SwitchIt!
Transport
Extra

school bus

Credits

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SwitchIt! Transport Extra was designed by Rod Boyes and Chris Thornton. Graphics by Chris Thornton. Coding by Chris Dolan, Guillermo Ibanez and Paul Pearce. Sound by Graham Wright. Voiceover by Louise Comerford Boyes and Theresa Honore. Resources by Chris Thornton and Jennette Holden. Documentation by Alison Littlewood, Chris Thornton and Peter Butler.

We welcome your comments on all Inclusive Technology products.

Introduction

The *SwitchIt!* series from Inclusive Technology is designed to help young children and those with severe learning difficulties develop and demonstrate an understanding of language concepts and knowledge of the world. They can also be used as a cause and effect resource.

All of the programs in this series allow access via a single switch, two switches, a touch monitor or IntelliKeys as well as a mouse. Those learning to use switches can use the *SwitchIt!* programs to develop their skills. Options are provided that modify the way the program behaves. This helps you cater for every learner and advance their skills and knowledge, by small steps if necessary.
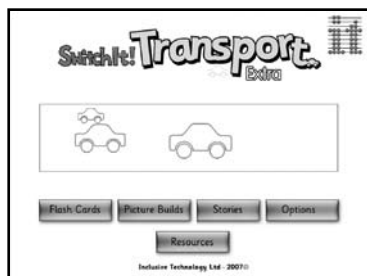
Screen content is always kept as simple and clear as possible. This is not only helpful for those with visual impairment, it also aids learners' understanding of the subject. In using these programs, ensure that you talk to your learners about what is happening on the screen. Ask questions and encourage them to describe what they see and hear. Use toys and other resources to provide a multi-sensory experience.

SwitchIt! Transport Extra takes you on an exciting trip with a variety of vehicles. Join in the countdown and see the rocket launch, see the forklift load the truck or go on holiday on the plane. Raise the sail in the dinghy. Will the wind blow, or will you float adrift? Experience an exciting helicopter rescue at sea, complete with sharks.

The content in *SwitchIt! Transport Extra* is designed so it can be used at multiple language levels: early learners can learn basic facts about vehicles, whilst those more advanced can talk about speed and each vehicle's particular use.

SwitchIt! Transport Extra has three basic activities, designed to be used at different levels of learning:

Flash Cards show pictures from the 'Transport' theme one at a time. Use these to talk about things in isolation.

Picture Builds create composite pictures bit by bit. These animate on completion. Use this to talk about the vehicle's shape and movement. This activity can also be used for cause and effect play.

Stories uses the pictures from Picture Builds to play a stepped, animated sequence of events. Use this to talk about how and where the different vehicles are used. The Stories also have a big dose of fun!

SwitchIt! Transport Extra comes with a set of printable classroom resources and supplementary computer activities . See the Resources section at the back of this guide for details.

Installing SwitchIt! Transport Extra

Please note: an active internet connection is required

To install *SwitchIt! Transport Extra*, simply run the following

file: switchit_transport_extra.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.

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

Running SwitchIt! Transport Extra

If a ***SwitchIt! Transport Extra*** 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**.

Stopping SwitchIt! Transport Extra

Whilst playing an activity, press the **Esc** key or the **M** key on the computer's keyboard. This will take you to the **Options** screen.

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

Printing from SwitchIt! Transport Extra

You can print out a picture from ***SwitchIt! Transport Extra*** at any time.

Hold down the **Ctrl** key and press the **P** key. A standard Windows **Print** dialogue box will appear. Click the **Print** button to print.
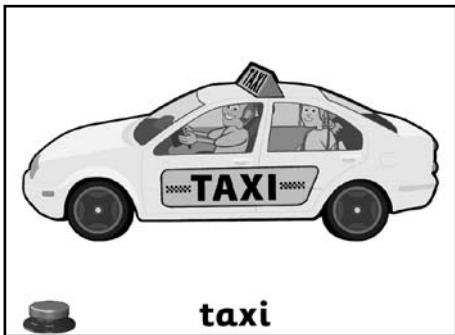
Activities

When *SwitchIt! Transport Extra* begins, choose an activity from the title screen. To change the activity, press the **Esc** or **M** key on the keyboard to go to the **Teacher Options**, then select a new activity and click the **Play** button at the bottom of the screen.
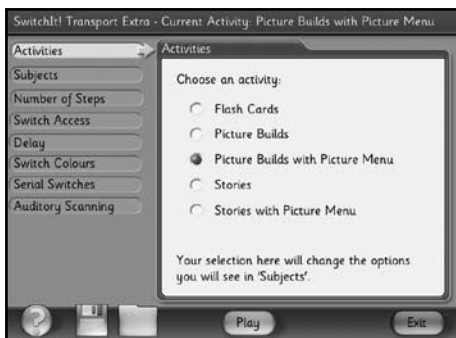
In all the activities, a picture of a switch will appear at the bottom of the screen from time to time. You can only click the mouse or press your own switches when this switch picture is displayed on the screen. The pauses in the activities allow time for pointing to and talking about the pictures.

