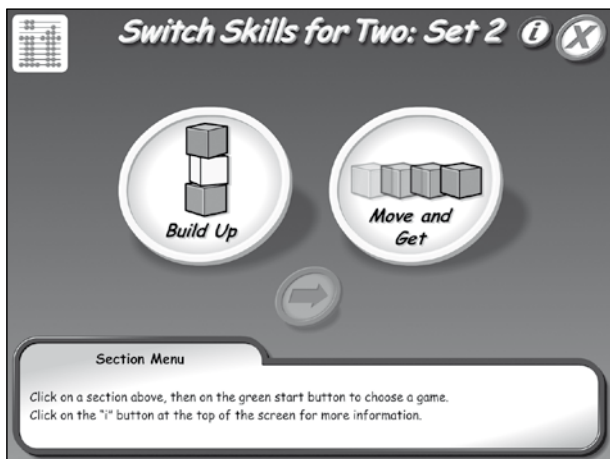


Switch Skills for Two: Set 2



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Introduction



Switch Skills for Two Set 2 is a set of 11 activities providing play environments for those learning to use two switches. The activities have been split in two sections, "Build Up" and "Move and Get".

"Build Up" has the easier activities. They help the learner to understand progression, and that a second switch can be used to signal "all done" and gain an on-screen reward. Pressing either switch will always result in a response, encouraging learners to experiment. You could also use these games to help develop turn taking skills - give two players a switch each for a cooperative activity.

"Move and Get" activities are designed to move learners towards the skills needed for use of a scanning communicator, or other computer software that requires scanning skills. They are also useful for other learners for early experimental play.

In each game, Switch 1 (or the **Space bar**) is used to move an object to a target and Switch 2 (or the **Enter** key) is used to confirm. There are easy and difficult levels to provide progression.

Connecting switches



Switches come in all shapes and sizes. One popular type is the “Jelly Bean” switch. This is a simple round plastic button that can be pushed down. It springs up again when you take your hand off. This means it is a “non-latching” or “momentary” switch, like a doorbell. Most switches available for special needs use are of this type.



To use switches with **Switch Skills for Two Set 2**, you will need to attach them to the computer using an interface box. There are a number of interface boxes available. The **Inclusive Simple Switch Box** is inexpensive and easy to use.

Just plug your switches into the interface box, then plug that into one of computer's rectangular USB sockets.

You can also use the **Space bar** and **Enter** keys on the computer keyboard with **Switch Skills for Two Set 2**.

After installing the program, you will find pictures you can print out and stick on your switches in the “Inclusive Resources” folder on your computer. They can also be printed out and made into flash cards for choice making, or used with communication aids.

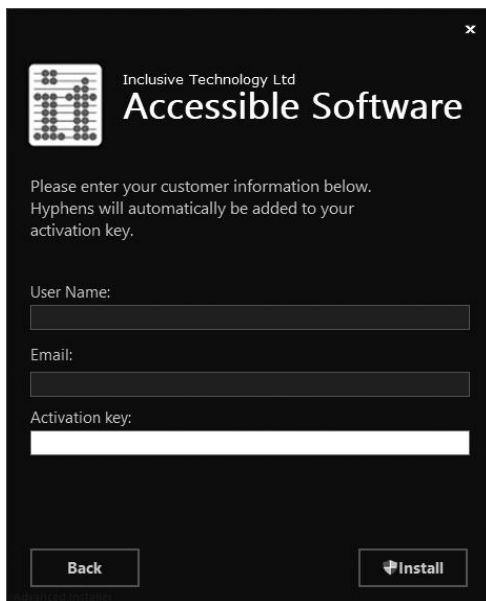
Installation

Please note: an active internet connection is required

To install **Switch Skills for Two: Set 2**, simply run the following file:

switch_skills_for_two_set_2.exe

The installer will prompt you to enter your name , email address and activation key (sent to you at the time of purchase). All fields are required.



 Inclusive Technology Ltd
Accessible Software

Please enter your customer information below.
Hyphens will automatically be added to your activation key.

