

SWITCH ACTIVITY BOOK



a collaboration between



This book contains ideas of how to introduce switches, learn how they work and what they can do by using fun and motivating activities.

The activities use and build different skills that the switch user can reapply to other FUNctional activities such as controlling a communication device, accessing the school curriculum, accessing a computer and so much more!

PAGE 2: INFORMATION SHEET

The activities in this book fall under different 'Gears'. In Gear 1 activities, you only need one switch, Gear 2 looks at finding a second movement/body part to activate a switch and all other Gears require 2 switches to be used at the same time.

Please insert images of how the person that this book belongs to uses one switch (for Gear 1 activities) and how they use two switches (for activities in Gears 3-5).

If a second body part/movement has not been found yet, leave the 2 switch set up blank until you have explored Gear 1 and 2 activities. For more information check out **FUNCTIONALswitching.com**

1 SWITCH SET UP



2 SWITCH SET UP



GEAR 1: EXISTING MOVEMENTS

TICKLE TIME!



WHAT YOU'LL NEED TO PLAY

See Page 2
for my **one**
switch setup

AND



X1

HOW TO PLAY

- Record “tickle me!” onto the switch
- Each time the switch user hits their switch, tickle them for 5 seconds
- Prompt the switch user to press the switch again by asking questions such as “Shall we do more tickles?” or “I wonder if you want to do that again!”

GEAR 1: EXISTING MOVEMENTS

FIREWORK ART



WHAT YOU'LL NEED TO PLAY

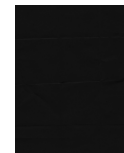
See Page 2
for my **one**
switch setup

AND



X1

AND



BLACK PAPER AND
PAINTS

HOW TO PLAY

- Plug a hairdryer into the It-Click-On and change the settings to direct so the appliance is activated as long as the switch is held down for
- Plug the switch into the It-Click-On
- Pour a small blob of paint onto the black paper
- Hold the hair dryer above the paint blob and prompt the switch user to hold down their switch to create a firework!
- Repeat the process to create a picture of a night sky filled with fireworks!

GEAR 1: EXISTING MOVEMENTS

FART PRANK



WHAT YOU'LL NEED TO PLAY

See Page 2
for my **one**
switch setup

AND



X1

HOW TO PLAY

- Record a trump/fart noise onto the switch
- Have the switch user prank people by hitting the switch and making a trump noise
- When they hit the switch say things such "I hope that wasn't a smelly one!" "Excuse you!" Or blame other people

GEAR 1: EXISTING MOVEMENTS

MORNING GREETINGS



WHAT YOU'LL NEED TO PLAY

See Page 2
for my **one**
switch setup

AND



X1

HOW TO PLAY

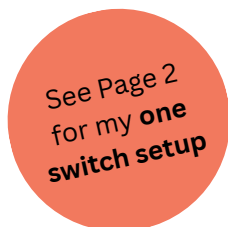
- Record a greeting onto the switch e.g “Good morning!”
- Allow the switch user to greet people each morning, this could be their friends at school, family members or take it out on a morning walk and greet people as they pass by!

GEAR 1: EXISTING MOVEMENTS

CREATE A GHOST



WHAT YOU'LL NEED TO PLAY



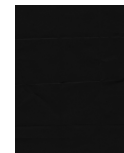
See Page 2
for my **one**
switch setup

AND



X1

AND



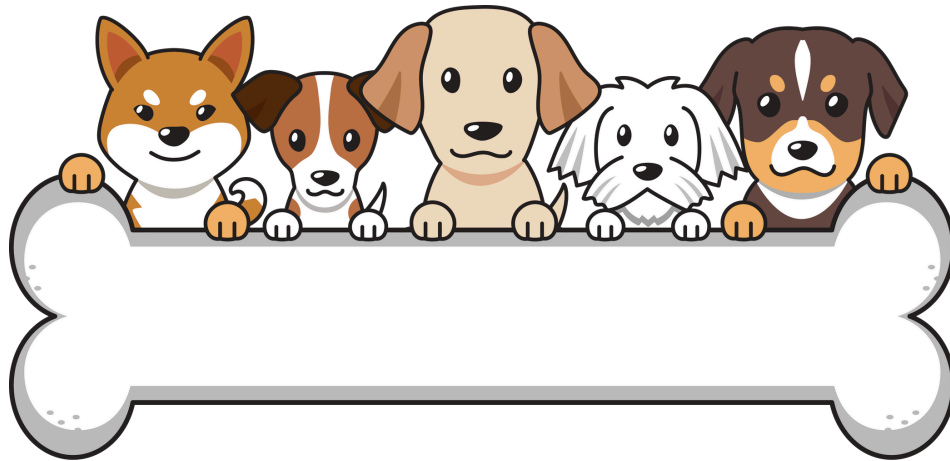
BLACK PAPER AND
WHITE PAINT

HOW TO PLAY

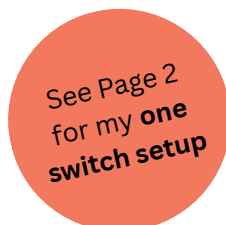
- Plug a fan or hairdryer into the It-Click-On and change the settings to direct so the appliance is activated as long as the switch is held down for
- Pour a blob of white paint onto the bottom of the black paper and place it on a surface close to the fan/hairdryer so the air will blow the paint up the paper
- Attach the switch to the It-Click-On so the switch user can hold down their switch to create their ghost!
- Add googly eyes or glitter as an optional extra

GEAR 1: EXISTING MOVEMENTS

DOGGY TRICKS



WHAT YOU'LL NEED TO PLAY



AND



X1

AND



A DOG!

