

South Birmingham Community Health





It ain't what you do; it's the way that you do it: An Introduction to Switching

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Accessible, Responsive Community Healthcare

Overview

- Introduction to ACT
- Appropriate goals
- Stages of switch learning
- Assessment
- Types of switches
- Switch input style
- Mounting



Introducing ACT

- Regional NHS Tertiary Assistive Technology Service
 - AAC, EC, computer access
 - Children and adults
- Mission statement:
 - To empower people with disabilities, using techniques and technologies which optimize potential for communication and control
- Staff: OT, SLT, Clinical Scientists, Workshop team, Administrators: about 25+ people.



Contacting ACT

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Email: Firstname.Secondname@bhamcommunity.nhs.uk

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Address: Access to Communication & Technology

West Midlands Rehabilitation Centre

91 Oak Tree Lane

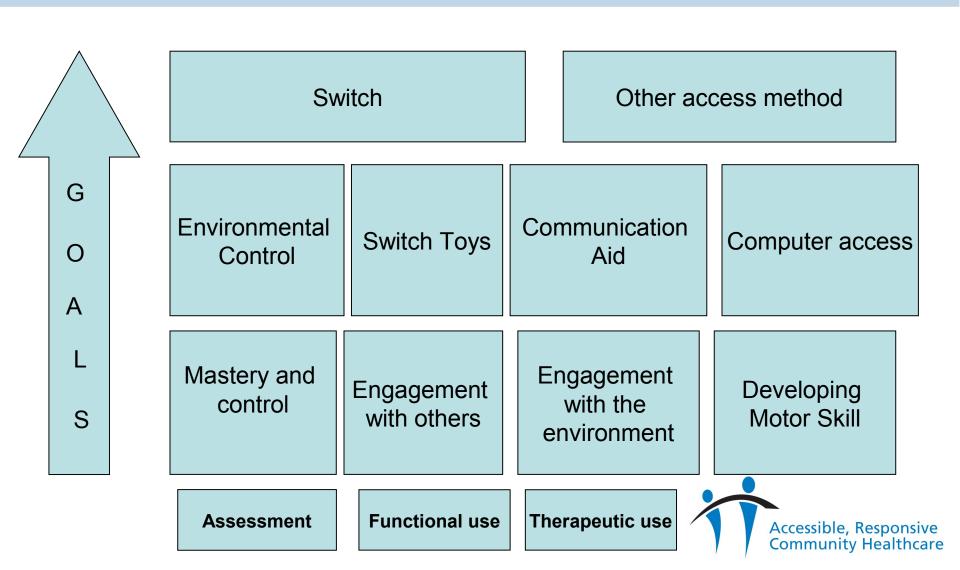
Selly Oak

Birmingham

B29 6JA



Focusing on goals



Sharon needs a switch?

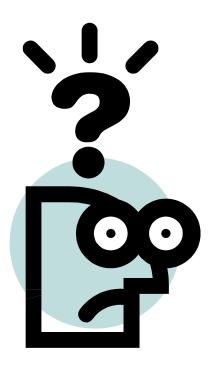
We want:

- To find a switch for Sharon
- To find some technology which will improve Sharon's quality of life
- Sharon to have more control over her environment
- Sharon to be able to use the TV
- Sharon to be able to change the channel
- Sharon to be able to choose between ch 1 and 4
- Sharon to be able to choose from two options



"Well, if I wanted to go there, I wouldn't start from here ..."

- What is Sharon's goal?
- Why the television?
- Who has control?
- Who wants control?
- What role does technology play?





Are you sitting comfortably?



Assessments

Physical Aspects

- Single repeatable movement
- Some of the factors to consider would include:
 - Posture and positioning
 - Intentional movement / unintentional or associated reactions
 - Tone
 - Tremor
 - Sensory loss



Assessments

Cognitive / Psychosocial Factors

- Memory
- Attention
- Problem solving
- Sequencing
- Initiation
- Motivation
- Attitude
- Past experiences



Assessments

Environmental Aspects

- Position of client
- Position of equipment
- Complexity of the equipment
- Ability of environment to support
- Risk Factors



Challenges for developing switching

- Memory
- Processing time
- Impetuousness
- Sensory needs
- Posture / tone
- Time taken to make a movement
- How items are presented and represented
- Unmotivating activity
- Fatigue
- Medication



Observation Activity

We are going to view 2 short video clips showing people using switches.

