

Another helpful resource from SENICT – For more free resources visit www.ianbean.co.uk

Slideshow Maker activities and the Switch Progression Road Map.

If you are using Slideshow Maker from Inclusive Technology, you'll already know just how easy it is to make motivating, personalised activities for your students who use switches and touch-screens. If you haven't seen the program, I made a tutorial video which you can view on YouTube here: http://www.youtube.com/watch?v=ojbg_431XDg

You can also download my handy, free step-by-step guide to using Slideshow Maker from the Inclusive Technology website here: <http://www.inclusive.co.uk/Lib/Doc/pubs/slideshow-maker-step-by-step-guide.pdf>

Using the Switch Training Menu to personalise your activities.

Click the **OPTIONS** button and select '**SWITCH TRAINING**'. You should see a page showing different methods of switch access. This document will help you use this menu to set up your activities to match the 'Small Steps' and 'Key Milestones' in the Switch Progression Road Map.

Hold Switch Down

Here the student must keep the switch pressed in order to watch the slideshow.



Hold Switch Down

The slideshow plays whilst the screen is touched or the switch is held down.

The 'Key Milestone for this setting is; '**Student will use a switch to produce a desired effect (Press and Hold Activation).**' The Small Steps are:

- 11: *Student will press and hold a switch to achieve a desired effect with physical prompting (hand-over hand.)*
- 12: *Student will press and hold a switch to achieve a desired effect with minimal prompting.*
- 13: *Student will press and hold a switch to produce a desired effect.*

Start and Watch

Here the student must press and release the switch to start the slideshow.



Start and Watch

Touch the screen or press the switch to start and watch the slideshow.
The slideshow will stop when all the pictures have been shown.

The Key Milestone for this setting is; '**Student uses a switch to produce a desired effect (Press and Let Go).**' The Small Steps are:

- 14: *Student will press and release a switch to achieve a desired effect with physical prompting (hand-over-hand).*

Follow us on Facebook for free apps, programs & teaching ideas www.facebook.com/SENICT.info


Another helpful resource from SENICT – For more free resources visit www.ianbean.co.uk

15: Student will press and release a switch to achieve a desired effect with minimal physical prompting.

16: Student will press and release a switch to achieve a desired effect.

Timed Reward

Here the student must press the switch a number of times to keep an activity going, for example a music track may pause after 20 seconds restarting only when the student presses the switch again.

An icon showing a red push-button switch and a clock face.

Timed Reward
Touch the screen or press the switch to see the slideshow for:
10, 15, 20, 30 or 60 seconds.

The 'Key Milestone' here is; '**Student uses the switch to complete simple tasks and sequences**'. The Small Step is;

17: Student can press a switch a number of times to keep an activity playing.

Two Switches Start and Stop

Here the student uses two switches, one to start the activity and one to stop the activity.

An icon showing two push-button switches, one green and one red, with play and stop symbols above them.

Two Switches: Start and Stop
Press left switch (or space bar) to start.
Press right switch (or enter key) to stop.


The 'Key Milestone' here is; '**Student explores the use of two switches in simple non-scanning activities**'. The Small Steps are;

20: Student can differentiate between the actions of two different switches.

21: Student can use two switches, one to start an activity and one to stop an activity.

Two Switches Timed Reward (turn taking)

This activity is different from the others as it involves taking turns with someone else. For teaching purposes however, each of the participants in this activity is taking part in a 'Timed Reward' activity and the Key Milestones and Small Steps should reflect this.

An icon showing two hands, one light and one dark, positioned over two push-button switches, one green and one red.

Two Switches: Timed Reward (turn taking)
Switch images at the bottom of the screen will tell you which switch to press.

The 'Key Milestone' here is; '**Student uses the switch to complete simple tasks and sequences**'. The Small Step is;

17: Student can press a switch a number of times to keep an activity playing.

Another helpful resource from SENICT – For more free resources visit www.ianbean.co.uk

Mapping the activities to the Learning Journeys: Switch Progression Road Map

Here’s how the activities relate to the switch progression Road Map:

Key Milestone	Experiential								Make something happen											Play with 2 switches		1 switch timing skills		Using two switches		Introducing formal scanning					
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
Game / Small Step number																															
Slideshow Maker ‘Hold Switch Down’	X	X	X	X	X	X	X	X	X	X	X	X																			
Slideshow Maker ‘Start and watch’	X	X	X	X	X	X	X	X	X	X				X	X	X															
Slideshow Maker ‘Timed Reward’	X	X	X	X	X	X	X	X	X	X							X														
Slideshow Maker ‘2 Switches start & stop’	X	X	X	X	X	X	X	X	X	X											X	X									
Slideshow Maker ‘2 Switches turn taking’	X	X	X	X	X	X	X	X	X	X							X	Although turn taking, this is essentially a ‘press to keep going’ activity.													
	These are pre-requisite skills to using any activity																														

Please print out this sheet and keep it with your copy of the Switch Progression Road Map.

Notes: