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SwitchIt! Wildlife Extra

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For Windows 98, 2000, XP, Vista and Macintosh OS X Computers

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Credits

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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! Wildlife Extra takes you on an exciting trip around the natural world, from the tropical jungle to windswept Alpine mountains, from the hot Mojave desert to the frozen Antarctic ice cap. We learn about the wild animals that live there, how they move, the sounds they make and the food they eat. Some of them eat other animals!

The content in **SwitchIt! Wildlife** is designed so it can be used at multiple language levels: early learners can learn basic facts about animals, whilst those more advanced can talk about camouflage and changing environments.

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

Flash Cards show pictures from the 'Wildlife' 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 animals' physical make-up and their 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 the animals interact with their environment and with each other. The Stories also have a big dose of fun!

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



Also see www.switchitseries.com for extra support and ideas!

Minimum Specification

Windows computers:

OS: Windows 98, 2000, XP & Vista

Processor: 350MHz Pentium 2

RAM: 32Mb

Audio: SoundBlaster compatible 16 bit sound card

Apple Macintosh computers:

OS: Mac OSX 10.2.8

Processor: 700MHz PowerPC G4

RAM: 128Mb

Installing SwitchIt! Wildlife Extra

You will need to install **SwitchIt! Wildlife Extra** before you can run it. You only need to do this once.

Windows

Insert the CD.

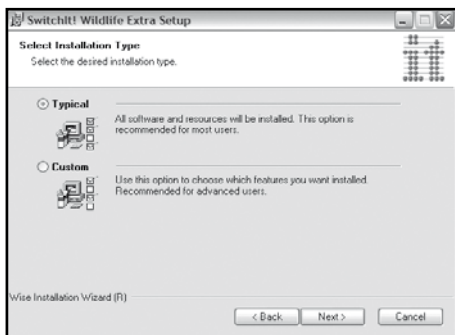
If your computer is set to auto-run CDs the installer window should appear on the screen after about 10 seconds.

Otherwise, double-click on **My Computer**, then double-click on the CD icon. Double-click on **presetup.exe** to run the installer.

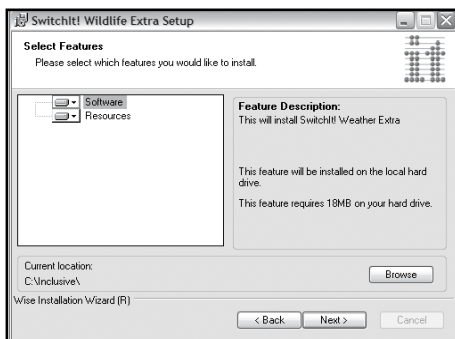
You can choose to install **SwitchIt! Wildlife Extra**, or view the resources on the CD without copying them to your computer.



When you start to install, you will be asked if you want a “Typical” installation or a “Custom” installation.



The “Typical” installation will install both the software and the resources onto your computer. If you want this, just click the **Next** button at the bottom. If you only want to install the software OR the resources, click the round button next to “Custom” before clicking **Next**. This will give you the following options:



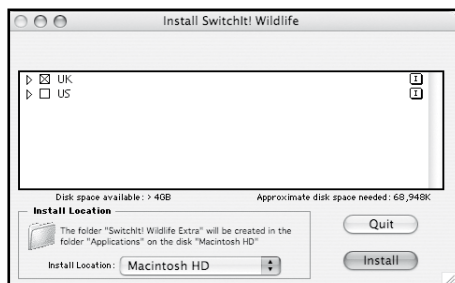
To prevent installation of either the software or the resources, click on the button next to one of those to make a pop-up menu appear. Then click on the red **x** in the pop-up menu. Click on the **Next** button to continue.

Apple Macintosh OSX

Insert the CD.

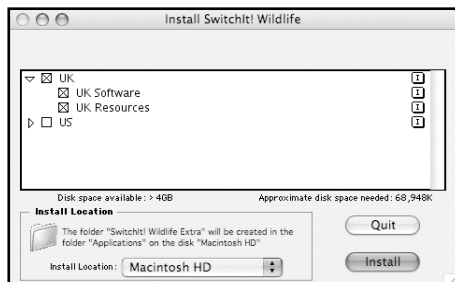
When the **SwitchIt! Wildlife Extra** CD icon appears on the screen, double-click on it.

