

Switch Skills - Scanning



Published by
Inclusive Technology Ltd

For Windows 2000, XP, Vista, Windows 7 and Macintosh OS X Computers

Credits

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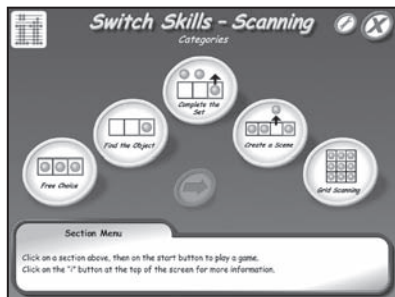
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We welcome your comments on all Inclusive Technology products.

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Introduction



Switch Skills - Scanning contains 22 simple activities that can be played with one or two switches. They are designed for a wide range of students with learning difficulties (physical and cognitive) who need to practise the skill of operating a switch.

It is ideal for learners learning to use switches to make choices either within software or with scanning communication devices. The activities are designed to make learning these new skills more interesting and motivating.

The 22 activities are split into 5 sections with increasing levels of skills and complexity in very small steps.

These begin with “free choice” activities that allow experimental play. More demanding tasks with specific targets are then introduced. Do not feel you have to follow this inferred progression precisely – you can experiment!

Minimum Requirements

Windows

OS: Windows 2000, XP, Vista and Windows 7.

Processor: Intel® Pentium® III 1GHz.

RAM: 128Mb.

Apple Macintosh

OS: Mac OS X 10.3.0 and above.

Processor: PowerPC® G4 1GHz or Intel Core™ Duo 1.33GHz.

RAM: 128Mb.

Connecting switches

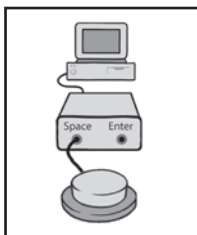


Switches come in all shapes and sizes. For example, the Smoothie Switch is a simple round plastic button that can be pushed down. It springs up again when you take your hand off. This means it is a 'non-latching' or 'momentary' switch, like a doorbell. Most switches available for special needs use are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



To use a switch with **Switch Skills - Scanning**, you will need to attach it 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.

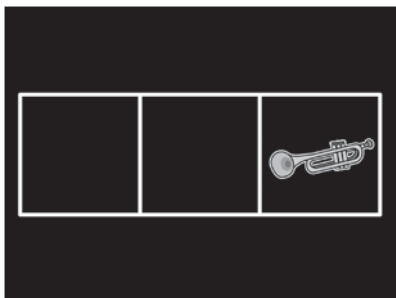
Just plug your switch into the interface box, then plug that into one of computer's rectangular USB sockets.



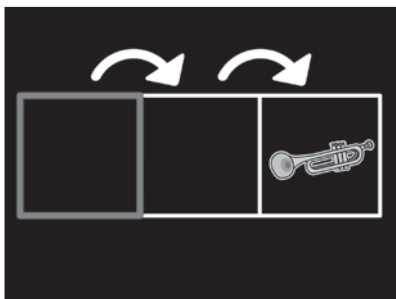
After installing the program, you will find pictures you can print out and stick on your switches in the 'Inclusive Resources' folder on your computer or on the CD. They can also be printed out and made into flash cards for choice making, or used with communication aids.

For further information about using switches,
see www.inclusive.co.uk

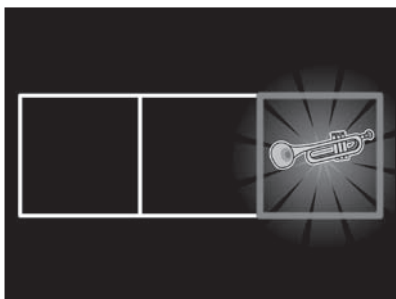
How to use a single switch



The activity begins.



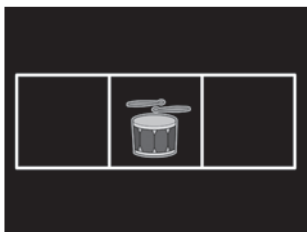
Press the switch. The scan box will appear, then move along the cells.



