

The Seven Stages of Switch Development

Information sheet



Stage 6

Using Switch scanning to find the right one

Succeeding Saffi the squirrel
Oval/Pink (Mastery)

Definition

Succeeding Saffi is the stage when you are ready to learn how to select the 'correct' option from a range of choices on the screen. To do this, you will need to use two switches to scan and select or one switch with timed input to make your choice. The aim of this stage is to help you learn how to make a specific choice instead of randomly selecting any option that is presented to you.

By taking your time and carefully considering the options before making a decision, you will become more discerning and intentional in your use of technology. This will help you to develop your decision-making skills and better understand the consequences of your choices.

Remember, the more you practise selecting the 'correct' option, the better you will become at using equipment and technology in general. So don't be afraid to try new things and keep learning!

Activity options can be graded with 'blank, blank, something' to 'incorrect, incorrect, correct.'

Milestones

- You have learnt to scan through options using two switches or just one with timed scanning
- You can identify and select the correct option from an increasing set of choices
- You can differentiate between blank options and options with content
- You can identify incorrect options and avoid selecting them
- You can successfully select the correct option, demonstrating your ability to use switch scanning for purposeful communication or participating in activities



Top tips for working with switch users



- Ask the child which option they would like to choose without using switches initially and then support them to find this option using their scanning and selecting switches
- Provide clear visual cues to help the user identify and select the correct option
- Encourage the user to practise visual discrimination by locating objects in their field of view with verbal prompting
- Use activities and materials that are motivating and engaging for the user

Activities

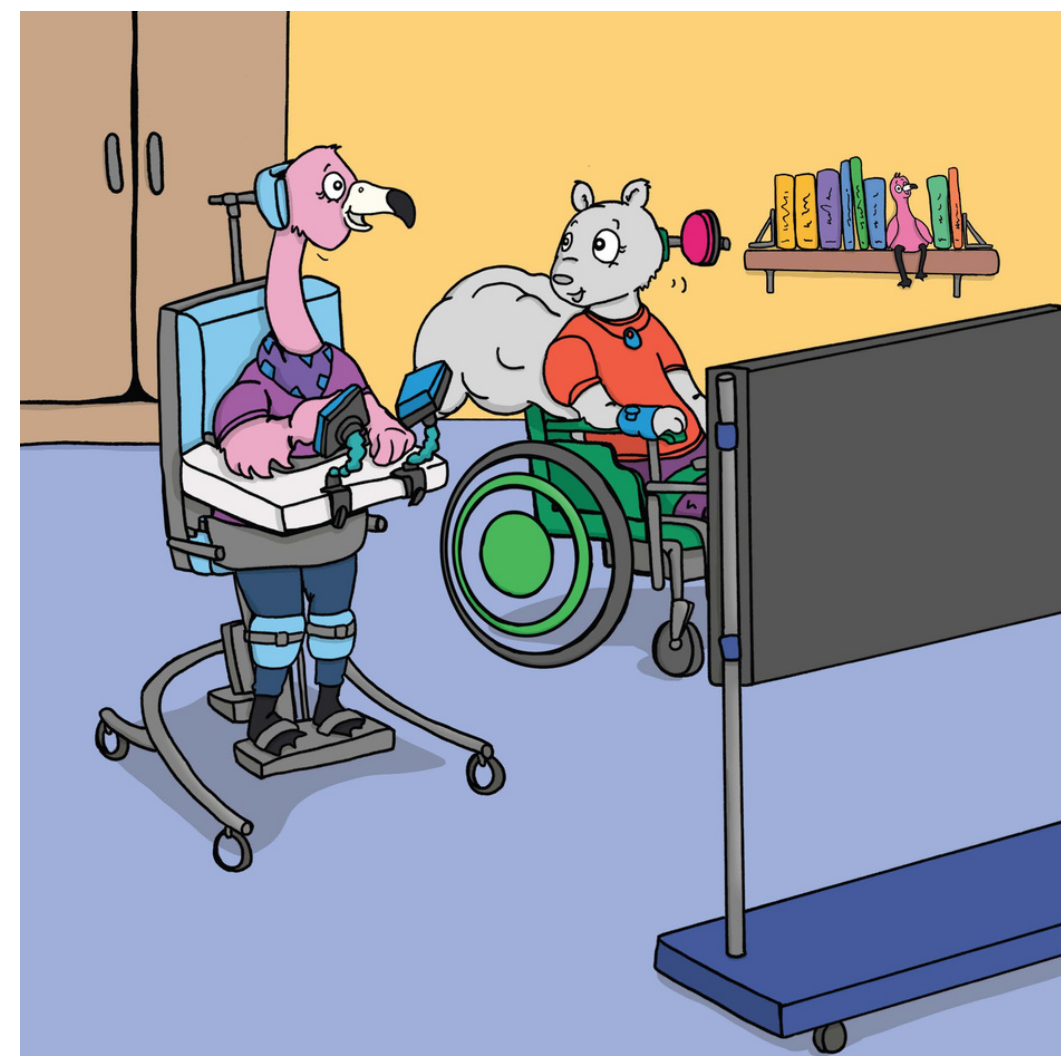
Select an activity or item. Setup a grid on a communication device with 3 boxes. Have two empty and one with the activity or item. Setup multiple pages like this with different activities

Use computer software with scanning choices on the screen for social interaction – directing an adult, sensory play, etc

Communication apps: apps that use scanning to allow the user to select and communicate specific messages or responses, such as communication boards or AAC devices

Interactive stories: interactive stories that use scanning to allow the user to make choices and follow different story paths, such as choose-your-own-adventure books

Educational apps: apps that use scanning to allow the user to select and complete different educational activities, such as spelling or maths games



If you would like additional support, please contact us directly via AT@thepacecentre.org