

# HKL Games and Activities

## Access Method and Learning Objective Filtering

HelpKidzLearn Games and Activities contains an extensive collection of accessible game-based learning activities designed to practice an assortment of skills. This document categorizes the collection of activities first by access method then by learning objective, for the purpose of helping you more easily navigate the content based on your students' individual needs and goals. Activities are further sectioned by the HKL menu tab ([Early Years](#), [Games](#), [Stories](#), [Creative](#), [Find Out](#)).

The Access Method and Learning Objective categories are as follows:

### Access Methods:

- Mouse (*select*)
- One Switch (*select or scanning*)
- Two Switch (*select or scanning*)
- Eye Gaze (*select or dwell*)
- Touch (*select or fishing*)

### Learning Objectives:

- Cause and Effect
- Sequential
  - Stories
  - Songs
- Attention and Timing
  - Wait then Press
  - Wait for Change
  - Locate Change
  - Ready Steady Go
- Targeting and Timing
  - Static Targets
  - Variable Targets—Targeting
  - Variable Targets—Timing
  - Arcade Games
- Introducing Choices
  - Independent Objects
  - Interrupting Objects
  - Sequential Steps
  - One Object Two Actions
- Choice Making
  - Errorless / Free Choice
  - Errored
    - Find The Object
    - Complete The Set
    - Create A Scene
    - Explore

# HKL Games and Activities

## Access Method and Learning Objective Filtering

### Navigating this document:

At the top of each page, the first heading states the Access Method (**A**) and the second heading states the Learning Objective (**B**). The page is then subcategorized into more specific goals within that learning objective, shown in red (**C**). A brief description of the learning objective subcategory is italicized in black (**D**). Within each of these subcategories, activities are sorted by the HKL menu tab in which they can be found on the website, shown in blue (**E**). The access method subcategory (**F**) is shown in italics next to the HKL section. All activities within that HKL section use that access method subcategory.

Inclusive TLC  
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 www.inclusivetlc.com

**A. Access: Eye Gaze**

**B. Objective: Attention and Timing**

**C. Wait then Press:** *Starts with blank screen, act when something appears* **D.**

**E.** *Early Years: (select)* **F.**

- Basketball and Cheerleaders
- Musicians
- Noisy Shapes
- Make it Work
- Mystery Egg
- Noisy Trucks

**Wait for Change:** *Starts with a visual on screen, act when that visual changes*

*Games: (select)*

- Coconut Shy
- Gopher Down a Drainpipe
- Crazy Cats
- Ten Pin Bowling

**Locate Change:** *Act when visual prompt appears (appears in a different location each time, requires targeting)*

*Early Years: (select)*

- Make a Fairy
- More Crazy Cats
- Make a Monster

*Find Out: (select)*

- Haunted House

**Ready Steady Go:** *A series of anticipatory prompts, wait for the correct one then act*

*Games: (select)*

- Ready Rockets
- Ready Steady Sprint

# Access: Mouse

## Objective: Cause and Effect

**Cause and Effect:** *A single action causes a reaction*

### Early Years: (select)

- Animals—Complex Line Art
- Animals—Simple Line Art
- Complex Flying Shapes
- Gadgets—Toys—Complex Line Art
- Horizontal Curtains
- Morphing Shapes
- Nature—Silhouette
- Relaxing Movements
- Transport Complex Line Art
- Transport—Simple Line Art
- Vibrant Tunnels
- Animals—Silhouette
- Changing Shapes
- Gadgets—Silhouette
- Gadgets—Toys—Simple Line Art
- Lucid Flying Shapes
- Nature—Complex Line Art
- Nature—Simple Line Art
- Soothing Tunnels
- Transport—Silhouette
- Vertical Curtains
- Vivid Movement

### Creative: (select)

- Balloon Blast
- Spray Art
- Custard Splodger
- Watering Can

# Access: Mouse

## Objective: Sequential (page 1 of 2)

**Stories:** *Continue to act to make the story progress*

**Stories:** (select)

- 100m Sprint
- Apple Picking
- Bugging Archaeoteryx
- Carol Singers
- Catch the Crook
- Christmas Tree
- Comb Your Hair
- Destructive Digger
- Feeding at the Pigsty
- Goal!!!
- Have a Shave
- Horse Riding
- Mobile Cell Phone
- Olympic Ceremony
- Ploughing the Fields
- Rugby Try!!!
- Santas Grotto
- Scattered Skeleton
- Sheep Shearing
- Sticky Mammoth
- Television Time
- The Crafty Fox
- T-Rex Roar!
- Velociraptor Mealtime
- Wheelchair Basketball
- A Rainy Day
- Armoured Ankylosaurus
- Burly Brontosaurus
- Cash Machine ATM
- Christmas Dinner
- Clean Your Clothes
- Cow Milking Shed
- Ducks in the Pond
- Flippers and Fins
- Grumpy Goat
- Have a Shower
- How We Used To Wash
- Mounting Biking
- Pedestrian Crossing
- Presents
- Saber Tooth Tiger
- Santas Sleigh
- Self Service Checkout
- Smash Tennis
- Switch Fan
- The Chicken House
- The Snow Family
- Triceratops
- Vending Machine
- Xmas Advent Calendar
- Ammonite Fossil
- Boccia Boss
- Car Wash
- Cat and the Mouse
- Christmas Eve
- Clean Your Teeth
- Cut Your Hair
- Elevator Up
- Getting Fit
- Happy New Year
- Home Run
- Ichthyosaurus
- New Age Kurling Comp
- Photobooth
- Rounders
- Santa Claus
- Scarecrow Sid
- Sensory Room
- Splash
- Swooping Pterodactyls
- The Cracker
- Touch Down!!!
- Underground Subway
- Wash Your Hair