Please consider:

- Physical Aspects
- Environmental Aspects
- Cognitive / Psychosocial Factors



Video 1

http://www.youtube.com/watch?v=yKS1I2uUICE



Observations

Physical Aspects:

Trunk well supported Head not so much!
Not much effect on tone
Elbows stabilised

Environmental Aspects:

Distractions in the room Activity in line of sight

Cognitive / Psychosocial Factors:

Motivation
(how exciting are yes / no choices?)
Initiation
Age appropriate
Why two switches?
Non-verbal communication ignored
Small symbols



Video 2

http://www.youtube.com/watch?v=3Qz49A-cu_I



Observations

Cognitive / Psychosocial Factors:

Low load
Turn taking and timing
Integrating low tech
Total communication
Motivating
Age appropriacy???

Environmental Aspects:

Distraction?

Good support from partner

Physical Aspects:

Good hand function
Pointing to symbols
Good control
How supportive
is harness?



Getting it wrong?

- Frustration
- Loss of interest
- Positioning / issues
- Missed opportunities
- Time lost
- Fatigue



Key points

What are your goals?

 Both situations are about interaction, rather than something like EC or toys.

How might switching goals differ?



Stages of Switch Learning









Lets begin.....

Cause & Effect - a term describing the concept of "being aware that a thing or person can create change in another thing or person"

However, this does not need to be established in order for them to begin the journey → pre-intentional

Essential that those around them

- Know how to tailor the AT to a suitable level and build skills incrementally
- Have realistic goals
- Consider means, reasons & opportunities

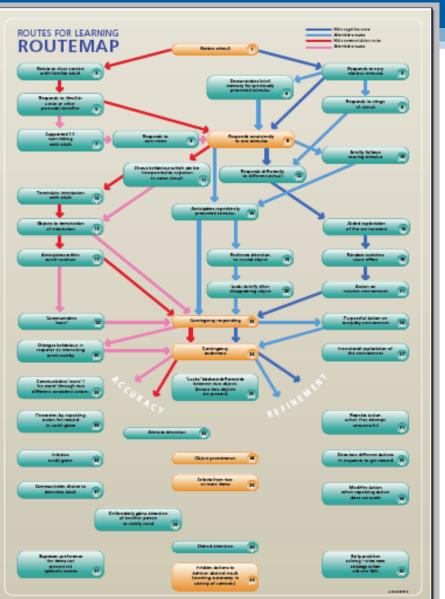
What is Cause & Effect?

The concept of cause and effect is a spectrum:

- Pre-intentional/reflexive action
- "Noticing" change
- Becoming intentional
- Influencing self and others > toys and tools
- Means end relationships
- Planned processes (cooking)



Routes for Learning



http://wales.gov.uk/topics/educ

DVD

Chapters 9 & 12

Switching & choice making



Early Switch Activities

- Computer games lots of different types at different levels e.g. Priory Woods, Jigsaw Maker, Choose and Tell etc
- Environmental control activity using PowerLink turning radio on/off
- Remote control toys
- PowerPoint Presentations



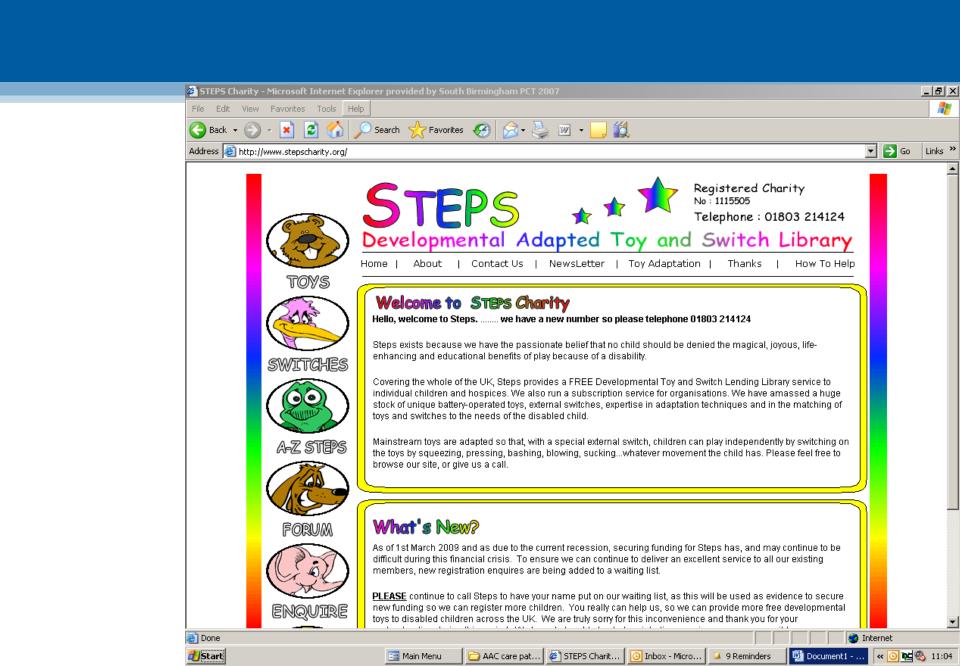
PowerPoint photos











Types of switches



Contact Switches

- Pressure Required to operate switches
- Positive feedback
- 'Travel distance'
- E.g. Jelly Bean, Specs Switch, Buddy button
- Adjustable pressure



