# 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.
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 **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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