are in using the Camera app.</p>	
<p>2</p>	<p>Open the Draw and Tell app, tap on the blank paper icon located on the right hand side.</p>	
<p>3</p>	<p>Select the import image icon on the right hand side. Tap the photo from your camera roll of the environment that you want import.</p>	
<p>4</p>	<p>Once the photo has imported. Tap the paint brush icon (top right) to select to your tools.</p>	

<p>5</p>	<p>Tap on the sticker tool icon 1 and then tap on a sticker or avatar 2. Tap on the screen 3 to place your avatar in the photo environment.</p>	
<p>6</p>	<p>Plan and rehearse the steps of the task and imagine the movement throughout the room.</p> <p>Tap the record icon when you are ready to record the animation. It will count down from 3. Move the avatar with your finger through the tasks in the room while you say the steps and locations outloud. Tap the Stop icon when finished.</p> <p>*Try using the language Frist I will go to the _____ and do _____ then I will go to the _____ and do _____ etc....</p>	 
<p>7</p>	<p>Review your recording by taping the play arrow.</p>	

<p>8</p>	<p>Saving to the Camera Roll</p> <p>If you are happy with the recording tap the back arrow top left.</p>	
<p>9</p>	<p>Tap the Save/ Share icon top right and select the recording/ image you want to save to your camera roll.</p>	
<p>10</p>	<p>Tap Save to Photos. You can find and share (email, message, upload...) your recording from your Photos app.</p>	

For more information about the Draw and Tell App check out these website or resources:

<http://www.duckduckmoose.com/educational-iphone-itouch-apps-for-kids/draw-and-tell/>

<http://go.vsb.bc.ca/schools/ltm/curricular-resources/tutorials/Pages/Draw-and-Tell.aspx>

<https://www.youtube.com/watch?v=izvMkCqg-5g>



Tip... Recordings can be created prior to an upcoming event, field trip, activity so that students can practice or rehearse and imagine what the activity will look like.