Flash Cards

Click each time the switch picture appears on the screen to bring up a new 'card'. There are 30 **Flash Cards**.

Picture Builds

When you access the **Picture Builds** activities, a white screen will be displayed with a picture of a switch at the bottom. Press your switch when you see a switch displayed on the screen.

A scene will be built up bit by bit at each switch press. The number of steps required to complete the scene can be changed in the **Number of Steps** option. There are 15 **Picture Build** subjects.

Picture Builds with Picture Menu

This is like **Picture Builds** above, but also provides a pictorial menu of all the subjects. You should select one of these to start a **Picture Build**. Selection can be made using the mouse, touch monitor, interactive whiteboard or using switch scanning.
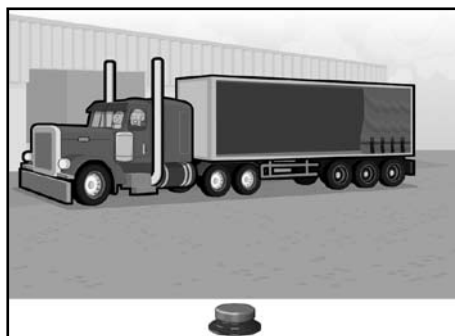

Stories

Although learners can simply explore how different modes of transport look, sound and move, the **Stories** have been designed to promote more advanced discussion and awareness. Remember you can use the **Subjects** option to control which **Stories** appear.

When you play the **Stories** activity, a background scene will first be displayed when you press the Spacebar or switch.

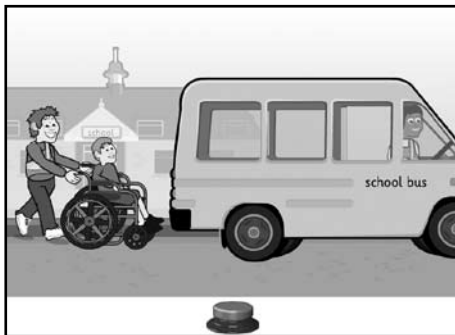Each story is made up of a sequence of animations with five or six steps.

To go through the story, click the mouse or press your switch when you see the switch picture displayed at the bottom of the screen. There are 12 **Stories**.

School bus

Vehicles: school bus, wheelchair.

Environment: school grounds, main road.

This story features children leaving school and being transported home by the school bus. This can raise various accessibility issues such as using a tail lift for wheelchair users. The story also shows safety procedures like fastening seat belts before every trip.
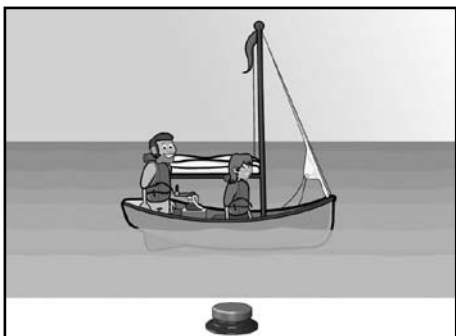
Taxi

Vehicle: taxi.

Environment: taxi rank, supermarket.

The lady in this story uses a taxi because her shopping is heavy and she has no-one to help her to carry it, and no car of her own. Discuss other reasons you might use a taxi with your students. This story also demonstrates how to use a seat belt.

Sailing boat

Vehicles: sailing boat, speed boat.

Environment: sea or lake.

This story compares boats with sails to boats with engines. The speedboat whizzes past, whilst the sailing boat has to wait for the wind to start blowing. At a simpler level you can also talk about the calm sea and rocking waves, whilst pointing out the life jackets to more advanced learners.
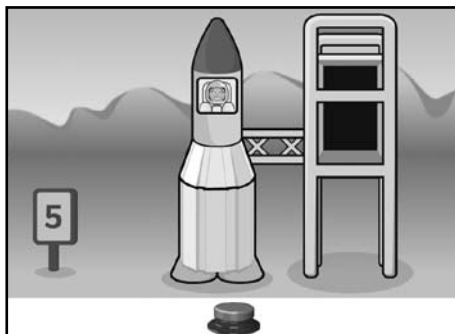
helicopter

Vehicles: helicopter, capsized boat.

