

SwitchIt!

Wildlife

Extra

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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.



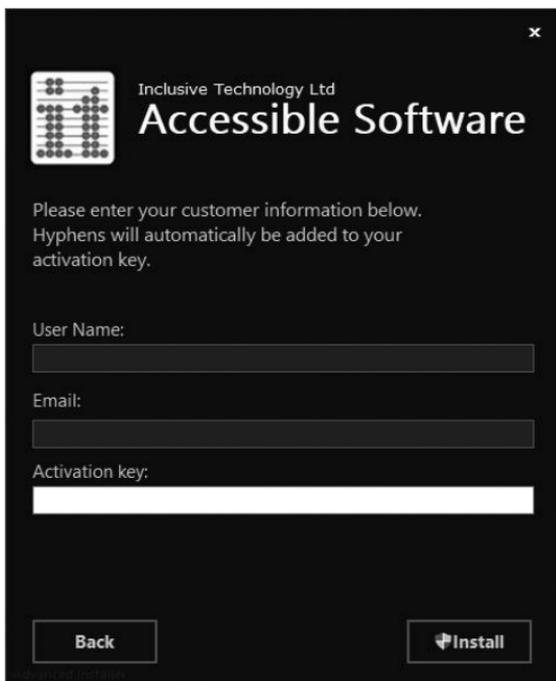
Installation

Please note: an active internet connection is required

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

switchit_wildlife_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.



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! Wildlife Extra

If a ***SwitchIt! Wildlife 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! 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.

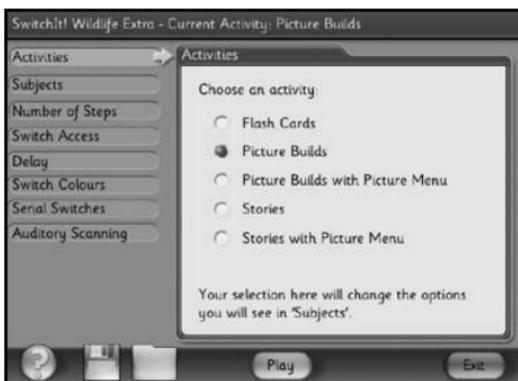
To exit the program completely, click on the **Exit** button.

Printing from SwitchIt! Wildlife Extra

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

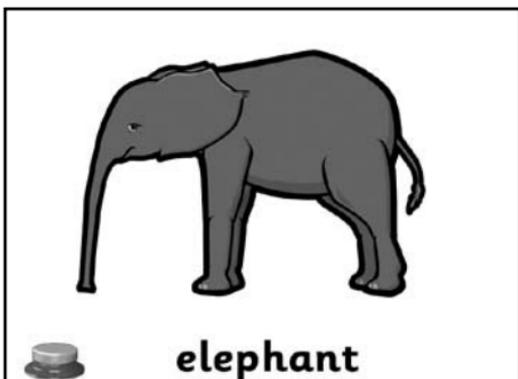
When **SwitchIt! Wildlife Extra** begins, choose an activity from the title screen. To change the activity, press the **Esc** or **M** key on the keyboard to go to the **Teacher Options**, then select a new activity and click the **Play** button at the bottom of the screen.



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

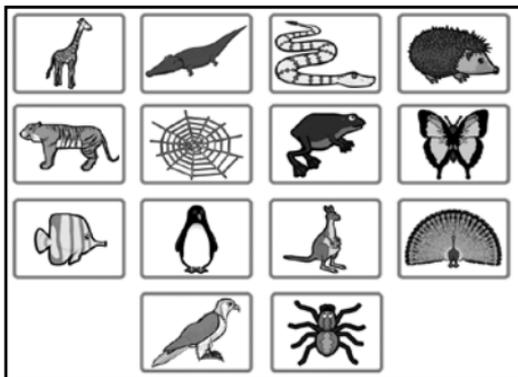
When you access the **Picture Builds** activities, a white screen will be displayed with a picture of a switch at the bottom. Press your switch when you see a switch displayed on the screen.

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.

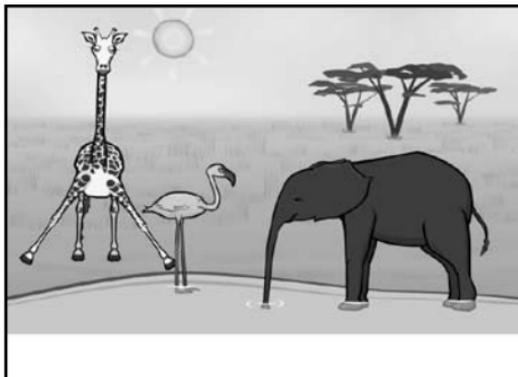




To go through the story, click the mouse or press your switch when you see the switch picture displayed at the bottom of the screen. There are **12 Stories**.



