

SwitchIt! Sports Extra

Published by
Inclusive Technology Ltd

Credits

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We welcome your comments on all Inclusive Technology products.

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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! Sports Extra allows the user to experience an exciting variety of sports. Watch the basketball players use teamwork to score a basket. Find out why jogging is good for you. Sprinting, football and other sports played in schools and college are also featured. Sports played by people with disabilities are included such as swimming, boccia and New Age Kurling.

The content in **SwitchIt! Sports Extra** is designed so it can be used at multiple language levels: early learners can learn basic facts about sports, whilst those more advanced can talk about tactics and details of the equipment used.

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

Flash Cards show pictures from the ‘Sports’ 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 these to talk about the equipment 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 why the different sports equipment is used. The Stories also have a big dose of fun!

SwitchIt! Sports 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.



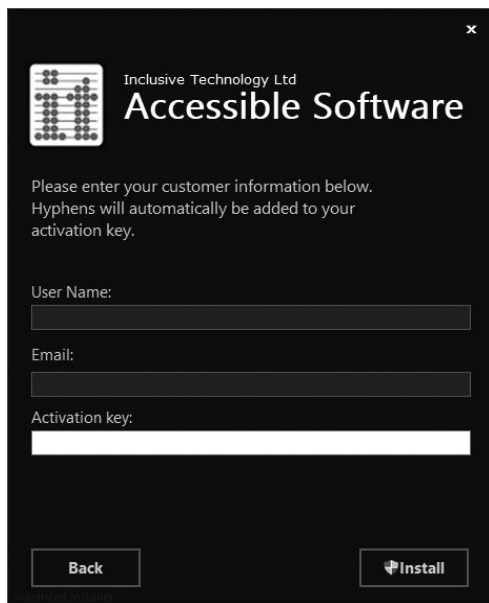
Installing SwitchIt! Sports Extra

Please note: an active internet connection is required

To install ***SwitchIt! Sports Extra***, simply run the following file:

switchit_sports_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.



The screenshot shows a dark-themed installer window titled "Accessible Software" by Inclusive Technology Ltd. It features a logo with a grid of dots on the left. The main text asks the user to enter customer information, noting that hyphens will be added to the activation key. There are three input fields: "User Name:", "Email:", and "Activation key:". At the bottom, there are two buttons: "Back" and "Install". A small "x" icon is in the top right corner.

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:

Back **Install**

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

Running SwitchIt! Sports Extra

If a ***SwitchIt! Sports 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! Sports 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! Sports Extra

You can print out a picture from ***SwitchIt! Sports 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.

Choosing Activities

When **SwitchIt! Sports 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.



There are 5 activities in **SwitchIt! Sports Extra**.

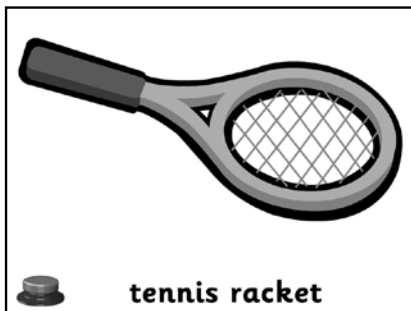
- Flash Cards
- Picture Builds
- Picture Builds with Picture Menu
- Stories
- Stories with Picture Menu

Each of these feature the same 12 sports, so you can engage your students with the same sports at different levels. Descriptions of these activities follow.

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

This activity displays simple static images of sports equipment. An object is shown, then its name is spoken. Press your switch or the **Space bar**, touch the screen or click the mouse to hear the name of the object or see the next object. There are 30 **Flash Cards**.



Picture Builds

When you access the **Picture Build** activities, a white screen will be displayed with a picture of a switch at the bottom. Press your switch or the space bar, touch the screen or click the mouse to start building the picture.

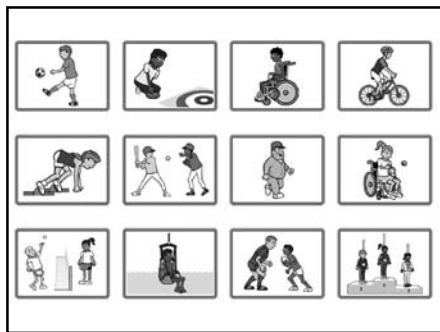
A scene will be built up bit by bit at each switch press. The number of steps required to complete the picture can be changed in the **Number of Steps** section of the **Teacher Options**. When complete, the picture will animate with sound effects or music.

Note you can even use the **Picture Builds** activity as a cause and effect activity, by setting the number of steps to "1".



Picture Builds with Picture Menu

This is like **Picture Builds** above, but allows the student to choose a picture from pictorial menu of all 12 sports.

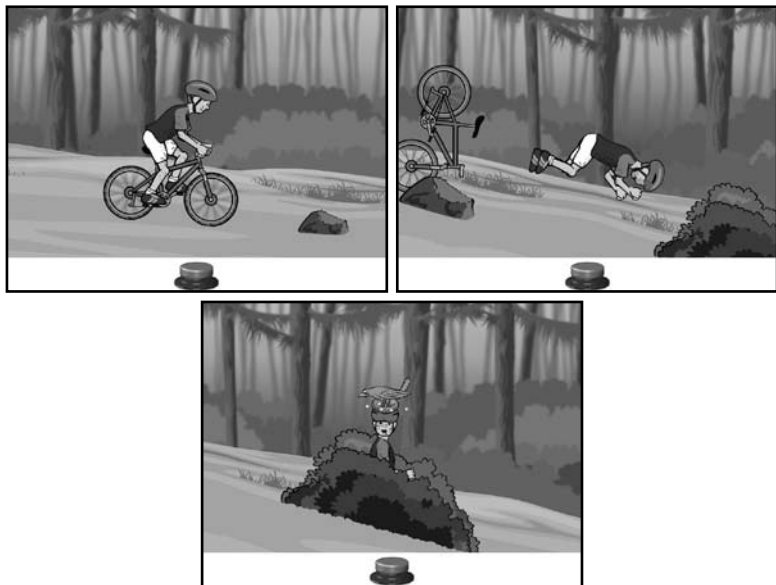


Selection can be made using the mouse, touch monitor, interactive whiteboard or using switch scanning. The **Subjects** option can be used to limit the number of pictures shown in the Picture Menu.

Stories

Although learners can simply explore different sports environments, sound and movement, the **Stories** have been designed to promote more advanced discussion and awareness. Remember you can use the **Subjects** option to control which **Stories** appear.

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



When you see a picture of a switch at the bottom of the screen, you can press your switch or the space bar, touch the screen or click the mouse to move on to the next step.

Stories with Picture Menu

This is like **Stories** above, but allows the student to choose a picture from a pictorial menu of all 12 sports. Selection can be made using the mouse, touch monitor, interactive whiteboard or using switch scanning.

The Stories

Football/Soccer



Equipment: football/soccer ball, football/soccer boots and goal posts.

Environment: football/soccer stadium.

This story features children playing a football/soccer match. They must work as a team to achieve the overall objective of scoring a goal. The story also shows communication and visual awareness between the two players whilst passing and receiving the ball.

New Age Kurling



Equipment: kurls and scoring mat.

Environment: school/college sports hall.

New Age Kurling is a new sport popular amongst groups that include those with physical disabilities. It features special “kurls”. These are similar to normal curling stones (which are used on ice), but kurls have ball bearings underneath so they “slide” on an ordinary gym floor. The kurls can be shoved off by hand, but some players use a pusher stick, similar to broomstick, to shove the kurl. Others use a special ramp which the kurl slides down to get it going.

In the story, a boy and a girl take turns to push their kurls. Each player aims for the centre of the scoring mat. Discuss tactics that you might use with your students. This story can also be used to demonstrate a scoring system.

Wheelchair Basketball



Equipment: basketball, basketball hoop.

Environment: school/college sports stadium with a basketball court.

This story compares the roles of both defence and attack. The attackers pass the ball to each other whilst the defender waves his arms in the air in an attempt to block shots at the hoop. At a basic level you can talk about the movement of the ball, whilst pointing out the basket and kits to the more advanced learners.

Mountain Biking

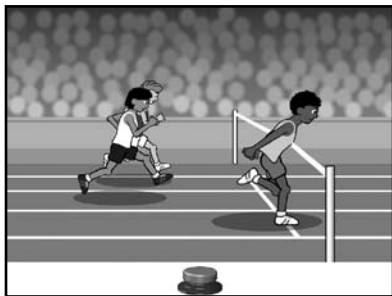


Equipment: mountain bike, helmet.

