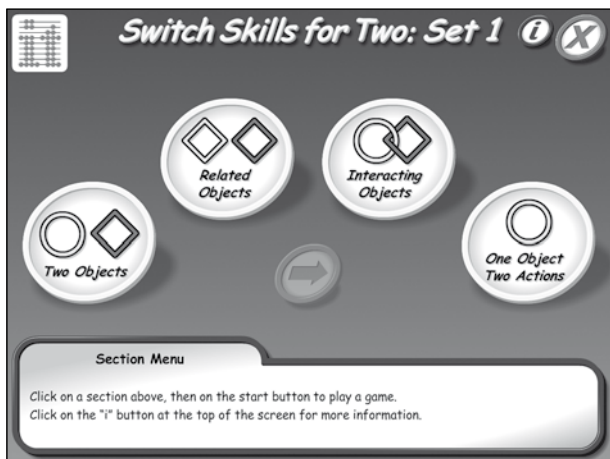


Switch Skills for Two: Set 1



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Introduction



Switch Skills for Two Set 1 is a set of 16 activities designed to introduce the use of two switches to those with learning difficulties. The activities are designed to provide an accessible cognitive and logical play environment that helps the learner move beyond cause and effect into a stage of thinking, experimenting, observing, and playing with concepts.

There are four distinct sections which give a graded introduction to the concept of two switch use:

- Controlling two separate objects
- Controlling two related objects
- Controlling two objects which interact
- Controlling one object which has two separate actions.

There is some overlap between sections and you will find that many learners will not follow the inferred sequence. Each of the sections above contains four activities. The activities have no right or wrong aspect to them, but often one switch will cause a more dramatic response than the other to provide contrast.

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 1**, 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 1**.

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 1**, simply run the following file:

switch_skills_for_two_set_1.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.



x

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Accessible Software

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

User Name:

Email:

Activation key:

Back

 Install

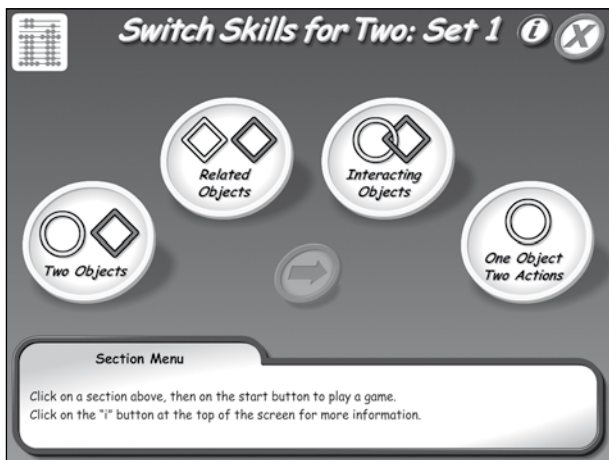
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When the activation key has been successfully validated, the installation will begin.

Running Switch Skills for Two: Set 1

If a **Switch Skills for Two: Set 1** 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 four sections to go into. (Each section has four activities.) 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 1

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.

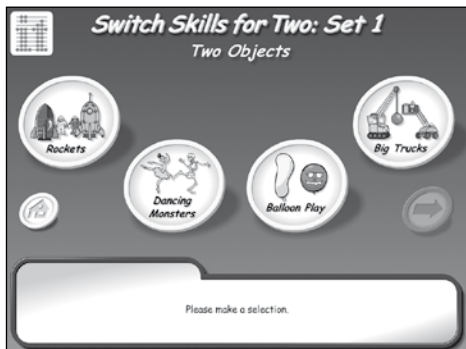


You can now choose another activity or click the **home** button to go back to the title page with the four sections.



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

“Two Objects” Activities



This section introduces the concept that the two switches cause different things to happen. These activities behave as two cause and effect activities on one screen.

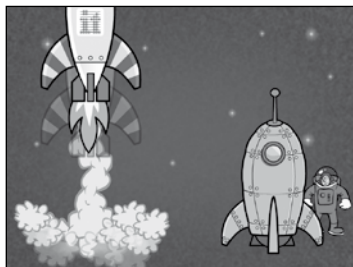
Two objects are shown, one on each side of the screen. Switch 1 (or **Space**) causes the object on the left to animate. Switch 2 (or **Enter**) causes the object on the right to animate.

The animations can only be played one at a time and cannot be interrupted.

There are many different ways to use these activities:

- Introduce one switch at a time, making sure the user understands one cause and effect relationship before introducing the second switch.
- Let the user control Switch 1 while you control Switch 2 (or vice versa).
- Give two users one switch each so they can activate different objects.

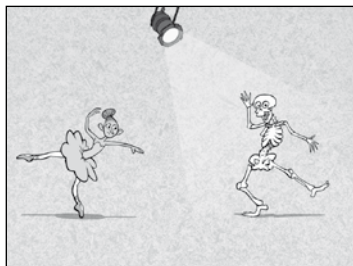
Rockets



Press the switches (or **Space** and **Enter**) to make the spacemen jump into their rockets and blast off.

A new rocket will appear so you can choose which one you want to blast off next.