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

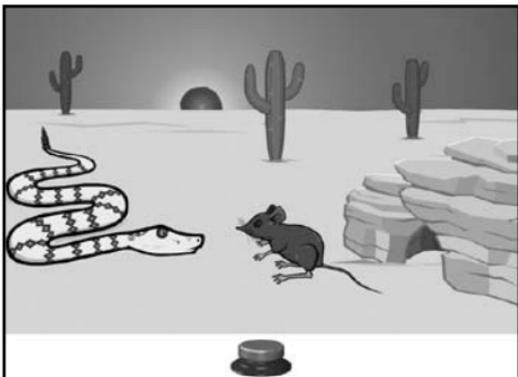


Animals: crocodile, bush pig.

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

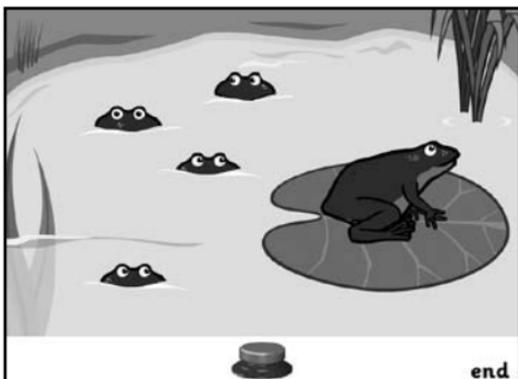


Animals: spider, butterfly.

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

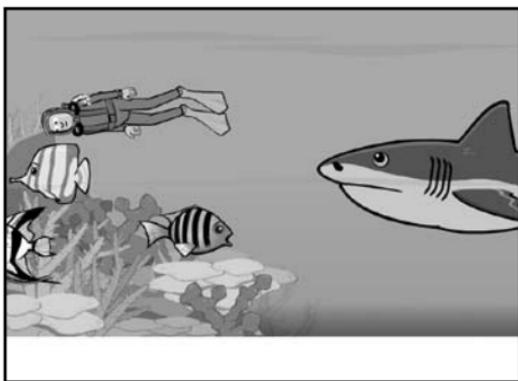


Animals: frogs.

Environment: garden pond.

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

Fish

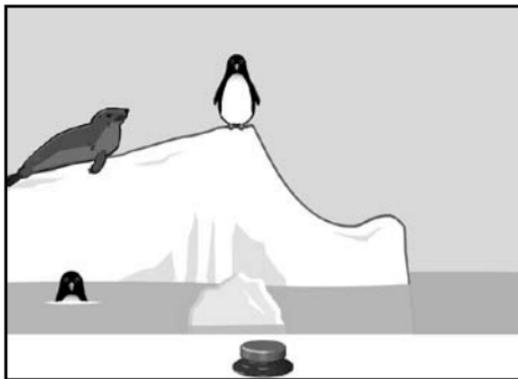


Animals: tropical fish, shark, man.

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

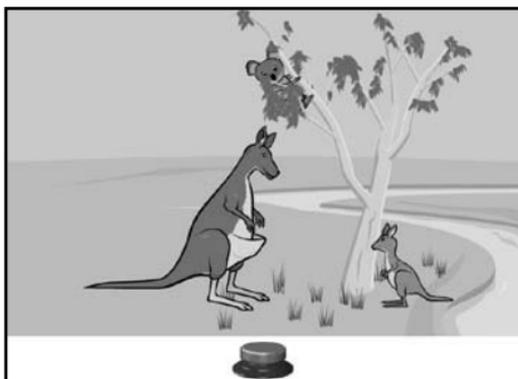


Animals: penguins, seal.

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

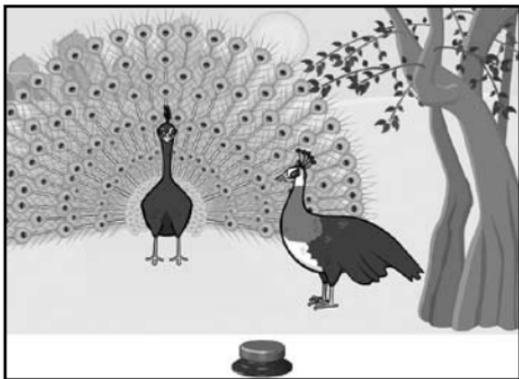


Animals: kangaroo, koala.

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

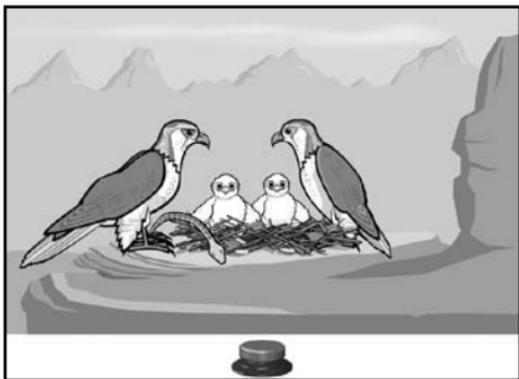


Animals: peacock, peahen.