# Access: Mouse

## Objective: Sequential (page 2 of 2)

**Songs:** *Continue to act to make the song progress*

**Stories:** *(select)*

- Five Brown Teddies
- Five in the Bed
- Five Little Firefighters
- Five Little Mice
- Five Little Monkeys
- Five Girls in the Ring
- Five Red Planes
- Five Sharks
- Five Superboys
- Five Trains
- Five Currant Buns
- Five Little Ducks
- Five Little Aliens
- Five Fat Sausages
- Five Speckled Frogs
- Five Players
- Five Rock Starts
- Five Singers
- Five Big Dinosaurs
- Five Wicked Witches

# Access: Mouse

## Objective: Attention and Timing

**Wait then Press:** *Starts with blank screen, act when something appears*

**Early Years:** *(select)*

- Basketball and Cheerleaders
- Musicians
- Noisy Shapes
- Make it Work
- Mystery Egg
- Noisy Trucks

**Wait for Change:** *Starts with a visual on screen, act when that visual changes*

**Games:** *(select)*

- Coconut Shy
- Gopher Down a Drainpipe
- Crazy Cats
- Ten Pin Bowling

**Locate Change:** *Act when visual prompt appears (appears in a different location each time, requires targeting)*

**Early Years:** *(select)*

- Make a Fairy
- More Crazy Cats
- Make a Monster

**Find Out:** *(select)*

- Haunted House

**Ready Steady Go:** *A series of anticipatory prompts, wait for the correct one then act*

**Games:** *(select)*

- Ready Rockets
- Ready Steady Sprint

# Access: Mouse

## Objective: Targeting and Timing

**Static Targets:** *Single static target on screen, wait for the moving object to get to the correct position then act*

**Games:** *(select)*

- Championship Darts
- Sausage Fry
- Splat the Clowns
- Jumping Jack
- Space Blast
- World Cup Soccer

**Variable Targets—Targeting:** *Single target in random location on screen, locate to act*

**Early Years:** *(select)*

- Find Curtains
- Find and Touch It
- Musicians in a Line
- Peeping Target
- Scattered Musicians
- Touch to Jump - Musicians (3 steps)
- Touch to Jump - Objects (3 steps)
- Find Curtains (Silhouette)
- Find Musicians
- Objects in a Line
- Peeping Musician
- Scattered Objects
- Touch to Jump - Musicians (5 steps)
- Touch to Jump - Objects (5 steps)

**Variable Targets—Timing:** *Targets in a random location on screen, wait for the moving object to get to the correct position, then act*

**Games:** *(select)*

- Firework Pyrotechnic
- Let's Dance
- Fishing Frenzy
- Space Shooter

**Arcade Games:** *Practice targeting and timing skills in an arcade game format*

**Games:** *(select)*

- Chopper Rescue
- Lost Little Penguin
- Jungle Adventure

# Access: Mouse

## Objective: Introducing Choices

**Independent Objects:** *Two objects that each have their own independent outcomes*

**Early Years:** *(select)*

- Balloon Play
- Bumper Cars
- Hungry Crocodile
- Two Trucks
- Basketball
- Dancing Monsters
- Rocket Fun

**Interrupting Objects:** *Two objects that each have their own independent outcomes  
The second object can interrupt the first*

**Early Years:** *(select)*

- Shhhh!
- Wake The Crocodile
- The Big Show

**Sequential Steps:** *Complete the steps for the first object before the second object will work*

**Early Years:** *(select)*

- Tin Can Tower

**Games:** *(select)*

- Balloon Blower
- Rocket Builder
- Tin Can Topple
- Gophers Mower
- Rollercoaster

**Find Out:** *(select)*

- Basketball Team
- Feed The Crocodile
- Load The Truck
- Dance Step
- In The Spotlight
- More Gophers

**One Object Two Actions:** *One object has two different outcomes*

**Early Years:** *(select)*

- Balloon Pop
- Gophers
- Truck Play
- Basketball Free Throw
- Monster Trapdoor

# Access: Mouse

## Objective: Choice Making (page 1 of 2)

### **Errorless / Free Choice:** *Select any of the items*

#### Early Years: *(select)*

- Funfair
- Pick and Play
- Soundboard
- Gadgets
- Rockets

### **Errored:** *Select the correct item over other incorrect items*

#### Early Years: *(select)*

- Bball and Cheer
- Cool Gadgets
- Funfair Attractions
- Rocket Ships
- Big Trucks
- Farm Animals
- Musical Solo