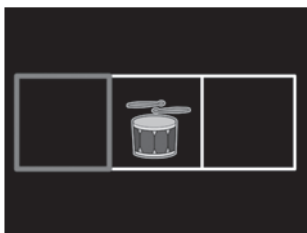
Press the switch when the scan box gets to the cell you want.



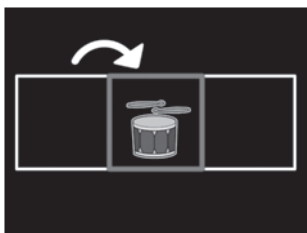
How to use two switches



The activity begins.



Press the left switch (or **Spacebar**) to make the scan box appear.



Press the left switch again to move the scan box along.



Press the right switch (or **Enter** key) when the scan box is on the cell you want.



Using a touch monitor or mouse

Switch Skills - Scanning has been designed specifically for switch users. It is not suitable for a touch screen or mouse.

Using the Keyboard

If you don't have switches, you can use the **Spacebar** or the **Enter** key on the computer keyboard.

Installation

You will need to install **Switch Skills - Scanning** before you can run it. You only need to do this once.

This will also install printable resources in an “Inclusive Resources” folder on your computer.

Windows

Insert the CD.

If your computer is set to auto-run CDs a **‘Switch Skills - Scanning’** window will pop up after about 10 seconds. Otherwise, double-click on **My Computer**, then double-click on the **CD** icon. If this just opens a file window, double-click the **presetup** icon to start.



Click the **install** button to install **Switch Skills - Scanning**.

Apple Macintosh

Insert the CD.

When the **Switch Skills - Scanning** CD icon appears, double-click on it.

Double-click the icon called **Install Switch Skills - Scanning** to run the installer.

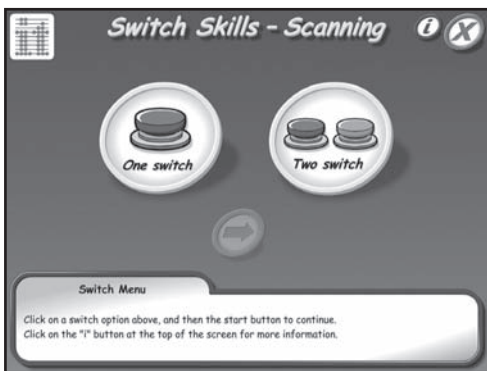
Running Switch Skills - Scanning

Windows

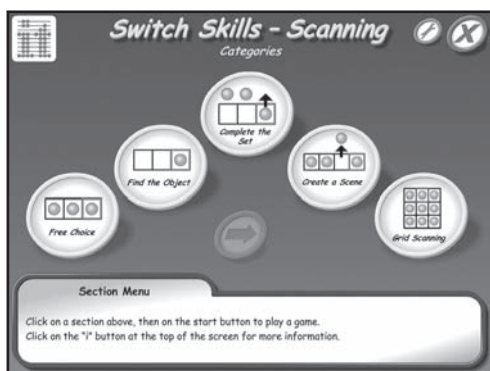
If the **Switch Skills - Scanning** icon is on the computer screen (the desktop), double-click on it. Otherwise: click on the **Start** button, then on **Programs**, then on **Inclusive Technology**, then click on **Switch Skills - Scanning**.

Apple Macintosh

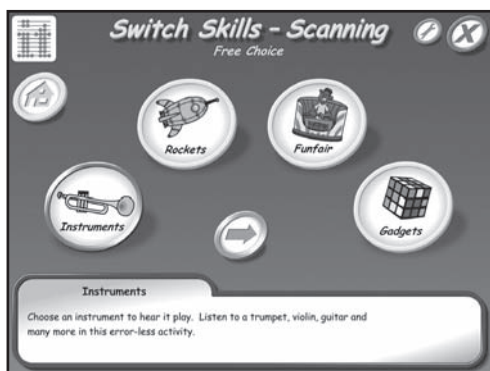
If the **Switch Skills - Scanning** icon is on the computer screen (the desktop), double-click on it. Otherwise go to where you chose to install **Switch Skills - Scanning** to find the icon.