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



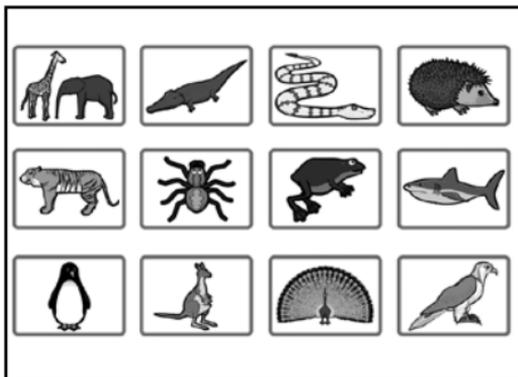
Animals: peregrine falcons, snake.

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).



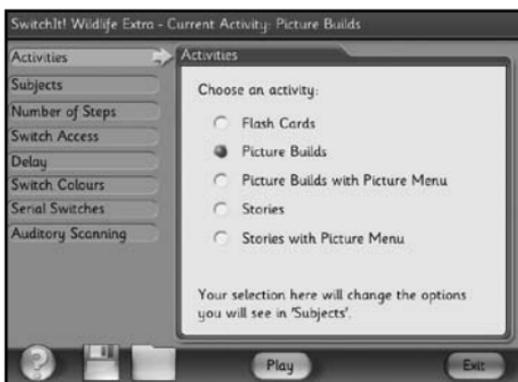
SwitchIt! Wildlife Extra Options Menu

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**.



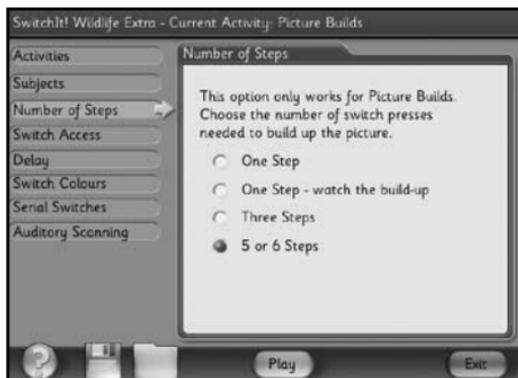
Subjects

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

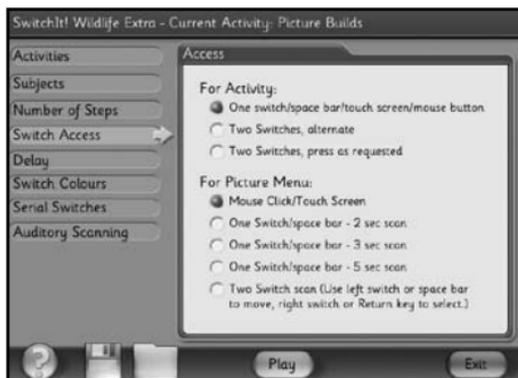
This option works only with **Picture Builds**. Select the number of steps it takes to form the complete **Picture Build**.



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).



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.

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.

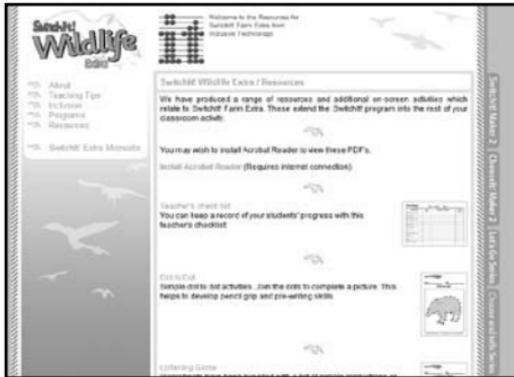
If the software is set up for two switch use, **Space bar** and **Enter** will operate as two separate switches.

Switches

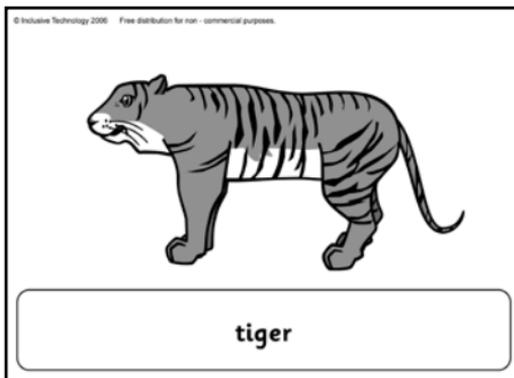
Switches can be connected to the computer in a variety of ways. As a rule however, **SwitchIt!** programs require interface boxes to act as if the **Space bar** or **Enter** keys are pressed.

SwitchIt! Wildlife 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.

Sendin' Wildlife

Name: _____ Date: _____

Fill in the missing word

 fish

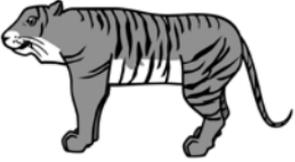
 fox

 rat

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Flash Cards

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tiger

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.

www.sendinwildlife.com

Colour in the butterfly





www.sendinwildlife.com

Find the animals



spider rat tiger frog giraffe



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



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.

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