Environment: coastal area of the sea.

This story shows a sea rescue. A capsized boat bobs on the water with its stranded passengers perched on its underside. This shows that some modes of transport do come with dangers. It also shows that particular vehicles are used for emergencies.
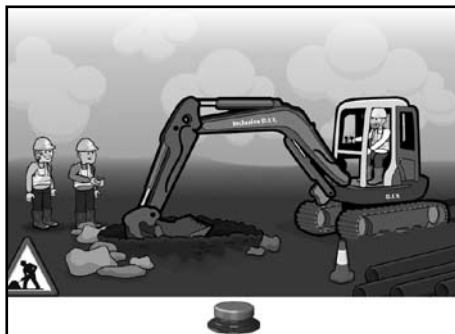
Space rocket

Vehicles: space rocket, elevator, space station, U.F.O.

Environment: space.

This story gives an exciting portrayal of a rocket launch and propulsion from earth into space. A countdown from five to one is followed by the launch.

Digger

Vehicles: digger.

Environment: muddy worksite.

This story shows how some vehicles are used not only to travel but also to do certain jobs. The digger is digging when it comes across something buried underground.

Car

Vehicles: sports car.

Environment: petrol station.

This simple story shows that many modes of transport need fuel in order to move. When the fuel runs out it needs to be replaced. Other elements are included, such as the use of money to pay.

Truck

Vehicles: truck, forklift truck.

Environment: warehouse, goods yard.

This story shows how a truck is used to transport things rather than people. It also shows a fork lift working with the truck. Ask your students why both are necessary - what can each do that the other cannot?

Cherry picker

Vehicles: cherry picker.

Environment: urban.

This story demonstrates one use of a cherry picker type vehicle. Street lights don't last forever and workers use this machine to replace the bulbs. This story is good for talking about 'down' and 'up' as well as how the vehicle drives from 'left' to 'right'.

Train

Vehicles: train.

Environment: train station, platform.

A simple story with a train pulling into a station and passengers getting on and off. The need to be on time to catch the train is emphasised, and the story also shows the need to purchase a ticket before travelling. Watch that clock!
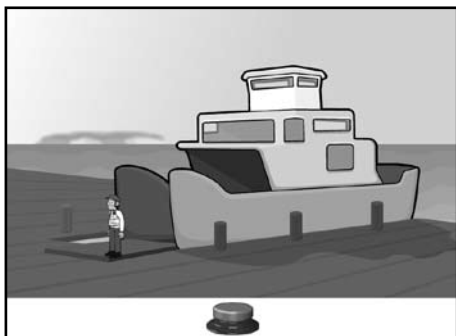
Plane

Vehicles: plane, aircraft stairs.

Environment: airport runway.

This story shows how flying by plane is a popular mode of transport when it comes to holidays and travelling long distances in a short period of time.

**Ferry**

Vehicles: ferry, sports car, school bus, truck.

Environment: at the harbour on the coast.

This story shows how various modes of transport can also be transported using larger vehicles. This story brings up certain topics such as 'size'.

Stories with Picture Menu

This is like **Stories** above, but also provides a pictorial menu of all the subjects. You should select one of these to start a **Story**. Selection can be made using the mouse, touch monitor, interactive whiteboard or using switch scanning.
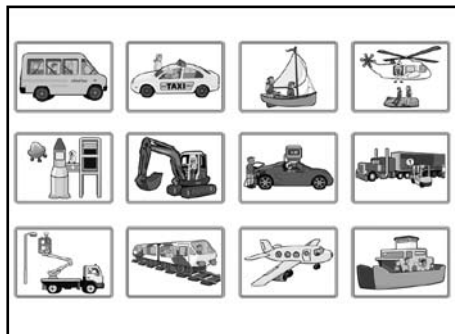
SwitchIt! Transport Extra Options Menu

When *SwitchIt! Transport Extra* starts, you can click on the **Options** button to access the **Teacher Options**. When playing a game, press the **Esc** or **M** key to go to the **Options**.

On the left-hand side you will see a column of buttons where different options can be set. Click on these to see the changes you can make.

