



 HelpKidzLearn™

Games & Activities

Learning Progression
& Outcomes

Contents

02 – Introduction

03 – Cause and Effect

- Press and Hold
- Press and Let Go
- Press It Again
- **NEW** Exploration

06 – Sequential

- Make More Happen

10 – Attention and Timing

- Wait then Press
- Wait for Change
- Locate Change
- Experimental Play
- Ready Steady Go

12 – Targeting and Timing

- Static Targets
- Variable Targets
- Variable Timing
- Moving Targets

15 – Introduce Choice

- Two Objects
- Related Objects
- Interacting Objects
- One Object Two Actions
- Build Up
- Move and Get

18 – Choice Making

- Free Choice
- Find the Object
- Complete the Set
- Create a Scene
- **NEW** Exploration

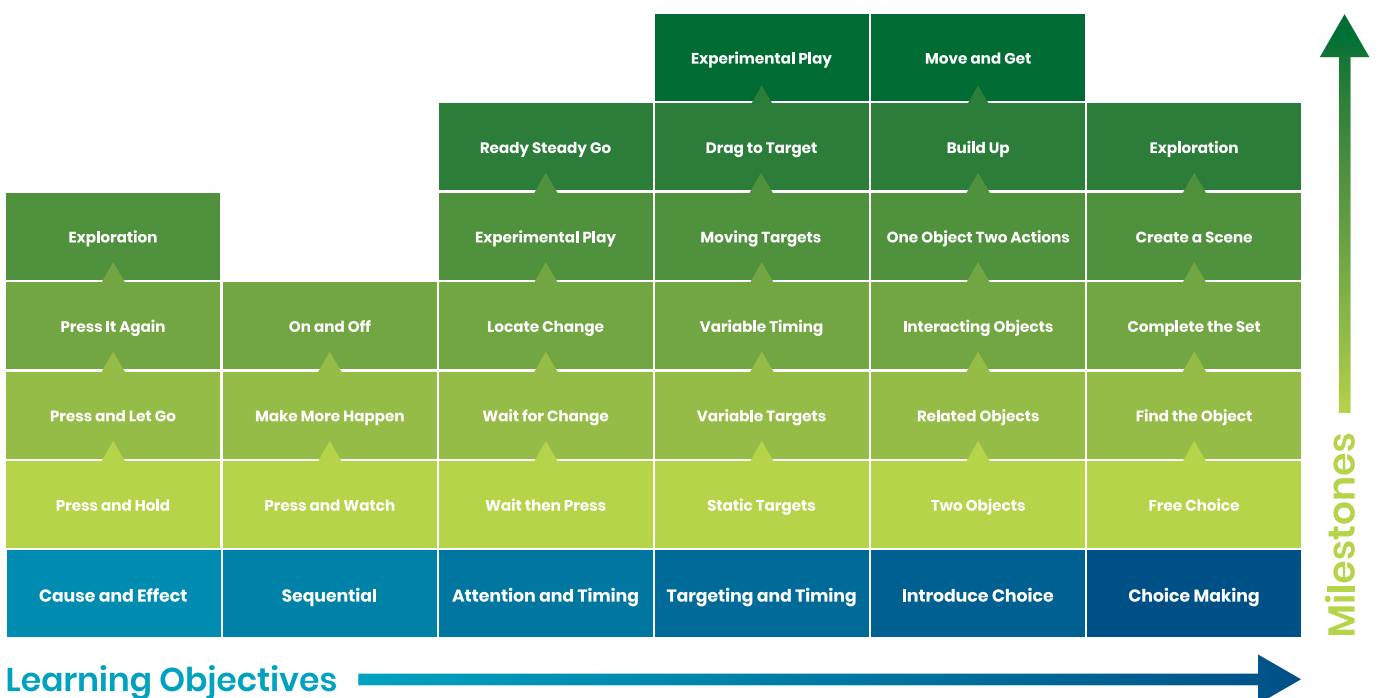
Introduction

HelpKidzLearn Games and Activities contains an extensive collection of game-based learning activities that can be accessed by a wide variety of access methods including mouse and keyboard, touch screens and interactive classroom displays, one or two switches and eye gaze technology. Ideal for children with a wide range of special educational needs and learning difficulties at a pre-literacy or early literacy level.

Activities are language independent and have been specially designed to include captivating animations, simple clear graphics and audio which engage the learner and make learning 'fun'. Graphics are presented in high-contrast colours and many activities are set against a black background. Auditory cues and attention prompts are also used to help students with a visual impairment and perceptual difficulties enjoy the experience too.