On starting, the title screen asks if your learner is using one or two switches. Click on the switch option you wish to use, then on the green arrow button to see the activities.



The “Categories” screen shows five categories of activity. The easiest is on the left. The most difficult is on the right. Click on a category, then on the green arrow button.



You can now click on an activity and read more about it at the bottom of the screen. Click the green arrow to play that activity.



Click on the **information** button for information about the program.



The **home** button will take you back to the category screen showing the five sections.



The **options** button gives you more options for each category.

Stopping Switch Skills - Scanning

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 category screen with the five sections.



To exit the program completely, click on **exit**.

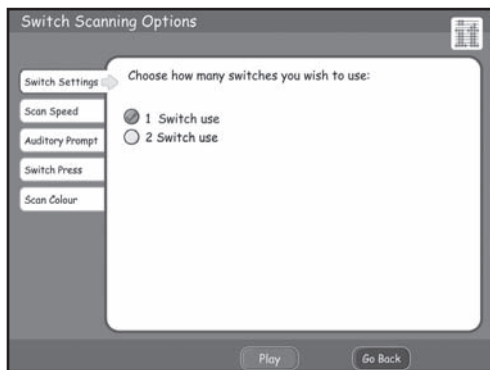
Switch Skills - Scanning Options



Click the **options** buttons to see the options for these activities.

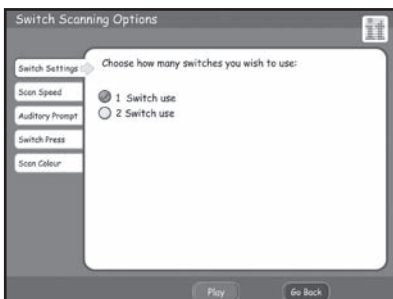
These options are **very important** for your learners. They enable you to adjust the activities so they are at just the right level, depending on a learner's ability to:

- Physically operate a switch.
- Use a switch appropriately (e.g. not randomly press it).
- Respond to visual cues.
- Respond to auditory cues.
- Maintain attention on a task.



To see the different options, click on the 'tabs' on the left side (Scan Speed, Auditory Prompt, etc.). You can then click on the buttons to change how the activities behave.

Switch Settings

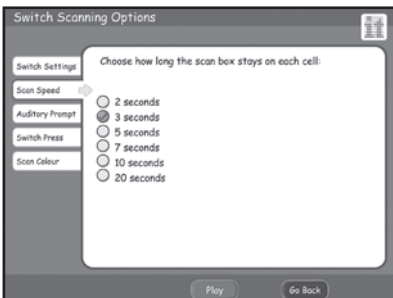


In this section you can choose between one or two switch functionality.

Switches should be connected to the computer using a switch interface such as the Inclusive Simple Switch Box or the Inclusive MultiSwitch.

Both are available from the Inclusive Technology catalogue or online shop, along with a variety of switches. The switches should be set up to behave like the **Spacebar** and **Return/Enter** keys on your computer's keyboard.

Scan Speed

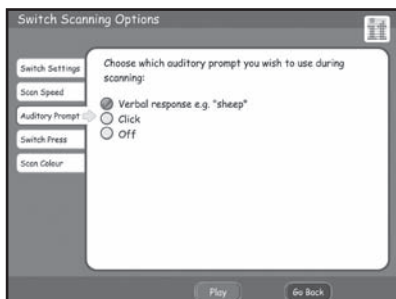


This controls the single switch scanning function, which automatically selects each interactive object on the screen in turn.

The scan speed regulates the length of time that each object is highlighted before moving on the next.

This setting only works when you choose to use one switch.

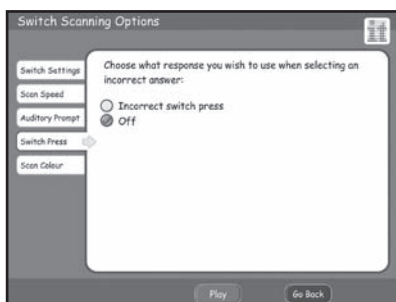
Auditory Prompt



This is built into each activity in **Switch Skills - Scanning** by default. When the scan box highlights each cell, the names of the objects will be spoken.