Double-click the icon called **Install SwitchIt! Wildlife** to install the software and/or the resources to your computer. This will open the following window:



Select either the **UK** or **US** button.

If you want to install just the software or the resources, click on the arrow button next to your choice of UK or US. You can now deselect the software or the resources.



Running SwitchIt! Wildlife Extra

Windows

If the **SwitchIt! Wildlife Extra** 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 on **SwitchIt! Wildlife Extra**.

Stopping SwitchIt! Wildlife 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! Wildlife Extra

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

Windows

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

Apple Macintosh

Hold down the **Apple** key (also called **Command**) and press the **P** key. A standard **Print** dialogue box will appear. Click the **Print** button to print.

Activities

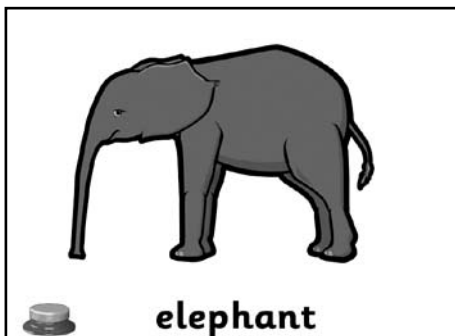
When **SwitchIt! Wildlife Extra** begins, choose an activity from the title screen. To change the activity, press the **Esc** or **M** key on the keyboard to go to the **Teacher Options**, then select a new activity and click the **Play** button at the bottom of the screen.



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

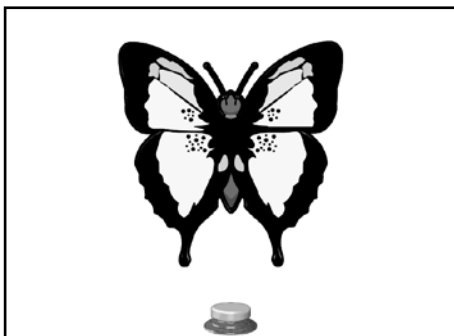
Click each time the switch picture appears on the screen to bring up a new 'card'. There are 30 **Flash Cards**.



Picture Builds

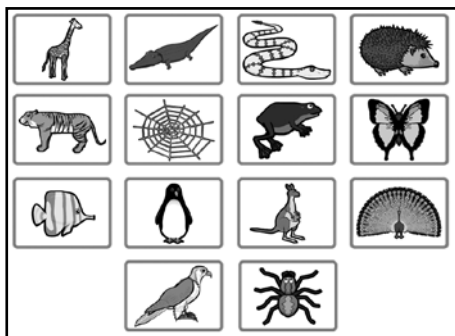
When you access the **Picture Builds** activities, a white screen will be displayed with a picture of a switch at the bottom. Press your switch when you see a switch displayed on the screen.

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 14 **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 (see the **Switch Access** section).



Stories

Although learners can simply explore how different animals 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.

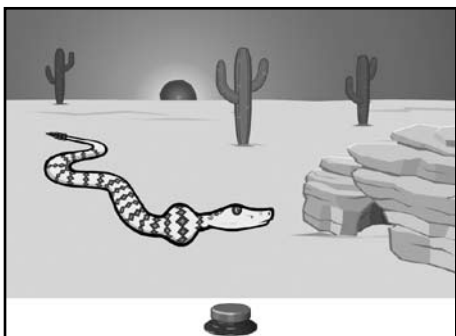
When you play the **Stories** activity, a background scene will first be displayed when you press the Spacebar or switch.

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

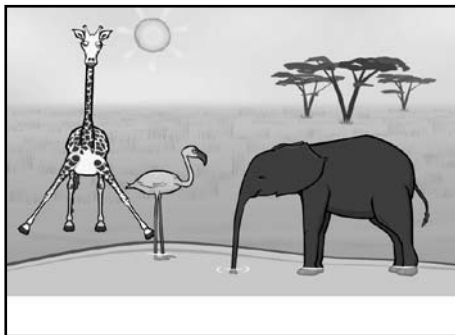




To go through the story, click the mouse or press your switch when you see the switch picture displayed at the bottom of the screen. There are **12 Stories**.