HOW TO PLAY

- Record the dogs name and a command onto the switch e.g “Ozzy, sit!”
- Record new commands onto the switch for the switch user to say to the dog to keep it fun and motivating
- Reward the dog with treats to keep them engaged also!

GEAR 1: EXISTING MOVEMENTS

WHO'S CALLING?!



WHAT YOU'LL NEED TO PLAY

See Page 2
for my **one**
switch setup

AND



X1

HOW TO PLAY

- Record a phone ringtone onto the switch
- Have the switch user prank people by hitting the switch and making the ringtone play out loud
- When they hit the switch start to look for where the noise could be coming from and say things such as “who’s phone keeps ringing?!” and “not again!”

GEAR 1: EXISTING MOVEMENTS

BLENDER



WHAT YOU'LL NEED TO PLAY

See Page 2
for my **one**
switch setup

AND



AND



INGREDIENTS &
BLENDER

X1

HOW TO PLAY

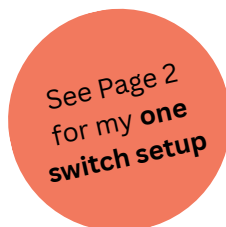
- Plug the switch and blender into the It-Click-On-Plus
- Use the settings on the It-Click-On Plus to activate the blender for 5 seconds (timed setting)
- Prompt the switch user to activate the switch to make sure their smoothie/soup is blended properly, this make take a few presses to complete!

GEAR 1: EXISTING MOVEMENTS

FREEZE!



WHAT YOU'LL NEED TO PLAY



AND



X1

AND



MUSIC

HOW TO PLAY

- Play some music and dance (Youtube, Spotify etc)
- Record "Freeze!" onto the switch
- When the switch user hits the switch, pause the music and everyone must stop dancing
- Restart the music after a 5 second pause

GEAR 1: EXISTING MOVEMENTS

TWISTER



WHAT YOU'LL NEED TO PLAY THIS GAME

See Page 2
for my **one**
switch setup

AND



ALL-TURN-IT SPINNER

AND



TWISTER GAME

AND



IMAGES OF BODY PARTS
AND COLOURS

HOW TO PLAY

- Connect the switch to the all-turn-it spinner
- Stick images of body parts around the outside of the All-Turn-It spinner and prompt the switch user to hit the switch to make a random selection of which body part the player needs to use e.g right hand
- Next stick colours around the outside of the All-Turn-It spinner for the switch user to make another random selection of which colour spot the player must find for their body part e.g right hand on green

GEAR 1: EXISTING MOVEMENTS

NEXT PAGE



WHAT YOU'LL NEED TO PLAY

See Page 2
for my **one**
switch setup

AND



X1

HOW TO PLAY

- Let the switch user choose a book that they would like you to read to them
- Record “turn the page” onto the switch
- Read the book and pause at the end of each page to prompt the switch user to hit their switch to tell you to “turn the page”
- If the switch user hits their switch before you finished reading the page, still turn the page so that they learn that pressing their switch has an outcome and effects the activity

GEAR 2: NEW MOVEMENTS

BODY BOP



WHAT YOU'LL NEED TO PLAY THIS GAME



X1

AND



MUSIC

HOW TO PLAY

- The purpose of this game is to discover new body parts that can be used to activate a switch
- Record “more” onto the switch
- Play motivating music for 10 seconds and then pause it
- Each time the music stops, move the switch to a different body part e.g head, hand, foot etc and prompt the switch user to ask for more music
- When the switch user hits the switch, restart the music for another 10 seconds

GEAR 2: NEW MOVEMENTS

SPIN TO POSITION



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



ALL-TURN-IT SPINNER

AND



PRINTED IMAGES OF
BODY PARTS

HOW TO PLAY

- The purpose of this game is to discover new body parts that can be used to activate a switch
- Connect the switch to the All-Turn-It Spinner (plug in)
- Stick images of body parts to the outside of the All-Turn-It Spinner e.g right hand, head, left foot etc
- When the switch user hits their switch the spinner will spin
- Whichever body part the spinner points to they must use to activate the switch next e.g if the spinner points to left hand move the switch so that they can use their left hand to activate it

