SwitchIt! Technology Extra

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 to 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 impairments, 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! Technology Extra allows the user to experience an exciting variety of technologies. Watch as friends use their mobile phones to order a taxi during bad weather. Find out how to keep cool in hot weather. Sensory rooms, hardware and other technologies used in schools and college are also featured. Technology used by people with disabilities are included such as switches, wheelchairs, bubble tubes and mobile devices.

The content in *SwitchIt! Technology Extra* is designed so it can be used at multiple language levels: early learners can learn basic facts about technology, whilst those more advanced can talk about how and why the different technology is used.

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

Flash Cards: show pictures from the Technology 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 technology is used. The stories also have a big dose of fun!

SwitchIt! Technology Extra comes with printable classroom resources.
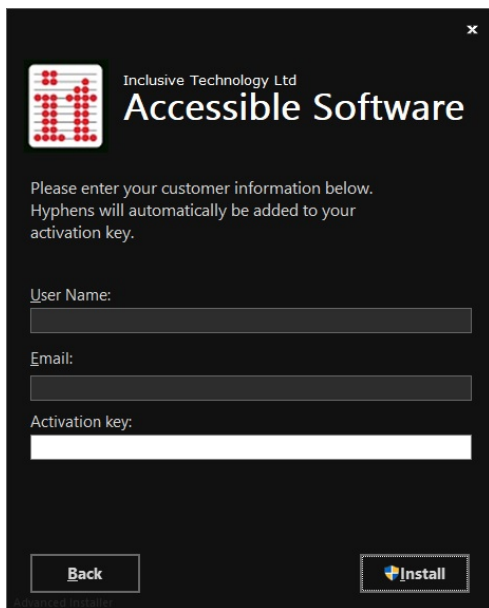
Installation

Please note: an active internet connection is required

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

switchit_technology_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! Technology Extra

If a *SwitchIt! Technology 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**.

The title screen offers a choice of stories, picture builds, flash cards, printable resources and settings.

Stopping SwitchIt! Technology Extra

To exit whilst an activity is playing, press the **Esc** key on the computer's keyboard.

 To return to the title screen, click the **Home** button.

 To exit *SwitchIt! Technology Extra* completely, click the **Exit** button.

Choosing Activities

When *SwitchIt! Technology Extra* begins, choose an activity from the title screen. To change the activity, press the **Esc** key on the keyboard. (If you are within stories or picture builds, two presses of the **Esc** key may be required. One press to navigate to the picture menu, and a second to exit the activity.) Then on the title screen, choose a new activity.

There are three activities in *SwitchIt! Technology Extra*.

• Stories with Picture Menu.
• Picture Builds with Picture Menu.
• Flash Cards.

Each of these feature the same Twelve types of technology, so you can engage your students with the same types of technology but 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.

Stories with Picture Menu

This allows the student to choose a picture from a pictorial menu of all Twelve different types of technology.


Selection can be made using the mouse, touch monitor, interactive whiteboard or using switch scanning (see the Switch Access option).

The Subjects option can be used to limit the number of pictures shown in the Picture Menu.

Picture Builds with Picture Menu

When you access the Picture Builds activities, a black 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 Picture Builds section of the Settings. When complete, the picture will animate with sound effects or music.
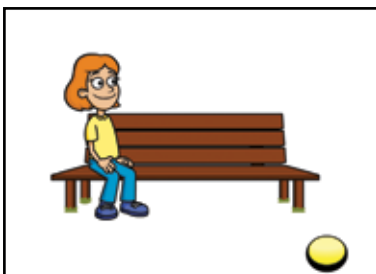
Note: you can even use the Picture Builds activity as a cause and effect activity, by setting the number of steps to "1".

Flash Cards

This activity displays simple static images of technology. 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.

The Stories

Photo Booth

Key items: photo booth, money, photographs.

Environment: shopping centre/mall or public place.

Description: this story shows a child having his photographs taken at a photo booth. This shows how money is used to pay for the photographs and start the whole process. At a basic level, you can talk about what faces you can make whilst having a photograph taken.

Sensory Room

Key items: wheelchair, switch, disco ball, bubble tube, soft play.

Environment: school sensory room, dark and light.

Description: many schools and colleges have sensory rooms. Experience a small glimpse of a sensory room with *SwitchIt! Technology Extra*.

Watch water bubbles and light radiate from the bubble tube and a disco ball lighting up the room with its brightly coloured beams.

Switch Mains and Appliance

Key items: switch mains, fan, switch, wheelchair.

Environment: school classroom.

Description: this simple story tries to show how the simplest forms of technology can be so helpful. Our girl, somewhat hot, is sat in her wheelchair. As the sun pulsates, she begins to sweat due to the extreme heat. The story shows how a fan, accompanied by a switch and switch mains can help.

Car Wash

Key items: car, computer, car wash.

Environment: automatic car wash.

Description: this funny story shows an instance of before and after, clean and dirty. Our driver has chosen to take his dirty, convertible car through the car wash. Oh no, the roof is down! A good story for conversation, to guess what will happen to our driver.