Games and Activities are organised into meaningful learning objectives, beginning at cause and effect level and early interaction, through the range of skills required to be able to make independent choices. Learning objectives are split into key milestones, representing targets in a series of small, achievable steps that you can set and teach a progression of skills.

This document will help you assess your learner's baseline, set achievable learning milestones and provide you with all the help you need to teach these important skills in a way which is both meaningful and motivating for your students. With this information, you can plan routes to success for learners using their devices to access communication, learning and leisure.



Cause and Effect

Developing cause and effect means helping a learner understand that they can extend influence and control over their immediate environment; that an action on their part can cause a response, either from people or objects around them or events on screen. Understanding cause and effect is one of the foundation stones upon which all future learning is built and is one of the most vital skills we use to explore the world around us.

/ Press and Hold

Events only take place while a learner is activating their access device, then stop when their activation is released.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Growing Musicians	✓	✓	✗	✗	✗	✗	✗	✓	✗
Growing Patterns	✓	✓	✗	✗	✗	✗	✗	✓	✗
Growing Spokes	✓	✓	✗	✗	✗	✗	✗	✓	✗
Growing Ripples	✓	✓	✗	✗	✗	✗	✗	✓	✗
Growing Spirals	✓	✓	✗	✗	✗	✗	✗	✓	✗

/ Press and Let Go

An event takes place for a set period following a learner's single activation of their access device.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Animals (Complex Line Art)	✓	✓	✗	✗	✗	✓	✗	✓	✗
Animals (Silhouette)	✓	✓	✗	✗	✗	✓	✗	✓	✗
Animals (Simple Line Art)	✓	✓	✗	✗	✗	✓	✗	✓	✗
Changing Shapes	✓	✓	✗	✗	✗	✓	✗	✓	✗
Complex Flying Shapes	✓	✓	✗	✗	✗	✓	✗	✓	✗
Gadgets & Toys (Complex Line Art)	✓	✓	✗	✗	✗	✓	✗	✓	✗
Gadgets & Toys (Silhouette)	✓	✓	✗	✗	✗	✓	✗	✓	✗

/ Press and Let Go continued...

Gadgets & Toys (Simple Line Art)	✓	✓	✗	✗	✗	✓	✗	✓	✗
Horizontal Curtains	✓	✓	✗	✗	✗	✓	✗	✓	✗
Lucid Flying Shapes	✓	✓	✗	✗	✗	✓	✗	✓	✗
Morphing Shapes	✓	✓	✗	✗	✗	✓	✗	✓	✗
Nature (Complex Line Art)	✓	✓	✗	✗	✗	✓	✗	✓	✗
Nature (Silhouette)	✓	✓	✗	✗	✗	✓	✗	✓	✗
Nature (Simple Line Art)	✓	✓	✗	✗	✗	✓	✗	✓	✗
Relaxing Movements	✓	✓	✗	✗	✗	✓	✗	✓	✗
Soothing Tunnels	✓	✓	✗	✗	✗	✓	✗	✓	✗
Transport (Complex Line Art)	✓	✓	✗	✗	✗	✓	✗	✓	✗
Transport (Silhouette)	✓	✓	✗	✗	✗	✓	✗	✓	✗
Transport (Simple Line Art)	✓	✓	✗	✗	✗	✓	✗	✓	✗
Vertical Curtains	✓	✓	✗	✗	✗	✓	✗	✓	✗
Vibrant Tunnels	✓	✓	✗	✗	✗	✓	✗	✓	✗
Vivid Movements	✓	✓	✗	✗	✗	✓	✗	✓	✗

/ Press It Again

Events take place each time a learner activates their access device.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Create Musicians	✓	✓	✗	✗	✗	✗	✗	✓	✗
Create Patterns	✓	✓	✗	✗	✗	✗	✗	✓	✗
Create Ripples	✓	✓	✗	✗	✗	✗	✗	✓	✗
Create Spirals	✓	✓	✗	✗	✗	✗	✗	✓	✗
Create Spokes	✓	✓	✗	✗	✗	✗	✗	✓	✗

NEW

/ Exploration



Events take place each time a learner activates and/or activates and moves their access device.