GEAR 2: NEW MOVEMENTS

VOMITING VINCENT

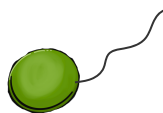


WHAT YOU'LL NEED TO PLAY THIS GAME



X1

AND



A WIRED SWITCH

AND



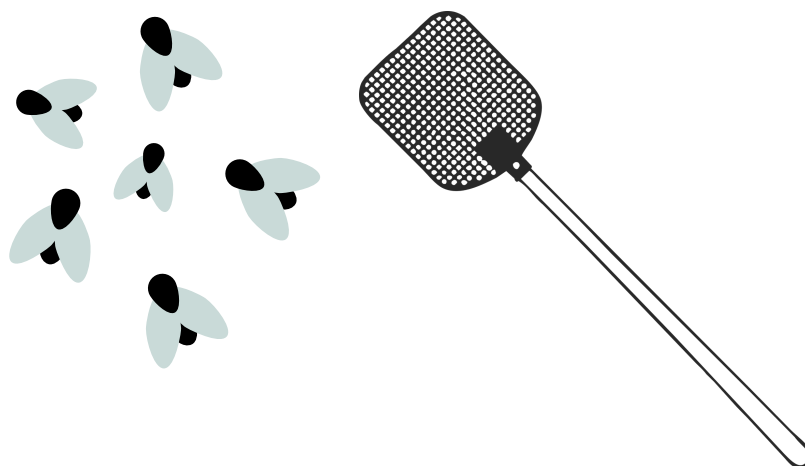
A HAND PUPPET

HOW TO PLAY

- The purpose of this game is to discover new body parts that can be used to activate a switch
- Record "Dinner time!" onto the switch and plug in the wired switch
- Use the hand puppet (Vincent) to pick up the wired switch and pretend he has eaten it!
- Then place the wired switch next to a new body part e.g next to the switch user's head and pretend Vincent has vomited up the switch
- When the switch user activates the switch to say "dinner time!" Vincent eats the wired switch and vomits it out next to a new body part

GEAR 2: NEW MOVEMENTS

BUG SPLAT



WHAT YOU'LL NEED TO PLAY THIS GAME



X1

AND
(OPTIONAL)



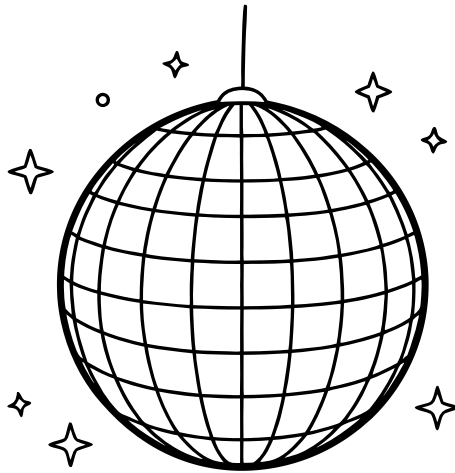
PRINTED IMAGE OF
FLY TO PUT ONTO
SWITCH

HOW TO PLAY

- The purpose of this game is to discover new body parts that can be used to activate a switch
- Record "Splat!" or a squishy noise onto the switch
- Add an image of a fly/bug onto the switch (optional)
- Move the switch around making a buzzing/fly sound
- Move the switch next to a body part e.g head, hand, foot and prompt the switch user to splat the bug!

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

DISCO



WHAT YOU'LL NEED TO PLAY

See Page 2
for my **one**
switch setup

AND



AND



AND



MUSIC

X1 OR
SWITCH ACTIVATED DISCO LIGHT
AND BUBBLE MACHINE

HOW TO PLAY

- Play some music (Youtube, Spotify etc)
- Connect switches to the bubble machine and disco light (if switch adapted) If not, plug the mains controlled disco light and bubble machine into the I-Click-On and plug in the switches
- The switch user can control the lights and bubbles for the disco

GEAR: 3 TWO SWITCHES DO TWO DIFFERENT THINGS

READY, STEADY, GO!



WHAT YOU'LL NEED TO PLAY THIS GAME

See Page 2
for my **two**
switch setup

AND



X2

AND



A CLEAR
SPACE/ROOM

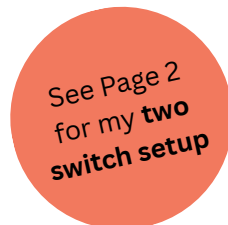
HOW TO PLAY

- Record "Ready, steady" on one switch and "Go!" on the other
- When the switch user hits the switch that says "ready, steady" get the activity ready e.g shake their wheelchair like the engine in a car has started
- When the switch user hits the switch that says "go!" complete the action e.g push their wheelchair towards a finish line

SHARING NEWS



WHAT YOU'LL NEED TO PLAY



AND



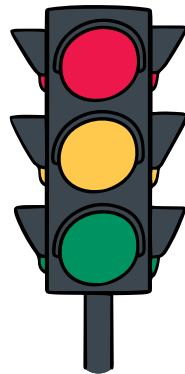
X2

HOW TO PLAY

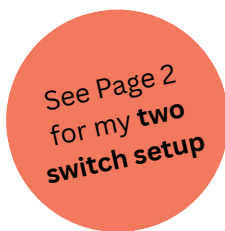
- Record some news about the switch user that they might like to share with others e.g on one switch record "guess what I did at the weekend?" to evoke a response from the person they are talking to and record on the other switch "I went to the beach and had so much fun!"
- You could also end the recording with a question such as "what did you get up to at the weekend?" to prompt a response from the person they are sharing the news with

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

RED LIGHT,
GREEN LIGHT



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



A CLEAR
SPACE/ROOM

HOW TO PLAY

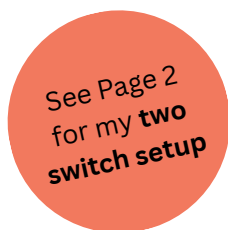
- Record "red light" on one switch and "green light" on the other
- The person playing the game with the switch user moves to the opposite end of the room
- When the switch user hits the switch that says "green light" the person playing with them begins to walk/run towards them
- When they say "red light" they must stop and not move, or they lose a point!