The auditory scanning option allows you to turn this speech off in favour of clicks, or nothing at all.

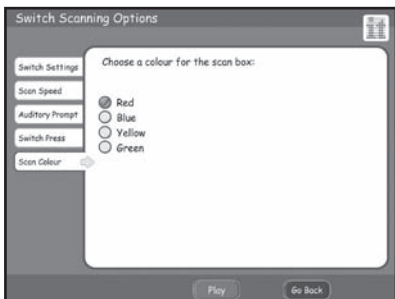
Switch Press



This penalty system is designed to discourage inattentive switch bashing. If the switch is pressed at the wrong time, a yellow border appears on the screen with a buzz, and the activity stops for 3 seconds.

The switch penalty is turned off by default, but can be simply applied by turning it on in this option. This may be unsuitable for some learners.

Scan Colour



This controls the colours of the scan box outline that appears when on-screen items are selected.

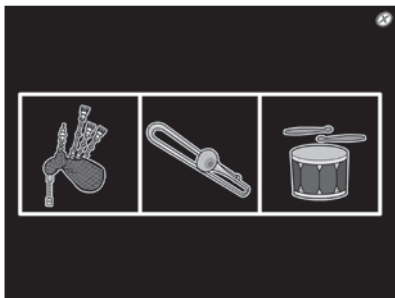
There are four colours to choose from which could assist learners with visual impairments or those that simply prefer specific colours.

When you have finished, click on the **Go Back** button to return to where you were before.

“Free Choice” activities

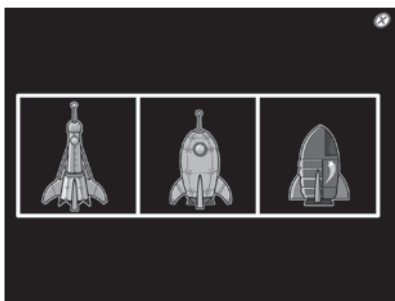
This section contains 4 free choice activities. Three objects appear on-screen in a line. Scan and choose any of the objects to see it animate. Use the Options to change the switch settings at any point to make the activities easier or more difficult.

Instruments



Choose an instrument to hear it play. Listen to a trumpet, violin, guitar or a drum beating a rhythm, plus many more in this errorless activity.

Rockets



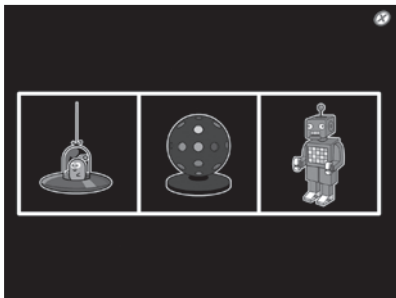
Press your switch to scan and choose any of the colourful rockets. When chosen the rocket will count down and whoosh into the air in a burst of smoke and sound.

Funfair



Choose your favourite funfair ride or game and watch it animate to upbeat music. The attractions include a bumper car, big wheel, waltzer and merry-go-round, plus many more.

Gadgets

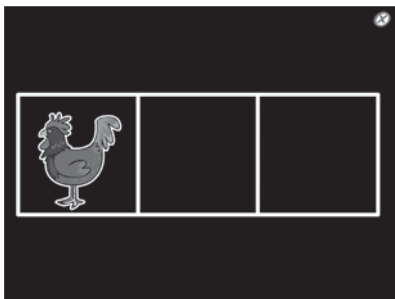


In this free-play activity there are 9 possible toys or gadgets to choose from. Choose one to see it animate. Different toys are presented each time.