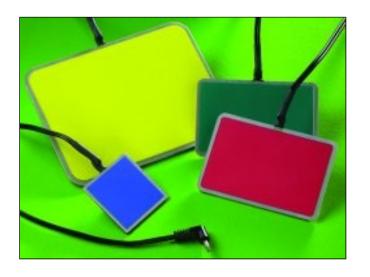






Low Pressure Switches

- Touch or low pressure required to operate
- Little physical feedback
- Zero Travel distance





Leaf / wobble Switches





- Cope with spasms
- Two way deflection





Pneumatic Switches

- Operated by air-pressure
- Squeeze / Push





Chin Switch(es)

- Head Movement (!)
- 'Easy' mounting
- Needs consistent positioning
- Can have multiple neck switches





Sip & Puff Switches

- Mouth operated
- Intrusive
- Mounting?
- Cleaning blockages







Eye Blink Switches

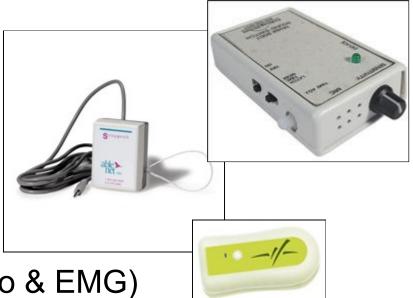
- Switch with a blink
- Glasses / head band mounting
- Future video based?





Other Switches

- Head Switches (Turk)
- Sound switches
- String switch
- Muscle switches (Piezo & EMG)
- Vibration switch
- Mercury tilt switch
- Bespoke Switches





Changing Switch Input Style

- Invert them
- Delay them
- 'Debounce' them
- Latch them (one activation starts the activity a second stops it)









Mounting

Factors to consider with mounting:

- Risk
- Stability
- Repeatability photos
- Degeneration / improvement
- Effectiveness
- Environment, set up etc..



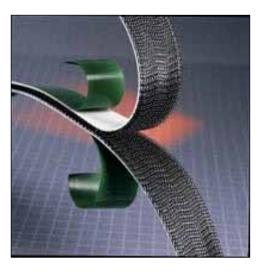


Explore other solutions

- Velcro
- Dycem
- Ultra Stick
- Flexible arm
- Floor stand
- Double sided sticky tape
- Foam







Then consider when to refer to ACT or other agencies



Next, scanning?

- Got one, what next?
- More with 1- mains controller
- 2 switches: 2 actions
- Activate, release, wait, activate
- Basic timing
- Directional switches

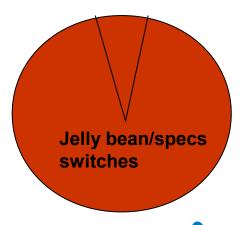




Taking a breather!

- What else could be happening?
- Revisit the goals
- Simplify to minimise variables
- Fresh pair of eyes







Other reading / resources

- "Switching to Success: Stages in Switch Development" Tony Jones & Judy Robertson – presented at CM 2008
- "The development of switching skills to assist access to the curriculum for pupils with severe and complex needs" NOF Unit 8 (2000)

www.inclusive.net/resources/units/unit8/unit8_13.shtml

 "Switch Access to Technology, A Comprehensive Guide" Colven, D and Judge, S (2006) available to download free from the ACE centre website:

www.ace-centre.org.uk/index.cfm?pageid =01AC8F54-3048-7290-FE3D372D6EF105B1

 A switch assessment framework from the ACE Centre North www.ace-north.org.uk/pages/resources/documents/SwASsessmentFramework.p

Priory Woods Cause & Effect videos
 http://www.priorywoods.middlesbrough.sch.uk/page_viewer.asp?page=Switch+9

Steps toy library

http://www.stepscharity.org/index.php

 Royal Hospital for NeuroDlsability www.switchscanning.org.uk

www.oneswitch.org.uk



From the Coal Face...

Experience has shown us...

- Be Goal Driven
- Be creative
- Motivation
- Use whole team
- Know when to stop
- What have you found useful?





The Bananarama rule!