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

WHO'S MOST LIKELY TO?



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



FUNNY/SILLY
QUESTIONS

HOW TO PLAY

- Decide who the switch user is going to answer the questions about e.g “mum” recorded on one switch and “dad” recorded on the other switch
- Ask the switch user a silly question e.g “who’s most likely to fall asleep on the sofa?”
- The switch user then answers who’s most likely to with their switches

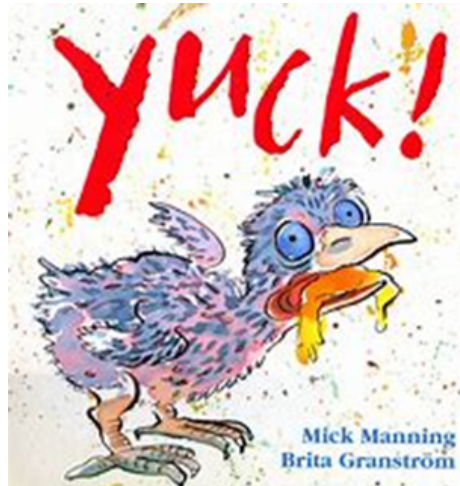
WHO'S MOST LIKELY TO: QUESTION IDEAS

WHO'S MOST LIKELY TO...

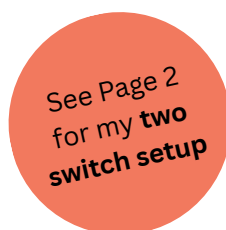
- Fall asleep on the couch?
- Eat the last biscuit?
- Do a smelly trump?
- Become a superhero?
- Sing in the shower?
- Spend all their money on something silly?
- Ride a scary rollercoaster?
- Win at bowling?
- Photobomb someone's picture?
- Scream at a scary movie?
- Be late?
- Become famous?
- Wear their clothes inside out?
- Win a race?
- Have a lion as a pet?
- Dance in the rain?
- Listen to loud music?
- Fall asleep in class?
- Eat dessert before dinner?
- Pet a dinosaur?
- Prank someone?
- Eat all the sweets?

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

YUCK! BOOK



WHAT YOU'LL NEED TO PLAY THIS GAME

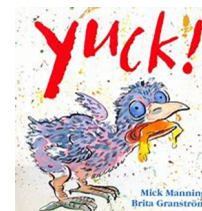


AND



X2

AND



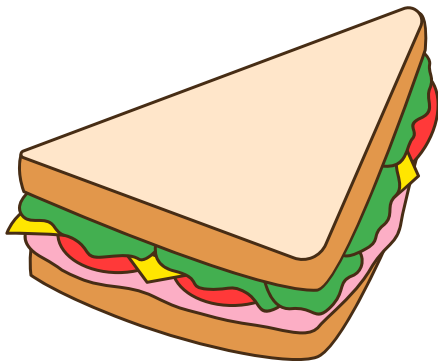
THE BOOK

HOW TO PLAY

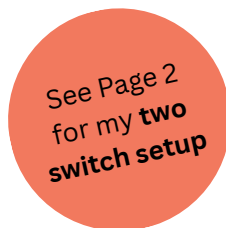
- The switch user can join in when reading the book by using their switches to say the repeated line in the story!
- Record “yuck” on one switch and “yum” on the other
- Read the story to the switch user and on the first repeated line, press their switches to show them what they need to do e.g “a wriggly worm, tugged out of the lawn? That’s not our baby’s dinner!” **Yuck**
- Continue the story and pause on the repeated lines for the switch user to fill in the gap

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

YUM OR YUCK!



WHAT YOU'LL NEED TO PLAY

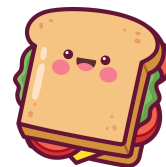


AND



X2

AND



PLAY FOOD AND
PLASTIC BUGS/SOCKS
(ANYTHING YUCK!)

HOW TO PLAY

- In this game the switch user can make a fake snack/meal as yummy or yucky as they like! They get to choose the ingredients to go in their sandwich/icecream/salad
- Record “yum” on one switch and “yuck” on the other
- Hold up two play items, one that's yum and one that's yuck! E.g a Yummy piece of cheese and a Yucky spider
- Say to the switch user for example “shall we have some yum cheese on our sandwich or a yuck spider?!”
- If the switch user hits the switch that says Yum, the nice ingredient is added to their snack
- If the switch user hits the switch that says yuck, the nasty ingredient is added to their snack

