

Recreational use of switches

AAC and Switching

1st March 2011

Three areas will be considered:

- Toys and video games consoles
- Computers
- Mobility

A range of switch adapted toys - toys at Computer Club

High power water pistol



In the garden at Computer
Club...

K9



Dalek



From an e-mail:

“The dalek is fantastic, Maddie wanted to show off to everyone who popped round, they've all been exterminated! Wow. Its amazing. Thank you so much”.

Toys for early years – a progression of skills

Attention seeking – big reward for a single press
e.g. Happy Ears Eeyore, popping piano

Listening – select length of reward with timer
e.g. cassette recorder, children's CD player, rotating bells

Feeling – draught of air, or vibration
e.g. fan, jitter ball, vibrating bug

Listening and looking – a combination of music and lights
e.g. teddy-go-round, musical turtle

Fixing gaze – turn and fix gaze
e.g. rope light (with mains isolator, e.g. AbleNet PowerLink), Thomas flash light, rabbit with whistle and drum

Tracking over a small area – following bubbles or watching movement in a limited space
e.g. bubble machine, monkeys on a slide, robot

Popping Piano and Eeyore



MP3 Player



Fan, jitter ball and vibrating bug



Toys for early years: a progression of skills - continued

Tracking across room

e.g. toy car, truck

Activity participation

e.g. food mixer, milk shake maker, paint 'N' swirl

Creative/imaginative play

e.g. paint 'N' swirl, toy washing machine

Environmental control

e.g. disco light, Christmas tree lights with AbleNet Powerlink, fan with AbleNet PowerLink

Choosing – two different operations with two switches

e.g. radio controlled Thomas, one switch to turn left, one switch to turn right,
radio controlled car, one switch for forwards, one switch to turn

Direction control – four switches, forwards, backwards, left and right

e.g. radio controlled car

Multiple switches – all carrying out different functions

e.g. Sony PlayStation, Xbox, GameBoy

Radio controlled car



Evaluating switch adapted toys – a checklist

In what environment does the child need to be in order to play with the toy?

i.e. light/dark, quiet, outdoors/indoors - if indoors which room? Low distraction environment?

How would you play with this toy with the child?

What level and type of adult intervention is needed? How independently will the child be able to play?

What benefits can the child gain by playing with this toy?

How does it help learning? Good 'looking', listening, problem solving, thinking skills, etc.

What level of concentration span is required?

Does the child need to be well-motivated?

How can the toy be made accessible to the child?

Do they need to be able to see, hear, or feel it? How should it be set up?

Evaluating switch adapted toys – a checklist - continued

What types of switch operation could be developed through play with this toy?

Momentary, timed, latching, hold switch down, etc. Single switch, double switch, or multiple switches.

What other equipment is needed to enable the child to gain maximal benefit from playing with the toy?

i.e. coloured card, sheet, net curtain, coloured filters, ribbon, shiny stickers, boxes, tins, puppets, etc.

Could the child use the toy to play co-operatively with another child or children?

If yes, how?