User Name:

Email:

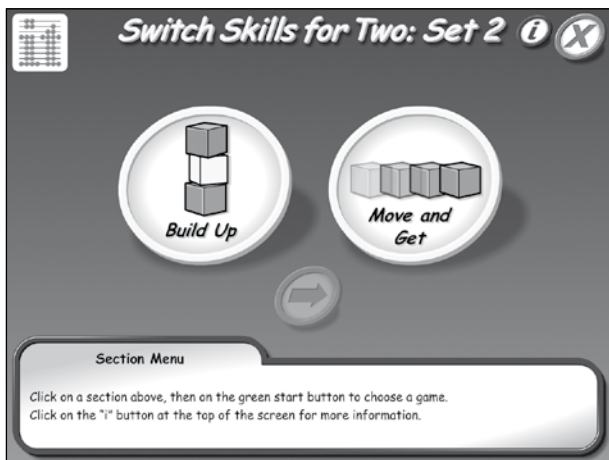
Activation key:

When the activation key has been successfully validated, the installation will begin.

Running Switch Skills for Two: Set 2

If a **Switch Skills for Two: Set 2** icon is visible on the the desktop, you can double-click it to launch directly into the program.

If there isn't a desktop shortcut , you can find the software in the **Programs** list of your **Start menu / screen**.



The title screen gives a choice of two sections to go into. The “Build Up” section has five activities to choose from, whilst “Move and Get” has six. Click on a section , then on the green arrow button to play a game.



Click on the information button at the top of the screen for information about the program.

Stopping Switch Skills for Two: Set 2

Whilst playing an activity , press the **Esc** key on the computer 's keyboard or click the **X** button at the top of the screen . This will take you to the activity choice screen where you were before.

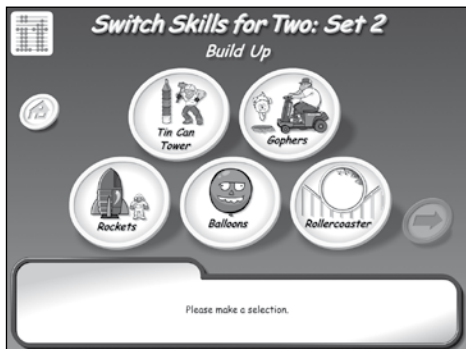


You can now choose another activity or click the **home** button to go back to the title page with the two sections.



To exit the program completely, click on the **home** button, then the **exit** button on the title screen..

“Build Up” Activities

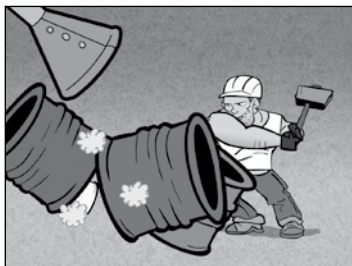


These are very simple activities that promote understanding of progression. They also help the learner to understand the purpose of a second switch to earn a reward. In all of these, one switch is used to add items to the screen. When this is complete the second switch is used to signal “all done”.

There is always some response to either switch being pressed, so that learners can experiment and problem solve for themselves. Provide support by talking about the things on the screen, rather than the switches themselves.

These games are also ideal for turn taking. Give two players a switch each.

Tin Can Tower



Press Switch 1 (or the **Space bar**) to make the tin cans build up into a tower.

Press Switch 2 (or the **Enter** key) to make Demolition Man knock it down.

Gophers



Press Switch 1 (or the **Space bar**) to make gophers pop up from their holes.

Press Switch 2 (or the **Enter** key) to mow the grass!

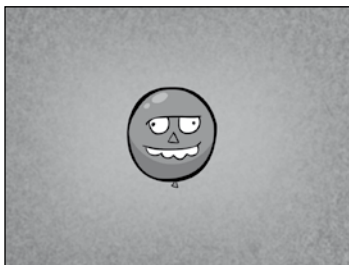
Rockets



Press Switch 1 (or the **Space bar**) to make a rocket.

When the rocket is complete, press Switch 2 (or the **Enter** key) to start the launch.

Balloons



Press Switch 1 (or the **Space bar**) to blow up the balloon.

When it fills the screen and stretches, it is ready to pop.

Press Switch 2 (or the **Enter** key) to pop it.

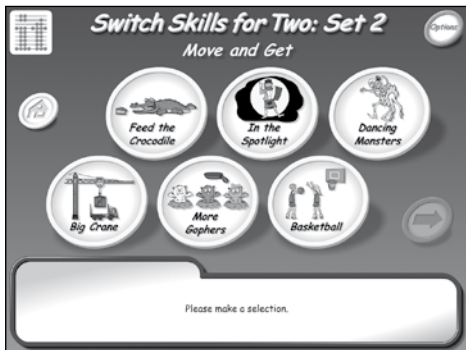
Roller Coaster



Press Switch 1 (or the **Space bar**) to put the children in the roller coaster one by one.