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

APPLAUSE AND BOO



WHAT YOU'LL NEED TO PLAY THIS GAME

See Page 2
for my **two**
switch setup

AND



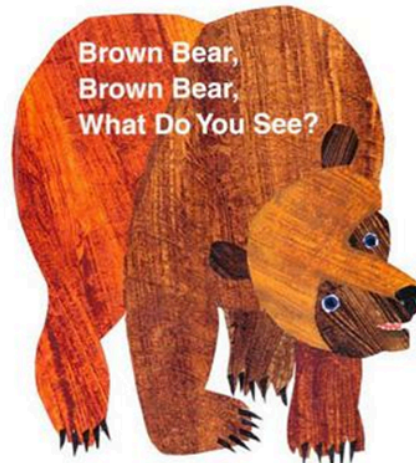
X2

HOW TO PLAY

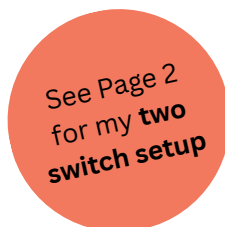
- Record clapping or “woo!” on one switch and “boo” on the other switch
- Have the switch user be the judge of your jokes, talents, dancing or anything that they will find funny!
- Tell the switch user your joke or show them your dance moves and they can hit their switch to give you a round of applause or boo you

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

BROWN BEAR, BROWN BEAR BOOK



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



THE BOOK

HOW TO PLAY

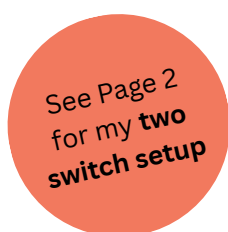
- The switch user can join in when reading the book by using their switches to say the repeated line in the story!
- Record “what” on one switch and “see” on the other
- Read the story to the switch user and on the first repeated line, press their switches to show them what they need to do e.g “brown bear, brown bear” **what** “do you” **see**
- Continue the story and pause on the repeated lines for the switch user to fill in the gap

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

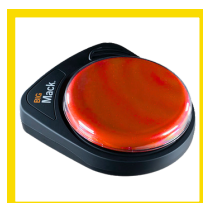
WE'RE GOING ON A BEAR HUNT BOOK



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



THE BOOK

HOW TO PLAY

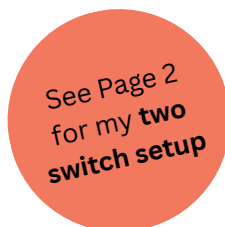
- The switch user can join in when reading the book by using their switches to say the repeated line in the story!
- Record "over" on one switch and "under" on the other
- Read the story to the switch user and on the first repeated line, press their switches to show them what they need to do e.g "long, wavy grass. We can't go" **over** "it, we can't go" **under** "it, oh no we'll have to go through it!"
- Continue the story and pause on the repeated lines for the switch user to fill in the gap

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

WALKING THROUGH THE JUNGLE BOOK



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



THE BOOK

HOW TO PLAY

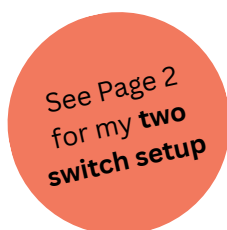
- The switch user can join in when reading the book by using their switches to say the repeated line in the story!
- Record “what” on one switch and “see” on the other
- Read the story to the switch user and on the first repeated line, press their switches to show them what they need to do e.g “Walking through the jungle” **what** “do you” **see**
- Continue the story and pause on the repeated lines for the switch user to fill in the gap

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

HELLO, GOODBYE BOOK



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



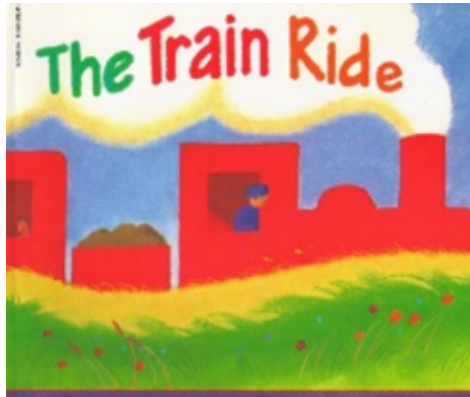
THE BOOK

HOW TO PLAY

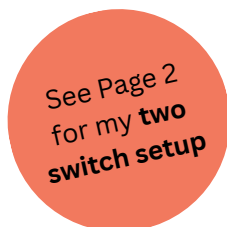
- The switch user can join in when reading the book by using their switches to say the repeated line in the story!
- Record "Hello" on one switch and "Goodbye" on the other
- Read the story to the switch user and on the first repeated line, press their switches to show them what they need to do e.g "A big brown bear stepped up" **Hello** " he said very loudly"
- Continue the story and pause on the repeated lines for the switch user to fill in the gap

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

THE TRAIN RIDE BOOK



WHAT YOU'LL NEED TO PLAY THIS GAME

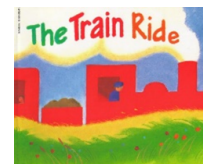


AND



X2

AND



THE BOOK

HOW TO PLAY

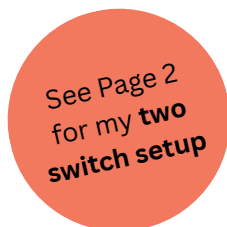
- The switch user can join in when reading the book by using their switches to say the repeated line in the story!
- Record “what” on one switch and “see” on the other
- Read the story to the switch user and on the first repeated line, press their switches to show them what they need to do e.g “We’re off on a journey out of the town ” **what** “shall I” **see what** “shall I” **see**
- Continue the story and pause on the repeated lines for the switch user to fill in the gap