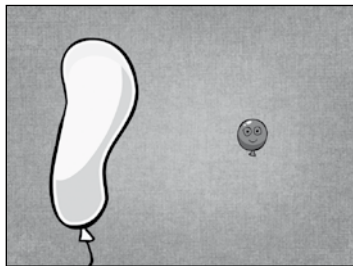
Dancing Monsters



Press the switches (or **Space** and **Enter**) to light up the spotlight and make the ballerina or a monster dance.

When one monster has finished dancing, another will replace it.

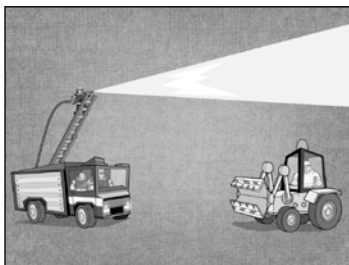
Balloon Play



Switch 1 (or **Space**) will make the balloon on the left fly around.

Pressing Switch 2 (or **Enter**) will make the balloon on the right inflate and pop.

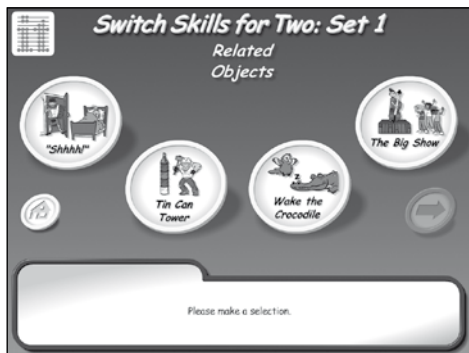
Big Trucks



Press the switches (or **Space** and **Enter**) to make the trucks start their animated activities.

Each truck carries out two actions, and then will drive off to be replaced by another.

"Related Objects" Activities



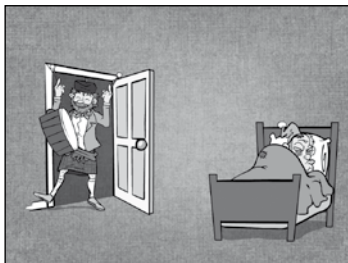
In these activities there is a relationship between the objects or characters on the screen.

This introduces the learner to the idea that two switches can control a single activity.

Two objects are shown, one on each side of the screen. Switch 1 (or **Space**) causes the object on the left to animate, Switch 2 (or **Enter**) makes the object on the right animate. Animations started by one switch can be interrupted by another; this reinforces the concept that the two switches can interact to control events.

These games are also ideal for turn taking. Two users could use a switch each.

Shhh!



Old Wilfred is trying to get some sleep. Press Switch 1 (or **Space**) to make a very noisy person come through his bedroom door and start performing.

Press Switch 2 (or **Enter**) to make Wilfred go “Shhh!”.

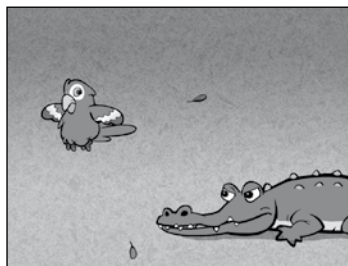
Tin Can Tower



A smashing game! Press Switch 1 (or **Space**) to build up the tin cans into a tower.

Press Switch 1 again to knock it down! Bert the Builder will give encouragement when you press Switch 2 (or **Enter**).

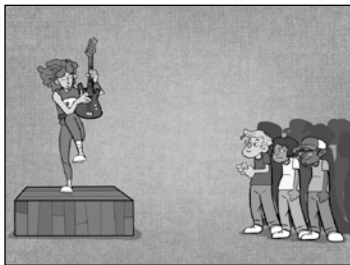
Wake the Crocodile



The Crocodile is having a snooze. Press Switch 1 (or **Space**) to make the little animal, balloon or other item fly about in front of him.

Wake up the Crocodile with Switch 2 (or **Enter**) and see if he can catch or disturb the objects.

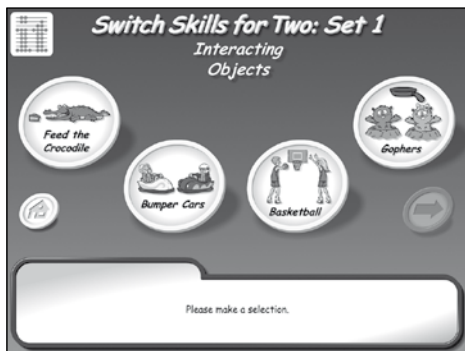
The Big Show



Press Switch 1 (or **Space**) to make the musician perform. Then press Switch 2 (or **Enter**) to get the crowd to react - their reactions are randomly positive or negative.

There are several different musicians who play in various musical styles.

"Interacting Objects" Activities



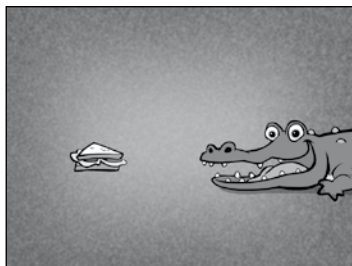
These activities feature two objects which interact. Each object is controlled by one switch. Though the objects are controlled by separate switches, one selection may influence another.