Giraffe

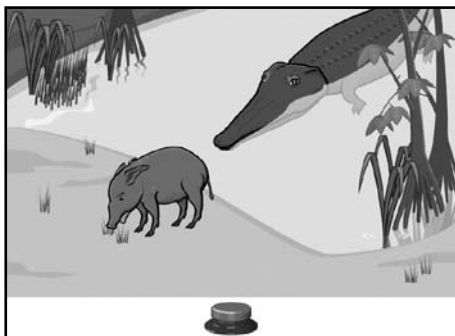


Animals: giraffe, flamingo and elephant.

Environment: African plains.

This story features environmental issues. It shows the animals' dependence on the rain for water, but sometimes the waterhole runs dry.

Crocodile

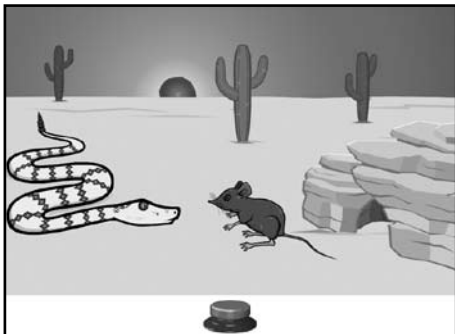


Animals: crocodile, bush pig.

Environment: jungle swamp in Africa, India or Australia. Like crocodiles, wild pigs are widespread in the tropics.

This story shows the pig eating some juicy vegetation before being attacked by the crocodile. (Introducing a food chain.) Sometimes the pig gets away, sometimes not! The story also shows the crocodile's hunting technique.

Rattlesnake



Animals: rattlesnake, desert wood rat.

Environment: North American desert.

The focus of this story is camouflage, although the food chain is also demonstrated. The woodrat munches on some beetles before being gobbled up itself. At the end, the snake's habit of swallowing its meals whole gives it a problem!

Hedgehog



Animals: hedgehog, fox.

Environment: European countryside.

This story also shows predators and prey, but the main theme is protection. The hedgehog curls up into a spiny ball to deter the fox.

Tiger



Animals: tiger, man.

Environment: Indian jungle.

This story gives a simple portrayal of the effects of deforestation. In this case the effect is an angry tiger! This also shows that some wild animals are dangerous.

Spider



Animals: spider, butterfly.

Environment: Amazon rainforest.

This story shows how spiders spin their webs and use them as traps for insects. The rain comes to the butterfly's rescue.

Frog

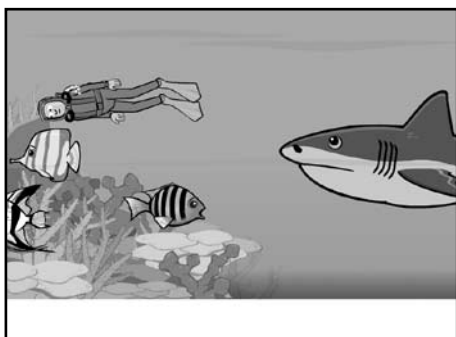


Animals: frogs.

Environment: garden pond.

This simple story shows frog spawn hatching into a tadpole and growing into a frog.

Fish

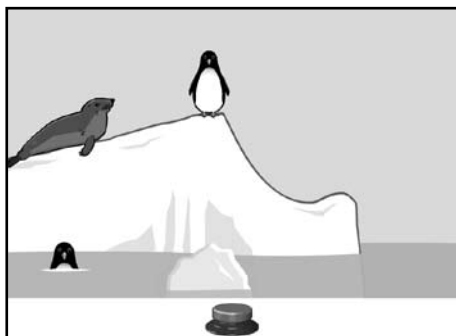


Animals: tropical fish, shark, man.

Environment: a coral reef, such as Australia's Great Barrier Reef.