Activities	Mouse		One Switch			Two Switch		Eye Gaze			Touch		
	Press & Move	Selection	Selection	Scanning	Selection	Scanning	Move	Selection	Dwell	Press & Move	Selection	Fishing	
Explore Arches	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Explore Complex Flags	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Explore Grid	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Explore Large Squares	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Explore Medium Squares	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Explore Simple Flags	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Explore Small Squares	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Explore Stained Glass	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Explore Swirls	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Explore Tiles	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Explore Waves	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Hidden Circles	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Hidden Grid	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Hidden Rectangles	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Hidden Squares	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	
Hidden Stars	✓	✗	✗	✗	✗	✗	✓	✗	✗	✓	✗	✗	

Sequential

Sequential learning means helping a learner understand that an activity may involve sequencing of actions, or events following a fixed order to achieve a desired goal. These may include narrating and recounting incidents, following directions, storytelling, planning activities, or sequencing words in speech to form a sentence. Sequencing skills are essential for literacy development and for learners to make meaningful social interactions and learn to independently complete tasks.

/ Make More Happen

An event takes place for a set period following a learner's single activation of their access device. A further activation is required to continue the event. This process must be repeated to complete the sequence.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
100m Sprint	✓	✓	✗	✗	✗	✓	✗	✓	✗
A Rainy Day	✓	✓	✗	✗	✗	✓	✗	✓	✗
Ammonite Fossil	✓	✓	✗	✗	✗	✓	✗	✓	✗
Apple Picking	✓	✓	✗	✗	✗	✓	✗	✓	✗
Armoured Ankylosaurus	✓	✓	✗	✗	✗	✓	✗	✓	✗
Beautiful Rainbow	✓	✓	✗	✗	✗	✓	✗	✓	✗
Boccia Boss	✓	✓	✗	✗	✗	✓	✗	✓	✗
Breakdown Mechanic	✓	✓	✗	✗	✗	✓	✗	✓	✗
Bugging Archaeoteryx	✓	✓	✗	✗	✗	✓	✗	✓	✗
Burly Brontosaurus	✓	✓	✗	✗	✗	✓	✗	✓	✗
Car Fuel Up	✓	✓	✗	✗	✗	✓	✗	✓	✗
Car Wash	✓	✓	✗	✗	✗	✓	✗	✓	✗
Caretaker	✓	✓	✗	✗	✗	✓	✗	✓	✗
Carol Singers	✓	✓	✗	✗	✗	✓	✗	✓	✗
Cash Machine ATM	✓	✓	✗	✗	✗	✓	✗	✓	✗
Cat and the Mouse	✓	✓	✗	✗	✗	✓	✗	✓	✗
Catch the Crook	✓	✓	✗	✗	✗	✓	✗	✓	✗
Christmas Dinner	✓	✓	✗	✗	✗	✓	✗	✓	✗
Christmas Eve	✓	✓	✗	✗	✗	✓	✗	✓	✗
Christmas Tree	✓	✓	✗	✗	✗	✓	✗	✓	✗
Clean Your Clothes	✓	✓	✗	✗	✗	✓	✗	✓	✗
Clean Your Teeth	✓	✓	✗	✗	✗	✓	✗	✓	✗
Comb Your Hair	✓	✓	✗	✗	✗	✓	✗	✓	✗

Cow Milking Shed	✓	✓	✗	✗	✗	✓	✗	✓	✗
Crossing Lady	✓	✓	✗	✗	✗	✓	✗	✓	✗
Cut Your Hair	✓	✓	✗	✗	✗	✓	✗	✓	✗
Destructive Digger	✓	✓	✗	✗	✗	✓	✗	✓	✗
Drought and Giraffe	✓	✓	✗	✗	✗	✓	✗	✓	✗
Ducks in the Pond	✓	✓	✗	✗	✗	✓	✗	✓	✗
Eew! Food Hygiene	✓	✓	✗	✗	✗	✓	✗	✓	✗
Elevator Up	✓	✓	✗	✗	✗	✓	✗	✓	✗
Falcon Babies	✓	✓	✗	✗	✗	✓	✗	✓	✗
Feeding at the Pigsty	✓	✓	✗	✗	✗	✓	✗	✓	✗
Firefighters	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Big Dinosaurs	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Brown Teddies	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Currant Buns	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Fat Sausages	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Girls in the Ring	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five in the Bed	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Little Aliens	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Little Ducks	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Little Firefighters	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Little Mice	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Little Monkeys	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Little Rock Stars	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Players	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Red Planes	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Sharks Swimming	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Singers	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Speckled Frogs	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Superboys	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Trains	✓	✓	✗	✗	✗	✓	✗	✓	✗
Five Wicked Witches	✓	✓	✗	✗	✗	✓	✗	✓	✗
Fixing Street Lights	✓	✓	✗	✗	✗	✓	✗	✓	✗
Flippers and Fins	✓	✓	✗	✗	✗	✓	✗	✓	✗
Foggy Driving	✓	✓	✗	✗	✗	✓	✗	✓	✗
Forklift Truck	✓	✓	✗	✗	✗	✓	✗	✓	✗
Frog Life Cycle	✓	✓	✗	✗	✗	✓	✗	✓	✗
Garbage Man	✓	✓	✗	✗	✗	✓	✗	✓	✗
Getting Dressed	✓	✓	✗	✗	✗	✓	✗	✓	✗
Getting Fit	✓	✓	✗	✗	✗	✓	✗	✓	✗
Goal!!!	✓	✓	✗	✗	✗	✓	✗	✓	✗