Activities

Choose to play with **Flash Cards**, **Picture Builds** or **Stories**.
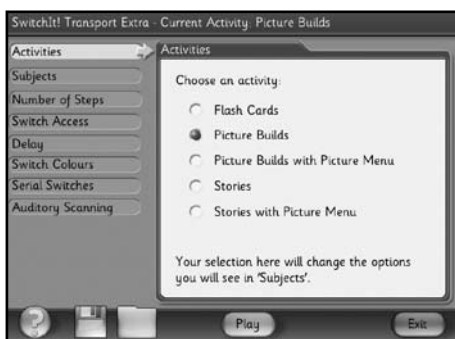
Subjects

Choose the images or story lines you want to be included in your activities. The range that you see here will depend on which activity you have selected (**Flash Cards**, **Picture Builds** or **Stories**). You can also choose whether the subjects are shown in the sequence on the screen or in random order.

The **Subjects** option also controls which subjects will appear in the **Picture Menu.**

Number of Steps

This option works only with **Picture Builds**. Select the number of steps it takes to form the complete **Picture Build**.
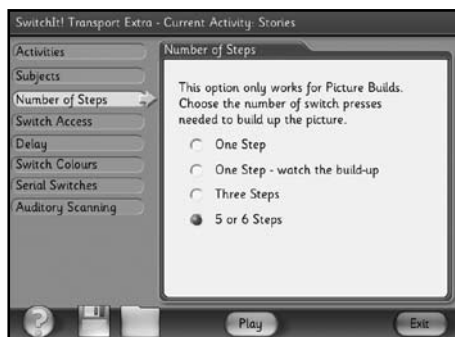
Switch Access

In this section you can choose to use a mouse, touch monitor or switches. This section is split into two parts, one for playing the activities and one for the **Picture Menu**.

Switches should be connected to the computer using a switch interface, such as the Crick Switch Interface or the Quizworks Switch Interface. You can get both of these, and switches, from the Inclusive Technology catalogue or online shop. The switches should be set up to behave like the **Space bar** and **Return/Enter** keys on the computer's keyboard, or like the left and right mouse buttons.

For Activities:

- **One switch/Space bar/touch screen/mouse button**: with this setting, the learner just uses any of these, or a single switch to play.

- **Two Switches, alternate**: with this option, pictures of the switches will appear alternately on the left or right of the screen. Only the correct switch will operate the activity.

- **Two Switches, press as requested**: use this when you want the learner to watch and use the switch indicated on the screen (see the **Switch Colours** option on the following page for easy ways to identify the switches).

For Picture Menu:

- **Mouse click**/**Touch Screen**: with this setting, the learner just clicks or touches one of the pictures to start playing that activity.

- **One switch**/**Space bar**: this setting uses single switch scanning. Press the **Space bar** or switch to start a scan box moving between the pictures in the Picture Menu. Press the **Space bar** or switch again when the scan box reaches the activity you want to play. There are three speed settings.

- **Two switch scan**: this setting is for two switches which act like the **Space bar** and **Return** (**Enter**) keys on the computer's keyboard, or like the left and right mouse buttons. Press the first switch (or **Space bar** or left mouse button) to make the scan box appear. Press it again to move it to the next picture. Keep pressing this switch to take the scan box to the activity you want to play. Now press the second switch (or **Return**/**Enter** key or the right mouse button.)

Delay

SwitchIt! Transport Extra includes a 'pre-acceptance delay' function. This is useful for those students who make brief involuntary switch presses which you don't want the program to recognise. If you set the delay to 0.4 seconds, then the program will only accept switch presses that last longer than 0.4 seconds.

Switch Colours

This option allows you to set the colour of the switch or switches being used. If you wish to use the software with a single switch, select a colour for the **Left Switch**.

If you are using two switches, the colours can be set to match your own range of switches (or place coloured patches on switches to identify them for the user).
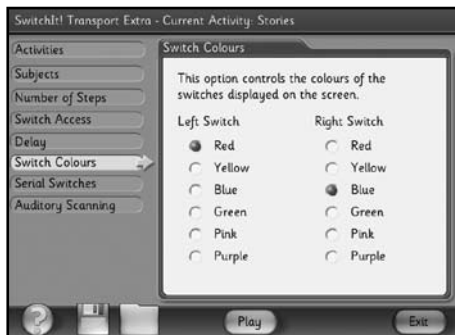
Auditory Scanning

The Picture Menus in *SwitchIt! Transport Extra* have auditory scanning built in. If the learner is using the mouse scanning in a Picture Menu, the names of the subjects will be spoken when the mouse pointer is moved over them. If the learner is using switch(es), the names of the subjects will be spoken when the pictures of the subjects are scanned. (See pages 11 and 19 for more details about Picture Menus.)

