

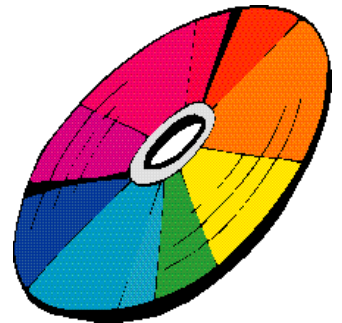
USING A SWITCH IN MIDDLE SCHOOL



Some students cannot use their hands for functional purposes either due to their physical limitations or their cognitive abilities. Switches can offer ways for students to partially participate and often increase their independence within parallel activities. For switch use to have the most meaning, it needs to occur with a functional context as part of a routine that the student does on a regular basis. The following are some ideas for school staff to consider with applications in the middle school and high school settings.

Art Class:

- Use a mixer and switch to mix cookie dough, paper mache or play dough for art projects. Peers can mold play dough and cookie dough into thematic objects (dinosaurs, letters, spacecraft).
- Spin art/ twirl-o-paint can be switch operated to make abstract designs for classmates. Choose the colors. These designs are nice on their own or can be used as backgrounds for other projects. AbleNet makes twirl-o-paint.
- Play background music (using an iPad or iPod and Hook) for classmates to do impressionistic painting. Paper can be divided into six compartments. The student can play a short music segment while classmates paint what they visualize or how it makes them feel. Repeat with six different types of music.
- Use a popcorn popper to make popcorn art projects.
- Make gifts using spin art or twirl-o-paint. For example, place mats, writing paper, background designs for gifts or special occasion cards, book covers, cardboard designs to cut out and shellac for brooches, earrings and refrigerator magnets.
- Illuminate a mirror for a face painting session.



Class/School Store:

- Play the price list with a switch and Step-by-Step Communicator.

Computer:

- Play interactive switch games with a partner to work on turn taking.
- Check out Priory Woods website for free single switch cause/ effect software for a variety of age groups and interests.



Cooking:

- Help prepare a snack by operating the blender or microwave.
- Operate a can opener, blender, mix master, coffee maker, food processor/ chopper or a popcorn popper.

School Jobs

- Help prepare lunch by operating the blender.

- Use a paper shredder to help the staff shred paper, or to make nesting material for class pets. Supply this to elementary schools.
- Use an electric pencil sharpener to sharpen pencils for the staff.
- Run an electric stapler.
- Use a WaterPic to help water plants. Connect it to a control unit and switch. Peers could bring plants to the student. They could hold the wand while she presses the switch long enough to water the plant. The student may be able to hold the wand if the handle is enlarged.
- Use a can opener to remove lids from cans for recycling.
- Make popcorn with a hot air popper to sell.



Extra sensory stimulation can be added to jobs to increase the student's motivation to use the switch.

Here, our student is enjoying some music while operating the paper shredder as a job in her resource room

Hopefully in time, the shredding job will become motivating in itself and music can be faded out.

Home:

- Play the radio or recorded music using an AbleNet control unit and switch.
- Turn on the TV and change channels using a TV/Video Control Unit from AbleNet. Available through Insight Media Centre in Surrey.
- Enjoy a leisure activity such as a massager.

Activities For The Resource Room:

- Play a piece of music, then classmates then write or tell a story about the music.
- Use switch activated Talking Books from the public library.
- Use the All-Turn-It Spinner to select numbers, colours or words for games in the resource room, which reinforce functional academic skills for other resource room students.



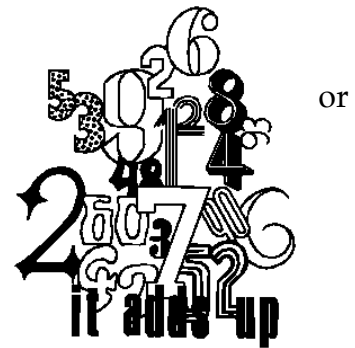
Leisure Time with Peers:

- Play games using an All-Turn-It Spinner: This tool is available from **Insight Media Centre**. It includes a "shake the dice" overlay. Additional accessory packages can be purchased, e.g., re-usable vinyl stickers for customizing an overlay, "Bowling" and "Golf" games. At its simplest level it can be used to make random choices in games. The overlays can be used to roll "1 dice" or "2 dice".

- Students can be assigned different roles. One student could be the "spinner" for all the players. Another student could be the calculator and add the numbers when 2 dice are "rolled".
- Students can work as partners.
- Voice output could be added by plugging in a BigMack or Step-by-Step. Use the sequences to say whose turn is next, to say encouraging phrases.
- Run an electric card shuffler using a AbleNet Powerlink and switch.
- Operate a game spinner to make random selections with other students playing a game, for example, Twister. The disc could have the four colours of the game on it. The student could select the colours for the next player.

Math:

- Play math problems on a Step-by-Step or voice output device.
- Play answers to the day's math activity on a Step-by-Step voice output device. Students can come to check their work.
- A Litebrite can be illuminated by the student with a switch. Classmates could be responsible for making the pattern, e.g., design patterns, geometric shapes.



Music/Band:

- The student could tape a portion of the band class and at their request replay their performance for them to critique.
- The student could play pre-recorded applause upon completion of a recital.
- Play a recording of an instrument for classmates to guess which instrument is playing.
- Play a recording of a bell chime along with other instruments being played.
- Use Step-by-Step to name which instrument should play next during a practice.



PE:

- Play a recording to control movement to music in a dance class.
- Play background music for warm ups or dramatic dance.
- Using a Step-by-Step or voice output device, give instructions or directions for students to follow for movement activities or games.
- Play pre-recorded cheers to cheer on classmates during team sports.
- Announce the starting line-up or the start of a team game.





Sewing Class:

- Use a switch to operate electric scissors. Scissors could be operated by a peer or assistant to prepare paper or fabric for projects.
- Use the Powerlink to run the sewing machine.

Woodworking

- Connect a hand-held electric drill to the PowerLink. Use the switch to run the drill so classmates work together to make a project.
- Run a palm sander with the Powerlink, which peers can maneuver.
- Run a jig saw with the Powerlink, which peers use while the student runs the tool.