When they are all seated, press Switch 2 (or the **Enter** key) to start the action.

“Move and Get” Activities



These activities are specifically designed to move learners towards the skills needed for use of a scanning communicator, or other computer software that requires scanning skills.

In all of these games, Switch 1 (or the **Space bar**) is used to move an object to a target. Switch 2 is then used to confirm.

Difficulty Level



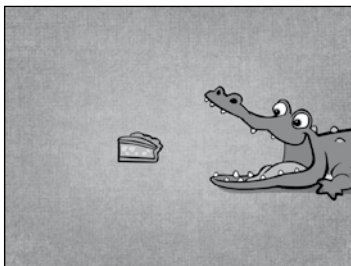
These games have an easy and a difficult level. In the easy level, the moving object stops when it reaches the target and will move no further. In the difficult level, the moving object will cycle round.

The learner must look to check that the object is at the target before pressing the right switch and gaining the reward.



To change the difficulty level simply click the **Options** button on the “Move and Get” screen and then select “Easier” or “Harder”.

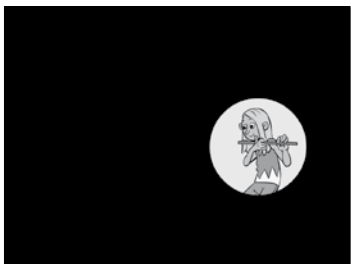
Feed the Crocodile



Press Switch 1 (or the **Space bar**) to move the snack into the crocodile's mouth.

Switch 2 (or the **Enter** key) makes the crocodile snap his jaws and eat anything there.

In the Spotlight

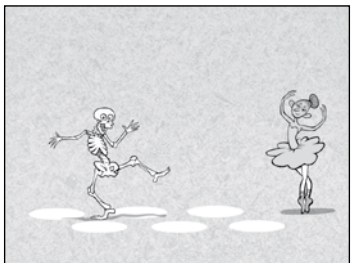


Who is hidden in the shadows?

Press Switch 1 (or the **Space bar**) to move the spotlight until it lights up a performer.

Then press Switch 2 (or the **Enter** key) to see the performer's act.

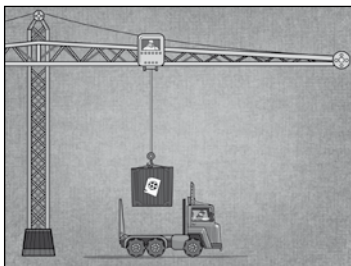
Dancing Monsters



Even monsters need dancing partners! Press Switch 1 (or the **Space bar**) to move the monster up to the ballet dancer.

Then press Switch 2 (or the **Enter** key) to see them dance together.

Big Crane



This game is about loading crates onto trucks using a crane.

Press Switch 1 (or the **Space bar**) to move the crate until it is above the truck's trailer.

Then press Switch 2 (or the **Enter** key) to lower it onto the truck.

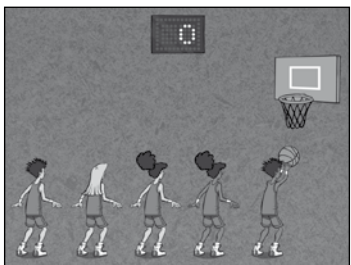
More Gophers



Wait for a gopher to pop up then use Switch 1 (or the **Space bar**) to move the mallet (or other tool) along to it.

Press Switch 2 (or the **Enter** key) to bash the gopher.

Basketball

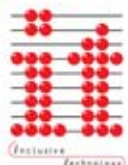


Press Switch 1 (or the **Space bar**) to pass the basketball along the line of players until it gets to the shooter at the end.

Then press Switch 2 (or the **Enter** key) to take a shot at the basket.



Switch Skills for Two Set 2 is a set of 11 more activities for experimenting and progressing towards effective switch scanning skills. Ideal for learning about using two switches to scan and select on-screen items, whilst playing motivating activities such as loading crates onto trucks, feeding the croc, bopping the gophers and playing basketball.



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