#### Find Out: *(select)*

- Clowns
- Fireworks
- Musical Fun
- Racing Cars
- Sunny Street
- Farm Yard
- Mandy's House
- Musical Jam
- Railway Express
- Treasure Island

# Access: Mouse

## Objective: Choice Making (page 2 of 2)

### Errored Choice Making Subcategories:

**Find The Object:** *Select the box containing an item*

**Early Years:** *(select)*

- Bball and Cheer
- Cool Gadgets
- Funfair Attractions
- Rocket Ships
- Big Tucks
- Farm Animals
- Musical Solo

**Complete The Set:** *Select the box containing the remaining item to complete the activity*

**Find Out:** *(select)*

- Clowns
- Musical Fun
- Fireworks
- Racing Cars

**Create a Scene:** *Select the items in all of the boxes to complete the activity*

**Find Out:** *(select)*

- Farm Yard
- Railway Express
- Musical Jam
- Sunny Street

**Explore:** *Navigate around a multiple row grid*

**Find Out:** *(select)*

- Mandy's House
- Treasure Island

# Access: One Switch

## Objective: Cause and Effect

**Cause and Effect:** *A single action causes a reaction*

### Early Years: (select)

- Animals—Complex Line Art
- Animals—Simple Line Art
- Complex Flying Shapes
- Gadgets—Toys—Complex Line Art
- Horizontal Curtains
- Morphing Shapes
- Nature—Silhouette
- Relaxing Movements
- Transport Complex Line Art
- Transport—Simple Line Art
- Vibrant Tunnels
- Animals—Silhouette
- Changing Shapes
- Gadgets—Silhouette
- Gadgets—Toys—Simple Line Art
- Lucid Flying Shapes
- Nature—Complex Line Art
- Nature—Simple Line Art
- Soothing Tunnels
- Transport—Silhouette
- Vertical Curtains
- Vivid Movement

### Creative: (select)

- Balloon Blast
- Spray Art
- Custard Splodger
- Watering Can

# Access: One Switch

## Objective: Sequential (page 1 of 2)

**Stories:** *Continue to act to make the story progress*

**Stories:** (select)

- 100m Sprint
- Apple Picking
- Bugging Archaeoteryx
- Carol Singers
- Catch the Crook
- Christmas Tree
- Comb Your Hair
- Destructive Digger
- Feeding at the Pigsty
- Goal!!!
- Have a Shave
- Horse Riding
- Mobile Cell Phone
- Olympic Ceremony
- Ploughing the Fields
- Rugby Try!!!
- Santas Grotto
- Scattered Skeleton
- Sheep Shearing
- Sticky Mammoth
- Television Time
- The Crafty Fox
- T-Rex Roar!
- Velociraptor Mealtime
- Wheelchair Basketball
- A Rainy Day
- Armoured Anklyosaurus
- Burly Brontosaurus
- Cash Machine ATM
- Christmas Dinner
- Clean Your Clothes
- Cow Milking Shed
- Ducks in the Pond
- Flippers and Fins
- Grumpy Goat
- Have a Shower
- How We Used To Wash
- Mounting Biking
- Pedestrian Crossing
- Presents
- Saber Tooth Tiger
- Santas Sleigh
- Self Service Checkout
- Smash Tennis
- Switch Fan
- The Chicken House
- The Snow Family
- Triceratops
- Vending Machine
- Xmas Advent Calendar
- Ammonite Fossil
- Boccia Boss
- Car Wash
- Cat and the Mouse
- Christmas Eve
- Clean Your Teeth
- Cut Your Hair
- Elevator Up
- Getting Fit
- Happy New Year
- Home Run
- Ichthyosaurus
- New Age Kurling Comp
- Photobooth
- Rounders
- Santa Claus
- Scarecrow Sid
- Sensory Room
- Splash
- Swooping Pterodactyls
- The Cracker
- Touch Down!!!
- Underground Subway
- Wash Your Hair

# Access: One Switch

## Objective: Sequential (page 2 of 2)

**Songs:** *Continue to act to make the song progress*

**Stories:** *(select)*

- Five Brown Teddies
- Five in the Bed
- Five Little Firefighters
- Five Little Mice
- Five Little Monkeys
- Five Girls in the Ring
- Five Red Planes
- Five Sharks
- Five Superboys
- Five Trains
- Five Currant Buns
- Five Little Ducks
- Five Little Aliens
- Five Fat Sausages
- Five Speckled Frogs
- Five Players
- Five Rock Starts
- Five Singers
- Five Big Dinosaurs
- Five Wicked Witches

