# Little SPARK: Simple Play Adaptations to Reference for Kids

## Hi Ho Cherry-O Built-In Switch Game

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| **Description:** | **Image:** |
| This counting game includes a game board equipped with two switch plates and two external jacks to accommodate external switches, such as Buddy Buttons, available for loan.  [Purchasing Information](https://enablingdevices.com/product/hi-ho-cherry-o/)  [User’s Manual](https://www.rehabmart.com/pdfs/end-941-hi_ho_cherry-o_with_sound.pdf) |  |

**Who Might Benefit?**

Those who benefit from engaging, accessible activities that use simple cause-and-effect mechanisms—such as switch-activated spinners or lights—to support motor skill development, attention, peer interaction, and foundational math concepts, while accommodating fine motor, mobility, and visual challenges.

**Why Use?**

Provides an opportunity for multi-sensory, switch-accessible experiences that promote color recognition, counting, hand-eye coordination, problem-solving, one-to-one correspondence, and cooperative play, making learning engaging and inclusive for diverse learners.

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| Instructions for Use: | Adaptation Ideas: |
| **Environmental Considerations**   * Use in any environment including community, home, and school on a flat surface.   **Positioning**   * Use in seated position at a table or on the floor, standing at a table, or lying on the floor.   **Basic Play/Use**   * Each player begins with a “tree” on the game board, players take turns, the first player to empty their tree and/or fill their basket wins the game.   **Alternate Positioning**   * Place spinner on tilted surface such as a 3-ring binder and stabilize with Dycem, shelf-liner, or Velcro for easy viewing.   **Extended Play/Use**   * Replace the picture of cherries with numbers, or use a bigger game surface using large pieces of construction paper to depict game pieces.   **Play/Use with Others**   * Encourage the player to count together, model turn taking or develop a script for turn taking. | **Build It Up**   * Enlarge switch surface with foam board.   **Stabilize It**   * Encourage the child to rest their forearm on the table while engaged in the activity. * Use Dycem under the item or attach Velcro.   **Simplify It**   * Reduce the number of cherries needed to win the game. * Encourage addition and subtraction skills using a number line from 1-10.   **Add Sensory Cues**   * Apply various textures (e.g. Velcro, Dycem, shelf liner) to switch surfaces to add tactile interest.   **Communication Support**   * Develop social scripts for turn taking.   **Alternative Uses**   * Record the phrase on a voice output device for anyone unable to say the words when they win. * Trial different switches. |

**Words to Encourage Play/Use**

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| **Your turn**  A hand pointing to a child. | A child pointing to themself.**My Turn** | **Done**  A child with a thumb up slightly pointed toward themself and a green circle with a white checkmark next to the child. |
| **More**  A pile of red stones with a black arrow pointing to the top and a smaller pile of red stone next to that pile. | **Help**A child kneeling on his knee and another child reaching toward the kneeling child. | **ManyA bowl of yellow stones** |
| **Stop**Red light lit up on a traffic signal | **Go**Green light lit up on a traffic signal | **Push**Child pushing rock away. |

\*”Adaptations” adapted from: Haugen’s Modes for Adapting Toys based on materials from the "Let's Play" Project at the University of Buffalo

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