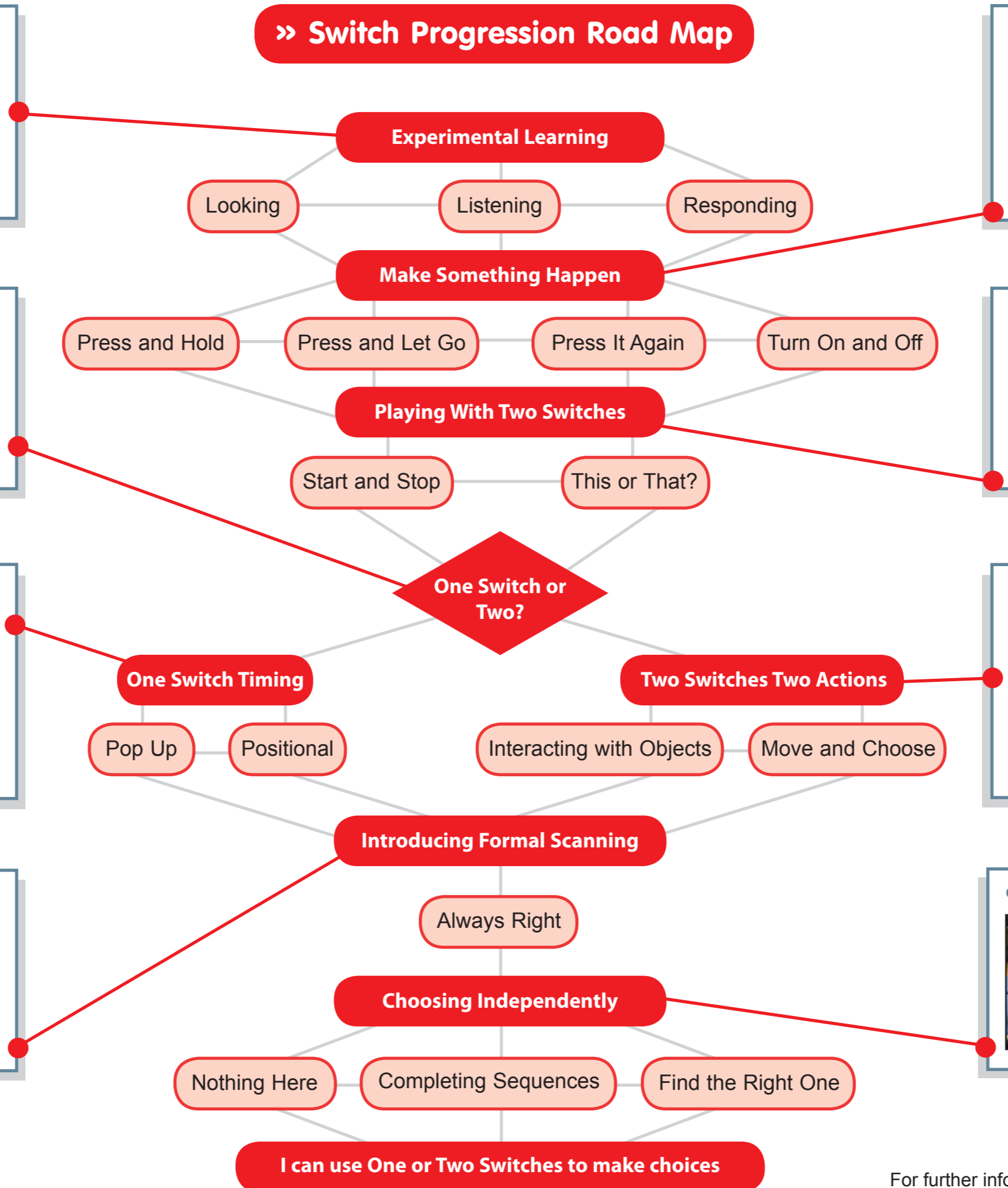



» Switch Progression Road Map



Experiential



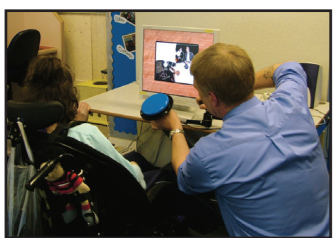
Activities here provide the learner with ICT 'experiences' that are designed to encourage them to look, listen and respond to what is happening around them.

Make Something Happen




Activities here provide the learner with opportunities to make something happen and to develop the learner's understanding that they can extend influence and control over their immediate environment.

One Switch or Two




Here we need to identify the number of switches the learner can cope with and decide on the route we will take towards making independent choices.

Playing with Two Switches




Here we provide our learners with opportunities to explore the use of two or more switches helping them to differentiate and choose between the actions provided by them.

One Switch Timing




Here we refine our learner's tracking skills and teach them to press their single switch at a specific time or when an object is at a particular point on the screen.

Two Switches Two Actions



Here we help our learner understand how to use two switches to move and choose.

Introducing Formal Scanning



Choosing with either one or two switches involves moving or tracking an object, usually a scan box, left to right across the screen, through a series of on-screen choices.

Choosing Independently



Here we provide activities to help our learner refine and generalise their scanning skills using one or two switches.