# Access: One Switch

## Objective: Attention and Timing

**Wait then Press:** *Starts with blank screen, act when something appears*

**Early Years:** *(select)*

- Basketball and Cheerleaders
- Musicians
- Noisy Shapes
- Make it Work
- Mystery Egg
- Noisy Trucks

**Wait for Change:** *Starts with a visual on screen, act when that visual changes*

**Games:** *(select)*

- Coconut Shy
- Gopher Down a Drainpipe
- Crazy Cats
- Ten Pin Bowling

**Locate Change:** *Act when visual prompt appears (appears in a different location each time)*

**Early Years:** *(select)*

- Make a Fairy
- More Crazy Cats
- Make a Monster

**Find Out:** *(select)*

- Haunted House

**Ready Steady Go:** *A series of anticipatory prompts, wait for the correct one then act*

**Games:** *(select)*

- Ready Rockets
- Ready Steady Sprint

# Access: One Switch

## Objective: Targeting and Timing

**Static Targets:** *Single static target on screen, wait for the moving object to get to the correct position then act*

**Games:** *(select)*

- Championship Darts
- Sausage Fry
- Splat the Clowns
- Jumping Jack
- Space Blast
- World Cup Soccer

**Variable Targets—Targeting:** *Single target in random location on screen, locate to act*

**Early Years:** *(select)*

- Find Curtains
- Find and Touch It
- Musicians in a Line
- Peeping Target
- Scattered Musicians
- Touch to Jump - Musicians (3 steps)
- Touch to Jump - Objects (3 steps)
- Find Curtains (Silhouette)
- Find Musicians
- Objects in a Line
- Peeping Musician
- Scattered Objects
- Touch to Jump - Musicians (5 steps)
- Touch to Jump - Objects (5 steps)

**Variable Targets—Timing:** *Targets in a random location on screen, wait for the moving object to get to the correct position, then act*

**Games:** *(select)*

- Firework Pyrotechnic
- Let's Dance
- Fishing Frenzy
- Space Shooter

**Arcade Games:** *Practice targeting and timing skills in an arcade game format*

**Games:** *(select)*

- Chopper Rescue
- Lost Little Penguin
- Jungle Adventure

# Access: One Switch

## Objective: Introducing Choices

**Independent Objects:** *Two objects that each have their own independent outcomes*

**Early Years:** *(select)*

- Balloon Play
- Bumper Cars
- Hungry Crocodile
- Two Trucks
- Basketball
- Dancing Monsters
- Rocket Fun

**Interrupting Objects:** *Two objects that each have their own independent outcomes  
The second object can interrupt the first*

**Early Years:** *(select)*

- Shhhh!
- Wake The Crocodile
- The Big Show

**Sequential Steps:** *Complete the steps for the first object before the second object will work*

**Early Years:** *(select)*

- Tin Can Tower

**Games:** *(select)*

- Balloon Blower
- Rocket Builder
- Tin Can Topple
- Gophers Mower
- Rollercoaster

**Find Out:** *(select)*

- Basketball Team
- Feed The Crocodile
- Load The Truck
- Dance Step
- In The Spotlight
- More Gophers

**One Object Two Actions:** *One object has two different outcomes*

**Early Years:** *(select)*

- Balloon Pop
- Gophers
- Truck Play
- Basketball Free Throw
- Monster Trapdoor

# Access: One Switch

## Objective: Choice Making (page 1 of 2)

### **Errorless / Free Choice:** *Select any of the items*

#### **Early Years:** *(scanning)*

- Funfair
- Pick and Play
- Soundboard
- Gadgets
- Rockets

### **Errored:** *Select the correct item over other incorrect items*

#### **Early Years:** *(scanning)*

- Bball and Cheer
- Cool Gadgets
- Funfair Attractions
- Rocket Ships
- Big Trucks
- Farm Animals
- Musical Solo

#### **Find Out:** *(scanning)*

- Clowns
- Fireworks
- Musical Fun
- Racing Cars
- Sunny Street
- Farm Yard
- Mandy's House
- Musical Jam
- Railway Express
- Treasure Island

# Access: One Switch

## Objective: Choice Making (page 2 of 2)

### Errored Choice Making Subcategories:

**Find The Object:** *Select the box containing an item*

**Early Years:** *(scanning)*

- Bball and Cheer
- Cool Gadgets
- Funfair Attractions
- Rocket Ships
- Big Tucks
- Farm Animals
- Musical Solo

**Complete The Set:** *Select the box containing the remaining item to complete the activity*

**Find Out:** *(scanning)*

- Clowns
- Musical Fun
- Fireworks
- Racing Cars

**Create a Scene:** *Select the items in all of the boxes to complete the activity*

**Find Out:** *(scanning)*

- Farm Yard
- Railway Express
- Musical Jam
- Sunny Street

**Explore:** *Navigate around a multiple row grid*

**Find Out:** *(scanning)*

- Mandy's House
- Treasure Island

# Access: Two Switch

## Objective: Targeting and Timing

**Variable Targets—Targeting:** *Single target in random location on screen, locate to act*

**Early Years:** *(select)*

- Touch to Jump - Musicians (3 steps)
- Touch to Jump - Objects (3 steps)
- Touch to Jump - Musicians (5 steps)
- Touch to Jump - Objects (5 steps)

