SilverCoders

DIGITAL LITERACY IMPROVEMENT THROUGH EFFECTIVE LEARNING EXPERCIENCES FOR ADULTS



LEARNING SHEET #10 SMARTPHONES ACCESSIBILITY

LEARNING SHEETS DESCRIBE ACTIVITIES
THAT HELP INSTRUCTORS INTEGRATE THE
SILVERCODERS CHALLENGES AND TOOLS
INTO THEIR TRAINING PRACTICES.

CODING TRAINING PROGRAMME FOR +55 ADULTS







STRUCTURE OF THE ACTIVITY

GENERAL DESCRIPTION, CONTEXT AND GOAL

The main goal of the activity is for the learners to get the basic knowledge of the accessibility options that smartphones/tablets have; how to set and undo the new configurations on their smartphones to be more accessible.

LEARNING OBJECTIVES

In the end of this activity, the learner will be able to...

- 1. Learn which options of accessibility that smartphones/tablets have.
- 2. How to configure the accessibility options depending on their necessities.

INSTRUCTIONS

STEP 1 - PREPARATION

The trainer reads the learning sheet and follows the instructions to make sure he/she fully understands the required steps. The trainer makes sure that all resources are available and looks for additional resources if the original ones are not available.

RESOURCES

- Accessibility for Android smartphones/tablets https://www.android.com/intl/en_uk/accessibility/
- Accessibility for iOS smartphones/tablets https://developer.apple.com/accessibility/

STEP 2 - PRESENTATION

The trainer presents the problem to the class and shows the required resources. Trainers have to present the accessibility options that smartphones or tablets can have, students will have to access the accessibility settings and set them.

STEP 3 - APPLY THE TOOLS

Once the trainer has presented the different accessibility options, learners will have to set the different options for vision, audio and mobility accessibility options. The accessibility tools must be activated one by one and use the smartphone or tablet for a while to understand what has that option done to its smartphone/tablet.

STEP 4 - REMOVE THE SETTINGS

For every new setting that has been applied, it has to also be removed, as those tools could not be useful for the learners.



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STEP 5 - APPLY USEFUL SETTINGS

Once the learners have applied and removed all the different options available in their devices they will have to choose one and create a small list of pros and cons of the accessibility tool.

STEP 6 - DEBATE

To end up with the lesson the learners will debate about the different tools they have been working with, and select the most useful ones for their peers.

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