Grumpy Goat	✓	✓	✗	✗	✗	✓	✗	✓	✗
Happy New Year	✓	✓	✗	✗	✗	✓	✗	✓	✗
Harbour Ferry	✓	✓	✗	✗	✗	✓	✗	✓	✗
Have a Shave	✓	✓	✗	✗	✗	✓	✗	✓	✗
Have a Shower	✓	✓	✗	✗	✗	✓	✗	✓	✗
Hay Fever	✓	✓	✗	✗	✗	✓	✗	✓	✗
Helicopter Rescue	✓	✓	✗	✗	✗	✓	✗	✓	✗
Home Run	✓	✓	✗	✗	✗	✓	✗	✓	✗
Horse Riding	✓	✓	✗	✗	✗	✓	✗	✓	✗
How We Used To Wash	✓	✓	✗	✗	✗	✓	✗	✓	✗
Ichthyosaurus	✓	✓	✗	✗	✗	✓	✗	✓	✗
Kangaroos and Koala	✓	✓	✗	✗	✗	✓	✗	✓	✗
Keeping Warm	✓	✓	✗	✗	✗	✓	✗	✓	✗
Looking Good	✓	✓	✗	✗	✗	✓	✗	✓	✗
Lunchtime Lady	✓	✓	✗	✗	✗	✓	✗	✓	✗
Mailman Stan	✓	✓	✗	✗	✗	✓	✗	✓	✗
Makeup Makeover	✓	✓	✗	✗	✗	✓	✗	✓	✗
Mobile Cell Phone	✓	✓	✗	✗	✗	✓	✗	✓	✗
Mounting Biking	✓	✓	✗	✗	✗	✓	✗	✓	✗
Music Teacher	✓	✓	✗	✗	✗	✓	✗	✓	✗
New Age Kurling Comp	✓	✓	✗	✗	✗	✓	✗	✓	✗
Nurse Nightingale	✓	✓	✗	✗	✗	✓	✗	✓	✗
Olympic Ceremony	✓	✓	✗	✗	✗	✓	✗	✓	✗
Paramedics	✓	✓	✗	✗	✗	✓	✗	✓	✗
Pedestrian Crossing	✓	✓	✗	✗	✗	✓	✗	✓	✗
Perfect Peacocks	✓	✓	✗	✗	✗	✓	✗	✓	✗
Photobooth	✓	✓	✗	✗	✗	✓	✗	✓	✗
Plane Flight	✓	✓	✗	✗	✗	✓	✗	✓	✗
Ploughing the Fields	✓	✓	✗	✗	✗	✓	✗	✓	✗
Presents	✓	✓	✗	✗	✗	✓	✗	✓	✗
Puddle Jumping	✓	✓	✗	✗	✗	✓	✗	✓	✗
Rattlesnake	✓	✓	✗	✗	✗	✓	✗	✓	✗
Rounders	✓	✓	✗	✗	✗	✓	✗	✓	✗
Rugby Try!!!	✓	✓	✗	✗	✗	✓	✗	✓	✗
Saber Tooth Tiger	✓	✓	✗	✗	✗	✓	✗	✓	✗
Safe Sun Bathing	✓	✓	✗	✗	✗	✓	✗	✓	✗
Sailing Boat	✓	✓	✗	✗	✗	✓	✗	✓	✗
Santa Claus	✓	✓	✗	✗	✗	✓	✗	✓	✗
Santas Grotto	✓	✓	✗	✗	✗	✓	✗	✓	✗
Santas Sleigh	✓	✓	✗	✗	✗	✓	✗	✓	✗

/Make More Happen continued...