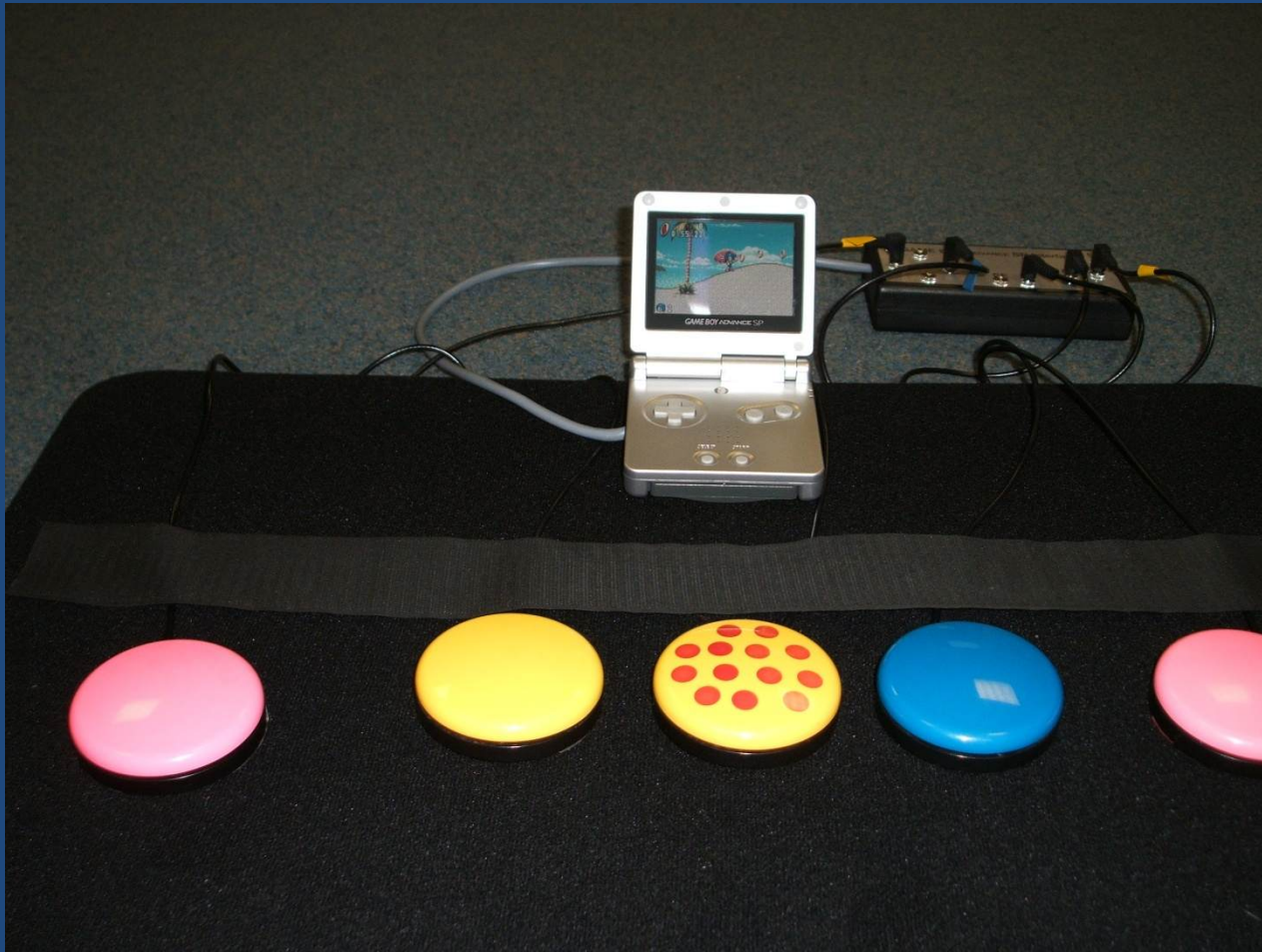
What language development could be enabled through play with this toy?

What words should be used to describe the toy and what it does?

How can the benefits obtained by the child through playing with this toy be extended and developed?

What transferable skills are being learnt?

Game Boy



Sony PlayStation 2



Computers

- Limitations of one or two switches
- Five switches to move the mouse pointer and click

Multi-sensory needs – software for leisure and developing skills at home

- Step by Step
- Big Bang
- Look and Listen
- Disco
- Choose and Tell Fairy Tales
- Choose and Cook
- SwitchIt! Christmas
- Switch Skills for Two Set 1
- Switch Skills Scanning
- Switch Skills Champions

Using multiple switches

Activity Software

- Putt Putt series e.g. Putt Putt joins the circus
- Pajama Sam e.g. Thunder and lightning aren't so frightening
- I Spy series e.g. I Spy Spooky Mansion
- Disney Pixar Ratatouille

Using a web cam on the computer

Feed back from an e-mail:

“Maddie has thoroughly enjoyed herself taking photos - toys, the cats - anything really that would sit still for a minute!

Thank you for sorting it all out. She soon worked out how to instruct Alice on the best way to move the cat or toy so that it was in the middle of her screen! I was impressed”.

Powered mobility for switch users

Driving in interesting places – Gatwick airport, Sidmouth seafront, Ashford shopping centre, etc

Powered mobility in the snow

Pottering around at break

Sidmouth seafront

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