In this story a diver enjoys watching the beautiful and varied reef fish, but finds the reef can also be a very dangerous place.

Penguins

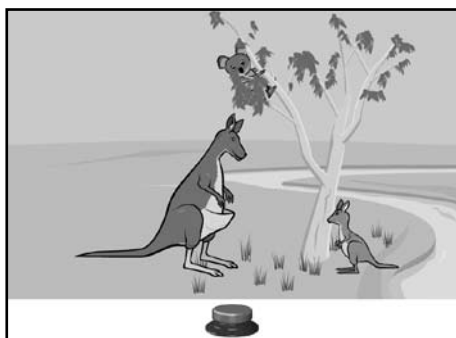


Animals: penguins, seal.

Environment: Antarctica.

Two penguins make their escape from a seal using an icy slide. Penguins do actually make slides in the ice, but this story ends with a completely fictitious comedy routine. Note how the penguins are clumsy on land but agile in water. This story is also good for talking about 'down' and 'up'.

Kangaroo

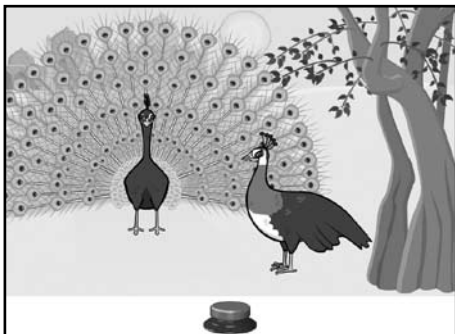


Animals: kangaroo, koala.

Environment: Australian bush.

This demonstrates the kangaroo's marsupial pouch, as well as their hopping movement and eating habits. The story ends with some fictitious fun.

Peacock

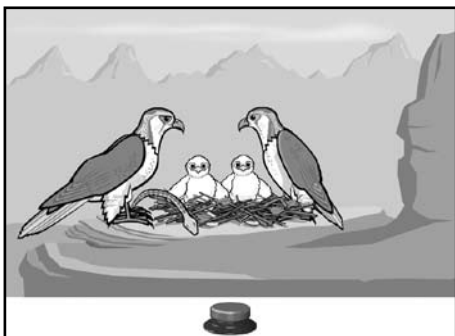


Animals: peacock, peahen.

Environment: Indian plains.

This story shows some of the birds' mating ritual, and the difference between the male and female. The final scene shows the purpose of their mating.

Falcons



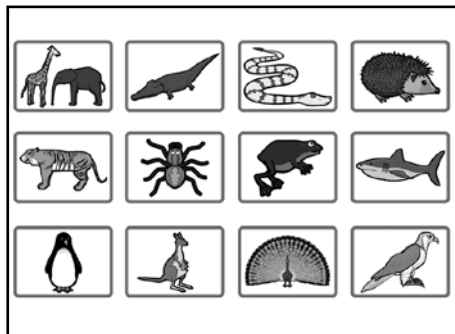
Animals: peregrine falcons, snake.

Environment: European mountain range.

This story shows how birds hatch from eggs and are then cared for on a nest by their parents. One falcon cares for the chicks, whilst the other brings food.

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 (see the **Switch Access** section).



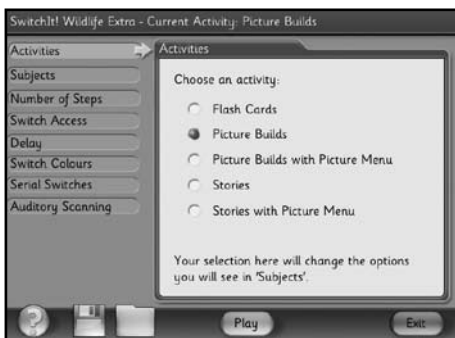
SwitchIt! Wildlife Extra Options Menu

When **SwitchIt! Wildlife 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**.