Scarecrow Sid	✓	✓	✗	✗	✗	✓	✗	✓	✗
Scattered Skeleton	✓	✓	✗	✗	✗	✓	✗	✓	✗
School Bus	✓	✓	✗	✗	✗	✓	✗	✓	✗
Seal and Penguins	✓	✓	✗	✗	✗	✓	✗	✓	✗
Self Service Checkout	✓	✓	✗	✗	✗	✓	✗	✓	✗
Sensory Room	✓	✓	✗	✗	✗	✓	✗	✓	✗
Sheep Shearing	✓	✓	✗	✗	✗	✓	✗	✓	✗
Slippery Ice	✓	✓	✗	✗	✗	✓	✗	✓	✗
Smash Tennis	✓	✓	✗	✗	✗	✓	✗	✓	✗
Snappy Crocodile	✓	✓	✗	✗	✗	✓	✗	✓	✗
Snow Sledding	✓	✓	✗	✗	✗	✓	✗	✓	✗
Space Launch	✓	✓	✗	✗	✗	✓	✗	✓	✗
Spider Web	✓	✓	✗	✗	✗	✓	✗	✓	✗
Spiky Hedgehog	✓	✓	✗	✗	✗	✓	✗	✓	✗
Splash	✓	✓	✗	✗	✗	✓	✗	✓	✗
Sticky Mammoth	✓	✓	✗	✗	✗	✓	✗	✓	✗
Sun and Rain	✓	✓	✗	✗	✗	✓	✗	✓	✗
Supermarket Checkout	✓	✓	✗	✗	✗	✓	✗	✓	✗
Switch Fan	✓	✓	✗	✗	✗	✓	✗	✓	✗
Swooping Pterodactyls	✓	✓	✗	✗	✗	✓	✗	✓	✗
T-Rex Roar	✓	✓	✗	✗	✗	✓	✗	✓	✗
Taxi Time	✓	✓	✗	✗	✗	✓	✗	✓	✗
Television Time	✓	✓	✗	✗	✗	✓	✗	✓	✗
The Chicken House	✓	✓	✗	✗	✗	✓	✗	✓	✗
The Cracker	✓	✓	✗	✗	✗	✓	✗	✓	✗
The Crafty Fox	✓	✓	✗	✗	✗	✓	✗	✓	✗
The Snow Family	✓	✓	✗	✗	✗	✓	✗	✓	✗
Thunderstorm	✓	✓	✗	✗	✗	✓	✗	✓	✗
Tiger Roar!	✓	✓	✗	✗	✗	✓	✗	✓	✗
Touch Down!!!	✓	✓	✗	✗	✗	✓	✗	✓	✗
Train Travel	✓	✓	✗	✗	✗	✓	✗	✓	✗
T-Rex Roar!	✓	✓	✗	✗	✗	✓	✗	✓	✗
Triceratops	✓	✓	✗	✗	✗	✓	✗	✓	✗
Underground Subway	✓	✓	✗	✗	✗	✓	✗	✓	✗
Velociraptor Mealtime	✓	✓	✗	✗	✗	✓	✗	✓	✗
Vending Machine	✓	✓	✗	✗	✗	✓	✗	✓	✗
Wash Your Hair	✓	✓	✗	✗	✗	✓	✗	✓	✗
Wash Your Hands	✓	✓	✗	✗	✗	✓	✗	✓	✗
Wheelchair Basketball	✓	✓	✗	✗	✗	✓	✗	✓	✗
Windy Day	✓	✓	✗	✗	✗	✓	✗	✓	✗
Xmas Advent Calendar	✓	✓	✗	✗	✗	✓	✗	✓	✗

Attention and Timing

Attention and timing means helping a learner develop skills such as focused timing, impulsiveness moderation and improving attention and concentration. Attention and timing activities are ideal for those learners who have already gained an understanding of cause and effect and are learning to activate their access device at the right time.

