

Scaffolding Switch Levels

Scaffolding is a familiar concept in early childhood. Vygotsky recognized the importance of scaffolding in allowing young children to move ahead in the social environment and build new competencies. Software has been found to have a scaffolding element which may lead to increased independence and involvement with the computer. For children with physical disabilities, technology may serve as a scaffold to help children communicate and play independently. Through specially chosen software, children learn to use a switch in an appropriate way to achieve desired results. The following six levels of switch progression can be used as a scaffold to teach switch skills along with a variety of other skills as software is integrated into early childhood activities.

Level 1 : Simple Switch Input

One switch activation will repeat an action for beginning cause and effect.

Circletime Tales (Don Johnston)

Press to Play Series (Don Johnston)

Single Switch Software - Sights & Sounds, Feed the Frog, Switch Kids, One Switch Picasso,
Switch Puzzles (Simtech)

Songs I Sing at Preschool - One picture selection (SoftTouch)

Storytime Tales (Don Johnston)

Switch It! – Scenes, Pictures, Patterns (IntelliTools)

The Rodeo – Let’s Play (SoftTouch)

Level 2: Two Switch Input

Each switch would cause a different action.

Press to Play - Step Scan (Don Johnston)

Single Switch Software - Frog & Fly (Trap the Fly 1) (Simtech)

Songs I Sing at Preschool - Two Switches (SoftTouch)

Switch It! – Scenes (IntelliTools)

SwitchHitter (Switch In Time)

Level 3: Appropriate Time to Press Switch

Software presents child with auditory or visual cue. Child presses switch only after hearing or seeing cue.

Eensy & Friends (Don Johnston)

Fall Fun – Halloween, Thanksgiving (SoftTouch)

Five Green & Speckled Frogs (SoftTouch)

Forgetful & Friends (Don Johnston)

Monkeys Jumping on the Bed (SoftTouch)

Old Mac’s Farm (SoftTouch)

Single Switch Software - Frog and Fly, Scanning Picasso, Scan & Match (Simtech)

Songs I Sing at Preschool - Single Switch (SoftTouch)

Switch Basics – Aquarium, Tiger, Step Forward, Talking Fish, Celebrate, Cloud Cover
(SoftTouch)

Level 4: Double Input Selection and Appropriate Time to Press Switch

Child presses switch to initiate action. After auditory or visual cue, child presses switch again for desired result.

- Old Mac’s Farm – Animated Books (SoftTouch)
- Press to Play - Simple Scan, Complex Scan (Don Johnston)
- Switch It! - Opposites (IntelliTools)

Level 5: Double Input Selection, Appropriate Time to Press Switch, and Object Placed in Specific Position

Child presses switch to initiate action. Child waits until specifically placed item is highlighted. Child presses switch a second time.

- Fall Fun – "Find" activities, Where is the Turkey (SoftTouch)
- Switch Basics – Puzzles, Beauty Parlor, Barber Shop (SoftTouch)
- Monkeys Jumping on the Bed – Find the Color, Find the Number (SoftTouch)
- Old Mac’s Farm – Animal Match (SoftTouch)

Level 6: Double Input Selection, Appropriate Time to Press Switch, Object Placed in Specific Position and Intent to Communicate

Child presses switch to initiate scan. Child selects desired item as it is highlighted. Child presses switch a second time to achieve intended outcome.

Any software program can be setup with a scanning array through *Click It Discover:Kenx*, or *Discover:Switch*. When the child presses the switch, choices of hot spots in a program, words to communicate, or letters for writing, are highlighted through a scan. For example, *Millie’s Math House* (Edmark) can be set up with a scanning array similar to the one shown below for “Build a Mouse House.” The child presses a switch to start the scan of four boxes, then presses again to select the desired shape for the house.

