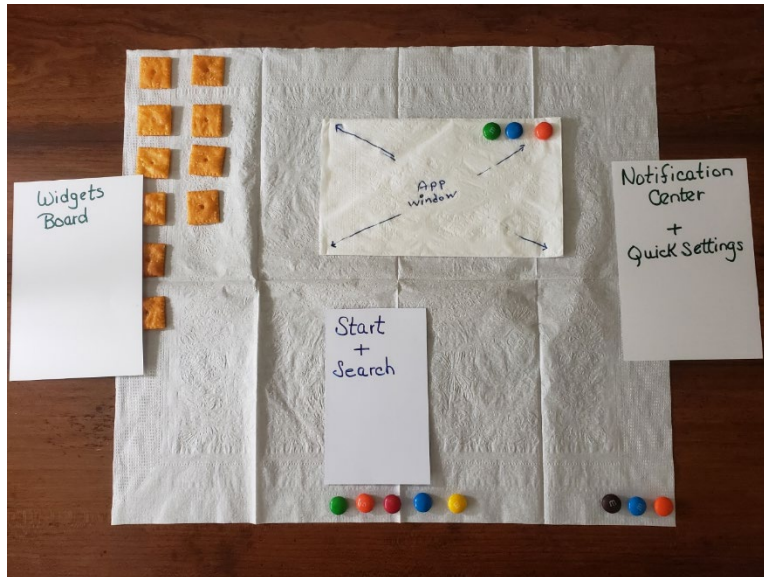# Windows 11 Orientation Snack Game



This game should come after a mid-morning break on the first day of lessons. During the first hour or hour and a half of the first day of class, the instructor should discuss the following in general terms with the student or students:

- What is Windows 11?
- How do you use Windows 11 now?
- If you have used Windows, do you have a game or other app you use, and if so, what is it and how often do you use it or play?
- Are you aware that Windows is used in schools, universities, and offices?
- Do your family members use Windows for work, school, or other reasons?
- Discuss with the class how people depend on apps that run in Windows to do their jobs, get their education, and more.

Also, during the first morning, give the students a copy of the *Windows 11 with JAWS Vocabulary List*. Discuss it in broad terms, and make sure to let the students know they will learn these terms later, and not to worry about them now other than to just get an overview.

Mention and read the definitions of four of the more common vocabulary terms, such as the following:

- Desktop List View
- Start menu
- Taskbar
- And System Tray

Discuss these in broad terms and let them know that the game they are about to participate in may help them get an overview of these concepts.

Hand out the materials for the game.

## Materials



Provide each participant with a small bag containing the following items:

- 2 - 6x4 index cards
- 1 – 3x5 index card
- 2 – Folded paper dinner napkins
- 1 – Individual snack size Cheez-It® crackers
- 2 – Individual snack size M&Ms® (or raisins for a healthier choice)

Feel free to experiment with the materials. For example, the index cards could be colored in or drawn on by students. They also could be labeled with braille or have patterns of different designs cut into them to distinguish the different parts of the Windows 11 interface they represent for a more tactile experience.

## Begin the Game

1. Describe the Windows 11 desktop as being like a smaller version of the student's own desk in front of them. Have the students open the bag and take out the materials but tell them **NOT** to open or eat the snacks just yet.

2. Have the students completely unfold one of the napkins and place it on the desk in front of them. Describe this napkin as the computer screen that is the Windows 11 desktop, and it holds icons, has a taskbar, etc.

3. Instruct the students to open the snack crackers and take one out. Let them know they will use one of the square snack crackers to represent an icon that they will place on their paper napkin desktop. In the first instance, use the example of the Recycle Bin icon on the desktop, which normally is the first icon on the desktop at the top left.

4. Have the students place the first snack cracker on top of the napkin in the top left corner. Then have them place four or five more in a row vertically inside the napkin down the left side. Let them know this is how icons are arranged on the Windows desktop. These icons are used to start various apps. Let the students put a second row of two or three snack crackers in column two starting at the top, just to the right of the Recycle Bin snack cracker.

5. Instruct the students to open the candies and place five of them centered on the napkin bottom row. These represent the Start Button, which is the first candy, and the other buttons on the center part of the Windows 11 Taskbar.

6. Instruct the students to place three or four candies on the bottom row of the napkin on the far right side. These candies represent the System Tray.

7. Discuss the overall layout and how simple it is.

**Note to instructors:** This may be as far as you go with some students, depending on age and other factors. But feel free to continue and improvise as needed.

These next steps deal with how apps appear in the restored state and maximized state in Windows 11 and may be a more advanced topic for some to grasp.

8. Have the students take the second napkin, leaving it folded, and place it gently on top of the other opened napkin, somewhere in the middle is fine. Tell them this represents an app that is running, but it is not taking up the whole screen. It covers part of the desktop behind it. Apps that do not fill the screen are said to be running in a "restored" state. When the app takes up the whole screen it is referred to as being "maximized."

Make note that the Taskbar and buttons there are always visible normally on most PCs, so don't cover the candies on the Taskbar!

9. Have the students place three candies on the top right corner of the folded napkin, horizontally. Tell them that these represent the Minimize, Restore/Maximize, and Close buttons. When a person clicks the middle button, the app switches between the restored state and full screen size.

10. Have the students "click" the middle button, the maximize button, by eating the candy there. Then have them eat the other two for fun.

11. Next, ask the students to completely unfold the second napkin and place it gently over the top of their snack desktop. Tell them this represents the app they just maximized to run in the full size of the screen. Note that it covers the desktop, but the desktop and the icons are still there in the background.

12. Have the students place three candies on the maximized napkin to represent the Minimize, Restore/Maximize, and Close buttons.

13. Have the students eat the minimize button for the app, the first candy of the three, and then remove the app napkin. Let them go ahead and eat the other two candies.

14. Next, talk about the other things available in Windows that fly out from different parts of the screen. Begin with the Start Button on the Taskbar, the first candy. Let them know that when the Start Button is activated, the Start Menu opens. It opens from the bottom of the screen. Have the students place the 3x5 index card on top of the open app just above the Taskbar, in the center of the screen oriented with the short edge down. Let them know this represents the Start Menu as well as the Search app when it is active.

15. When someone presses the ESC key, the Start Menu closes. Have them remove the index card for the Start Menu.

16. When a person opens the Search app in Windows, it also looks and feels like the Start Menu, opening from the bottom of the screen in the same place.

17. Use one of the 4x6 index cards to represent the Widgets board, which slides out from the left side of the screen. Have them place the 4x6 card on the left side of the desktop over the top of the icons there, with the short edge facing down.

18. Use the other 4x6 index card to represent the Quick Settings and Notifications panels, which slide out from the right side of the screen.

When the lesson is finished, allow the students to eat their icons and buttons and have fun!