# Access: Two Switch

## Objective: Introducing Choices

**Independent Objects:** *Two objects that each have their own independent outcomes*

**Early Years:** *(select)*

- Balloon Play
- Bumper Cars
- Hungry Crocodile
- Two Trucks
- Basketball
- Dancing Monsters
- Rocket Fun

**Interrupting Objects:** *Two objects that each have their own independent outcomes  
The second object can interrupt the first*

**Early Years:** *(select)*

- Shhhh!
- Wake The Crocodile
- The Big Show

**Sequential Steps:** *Complete the steps for the first object before the second object will work*

**Early Years:** *(select)*

- Tin Can Tower

**Games:** *(select)*

- Balloon Blower
- Rocket Builder
- Tin Can Topple
- Gophers Mower
- Rollercoaster

**Find Out:** *(select)*

- Basketball Team
- Feed The Crocodile
- Load The Truck
- Dance Step
- In The Spotlight
- More Gophers

**One Object Two Actions:** *One object has two different outcomes*

**Early Years:** *(select)*

- Balloon Pop
- Gophers
- Truck Play
- Basketball Free Throw
- Monster Trapdoor

# Access: Two Switch

## Objective: Choice Making (page 1 of 2)

### **Errorless / Free Choice:** *Select any of the items*

#### **Early Years:** *(scanning)*

- Funfair
- Pick and Play
- Soundboard
- Gadgets
- Rockets

### **Errored:** *Select the correct item over other incorrect items*

#### **Early Years:** *(scanning)*

- Bball and Cheer
- Cool Gadgets
- Funfair Attractions
- Rocket Ships
- Big Trucks
- Farm Animals
- Musical Solo

#### **Find Out:** *(scanning)*

- Clowns
- Fireworks
- Musical Fun
- Racing Cars
- Sunny Street
- Farm Yard
- Mandy's House
- Musical Jam
- Railway Express
- Treasure Island

# Access: Two Switch

## Objective: Choice Making (page 2 of 2)

### Errored Choice Making Subcategories:

**Find The Object:** *Select the box containing an item*

**Early Years:** *(scanning)*

- Bball and Cheer
- Cool Gadgets
- Funfair Attractions
- Rocket Ships
- Big Tucks
- Farm Animals
- Musical Solo

**Complete The Set:** *Select the box containing the remaining item to complete the activity*

**Find Out:** *(scanning)*

- Clowns
- Musical Fun
- Fireworks
- Racing Cars

**Create a Scene:** *Select the items in all of the boxes to complete the activity*

**Find Out:** *(scanning)*

- Farm Yard
- Railway Express
- Musical Jam
- Sunny Street

**Explore:** *Navigate around a multiple row grid*

**Find Out:** *(scanning)*

- Mandy's House
- Treasure Island

# Access: Eye Gaze

## Objective: Cause and Effect

### Cause and Effect

#### Early Years: *(select)*

- Animals—Complex Line Art
- Animals—Simple Line Art
- Complex Flying Shapes
- Gadgets—Toys—Complex Line Art
- Horizontal Curtains
- Morphing Shapes
- Nature—Silhouette
- Relaxing Movements
- Transport Complex Line Art
- Transport—Simple Line Art
- Vibrant Tunnels
- Animals—Silhouette
- Changing Shapes
- Gadgets—Silhouette
- Gadgets—Toys—Simple Line Art
- Lucid Flying Shapes
- Nature—Complex Line Art
- Nature—Simple Line Art
- Soothing Tunnels
- Transport—Silhouette
- Vertical Curtains
- Vivid Movement