“Find the Object” activities

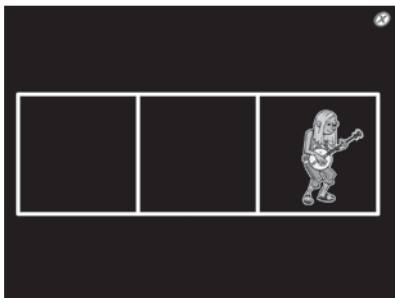
This section contains 7 more advanced versions of the “Free Choice” activities. A single object will appear in one of the three cells. Move the scan box to the object to select it. Watch as it animates.

Farm Yard



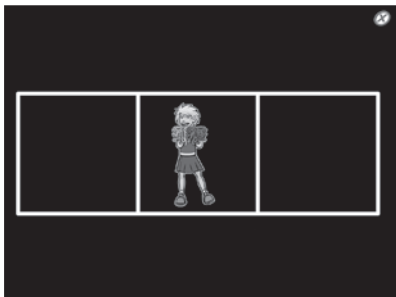
Find the funny farm animal and select it to watch it jump and dance to upbeat music. A different animal is presented each time.

Musicians



More music and movement, with plenty to talk about. Choose one of the various musicians including a violinist, guitar rock star and many more. Rock on!

Basketballer and Cheerleaders



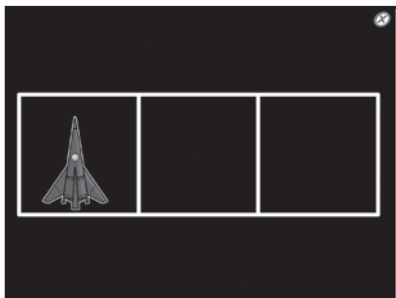
Play with your high school favourites including basketball players and cheerleaders. Both of the characters appear in turn. Select the character to watch them animate to the music.

Big Trucks



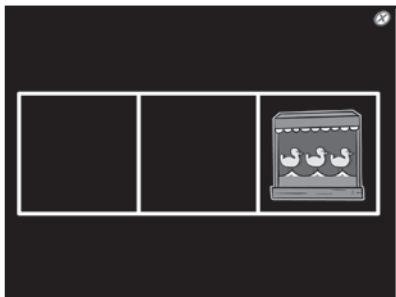
This activity features 6 super trucks and vehicles. Select the truck to see it move. Each vehicle animates in its own distinctive way. Watch the fire engine spray water and the cement mixer mix its cement plus many more.

Rockets



Using the same rockets from the Free Choice activities choose the rocket on screen to watch it launch. The countdown starts and it shoots into the air. A different rocket will appear each time you play.

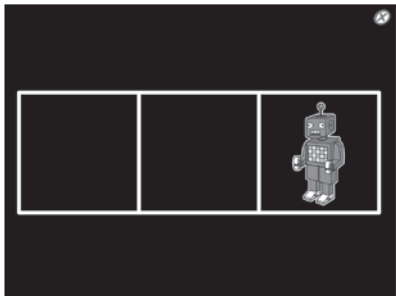
Funfair



Lots of your favourite rides and games from the funfair. Scan and select one to see its animation and hear its music.

A different ride or game will appear each time you play.

Gadgets

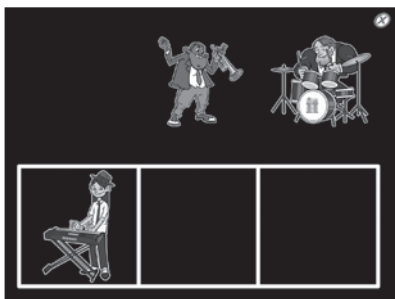


This activity has the gadgets and toys from the previous Free Choice section. Choose the one displayed to make it play. Watch the UFO bounce on a string and the Jibber Jabber shake its head.

“Complete the Set” activities

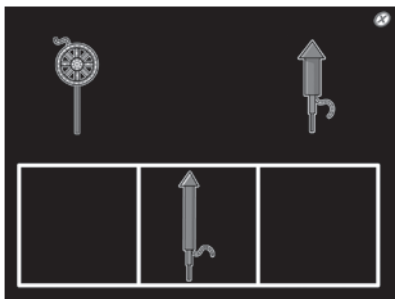
These simple activities are similar to those in Find the Object, but now the selected object is added to a scene. This is designed to give the activity more meaning. You may find it useful to use the ‘incorrect switch press’ option to discourage inattentive switch bashing.