/ Wait then Press

A learner must wait for an object to appear before activating their access device to cause an event.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Basketballers and Cheerleaders	✓	✓	✗	✗	✗	✓	✗	✓	✗
Make It Work	✓	✓	✗	✗	✗	✓	✗	✓	✗
Musicians	✓	✓	✗	✗	✗	✓	✗	✓	✗
Mystery Egg	✓	✓	✗	✗	✗	✓	✗	✓	✗
Noisy Shapes	✓	✓	✗	✗	✗	✓	✗	✓	✗
Noisy Trucks	✓	✓	✗	✗	✗	✓	✗	✓	✗

/ Wait for Change

A learner must wait for an object to change before activating their access device to cause an event.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Coconut Shy	✓	✓	✗	✗	✗	✓	✗	✓	✗
Crazy Cats	✓	✓	✗	✗	✗	✓	✗	✓	✗
Gophers Down a Drainpipe	✓	✓	✗	✗	✗	✓	✗	✓	✗
Ten Pin Bowling	✓	✓	✗	✗	✗	✓	✗	✓	✗

/ Locate Change



A learner must wait for an object to appear in a random location before targeting and activating their access device to cause an event.

Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Haunted House	✓	✓	✗	✗	✗	✗	✓	✓	✗
Make a Fairy	✓	✓	✗	✗	✗	✗	✓	✓	✗
Make a Monster	✓	✓	✗	✗	✗	✗	✓	✓	✗
More Crazy Cats	✓	✓	✗	✗	✗	✗	✓	✓	✗

/ Experimental Play



A learner can activate their access device at any time to cause events. Waiting and activating their access device at different times results in different events.

Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Balloon Blast	✓	✓	✗	✗	✗	✗	✓	✓	✗
Custard Splodger	✓	✓	✗	✗	✗	✗	✓	✓	✗
Spray Art	✓	✓	✗	✗	✗	✗	✓	✓	✗
Watering Can	✓	✓	✗	✗	✗	✗	✓	✓	✗

/ Ready Steady Go



A learner must anticipate the correct moment to activate their device to cause an event.

Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Ready Rockets	✓	✓	✗	✗	✗	✓	✗	✓	✗
Ready, Steady, Sprint	✓	✓	✗	✗	✗	✓	✗	✓	✗

Targeting and Timing

Targeting and timing means helping a learner develop skills such as targeting, interacting at the right time and improving attention and concentration. Targeting and timing activities have been designed to make learning these new skills more interesting and motivating. Ideal for learners ready for more complex challenges and who have already learned to respond to basic prompts (either visual or audio), as per the activities in Attention and Timing.

/ Static Targets

A learner must wait for the correct moment to target an object in a static location and activate their access device to cause an event.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Championship Darts	✓	✓	✗	✗	✗	✓	✗	✓	✗
Jumping Jack	✓	✓	✗	✗	✗	✓	✗	✓	✗
Sausage Fry	✓	✓	✗	✗	✗	✓	✗	✓	✗
Space Blast	✓	✓	✗	✗	✗	✓	✗	✓	✗
Splat the Clowns	✓	✓	✗	✗	✗	✓	✗	✓	✗
Touch Musical Bags	✓	✓	✗	✗	✗	✓	✗	✓	✗
Touch Musical Curtains	✓	✓	✗	✗	✗	✓	✗	✓	✗
Touch Musicians	✓	✓	✗	✗	✗	✓	✗	✓	✗
Touch Patterns	✓	✓	✗	✗	✗	✓	✗	✓	✗
Touch Ripples	✓	✓	✗	✗	✗	✓	✗	✓	✗
Touch Spirals	✓	✓	✗	✗	✗	✓	✗	✓	✗
Touch Spokes	✓	✓	✗	✗	✗	✓	✗	✓	✗
World Cup Soccer	✓	✓	✗	✗	✗	✓	✗	✓	✗

/ Variable Targets



A learner must wait for the correct moment to target an object in a random location and activate their access device to cause an event.

Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Find and Touch it	✓	✓	✗	✗	✗	✓	✗	✓	✗
Find Curtains	✓	✓	✗	✗	✗	✓	✗	✓	✗
Find Curtains (Silhouette)	✓	✓	✗	✗	✗	✓	✗	✓	✗
Find Musicians	✓	✓	✗	✗	✗	✓	✗	✓	✗
Musicians in a Line	✓	✓	✗	✗	✗	✓	✗	✓	✗
Objects in a Line	✓	✓	✗	✗	✗	✓	✗	✓	✗
Peeping Musicians	✓	✓	✗	✗	✗	✓	✗	✓	✗
Peeping Target	✓	✓	✗	✗	✗	✓	✗	✓	✗
Scattered Musicians	✓	✓	✗	✗	✗	✓	✗	✓	✗
Scattered Objects	✓	✓	✗	✗	✗	✓	✗	✓	✗
Touch to Jump - Musicians (3 Steps)	✓	✓	✗	✓	✗	✓	✗	✓	✗
Touch to Jump - Musicians (5 Steps)	✓	✓	✗	✓	✗	✓	✗	✓	✗
Touch to Jump - Objects (3 Steps)	✓	✓	✗	✓	✗	✓	✗	✓	✗
Touch to Jump - Objects (5 Steps)	✓	✓	✗	✓	✗	✓	✗	✓	✗

/ Variable Timing



A learner must wait for an object to move over a target positioned in a random location before activating their access device to cause an event.

Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Chopper Rescue	✓	✓	✗	✗	✗	✓	✗	✓	✗
Firework Pyrotechnic	✓	✓	✗	✗	✗	✓	✗	✓	✗
Fishing Frenzy	✓	✓	✗	✗	✗	✓	✗	✓	✗
Jungle Adventure	✓	✓	✗	✗	✗	✓	✗	✓	✗
Lets Dance	✓	✓	✗	✗	✗	✓	✗	✓	✗
Little Lost Penguin	✓	✓	✗	✗	✗	✓	✗	✓	✗
Space Shooter	✓	✓	✗	✗	✗	✓	✗	✓	✗

/ Moving Targets

A learner must target a moving object and activate their access device to cause an event.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Splat	✓	✓	✗	✗	✗	✓	✗	✓	✗
Splat Fruit	✓	✓	✗	✗	✗	✓	✗	✓	✗
Splat Ghosts	✓	✓	✗	✗	✗	✓	✗	✓	✗
Splat Insects	✓	✓	✗	✗	✗	✓	✗	✓	✗
Splat Space	✓	✓	✗	✗	✗	✓	✗	✓	✗

Introduce Choice

Introduce choice means helping a learner develop skills such as targeting, choice making, turn taking, problem solving, negotiation and improving concentration and anticipation; pivotal to effectively participate in social communications. Introducing choice activities provides an accessible, cognitive, and logical play environment that helps the learner move beyond cause and effect into a stage of thinking, experimenting, observing and playing with concepts.

/ Two Objects

A learner can target either object and activate their access device to cause an event.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Balloon Play	✓	✓	✗	✓	✗	✗	✓	✓	✗
Dancing Monsters	✓	✓	✗	✓	✗	✗	✓	✓	✗
Rocket Fun	✓	✓	✗	✓	✗	✗	✓	✓	✗
Two Trucks	✓	✓	✗	✓	✗	✗	✓	✓	✗

/ Related Objects

A learner can target either object and activate their access device to cause an event. One object (left) can be interrupted by a second object (right).



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Shhhh	✓	✓	✗	✓	✗	✗	✓	✓	✗
The Big Show	✓	✓	✗	✓	✗	✗	✓	✓	✗
Tin Can Tower	✓	✓	✗	✓	✗	✗	✓	✓	✗
Wake The Crocodile	✓	✓	✗	✓	✗	✗	✓	✓	✗

/ Interacting Objects



A learner can target either object and activate their access device to cause an event. Each object may influence the other object.

Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Basketball	✓	✓	✗	✓	✗	✗	✓	✓	✗
Bumper Cars	✓	✓	✗	✓	✗	✗	✓	✓	✗
Gophers	✓	✓	✗	✓	✗	✗	✓	✓	✗
Hungry Crocodile	✓	✓	✗	✓	✗	✗	✓	✓	✗

/ One Object Two Actions



A learner can target either a prompt or object and activate their access device to cause an event. One object has two different events.

Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Balloon Pop	✓	✗	✗	✓	✗	✗	✓	✓	✗
Basketball Free Throw	✓	✗	✗	✓	✗	✗	✓	✓	✗
Monster Trapdoor	✓	✗	✗	✓	✗	✗	✓	✓	✗
Truck Play	✓	✗	✗	✓	✗	✗	✓	✓	✗

/ Build Up

A learner must target one object (left) and activate their access device to complete one part of a sequence. This process must be repeated until the sequence is complete. A learner must then target a second object (right) and activate their access device to cause an event.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Balloon Blower	✓	✓	✗	✓	✗	✗	✓	✓	✗
Gophers Mower	✓	✓	✗	✓	✗	✗	✓	✓	✗
Rocket Builder	✓	✓	✗	✓	✗	✗	✓	✓	✗
Rollercoaster	✓	✓	✗	✓	✗	✗	✓	✓	✗
Tin Can Topple	✓	✓	✗	✓	✗	✗	✓	✓	✗