The **Auditory Scanning** option allows you to turn this speech off.

Saving Options Settings

You might want to set up *SwitchIt! Transport Extra* for different learners. The settings you choose can be saved as **Options** files and quickly loaded again later, to save time.

Saving

When you have set up the software for a particular learner, click on the **Save** button at the bottom of the **Options** screen. This looks like a floppy disc. A dialogue box opens where you can type a filename (perhaps the user's name).

Loading

To use a previously saved **Options** file, click on the **Load** button at the bottom of the screen. This looks like a folder.

A dialogue box will appear, showing the files you have already saved.

Select the file you want to load and then click on **Open**. The **Options** screen will now automatically show the options stored in that file.

Summary of Access Options

Mouse, Touch Monitor

If the program is set for mouse access, any of the mouse buttons will operate as a single switch. The mouse can also work as two switches: if the **Two Switches**, **alternate** or the **Two Switches**, **press as requested** options are selected, the left and right mouse buttons will operate as two separate switches.

Touch monitors will work as a single switch. Just touch anywhere on the screen!

Keyboard

If *SwitchIt! Transport Extra* is set up for single switch operation, the **Space bar** or **Enter** keys will act as the switch.

If the software is set up for two switch use, **Space bar** and **Enter** will operate as two separate switches.

IntelliKeys Keyboard

You may wish to use an IntelliKeys keyboard as either a single switch or as two switches, using the left and right sides of the board. The program comes with **Overlay Sender** and an overlay file called **IKeys**.

Go to the **Switch Access** menu screen and click on the **IntelliKeys** button. This will set up the IntelliKeys for use with *SwitchIt! Transport Extra*.

Switches

Switches can be connected to the computer in a variety of ways. As a rule however, *SwitchIt!* programs require interface boxes to act as if the **Space bar** or **Enter** keys are pressed.

SwitchIt! Transport Extra Resources

To access the worksheets, click on the **resources** button on the left-hand side of the screen.
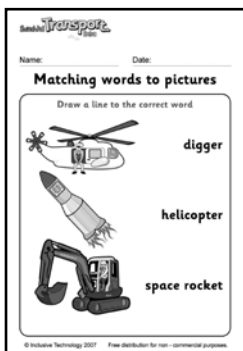

Click on the worksheet you would like to view. This will give you a preview which you can then print as many times as you like.
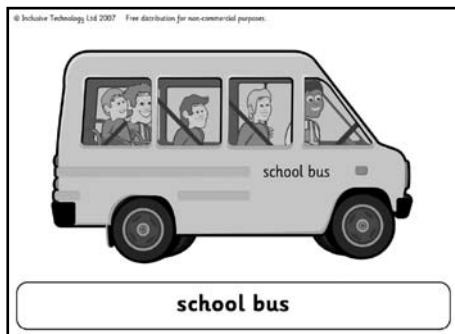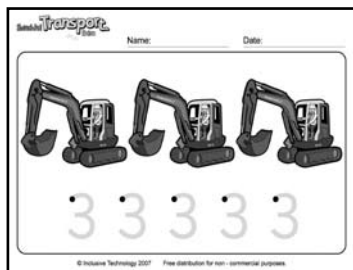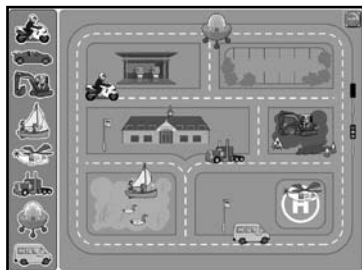

Example of a worksheet.

Flash Cards

Tracking

Additional on-screen activities

To access additional on-screen activities, click on the **Programs** button. Here you will find a range of activities, which can be used on a touch monitor or interactive whiteboard, or used to develop mouse skills. Each activity can be printed out when completed.

Enjoy lots of motivating activities around the vehicles we see every day with this fun-packed program! Use a switch, keyboard, mouse, touch monitor or IntelliKeys.

Travel by land, air or water and find out how each vehicle is used for a different journey or job. Use a forklift to load a truck or fly a helicopter to rescue stranded sailors from a capsized boat. Lots of additional worksheets, activities and resources included.