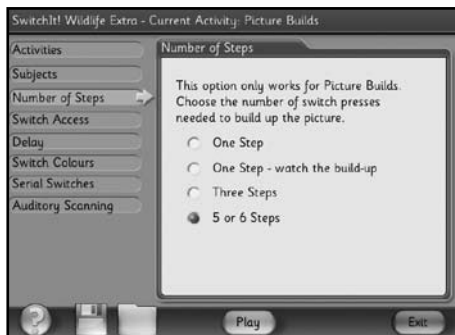
Subjects

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

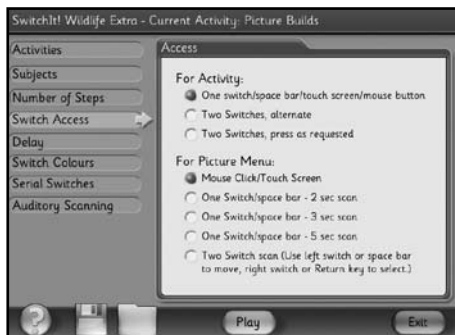
This option works only with **Picture Builds**. Select the number of steps it takes to form the complete **Picture Build**.



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. See **Summary of Access Options** in this guide for details.



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 below 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.)

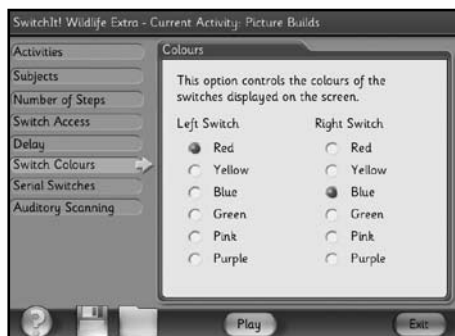
Delay

SwitchIt! Wildlife 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).

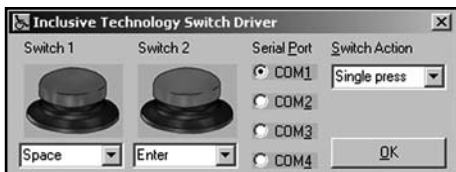


Serial Switches

If you are using switches on a Windows computer connected through a switch box plugged into the serial socket, you will need to configure the software to recognise how the connection is made.

If you are using a Concept Keyboard with a PC as a single switch or two switches, you will also need to set up the software.

In either case, click on the box labelled **Serial Switches**. A dialogue box appears where you can configure the software for your switch box or Concept Keyboard.



Select the COM port through which your serial device is connected.

Click on **OK**. The toolbar will disappear, but the serial switch program will continue to run invisibly and it will need to be closed separately from the main program when you have finished.

IntelliKeys: if you are using an IntelliKeys keyboard, click on the **IntelliKeys** button. An overlay file will then be sent to your board so that it will operate as two switches (the board is divided vertically for two switch operation). You can also plug switches into the IntelliKeys. If you have one or two switches plugged in, the board will operate correctly.

Auditory Scanning

The Picture Menus in **SwitchIt! Wildlife 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! Wildlife 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! Wildlife 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.

Concept Keyboard

This option is only available for the **Windows** version of the software.

You may use a Concept Keyboard as a single switch or as two switches, using the left and right sides of the board.

Go to the menu screen and click on **Setup Serial Switches**. Select the COM port where your Concept Keyboard is attached.

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! Wildlife 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. The descriptions below will cover many of the options:

Apple Macintosh

- **IntelliKeys** - if you are connecting switches through an IntelliKeys keyboard, go to the menu screen and click on **IntelliKeys**. The relevant information will be sent automatically to your IntelliKeys keyboard.
- **Don Johnston Switch Box** - plug your switch(es) into the sockets identified for [1] and [2].
- **USB Switch Box** - if this has software, it should be set up to act like the **Space bar** and **Enter** keys.