#### Creative: *(dwell)*

- Balloon Blast
- Spray Art
- Custard Splodger
- Watering Can

# Access: Eye Gaze

## Objective: Sequential (page 1 of 2)

**Stories:** *Continue to act to make the story progress*

**Stories:** *(select)*

- 100m Sprint
- Apple Picking
- Bugging Archaeoteryx
- Carol Singers
- Catch the Crook
- Christmas Tree
- Comb Your Hair
- Destructive Digger
- Feeding at the Pigsty
- Goal!!!
- Have a Shave
- Horse Riding
- Mobile Cell Phone
- Olympic Ceremony
- Ploughing the Fields
- Rugby Try!!!
- Santas Grotto
- Scattered Skeleton
- Sheep Shearing
- Sticky Mammoth
- Television Time
- The Crafty Fox
- T-Rex Roar!
- Velociraptor Mealtime
- Wheelchair Basketball
- A Rainy Day
- Armoured Ankylosaurus
- Burly Brontosaurus
- Cash Machine ATM
- Christmas Dinner
- Clean Your Clothes
- Cow Milking Shed
- Ducks in the Pond
- Flippers and Fins
- Grumpy Goat
- Have a Shower
- How We Used To Wash
- Mounting Biking
- Pedestrian Crossing
- Presents
- Saber Tooth Tiger
- Santas Sleigh
- Self Service Checkout
- Smash Tennis
- Switch Fan
- The Chicken House
- The Snow Family
- Triceratops
- Vending Machine
- Xmas Advent Calendar
- Ammonite Fossil
- Boccia Boss
- Car Wash
- Cat and the Mouse
- Christmas Eve
- Clean Your Teeth
- Cut Your Hair
- Elevator Up
- Getting Fit
- Happy New Year
- Home Run
- Ichthyosaurus
- New Age Kurling Comp
- Photobooth
- Rounders
- Santa Claus
- Scarecrow Sid
- Sensory Room
- Splash
- Swooping Pterodactyls
- The Cracker
- Touch Down!!!
- Underground Subway
- Wash Your Hair

# Access: Eye Gaze

## Objective: Sequential (page 2 of 2)

**Songs:** *Continue to act to make the song progress*

**Stories:** *(select)*

- Five Brown Teddies
- Five in the Bed
- Five Little Firefighters
- Five Little Mice
- Five Little Monkeys
- Five Girls in the Ring
- Five Red Planes
- Five Sharks
- Five Superboys
- Five Trains
- Five Currant Buns
- Five Little Ducks
- Five Little Aliens
- Five Fat Sausages
- Five Speckled Frogs
- Five Players
- Five Rock Starts
- Five Singers
- Five Big Dinosaurs
- Five Wicked Witches

# Access: Eye Gaze

## Objective: Attention and Timing

**Wait then Press:** *Starts with blank screen, act when something appears*

**Early Years:** *(select)*

- Basketball and Cheerleaders
- Musicians
- Noisy Shapes
- Make it Work
- Mystery Egg
- Noisy Trucks

**Wait for Change:** *Starts with a visual on screen, act when that visual changes*

**Games:** *(select)*

- Coconut Shy
- Gopher Down a Drainpipe
- Crazy Cats
- Ten Pin Bowling

**Locate Change:** *Act when visual prompt appears (appears in a different location each time, requires targeting)*

**Early Years:** *(select)*

- Make a Fairy
- More Crazy Cats
- Make a Monster

**Find Out:** *(select)*

- Haunted House

**Ready Steady Go:** *A series of anticipatory prompts, wait for the correct one then act*

**Games:** *(select)*

- Ready Rockets
- Ready Steady Sprint

# Access: Eye Gaze

## Objective: Targeting and Timing

**Static Targets:** *Single static target on screen, wait for the moving object to get to the correct position then act*

**Games:** *(select)*

- Championship Darts
- Sausage Fry
- Splat the Clowns
- Jumping Jack
- Space Blast
- World Cup Soccer

**Variable Targets—Targeting:** *Single target in random location on screen, locate to act*

**Early Years:** *(select)*

- Find Curtains
- Find Curtains (Silhouette)
- Find and Touch It
- Find Musicians
- Musicians in a Line
- Objects in a Line
- Peeping Target
- Peeping Musician
- Scattered Musicians
- Scattered Objects
- Touch to Jump - Musicians (3 steps)
- Touch to Jump - Musicians (5 steps)
- Touch to Jump - Objects (3 steps)
- Touch to Jump - Objects (5 steps)

**Variable Targets—Timing:** *Targets in a random location on screen, wait for the moving object to get to the correct position, then act*

**Games:** *(select)*

- Firework Pyrotechnic
- Fishing Frenzy
- Let's Dance
- Space Shooter

**Arcade Games:** *Practice targeting and timing skills in an arcade game format*

**Games:** *(select)*

- Chopper Rescue
- Jungle Adventure
- Lost Little Penguin

# Access: Eye Gaze

## Objective: Introducing Choices

**Independent Objects:** *Two objects that each have their own independent outcomes*

**Early Years:** *(select)*

- Balloon Play
- Bumper Cars
- Hungry Crocodile
- Two Trucks
- Basketball
- Dancing Monsters
- Rocket Fun

**Interrupting Objects:** *Two objects that each have their own independent outcomes  
The second object can interrupt the first*

**Early Years:** *(select)*

- Shhhh!
- Wake The Crocodile
- The Big Show

**Sequential Steps:** *Complete the steps for the first object before the second object will work*

**Early Years:** *(select)*

- Tin Can Tower

**Games:** *(select)*

- Balloon Blower
- Rocket Builder
- Tin Can Topple
- Gophers Mower
- Rollercoaster

**Find Out:** *(select)*

- Basketball Team
- Feed The Crocodile
- Load The Truck
- Dance Step
- In The Spotlight
- More Gophers

