

SWITCH TIPS

- When using more than one switch try using different colored switches or place pictures or different textures on switches to help child differentiate between the two.
- The *Touch Window* by *Edmark* can be used as a single switch. When used with software programs designed especially for a single switch, the entire surface acts as a switch. The *Touch Window* need not be mounted over the monitor, but can be placed on a table or lap tray on a wheelchair. Attach an overlay with a large bright sticker for the target area to press. Clear plastic page protectors work well. The holes along the sides attach to the tabs on top of the *Touch Window*.
- Put together an object bag to be used with cause and effect switch activated software programs. (e.g.. "*Make a Sound*" from *Switch Intro* from *Don Johnston, Inc.*) As the child sees and hears the object on the monitor, present two objects and ask the child to select a matching toy.
- Look for switch activated software programs that teach a skill, concept, or song. Avoid using software programs that only generate random sounds or pictures that have no meaning attached to them.
- Many educational software programs can be adapted to work with switches. *Living Books* by *Broderbund* and other stories can be accessed using a single switch. Place mouse arrow on portion of screen that will turn the page. Attach a switch to an adapted mouse or click port on a switch interface device. When the child presses his/ her switch they turn the page and the story is read.
- *HyperStudio* and *Intellipics* are two authoring software programs that allow the user to create their own switch activated software programs. They are designed to be used by families and educators.
- *Click It!* by *Intellitools* allows the user to create their own scanning *hot spots* for mouse emulation. It can be used with any software programs using mouse emulation. Visual and auditory scanning can be created for use with children experiencing visual and hearing impairments.

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