Two objects are shown, one on each side of the screen. Switch 1 (or **Space**) causes the object on the left to animate. Switch 2 (or **Enter**) makes the object on the right animate.

These activities move the learner towards an understanding that two switches can control a single activity. They also show that a choice with one switch may have a bearing on other objects on the screen.

These games are also good for two players holding a switch each - especially Bumper Cars and Gophers.

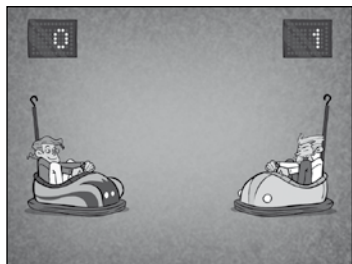
Feed the Crocodile



The crocodile is presented with an appetising piece of food or perhaps something less tasty.

Press Switch 1 (or **Space**) to change the item offered. Press Switch 2 (or **Enter**) to make the crocodile take a bite. See if he likes it or if he spits it out in disgust!

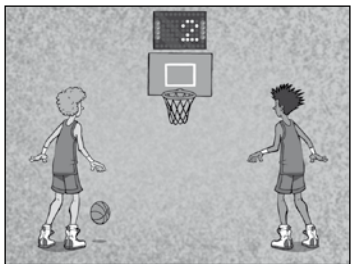
Bumper Cars



A very simple game. Press Switch 1 (or **Space**) to move the car on the left.

Press Switch 2 (or **Enter**) to move the car on the right. Who gets bumped off the screen first?

Basketball



Play basketball by pressing Switch 1 or 2 (**Space** or **Enter**). If the player has the ball they will throw it.

If they don't have the ball they will ask for it. Sometimes the players change places with others waiting in reserve.

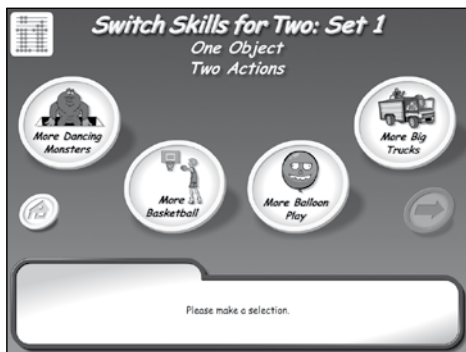
Gophers



Whack a gopher with a frying pan. Switch 1 (or **Space**) will whack the gopher on the left.

Switch 2 (or **Enter**) will whack the one on the right. The gophers recover quickly and keep coming back!

One Object, Two Actions

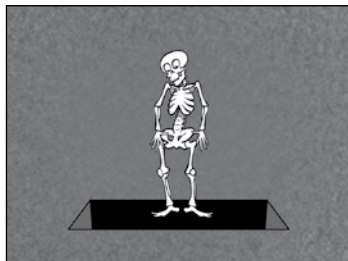


This section is different from the others, as there is only one object presented on the screen. The two switches affect this object in different ways. This reinforces the concept that two switches can control an object, but have different outcomes.

Two of the activities (Dancing Monsters and Big Trucks) start to introduce the concept of scanning, but only one object appears on-screen at a time. The learner presses Switch 1 to make their favourite object appear, then presses Switch 2 to make it animate.

In this section, many of the characters from previous sections reappear. This is intentional. Once the learner is ready to move on to the games in this section, finding the same characters as they have met before should ease the change to these more challenging tasks.

More Dancing Monsters



Press Switch 1 (or **Space**) to send the monster down the trap door and watch another monster appear.

Press Switch 2 (or **Enter**) to make him dance.

More Basketball



Press Switch 1 (or **Space**) to make the basketball player move around the court.

Press Switch 2 (or **Enter**) to make him/her take a shot at the basket.

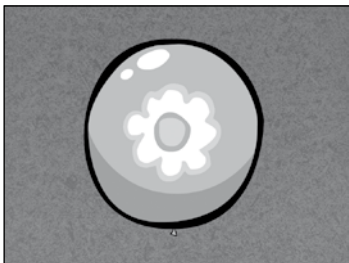
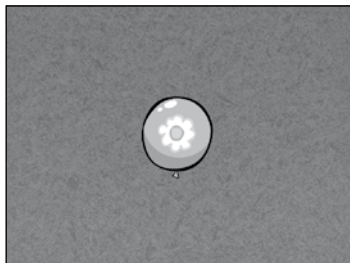
More Big Trucks



A truck is displayed on-screen. Press Switch 1 (or **Space**) to make the truck drive off and be replaced by another.

Press Switch 2 (or **Enter**) to activate the truck's animation.

More Balloon Play

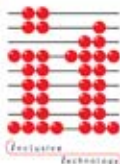


One balloon is displayed on-screen. Press Switch 1 (or **Space**) to make it fly around. Press Switch 2 (or **Enter**) to blow it up and pop it!



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Inclusive Technology Ltd

Riverside Court, Huddersfield Road, Delph, Oldham, OL3 5FZ

Tel: 01457 819790 Fax: 01457 819799

Email: inclusive@inclusive.co.uk www.inclusive.co.uk