Mobile Phone/Cell Phone

Key items: mobile/cell phone, business card, taxi.

Environment: park, outside.

Description: this story features children meeting for a picnic in the park. They arrange to meet by communicating using their mobile/cell phones. As they sit down to eat, the weather takes a turn for the worse… it's raining! The young boy decides to ring a taxi to collect them. Discuss with your students how they would react to the change in the weather. This story also demonstrates one use for public transport.

Pedestrian Crossing
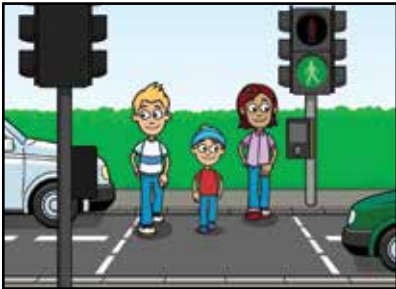
Key items: cars, pedestrian crossing.

Environment: busy street.

Description: this story features children crossing a road. They must work together to achieve the overall objective of crossing the road. The story also shows patience and visual awareness between the children and the cars/drivers.

Television

Key items: hi fi stereo, television, remote controls.

Environment: living room, entertainment room.

Description: this story shows how technology can be unpredictable. Watch the boy as he tries to turn on the television. The hi fi bursts into action, scaring the young boy. He reacts well and quickly turns off the hi fi. Talk about various technologies and their roles in the home and what they do.

Lift/Elevator

Key items: wheelchair, lift/elevator, buttons.

Environment: hotel.

Description: technology can sometimes be used by disabled people as alternative access, such as climbing stairs. Watch as the young boy takes the lift/elevator, sending his carer up the stairs. Various characters appear on each floor as the lift/elevator rises up (have a fun conversation about what you see). As the young boy and carer reach the top floor, the carer maybe wishes he was slightly fitter!

Underground/Subway Station

Key items: train, ticket, barriers, gates.

Environment: underground (subway), train station.

Description: this simple story tries to show how people interact with technology. Some technologies have been designed to restrict access. For a person to access the

platform, they must use a ticket to get through the barriers. As the train arrives, watch how the young girl panics at the thought of not finding her ticket. But alas, all is well and she boards the train to take her on her journey.

Cash Machine/ATM

Key items: cash/atm card, cash/atm machine, money, receipt.

Environment: street, road, bank, shop.

Description: watch as our man visits a cash/atm machine. This story demonstrates one way to access your money that you have saved in a bank

account. Placing the card into the machine and entering his four digit pin, the man withdraws some of his well earned money. But this story comes with a funny twist.

Self Service Checkout

Key items: groceries, bags, checkout, cash/atm card.

Environment: supermarket, shops.

Description: this story shows that there are a number of ways to checkout in a supermarket. Self service checkouts are a good way to avoid long queues. But avoid overloading your shopping bags.

Vending Machine

Key items: money, food, vending machine.

Environment: school, college, university, shopping centre/ mall, public place.

Description: this story features a thirsty girl and her mother. This story demonstrates how food can be bought and how money is used to purchase from various places, including vending machines. Insert your money and choose the product you want.

Switch Access

Applies only for the activities.

In this section you can choose to use a mouse, touch monitor or switches.

For Activities:

• One switch/space bar/mouse click/touch screen: with this setting the learner just uses any of these or a single switch to play.

• Two switches (turn taking): 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.

• No switch access: the learner may use a mouse or touch screen with this setting. Switch access is disabled.

There are also options that allow you to set the colour of the switch or switches being used. If you wish to use *SwitchIt! Technology Extra* 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).

Switch Scanning

Applies only for the menus.

For Menus:

- One switch scanning (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.

- Two switch scanning (space bar and enter key): this setting is for two switches which act like the space bar and enter keys on the computer keyboard. Press the first switch (or space bar) 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 enter key).

Switch Scan Speed - only works whilst using one "one switch use". Change the number of seconds to alter speed in which the scan box moves between the pictures in the Picture Menu.

Auditory Prompt - the Picture Menus in *SwitchIt! Technology Extra* have auditory prompt built in. If the learner is using the mouse 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 prompt option allows you to turn this speech off.

Summary of Access Options

Mouse, Touch Monitor

If the program is set for mouse access, simply point and click on the required object.

Keyboard

If *SwitchIt! Technology 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! Technology Extra*.
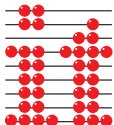
Motivational activities about technology.
Take part in this fun-packed program that has
been carefully designed to meet a range of
special educational needs.

SwitchIt! Technology Extra

Allows the user to experience an exciting variety of
technologies. Watch as friends use their mobile phones'
to order a taxi during bad weather or find out how to
stay cool in hot weather.
Specialised equipment and environments used by
people with disabilities are also included, such as
sensory rooms, switches, wheelchairs, bubble tubes,
mobile devices and much more.