

AFTER CAUSE AND EFFECT: WHAT'S NEXT?

When working with children in the area of cause and effect skills: encourage the child to generalize skills demonstrated with the computer to other play or learning situations. If a child is demonstrating some consistency using a switch with cause and effect skills using the computer begin to offer them some of the following activities:

Making Choices:

Have the child make choices beginning with two picture or item selections. *Wheels on the Bus* by *UCLA Microcomputer Project* allows the user to select the number of pictures the child has to choose from. It has two levels of difficulty. The first level allows the child to explore the song and the second level asks the child for a specific picture. Don Johnston, Inc. has available many single switch accessible software programs for children. *Out and About* features three stories that children complete by making picture choices.

One Step Directions:

Select software programs that ask the child to find an item or object to perform an action. Software programs that have large graphics with simple backgrounds and speech capabilities work best. *Edmark's Millie's Math House* and *Bailey's Book House* allows the user to explore an activity and by clicking on the picture in the picture frame in each activity, they can follow specific directions.

Turn Taking:

Pair two children together and introduce *turn taking* using a software program such as *Sticky Bear Opposites* by *Optimum Resources*, which would allow one switch to be one concept pair and the other switch to be the opposite concept pair. (e.g. in/out, up/down, etc.) The user must have a *switch interface* device that allows ports to be programmed to be specific keys from the keyboard.

Vocabulary Development:

Select software programs that are designed to teach concept or vocabulary skills. *Laureate* has available many software programs that address specific vocabulary concepts such as action verbs, common nouns, etc. These programs work with single switches.

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