GEAR: 3 TWO SWITCHES DO TWO DIFFERENT THINGS

HEADBANDZ



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



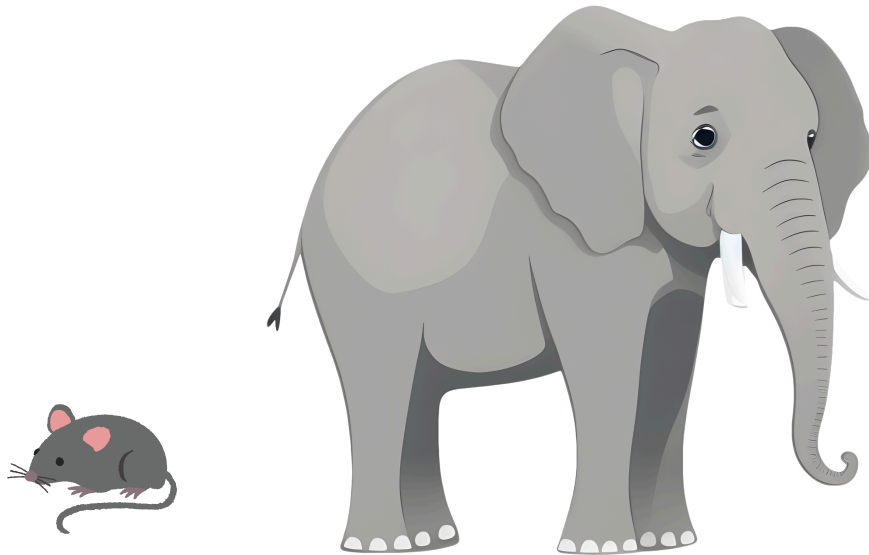
HEADBANDZ
GAME

HOW TO PLAY

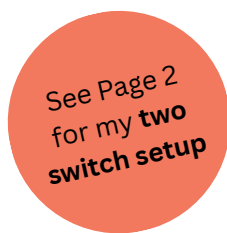
- Record “yes” on one switch and “no” on the other
- The switch user has to work with you to help you guess what image you have on your card by answering your yes/no questions with their switches
- The more more answers the switch user helps you to guess the more points!
- You could also play this game in two teams to create competition

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

BIGGER OR SMALLER?



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



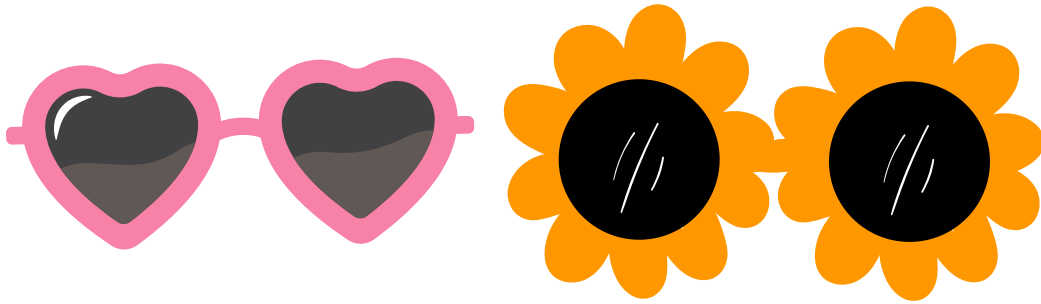
CARDS/IMAGES

HOW TO PLAY

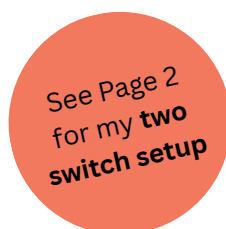
- Record “bigger” on one switch and “smaller” on the other
- Hold up a card with a motivating image/symbol e.g pictures of animals
- Ask the switch user e.g “do you think the animal on the next card is going to be bigger or smaller than this one?”
- The switch user must then guess if the image on the next card is going to be “bigger” or “smaller” by using their switches

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

DRESS UP FOR TWO



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



SELECTION OF
DRESS UP ITEMS

HOW TO PLAY

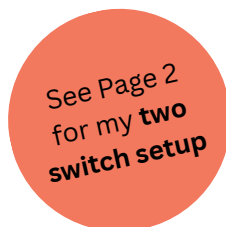
- You need two players for this game (could be the switch user plus one other person)
- Record the names of the players onto the switches e.g one switch says "Mum" one switch says "Dad"
- Hold up a dress up item e.g funky sunglasses
- The switch user can then choose who wears that dress up item by activating their switches e.g if the switch user hits their switch that says "Mum" when the funky sunglasses are held up, then Mum must put them on!