Musicians



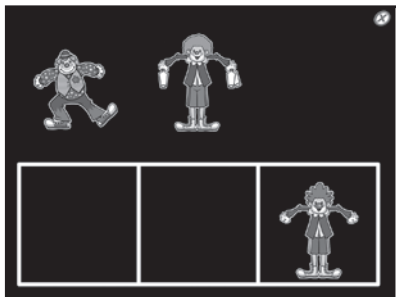
More from our favourite musicians. The musicians have formed a band - but one is missing! Find the missing musician, add him to the line-up and watch them play a tune.

Fireworks



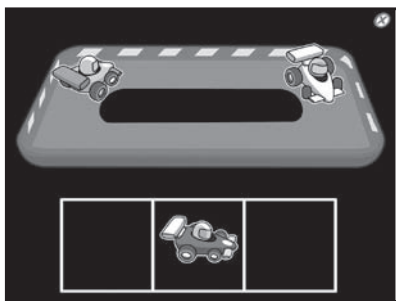
Bonfire night is once a year, but now you can see them early. Add the final firework to the display and watch the screen light up with colourful explosions and sound.

Clowns



The circus has come to town and the clowns want to dance. Add the last clown to the team and see them dance and honk their noses to silly music.

Racing Cars

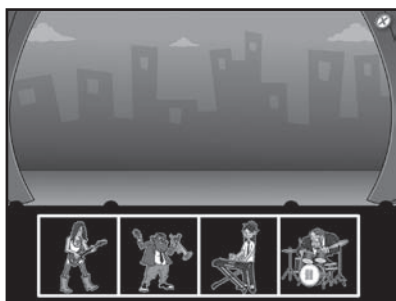


“Drivers, start your engines!” Add the final racing car to the race track and watch them roar! “GO!”

“Create a Scene” activities

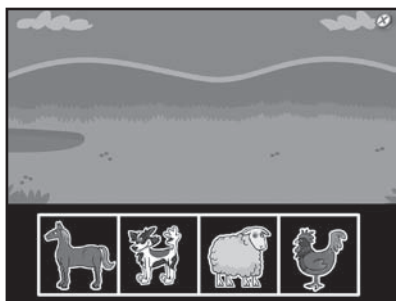
These four activities are slightly more advanced and introduce a progressive level of difficulty with switches. Multiple objects must now be added one by one to create a scene. Once all four objects have been correctly chosen, the learner will be rewarded with music and movement.

Musicians



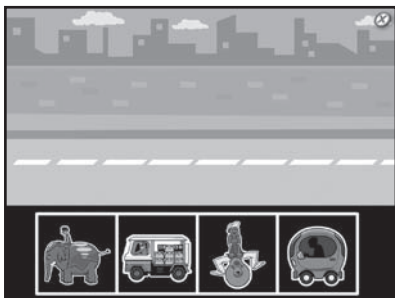
Four band members are waiting to go on stage. Scan and select them one by one in any order to place them on stage. Once all are added, the band will play and the music will begin.

Farm Yard



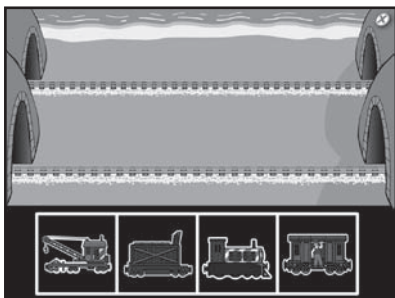
Create your own farm yard. Four animals will appear at random each time you play. Add them to the scene and watch them animate and make a noise.

Street Scene



Scan and select from all the possible people, cars, vehicles and animals to put them on the street. Then watch them go! A different selection is given each time.