Windows

- **IntelliKeys** - if you are connecting switches through an IntelliKeys keyboard, go to the menu screen and click on **IntelliKeys**. The relevant information will be sent automatically to your IntelliKeys keyboard.
- **Don Johnston Switch Box** - plug your switch(es) into the sockets identified for [1] and [2].
- **Serial Switch Box** - go to the menu screen and click on **Set Up Serial Switches**. Select the COM port through which your switch box is connected.
- **Mouser** - switches connected through a Mouser act in the same way as mouse buttons. Go to the menu screen and select one switch or two switch operation.
- **USB Switch Box** - if this has software, it should be set up to act like the **Space bar** and **Enter** keys.
- **Inclusive SwitchBox** - by default, switches plugged into sockets 1 and 2, **Space** and **Enter**, should act like the **Space bar** and **Enter** keys on the keyboard. If not, run the software for the box.
- **SwitchBoard** - plug your switches into the sockets marked **Enter** and **Space**.

SwitchIt! Wildlife Extra Resources

We have produced a range of printable worksheets and additional on-screen activities to work alongside the **SwitchIt! Extra** series.

The worksheets and additional activities can be accessed in three ways. Unless you chose not to install the resources on your computer when you installed the software, you will not need the **SwitchIt! Wildlife Extra** CD.

1. Double-click on the icon called **Resources** for **SwitchIt! Wildlife Extra** on the computer screen (the desktop).

On Windows, you can also use the **Start** menu. Click **Start**, then **programs**, then **Inclusive Technology**, then **Resources for SwitchIt! Wildlife Extra**.

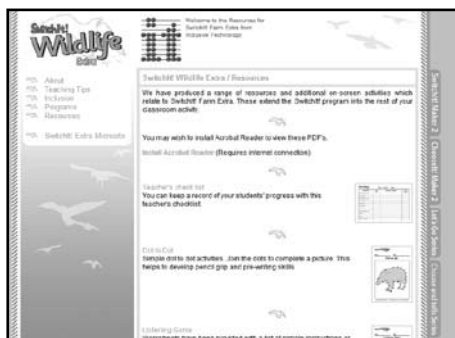
2. Run **SwitchIt! Wildlife Extra** and click on the **Resources** button on the title screen.
3. **Windows:** if you have not installed the resources, put the CD in your computer and wait for the following window to appear:



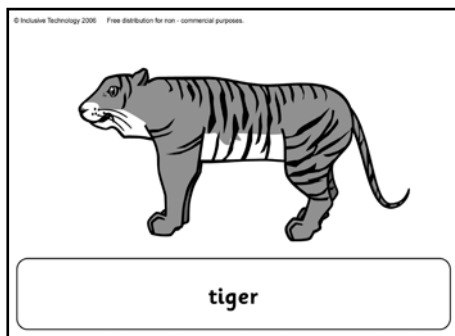
Apple Macintosh: click on the **Click here to view the resources** button and then choose your language. Insert the CD and double-click on the CD logo. In the folder just opened will be two links: UK Resources and US Resources. Double-click as appropriate.

From any of these routes you will find a range of worksheets and additional on-screen activities.

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



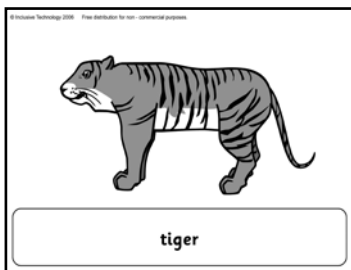
Click on the worksheet you would like to view. This will give you a preview which you can then print as many times as you like.



Example of a worksheet.



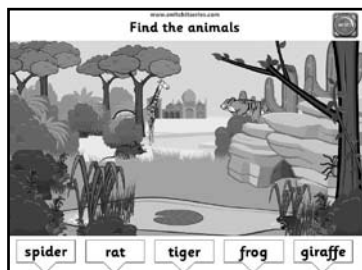
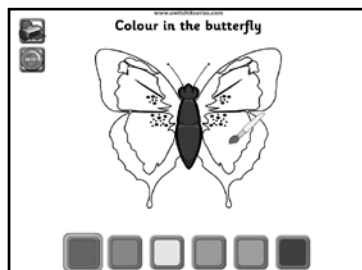
Flash Cards

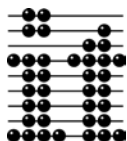


Tracking

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.





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 Technical Support). Email us at: 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.



My
Computer



Setup

2. I have installed the program but no text appears in the menu.

To complete the installation you must restart your machine. After a reboot, all text will appear.