**One Object Two Actions:** *One object has two different outcomes*

**Early Years:** *(select)*

- Balloon Pop
- Gophers
- Truck Play
- Basketball Free Throw
- Monster Trapdoor

# Access: Eye Gaze

## Objective: Choice Making (page 1 of 2)

### **Errorless / Free Choice:** *Select any of the items*

#### Early Years: (dwell)

- Funfair
- Pick and Play
- Soundboard
- Gadgets
- Rockets

### **Errored:** *Select the correct item over other incorrect items*

#### Early Years: (dwell)

- Bball and Cheer
- Cool Gadgets
- Funfair Attractions
- Rocket Ships
- Big Trucks
- Farm Animals
- Musical Solo

#### Find Out: (dwell)

- Clowns
- Fireworks
- Musical Fun
- Racing Cars
- Sunny Street
- Farm Yard
- Mandy's House
- Musical Jam
- Railway Express
- Treasure Island

# Access: Eye Gaze

## Objective: Choice Making (page 2 of 2)

### Errored Choice Making Subcategories:

**Find The Object:** *Select the box containing an item*

**Early Years:** *(dwell)*

- Bball and Cheer
- Cool Gadgets
- Funfair Attractions
- Rocket Ships
- Big Tucks
- Farm Animals
- Musical Solo

**Complete The Set:** *Select the box containing the remaining item to complete the activity*

**Find Out:** *(dwell)*

- Clowns
- Musical Fun
- Fireworks
- Racing Cars

**Create a Scene:** *Select the items in all of the boxes to complete the activity*

**Find Out:** *(dwell)*

- Farm Yard
- Railway Express
- Musical Jam
- Sunny Street

**Explore:** *Navigate around a multiple row grid*

**Find Out:** *(dwell)*

- Mandy's House
- Treasure Island

# Access: Touch

## Objective: Cause and Effect

### Cause and Effect

#### Early Years: *(select)*

- Animals—Complex Line Art
- Animals—Simple Line Art
- Complex Flying Shapes
- Gadgets—Toys—Complex Line Art
- Horizontal Curtains
- Morphing Shapes
- Nature—Silhouette
- Relaxing Movements
- Transport Complex Line Art
- Transport—Simple Line Art
- Vibrant Tunnels
- Animals—Silhouette
- Changing Shapes
- Gadgets—Silhouette
- Gadgets—Toys—Simple Line Art
- Lucid Flying Shapes
- Nature—Complex Line Art
- Nature—Simple Line Art
- Soothing Tunnels
- Transport—Silhouette
- Vertical Curtains
- Vivid Movement

#### Creative: *(select)*

- Balloon Blast
- Spray Art
- Custard Splodger
- Watering Can

# Access: Touch

## Objective: Sequential (page 1 of 2)

**Stories:** *Continue to act to make the story progress*

**Stories:** *(select)*

- 100m Sprint
- Apple Picking
- Bugging Archaeoteryx
- Carol Singers
- Catch the Crook
- Christmas Tree
- Comb Your Hair
- Destructive Digger
- Feeding at the Pigsty
- Goal!!!
- Have a Shave
- Horse Riding
- Mobile Cell Phone
- Olympic Ceremony
- Ploughing the Fields
- Rugby Try!!!
- Santas Grotto
- Scattered Skeleton
- Sheep Shearing
- Sticky Mammoth
- Television Time
- The Crafty Fox
- T-Rex Roar!
- Velociraptor Mealtime
- Wheelchair Basketball
- A Rainy Day
- Armoured Anklyosaurus
- Burly Brontosaurus
- Cash Machine ATM
- Christmas Dinner
- Clean Your Clothes
- Cow Milking Shed
- Ducks in the Pond
- Flippers and Fins
- Grumpy Goat
- Have a Shower
- How We Used To Wash
- Mounting Biking
- Pedestrian Crossing
- Presents
- Saber Tooth Tiger
- Santas Sleigh
- Self Service Checkout
- Smash Tennis
- Switch Fan
- The Chicken House
- The Snow Family
- Triceratops
- Vending Machine
- Xmas Advent Calendar
- Ammonite Fossil
- Boccia Boss
- Car Wash
- Cat and the Mouse
- Christmas Eve
- Clean Your Teeth
- Cut Your Hair
- Elevator Up
- Getting Fit
- Happy New Year
- Home Run
- Ichthyosaurus
- New Age Kurling Comp
- Photobooth
- Rounders
- Santa Claus
- Scarecrow Sid
- Sensory Room
- Splash
- Swooping Pterodactyls
- The Cracker
- Touch Down!!!
- Underground Subway
- Wash Your Hair

# Access: Touch

## Objective: Sequential (page 2 of 2)

**Songs:** *Continue to act to make the song progress*

**Stories:** *(select)*

- Five Brown Teddies
- Five in the Bed
- Five Little Firefighters
- Five Little Mice
- Five Little Monkeys
- Five Girls in the Ring
- Five Red Planes
- Five Sharks
- Five Superboys
- Five Trains
- Five Currant Buns
- Five Little Ducks
- Five Little Aliens
- Five Fat Sausages
- Five Speckled Frogs
- Five Players
- Five Rock Starts
- Five Singers
- Five Big Dinosaurs
- Five Wicked Witches

