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**Switch Skills**  
The seven stages of switch development  
[7SSD]

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The complex block features a red background. On the left, the Maal logo is displayed on a black semi-circular background. On the right, the "Switch Heroes" logo is shown, which includes the text "SWITCH HEROES" in a bold, white, blocky font with a black outline, set against a red helmet-like shape. Below the text are several cartoon animals (a pink pig, a blue bear, a brown bear, a grey elephant, a yellow giraffe, a white horse, and a purple dog) each using a different type of assistive device like a wheelchair, a walker, or a specialized chair. At the bottom left, the website "cenmac.com" is listed. At the bottom right, the CENMAC logo and tagline "Assistive Technology in Education" are repeated.

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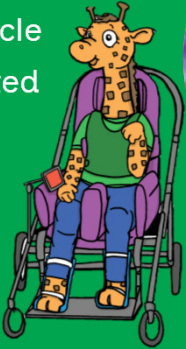






## Session Outline

- Switch Progression (7SSD)
- Prompting Cycle
- 7SSD Tools
- Q&A




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## Learning Outcomes

- Gain an understanding of switch progression
- Be able to use the 7SSD tools
- Understand the prompting cycle
- Feel more confident and excited about using switches
- ...



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The Seven Stages of Switch development



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## Acknowledgement

- Linda Burkhart (Stepping Stones)
- Charlie Danger (Global Symbols / Ace Centre / CENMAC)
- Ian Bean and Inclusive Technology (Switch Progression Road Map)
- Tony Jones and Judy King (Switching to Success)
- Indigo (Unlocking keys to developing switch skills)
- Tobii Dynavox (Eye gaze Learning Curve)

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**A** Cause & Effect

1. Exploring Egbert
2. Journeying Jiao

**B** Two Switches

3. Growing Gareth
4. Budding Brayton

**C** Switch Scanning

5. Flourishing Fatima
6. Succeeding Saffi

**D** Independent Use

7. Celebrating Syed

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# Exploring Egbert

**Stage 1:** Learning by experience

**Switch:** Circle/red

**Example Activity:** Try using a switch that does something itself when it is pressed, such as light up or vibrate so the child can experience direct feedback

**A**

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# Journeying Jiao

**Stage 2:** Intentionally make happen

**Switch:** square/orange

**Example Activities:** Use a voice output switch to record a range of motivating commands, such as 'tickle me Mummy!' or 'more bubbles'



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**A**

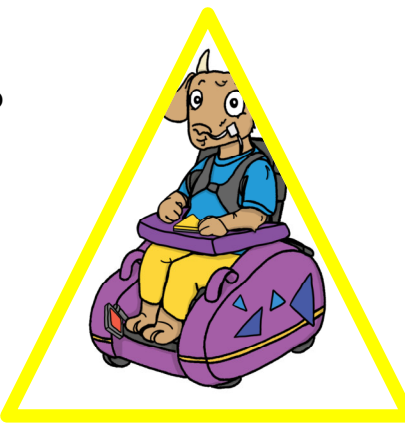
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# Growing Gareth

**Stage 3:** Playing with two switches - making two things happen

**Switch:** triangle/yellow

**Example Activities:** Try using two different switch toys; for example, one makes a pig dance, and another blows a fan



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**B**

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# Budding Brayton

**Stage 4:** Using 2 switches for one activity

**Switch:** rectangle/green

**Example Activities:** Remote control car OR Use two voice output switches to build a tower and then knock it down by recording them to say, 'build it up' and 'knock it down'



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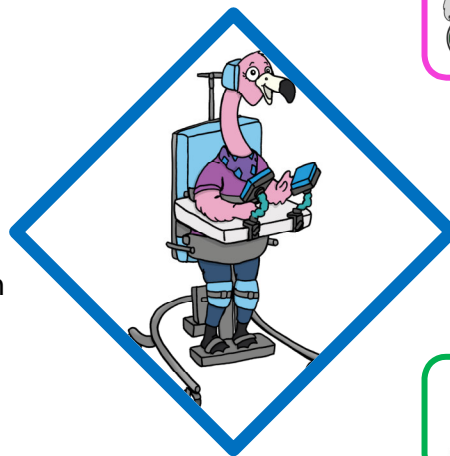
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# Flourishing Fatima

**Stage 5** Playing with two switch scanning – Error friendly learning

**Switch:** kite/blue

**Example Activities:** Use software such as Choose and Tell to write your own nursery rhymes by choosing the characters and story lines



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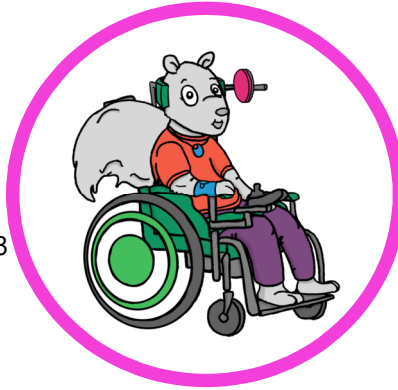
# Succeeding Saffi

C

**Stage 6:** using switch scanning – finding the right one

**Switch:** oval/pink

**Example Activities:**  
Select an activity or item.  
Setup a grid on a communication device with 3 boxes. Have two empty and one with the activity or item.  
Setup multiple pages with different activities.



