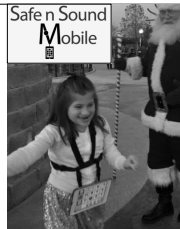
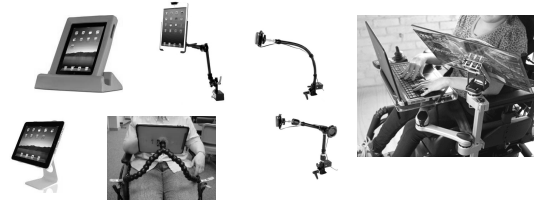


Cases & Straps



Mounts, stands, clamps....



Indirect Access

SCANNING

Types of Scanning

1 Switch

- Automatic
- Step/"Dwell"



2 Switch

- Step Scanning ("get/select", "move/scan")



Switches



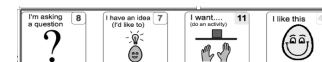
SGD Scan Patterns

1. Linear



2. Group

- Row/column
- Column/row
- Quadrants
- Custom



2 Switch Step-Scan 'Linear Scan'



Tablet Interfaces for Switch Scanning



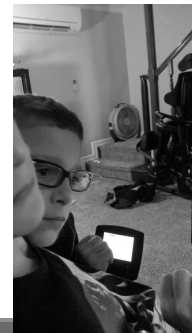
Light-Tech: Partner Assisted Auditory Scanning (PAS) (with Y/N switches)



"Alex"

Light-Tech PAS

(on SGD with "yes/no" voice)



'No-Tech' PAS Scanning



"Jack"

Tips on Learning Alternative Access

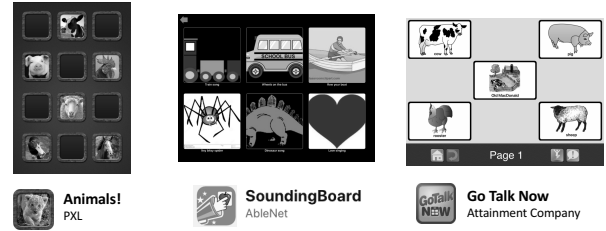
- Separate high demand cognition & communication - allocating resources
- Fun & Errorless – allow for motor learning
- Powered mobility, games, fun...
- Communication system might start out primarily light-tech while motor system learns access



Make Access Practice Fun!



Make Access Practice Fun!



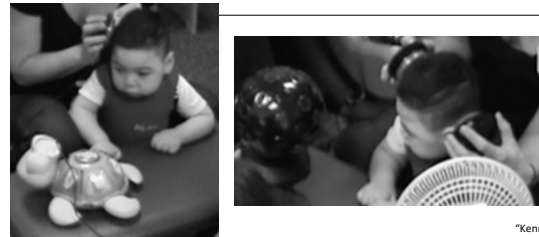
Being a 'Smart Switch Partner'

Hold Both

Mount One



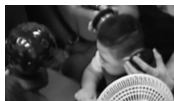
Being a 'Smart Switch Partner'



"Kenny"

Switch Progression

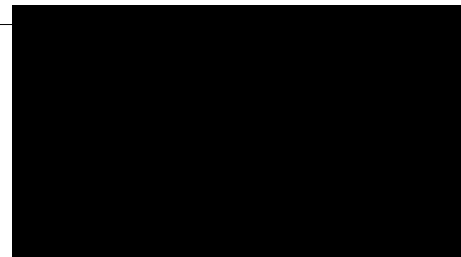
- 1 Switch (On/Off)
- 2 Switches-2 Functions (ex: Kenny- lights & music)
- 2 Switches-2 Related Functions
- 2 Switches Errorless Target
- 2 Switch Step-Scan



Don't need to master one to try another!

(Linda Burkhart)

'Smart Switch Partners' for switch progression





Remember:

Fun, Contextual Learning
Set up for Success
Being a 'Smart Partner'
Meaningful Activities

The switch or interface is not the activity. The activity is the activity. ©

Questions/Discussion



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