

# The Seven Stages of Switch Development

## Information sheet



### Stage 4

Using two switches for one activity  
Budding Brayton the Bear  
Rectangle/Green (Proficient)

#### Definition

Budding Brayton is the stage where you use two switches with different actions for one activity. Let's say you want to build something – you can press one switch to start building, and then press another switch to knock it down. Or, you can use one switch to say, "go" and another switch to say, "stop" and play a game with your helpers. There are lots of online games that use two switches that you can start to explore. Make sure you start with simple two switch games and avoid scan and select activities.

Below is a list of types of two switch computer activities in order of difficulty (easy to hard):

Free choice	each switch activates an action from choice of two (e.g. a character singing/dancing)
On/off choice	first switch starts an action and the second switch interrupts that action (build, build – knock down OR play music – stop)
Rotate complete	the first switch rotates through options and the second completes (e.g. food options for crocodile – crocodile eats)
Sequential actions	the first switch completes several steps and the second switch either repeats the action and/or completes the activity (builds, builds, stops – launches rocket)



## Milestones

- You understand that the two switches connect the two actions to form a sequence for a specific activity
- You can independently select and activate the appropriate switches for the desired action – specifically when one switch becomes dormant and the second is required to complete the activity (e.g. rocket builder in helpkidzlearn)
- You can anticipate, plan and problem solve for the necessary sequence of actions using the two switches – for example when the first switch sequence is complete you will quickly move to the second switch to complete the activity
- You can repeat the activity using the same sequence of switches consistently
- You can generalise the skill to different activities and settings that require the use of two switches
- You have become increasingly proficient at using your body to activate two switches for one activity

## Activities

Try using two different switch toys; for example, one makes a switch toy move/dance/sing, and another blows a fan

Programme two voice output switches (or one with two switch options) to give different commands in a fun game (e.g., 'clap your hands' and 'do a star jump')

Computer games: there are lots of two switch computer activities. Try simple activities that allow each switch to play a different sound or function (The Pace MyWay can be set up to be used like this). You can progress to more complicated two switch activities where one switch works first and the second is redundant/plays a repeat action. Then when the steps are complete the first switch becomes redundant and the second switch finishes the activity

## Top tips for working with switch users

- Provide clear and consistent feedback to reinforce successful use of both switches together
- Use activities that require the child to use both switches to achieve a specific outcome
- Review switch positioning and supports with the child and consider whether any guides or barriers are required to differentiate between the switch press and reduce accidental presses



If you would like additional support, please contact us directly via [AT@thepacecentre.org](mailto:AT@thepacecentre.org)