GEAR 3: TWO SWITCHES DO TWO DIFFERENT THINGS

MUSICAL STATUES



WHAT YOU'LL NEED TO PLAY



AND



X2

AND



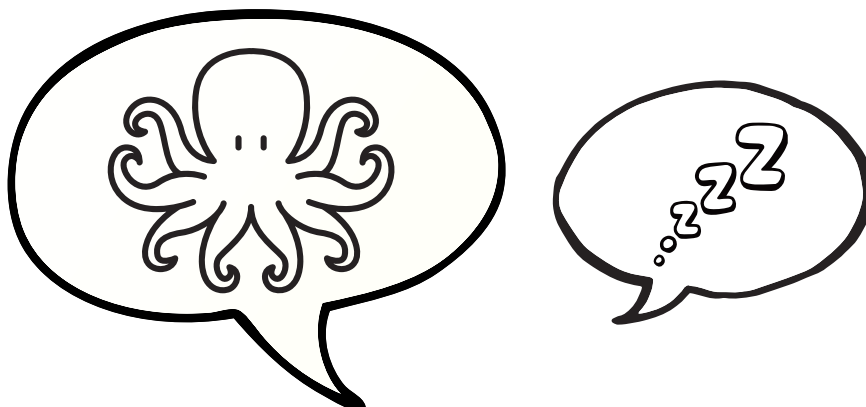
MUSIC

HOW TO PLAY

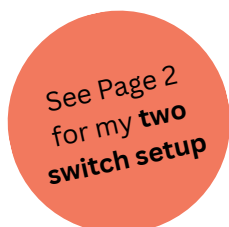
- Play some music and dance (Youtube, Spotify etc)
- Record “Freeze!” onto one switch and “dance!” onto the other
- When the switch user hits the switch that says “freeze” , pause the music and everyone must stop dancing
- Only restart the music and start dancing again once the switch user hits their switch that says “dance”

GEAR 4: INTRODUCING SCANNING

SIMON SAYS



WHAT YOU'LL NEED TO PLAY THIS GAME

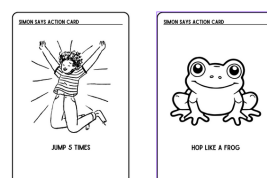


AND



X2

AND



ACTION CARDS

HOW TO PLAY

- Record “next” on one switch and “simon says” on the other
- Show an action card to the switch user and read out the action
- If they hit the switch that says “next”, move onto the next card
- If they hit the switch that says “simon says!” perform the action on that card

GEAR 4: INTRODUCING SCANNING

SMOOTHIE MAKER



WHAT YOU'LL NEED TO PLAY

See Page 2
for my **one**
and **two**
switch setup

AND



X1

AND



X2

AND



INGREDIENTS &
BLENDER

HOW TO PLAY

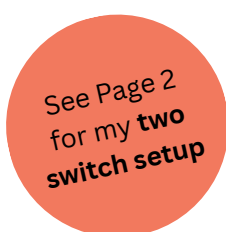
- Record “next” onto one switch and “put it in the blender” on the other
- Hold up the ingredients one at a time, if the switch user hits their switch that says “next” lay the ingredient that you’re holding down and hold up the next one
- If the switch user hits their switch that says “put it in the blender” then put the ingredient that you are holding into the blender
- Once the switch user has chosen all of their ingredients, plug the blender into the It-Click-On and use their **one switch set up** so they can blend their smoothie together

GEAR 4: INTRODUCING SCANNING

HUMANS AS ANIMALS



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



PICTURES OF
ANIMALS

HOW TO PLAY

- Record “next” on one switch and “Speak!” on the other
- Hold up the animal pictures one by one and speak out what is on the card e.g “lion”
- When the switch user hits their switch that says “next” place the picture you are holding down and hold up the next picture in the pile
- When the switch user hits their switch that says “Say it!” you must make the noise of whatever animal you are holding e.g if you’re holding a picture of a duck say “quack quack!”

GEAR 4: INTRODUCING SCANNING

DANCE SELECTOR



WHAT YOU'LL NEED TO PLAY THIS GAME

See Page 2
for my **two**
switch setup

AND



X2

AND



AT LEAST 3 PEOPLE
WILLING TO DANCE!

AND



MUSIC

HOW TO PLAY

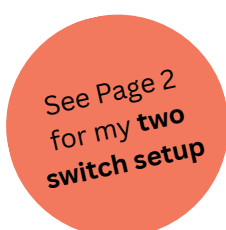
- Record “next” on one switch and “dance!” on the other
- Play some music and have the ‘dancers’ sit on chairs in front of the switch user
- The person sat on the very left chair stands up
- If the switch user hits the switch to say “next” that person sits down and the person in the next chair stands up
- If the switch user hits the switch to say “dance!” whoever is stood up must strut their stuff for 10 seconds

GEAR 4: INTRODUCING SCANNING

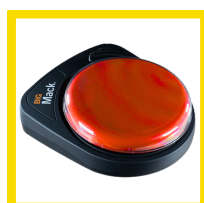
FANCY DRESS



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



SELECTION OF
DRESS UP ITEMS

HOW TO PLAY

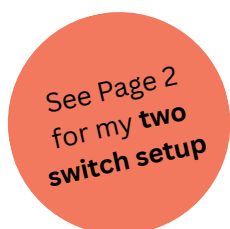
- Record “next” on one switch and “wear it!” on the other
- Decide who is going to be dressed up e.g switch user or family member
- Hold up one of the dress up items for the switch user to choose
- If they hit the switch that says “next”, hold up the next item
- If they hit the switch that says “wear it!” whoever was chosen to dress up must wear the item