Train

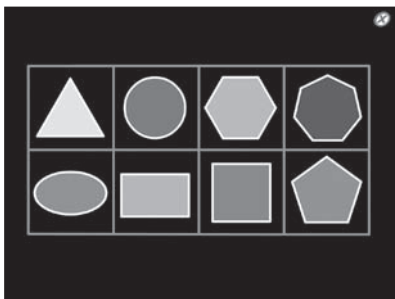


“Choo choo!” Railroad fun with four different trains, from Stephenson’s Rocket to a BIG diesel. Each train pulls different carriages full of fun items. Select the different carriages and trailers to make your train and watch it chug around the track.

“Grid Scanning” activities

These activities introduce more cells, in two or three rows. These begin with “free choice” activities that allow experimental play. More demanding tasks with specific targets are then introduced. The presentation is more difficult, but you may find the activities more motivating.

Soundboard



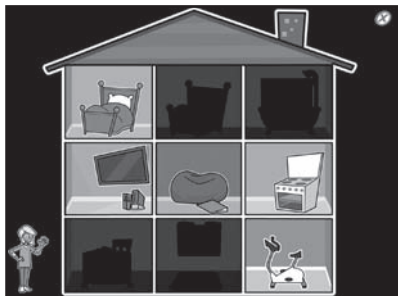
This activity uses an 8 cell grid for simple free choice play with shapes and funny sounds. Scan and select any shape to watch it animate and play its sound effect. Can your learner make that sound? Can they find that sound again?

Treasure Island



This is another exciting free choice activity. Use your scanning skills to search Treasure Island for hidden treasure. Is it in the skull mountain or in the rocky cove? Can you find the treasure? Look out for the skeleton. He’s scary! Footprints appear to show the learner where they have been.

Mandy's House



Move Mandy around her house and choose one of the illuminated rooms to see what she does there. An animated reward is given for visiting all the available rooms.

The Inclusive Technology Troubleshooting Guide

This is a simple guide to common problems when trying to install, remove or use any new software. If you need any further assistance, please contact us. Our online support website is available at www.inclusive.co.uk (click on support), e-mail us on support@inclusive.co.uk or telephone Technical Support on 01457 819723.

1. I put my CD in and nothing happens.

To install the software, do the following:

- Click on 'My Computer'. This is either on the desktop of your computer or in the Windows Start Menu.
- This will open a window showing all your computer drives. Double-click on your CD drive (usually the D drive) and you will see a list of everything on the CD. There will be an icon called 'Setup'. Double-click on this icon and the software installation will start.



2. How do I set switches up?

It's a popular misconception that switches plug directly into your computer when used with switch accessible software. You actually need to plug them into a **Switch Interface**. These come in various shapes and sizes including switch boxes and roller/joysticks (see www.inclusive.co.uk).

The most popular interfaces are dedicated devices that sit between the switch and the computer and convert the switch press into the press of a chosen keyboard key. The software recognises this key press (usually Space and/or Enter) and acts accordingly. When using two switches (one to scan, the other to select), all Inclusive Technology software uses the same key presses: Space to scan and Enter to select. Some switch interfaces are programmed using their own software; others are simply a case of plug-in and play. If you require further help regarding switch set-up, please contact us.

3. I would like to remove the software but don't know how.

There are two ways to remove programs:

a) Go to the Windows Start menu. Click Settings and then Control Panel.

Double-click on 'Add or Remove Programs'. This will bring up a window showing all software installed on your computer:



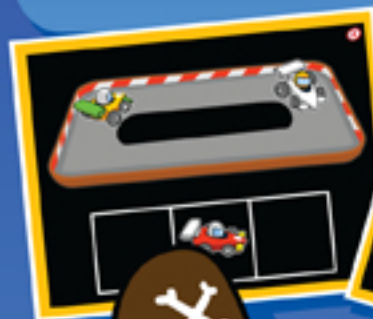
Click on the Change/Remove button and follow the prompts to remove the software.

b) Not all software appears in Add/Remove programs. If your software does not, follow these steps:

- Open 'My Computer' (see Question 1).
- Double-click on the C drive.
- Double-click on the Inclusive folder.
- Highlight the folder with the software you want to remove and press 'Delete'.

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It is ideal for learners learning to use switches to make choices either within software or with scanning communication devices.



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