Environment: muddy forest.

This story shows a mountain bike ride through a muddy forest. The rider pedals through the forest whilst avoiding rocks and trees. This shows that some forms of sports do come with dangers. It also shows how modes of transport are used in sports activities.

100m Sprint

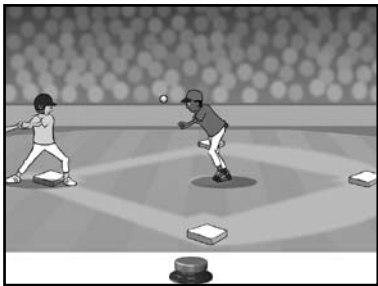
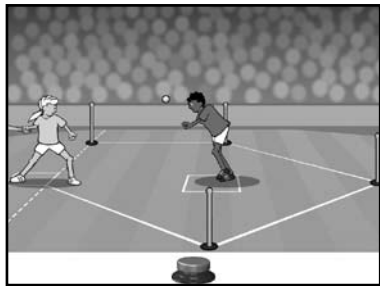


Equipment: starting blocks, running shoes.

Environment: athletics stadium.

This story gives an exciting portrayal of a 100m sprint race. The instructions “Take your marks, get set.... GO!” are followed by a race to victory. Note that a different runner wins the race each time you play this story.

Rounders/Baseball*



Equipment: rounders/baseball bat, rounders ball/baseball.

Environment: stadium.

This story demonstrates the actions of the pitcher and the hitter (batter). The ball is thrown and hit back high into the air. Can the hitter make a home run? Will the pitcher catch the ball?

** The UK version of **SwitchIt! Sports Extra** provides the rounders story, the US version provides the baseball story. Select UK or US version when installing the program.*

Jogging



Equipment: tracksuit and running shoes.

Environment: a park (during all four seasons: spring, summer, autumn and winter)

This simple story tries to show how the simplest forms of exercise can be beneficial to health and fitness, whilst pointing out the time it takes (seasons) to achieve such goals to the more advanced learners. Our jogger, somewhat overweight, starts his weight-loss programme in the autumn. At first he struggles to jump a small puddle. The story follows his progress through the seasons, as he becomes slimmer and more agile. By the following summer, he can not only jump over the puddle, but also jump over a wall to escape from a dog!

Boccia

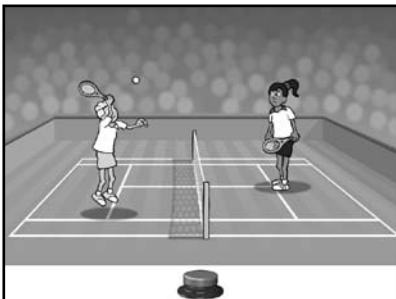


Equipment: boccia balls and boccia chute.

Environment: school/college sports stadium with a boccia court.

Boccia is a popular sport amongst those with physical disabilities, and is played at the Paralympics. It is similar to bowls. Players take turns to roll heavy balls towards a target or a jack (a small ball used as a target). Those unable to throw a ball sometimes use a chute. This can be used to aim the ball as well as to roll it to the target. Discuss the ball colours and ask your students why this is necessary.

Tennis



Equipment: tennis racket and tennis ball.

Environment: tennis court and stadium.

This story has two players on a tennis court hitting the ball back and forth. One player throws the ball high and serves over the net, only for the opponent to hit the ball back. This story is good for talking about 'left' and 'right' as well as how the ball moves 'up' and 'down'.

Swimming

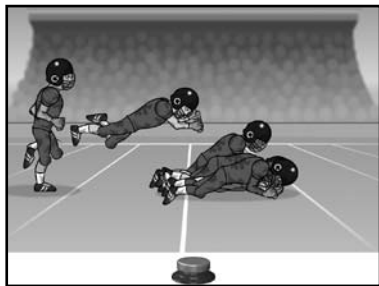


Equipment: hoist, armbands and beach ball.

Environment: swimming pool.

A simple story with children in a swimming pool having fun. This story also raises various accessibility issues such as using a hoist to lower children with disabilities into the pool. The story also shows safety procedures like using armbands to aid buoyancy.