# Access: Touch

## Objective: Attention and Timing

**Wait then Press:** *Starts with blank screen, act when something appears*

**Early Years:** *(select)*

- Basketball and Cheerleaders
- Musicians
- Noisy Shapes
- Make it Work
- Mystery Egg
- Noisy Trucks

**Wait for Change:** *Starts with a visual on screen, act when that visual changes*

**Games:** *(select)*

- Coconut Shy
- Gopher Down a Drainpipe
- Crazy Cats
- Ten Pin Bowling

**Locate Change:** *Act when visual prompt appears (appears in a different location each time, requires targeting)*

**Early Years:** *(select)*

- Make a Fairy
- More Crazy Cats
- Make a Monster

**Find Out:** *(select)*

- Haunted House

**Ready Steady Go:** *A series of anticipatory prompts, wait for the correct one then act*

**Games:** *(select)*

- Ready Rockets
- Ready Steady Sprint

# Access: Touch

## Objective: Targeting and Timing

**Static Targets:** *Single static target on screen, wait for the moving object to get to the correct position then act*

**Games:** (select)

- Championship Darts
- Sausage Fry
- Splat the Clowns
- Jumping Jack
- Space Blast
- World Cup Soccer

**Variable Targets—Targeting:** *Single target in random location on screen, locate to act*

**Early Years:** (select)

- Find Curtains
- Find and Touch It
- Musicians in a Line
- Peeping Target
- Scattered Musicians
- Touch to Jump - Musicians (3 steps)
- Touch to Jump - Objects (3 steps)
- Find Curtains (Silhouette)
- Find Musicians
- Objects in a Line
- Peeping Musician
- Scattered Objects
- Touch to Jump - Musicians (5 steps)
- Touch to Jump - Objects (5 steps)

**Variable Targets—Timing:** *Targets in a random location on screen, wait for the moving object to get to the correct position, then act*

**Games:** (select)

- Firework Pyrotechnic
- Let's Dance
- Fishing Frenzy
- Space Shooter

**Arcade Games:** *Practice targeting and timing skills in an arcade game format*

**Games:** (select)

- Chopper Rescue
- Lost Little Penguin
- Jungle Adventure

# Access: Touch

## Objective: Introducing Choices

**Independent Objects:** *Two objects that each have their own independent outcomes*

**Early Years:** *(select)*

- Balloon Play
- Bumper Cars
- Hungry Crocodile
- Two Trucks
- Basketball
- Dancing Monsters
- Rocket Fun

**Interrupting Objects:** *Two objects that each have their own independent outcomes  
The second object can interrupt the first*

**Early Years:** *(select)*

- Shhhh!
- Wake The Crocodile
- The Big Show

**Sequential Steps:** *Complete the steps for the first object before the second object will work*

**Early Years:** *(select)*

- Tin Can Tower

**Games:** *(select)*

- Balloon Blower
- Rocket Builder
- Tin Can Topple
- Gophers Mower
- Rollercoaster

**Find Out:** *(select)*

- Basketball Team
- Feed The Crocodile
- Load The Truck
- Dance Step
- In The Spotlight
- More Gophers

**One Object Two Actions:** *One object has two different outcomes*

**Early Years:** *(select)*

- Balloon Pop
- Gophers
- Truck Play
- Basketball Free Throw
- Monster Trapdoor

# Access: Touch

## Objective: Choice Making (page 1 of 2)

### **Errorless / Free Choice:** *Select any of the items*

#### Early Years: *(fishing)*

- Funfair
- Pick and Play
- Soundboard
- Gadgets
- Rockets

### **Errored:** *Select the correct item over other incorrect items*

#### Early Years: *(fishing)*

- Bball and Cheer
- Cool Gadgets
- Funfair Attractions
- Rocket Ships
- Big Trucks
- Farm Animals
- Musical Solo

#### Find Out: *(fishing)*

- Clowns
- Fireworks
- Musical Fun
- Racing Cars
- Sunny Street
- Farm Yard
- Mandy's House
- Musical Jam
- Railway Express
- Treasure Island

# Access: Touch

## Objective: Choice Making (page 2 of 2)

### Errored Choice Making Subcategories:

**Find The Object:** *Select the box containing an item*

**Early Years:** *(fishing)*

- Bball and Cheer
- Cool Gadgets
- Funfair Attractions
- Rocket Ships
- Big Tucks
- Farm Animals
- Musical Solo

**Complete The Set:** *Select the box containing the remaining item to complete the activity*

**Find Out:** *(fishing)*

- Clowns
- Musical Fun
- Fireworks
- Racing Cars

**Create a Scene:** *Select the items in all of the boxes to complete the activity*

**Find Out:** *(fishing)*

- Farm Yard
- Railway Express
- Musical Jam
- Sunny Street

**Explore:** *Navigate around a multiple row grid*

**Find Out:** *(fishing)*

- Mandy's House
- Treasure Island