GEAR: 5 SCANNING WITH PURPOSE

MATCH THE SONG



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



MUSIC

AND



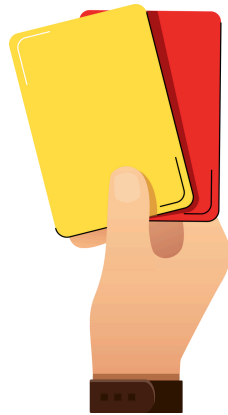
PICTURES OF
SINGERS/BANDS

HOW TO PLAY

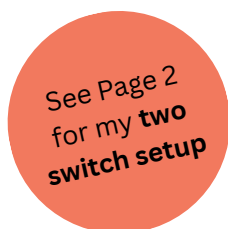
- In this game the switch users music knowledge will be tested!
- Record "next" on one switch and "That's the singer!" on the other
- Play a song and hold up one of the pictures of the singers/bands and say who it is e.g "Little Mix"
- If the switch user hits their switch that says "next" lay the picture you are holding down and hold up the next one in the pile
- If the switch user hits their switch that says "Thats the singer!" then check if they are correct
- If they guess the singer correctly they get a point! If they get to 5 points they get a prize

GEAR: 5 SCANNING WITH PURPOSE

SNAP!



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



CARDS/MOTIVATING
IMAGES

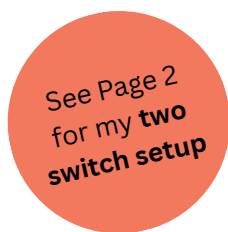
HOW TO PLAY

- Record "next" on one switch and "Snap!" on the other
- Lay down a card/motivating image
- When the switch user hits their switch to say "next" lay down another on top of the previous card to make a pile
- When there are two of the same cards/images presented straight after each other, the switch user should hit the switch that says "Snap!" to win a point

GEAR: 5 SCANNING WITH PURPOSE



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



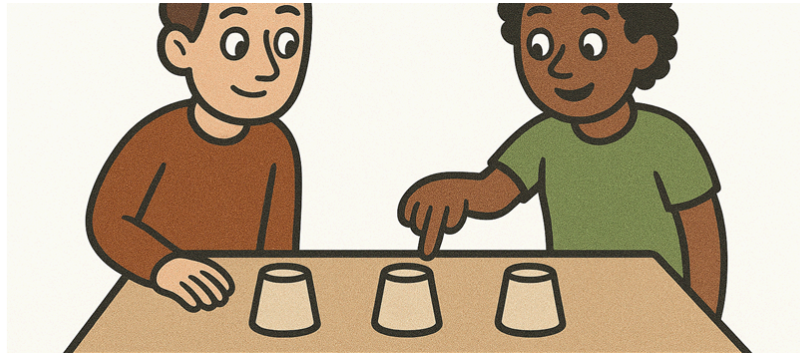
MUSIC STREAMING
SERVICE

HOW TO PLAY

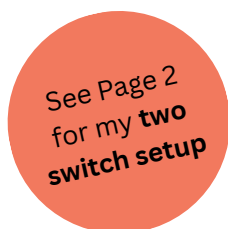
- In this game the switch user can create a playlist of songs. The playlist could be made for a party, golden time or to listen to in the car!
- Record “next” on one switch and “Add to the list” on the other
- Use a music streaming service to create a playlist that can be saved
- Begin to play a song or say an artists name
- If the switch user hits their switch that says “next” skip to the next song or say another artists name
- If the switch user hits their switch that says “add it to the list” add the song or add a song by the artisit named to the playlist

GEAR: 5 SCANNING WITH PURPOSE

FOLLOW THE CUP



WHAT YOU'LL NEED TO PLAY THIS GAME



AND



X2

AND



4 CUPS AND A
CHOCOLATE COIN

HOW TO PLAY

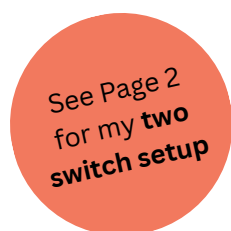
- Record "next" on one switch and "Its under there!" on the other
- Lay the 4 cups upside down in a row on a surface where the switch user can see
- Put the chocolate coin under one of the cups and mix them up (make sure the switch user can see this happening)
- The switch user must help locate which cup the coin is under
- Point to the first cup in the line, if the switch user hits their switch that says "next" point to the next cup
- If they hit their switch that says "its under there!" lift the cup
- The switch user gets to eat the chocolate coin if they can find it!

GEAR: 5 SCANNING WITH PURPOSE

SUPERMARKET SWEEP



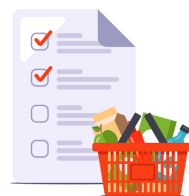
WHAT YOU'LL NEED TO PLAY THIS GAME



AND



AND



A SHOPPING LIST
AND BASKET

AND



ITEMS OFF THE
LIST

HOW TO PLAY

- Record “next” on one switch and “put it in the basket!” on the other
- Read out the shopping list to the switch user (max 5 items)
- Hold up physical items e.g fake food and ask the switch user “was this on our list?”
- If they hit the switch that says “next” hold up the next item
- If they hit the switch that says “put it in the basket!” then add it to the basket
- At the end of the game go through the items in the basket and check them off the list, for every correct item they get a point!