Rugby/American Football*



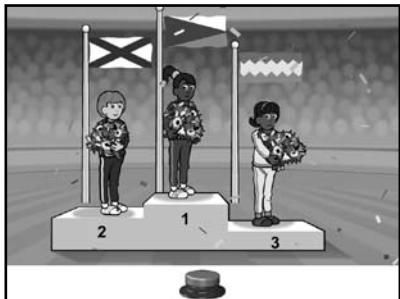
Equipment: rugby/American football.

Environment: stadium.

This story compares the roles of both defence and attack. The attacker picks up the ball and is confronted by a much larger defender. This story brings up certain topics such as size comparisons.

** The UK version of **SwitchIt! Sports Extra** provides the rugby story, the US version provides the American football story. Select UK or US version when installing the program.*

Olympic Medal Ceremony



Equipment: medal podium. Gold, silver and bronze medals.

Environment: Olympic stadium with crowd.

This story promotes discussion of the Olympics, a key part of which is the gold, silver and bronze medals system with a matching podium. This story can also be used to discuss mathematical concepts such as first, second and third. Other topics of discussion can be the colours of the medals, and how different countries have different flags and national anthems.

SwitchIt! Sports Extra Options Menu

When **SwitchIt! Sports 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 Inclusive Simple Switch Box or Inclusive MultiSwitch. 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! Sports 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).



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! Sports 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.

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

Saving Options Settings

You might want to set up **SwitchIt! Sports 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, simply point and click on the required object.

If you choose single switch scanning, touch screens will also work as a single switch. Just touch anywhere on the screen!

You can also use the left mouse button.

Keyboard

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

If the software is set up for two switch use, **Space bar** and **Enter** 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.

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

Switches

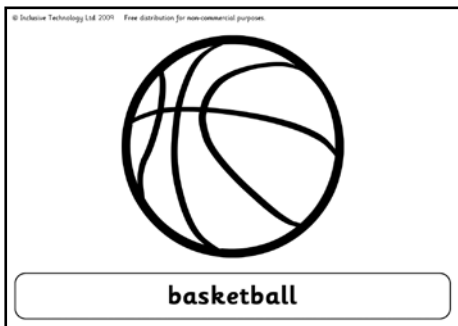
Switches can be connected to the computer in a variety of ways. As a rule, however, **SwitchIt!** programs requires interface boxes to act as if the **Space bar** or **Enter** keys are pressed.

SwitchIt! Sports Extra Resources

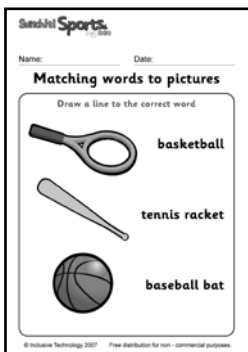
To access the worksheets, click on the **resources** button on the left-hand side of the screen.



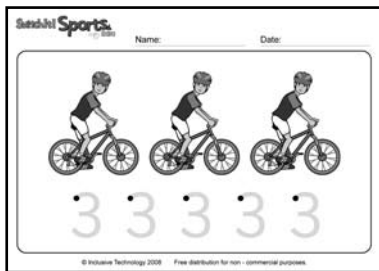
Click on the worksheet you would like to view. This will give you a preview which you can then print as many times as you like.



Example of a worksheet.



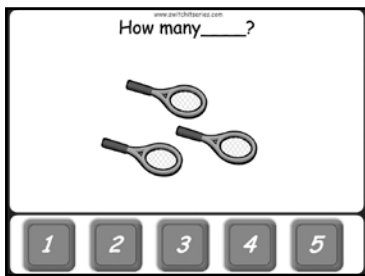
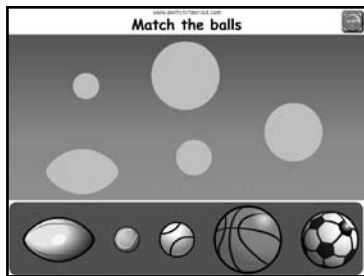
Flash Cards



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 about the sports and exercise we see and take part in with this fun-packed program! Use a switch, keyboard, mouse, touch monitor or IntelliKeys.



SwitchIt! Sports Extra allows the user to experience an exciting variety of sports. Watch the basketball players use teamwork to score a basket. Find out why jogging is good for you. Sprinting, football and other sports played in schools and college are also featured. Sports played by people with disabilities are included such as swimming, boccia and New Age Kurling.

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