3. 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.

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

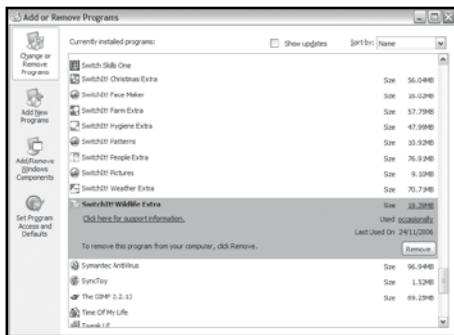
There are two ways to remove programs:

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:



Add or
Remove
Programs



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:

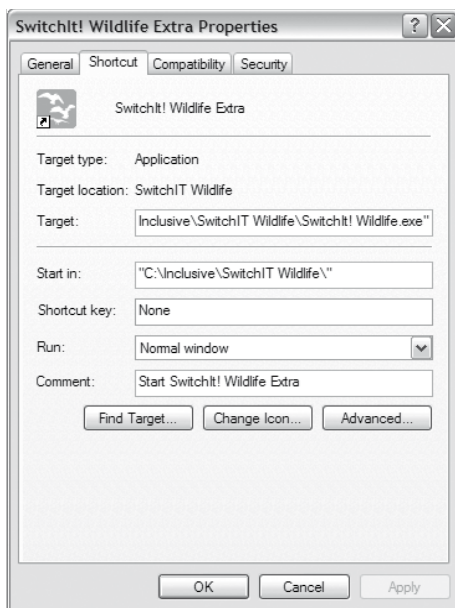
- Open 'My Computer' (see Question 1).
- Double-click on the C drive.
- Double-click on the Inclusive folder.
- Highlight the folder with the software you want to remove and press 'Delete'.

5. When I run the program, my screen goes black, or only some of the program is displayed on the screen. (Windows only.)

This problem is sometimes caused by the program trying to fill your computer screen. It is usually solved by installing the correct software drivers for your monitor. If this can't be done, there is a way to prevent the program from trying to fill up your screen.

a) Click the **right** mouse button on the program icon on the Desktop. This will make a pop-up menu appear.

b) Click the left mouse button on **Properties** at the bottom of the pop-up menu. This will make the following window appear:



(If it doesn't look much like this, click on the word **Shortcut** at the top of the window.)

c) Add " /c" to the end of the text in the Target window. Remember to type a space before "/c"! Also make sure the "/" is not a "\".

d) Now click the **OK** button at the bottom of the window.

Now try running the program again. If the program runs but has a black border round the edge, you can exit the program and try changing the "display resolution" to 800 x 600.

6. When trying to run over a network, only one client can run the program concurrently.

Please ensure that the .exe, all .cxt and .dxr files and the .dir and .cst file within the extwindows subfolder of the install directory are set to READ ONLY to allow more than one simultaneous user.

Please refer to the network installation instructions that come with your network licence.

Extra Help from Inclusive...

Don't forget that there are over a thousand pages of information about using technology to support your learners on our website.

See: **www.inclusive.co.uk**

We organise Information Days around the country which are packed with advice, inspiration and ideas. See **www.inclusive.co.uk/events**

We also organise exhibitions about ICT for special needs.

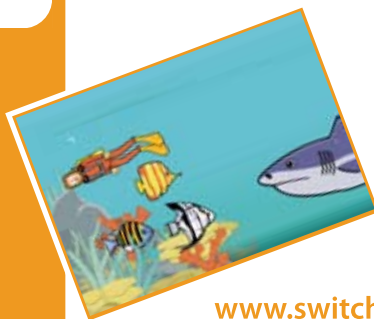
See **www.inclusive.co.uk/exhibitions**

Notes:

Notes:



Visit wild animals in their natural habitats all over the world. Use a switch, mouse, touch screen or Intellikeys.



www.switchitseries.com

Features lots of animals and birds, from a tiger in the jungle to penguins in Antarctica. See how they move and hear the sounds they make. Also covers environmental issues, food chains, etc. Comes with lots of extra worksheets, activities and teaching resources.

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