# Celebrating Syed

D

**Stage 7:** Independent in functional use

**Celebrating Syed the Sloth**


**Switch:** star/purple

**Example Activities:**  
Navigating between different computer software – AAC software to browsing internet

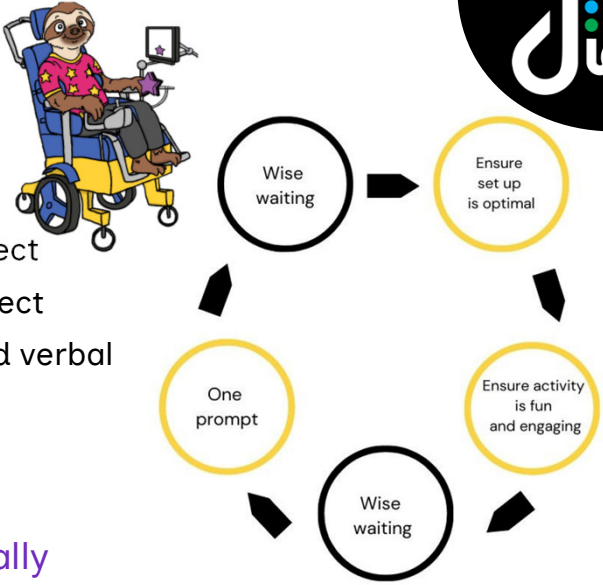


# Prompting

Types of prompts

1. Model
2. Wait / Expectant pause
3. Visual cue – indirect – direct
4. Verbal cue – indirect – direct
5. Combination of visual and verbal cue
6. Physical prompt 

Ensure activities are fun/meaningful/intrinsically motivating – rotate/keep fresh



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# Switch Heroes Resources







- Book series
- Information Sheets
- Assessment tool
- E-learning module
- Switch Profile
- In-person
- More



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Switch user name
Start date
Other info (e.g. class, DOB, age)


## Assessment Tool

Proficient step							
Consolidating step							
Emerging step							

Emerging – Developing – Consolidating – Proficient (cognitive, physical skill required for each stage)



Physical	E D C P	E D C P	E D C P	E D C P	E D C P	E D C P	E D C P
Cognitive	E D C P	E D C P	E D C P	E D C P	E D C P	E D C P	E D C P

**The Seven Stages of Switch Development**



Stage 1 Exploring Egbert	Stage 2 Journeying Jiao	Stage 3 Growing Gareth	Stage 4 Budding Brayton	Stage 5 Flourishing Fatima	Stage 6 Succeeding Safi	Stage 7 Celebrating Syed
Learning by experience - single switch	Intentionally make happen - single switch	Playing with two switches Making two things happen	Two switches one activity	Switch scanning - failure Free	Switch scanning - finding the right one	Independent in functional switch use

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## Assessment Tool

Proficient step	Working on						
Consolidating step	Achieved Jan 2025						
Emerging step	Luke T (OT)	Working on	July 2025				

Emerging – Developing – Consolidating – Proficient (cognitive, physical skill required for each stage)

Physical	E D C P	E D C P	E D C P	E D C P	E D C P	E D C P	E D C P
Cognitive	E D C P	E D C P	E D C P	E D C P	E D C P	E D C P	E D C P

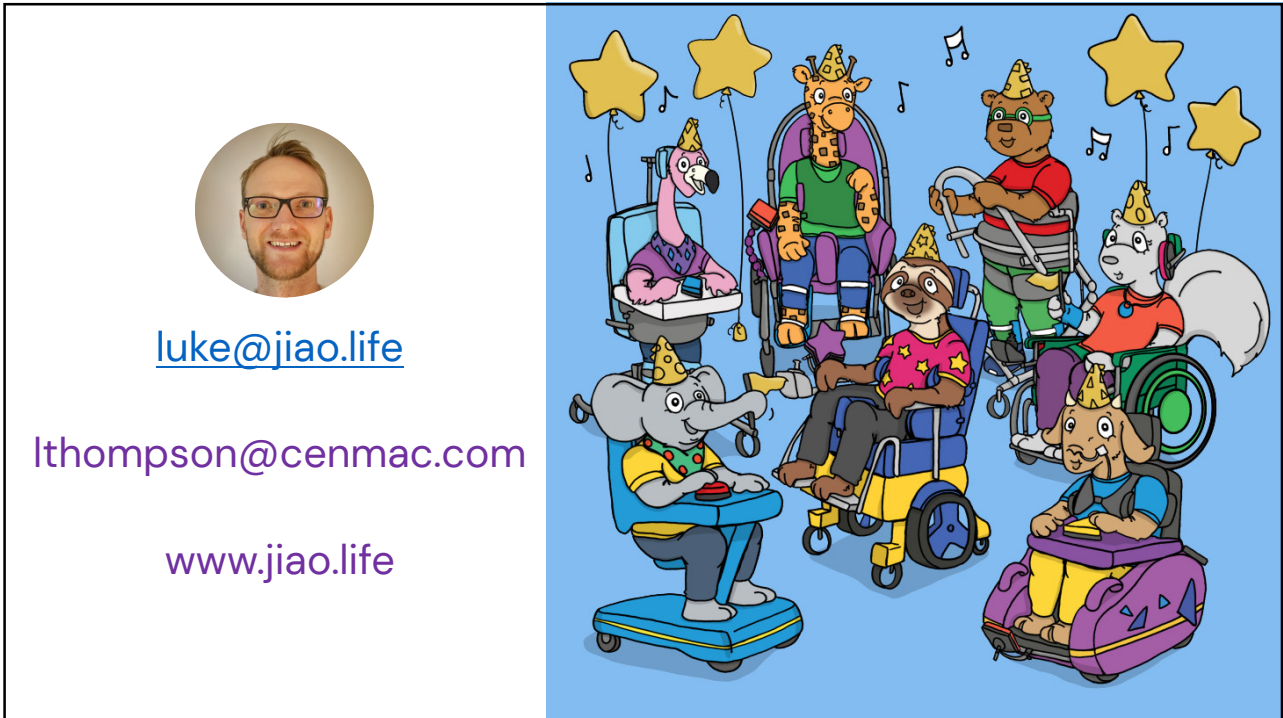
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