/ Move and Get

A learner must target one object and activate their access device to move it. This process must be repeated until the object is positioned in the required location. A learner must then target a second object and activate their access device to cause an event.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Basketball Team	✓	✓	✗	✓	✗	✗	✓	✓	✗
Dance Step	✓	✓	✗	✓	✗	✗	✓	✓	✗
Feed the Crocodile	✓	✓	✗	✓	✗	✗	✓	✓	✗
In the Spotlight	✓	✓	✗	✓	✗	✗	✓	✓	✗
Load the Truck	✓	✓	✗	✓	✗	✗	✓	✓	✗
More Gophers	✓	✓	✗	✓	✗	✗	✓	✓	✗

Choice Making

Choice Making means helping a learner develop skills such as exploration, decision making, problem solving and object association. It provides opportunities to make free choices and progresses to introducing the concept of 'right' and 'wrong', allowing the learner to experience the effects of those choices as well as demonstrate their preferences. Choice Making is an important life skill and building block for expression, independence and is essential for communication.

/ Free Choice

A learner can target any object and activate their access device to cause an event.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Funfair	✓	✗	✓	✗	✓	✗	✓	✗	✓
Gadgets	✓	✗	✓	✗	✓	✗	✓	✗	✓
Pick and Play	✓	✗	✓	✗	✓	✗	✓	✗	✓
Rockets	✓	✗	✓	✗	✓	✗	✓	✗	✓
Soundboard	✓	✗	✓	✗	✓	✗	✓	✗	✓

/ Find the Object

A learner must target a single object and activate their access device to cause an event.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
BBall and Cheer	✓	✗	✓	✗	✓	✗	✓	✗	✓
Big Trucks	✓	✗	✓	✗	✓	✗	✓	✗	✓
Cool Gadgets	✓	✗	✓	✗	✓	✗	✓	✗	✓
Farm Animals	✓	✗	✓	✗	✓	✗	✓	✗	✓
Funfair Attractions	✓	✗	✓	✗	✓	✗	✓	✗	✓
Musical Solo	✓	✗	✓	✗	✓	✗	✓	✗	✓
Rocket Ships	✓	✗	✓	✗	✓	✗	✓	✗	✓

/ Complete the Set

A learner must target a single object and activate their access device to complete the set and cause an event.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Clowns	✓	✗	✓	✗	✓	✗	✓	✗	✓
Fireworks	✓	✗	✓	✗	✓	✗	✓	✗	✓
Musical Fun	✓	✗	✓	✗	✓	✗	✓	✗	✓
Racing Cars	✓	✗	✓	✗	✓	✗	✓	✗	✓

/ Create a Scene

A learner can target any available object and activate their access device to add it to the scene. This process must be repeated until all objects are added. Adding the final object will create a scene and cause an event. The activity becomes progressively more difficult as the number of available objects reduces.



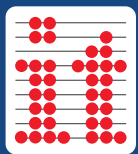
Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Farm Yard	✓	✗	✓	✗	✓	✗	✓	✗	✓
Musical Jam	✓	✗	✓	✗	✓	✗	✓	✗	✓
Railway Express	✓	✗	✓	✗	✓	✗	✓	✗	✓
Sunny Street	✓	✗	✓	✗	✓	✗	✓	✗	✓

NEW / Exploration

A learner can target any available object and activate their access device to cause different events. The activity becomes progressively more difficult as the number of available objects reduces.



Activities	Mouse	One Switch		Two Switch		Eye Gaze		Touch	
	Selection	Selection	Scanning	Selection	Scanning	Selection	Dwell	Selection	Fishing
Memory Pairs - 12 Cards	✓	✗	✓	✗	✓	✗	✓	✗	✓
Memory Pairs - 20 Cards	✓	✗	✓	✗	✓	✗	✓	✗	✓
Memory Pairs - 4 Cards	✓	✗	✓	✗	✓	✗	✓	✗	✓
Memory Pairs - 6 Cards	✓	✗	✓	✗	✓	✗	✓	✗	✓
Memory Pairs - 8 Cards	✓	✗	✓	✗	✓	✗	✓	✗	✓
Mandy's House	✓	✗	✓	✗	✓	✗	✓	✗	✓
Treasure Island	✓	✗	✓	✗	✓	✗	✓	✗	✓



HelpKidzLearnTM

www.helpkidzlearn.com

