# The Early Childhood Inclusion Center of Excellence logo of just “us” in blue with the sun above it.

# Little SPARK: Simple Play Adaptations to Reference for Kids

## Time Tracker Mini

**Materials:** Simple timer with three colored lights and an optional alarm with visual and auditory cues for timed activities.

3 AAA batteries

**Who Might Benefit?**

Those who benefit and/or are motivated by visual schedules and/or visual passage of time to transition smoothly between activities, stay on task, and complete tasks.

**Image:**



**Why Use?**Provides an opportunity to understand the passage of time, prepare for transitions, and stay focused on tasks for a set amount of time.

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| **Instructions for Use:** | **Adaptation Ideas:** |
| **Environmental Considerations*** Portable and accessible in all environments.
* Alarm feature is optional for anyone who is noise-sensitive or in a quiet area.

**Positioning*** Place on table or floor to use during tasks completed in a variety of positions where the child can see and hear the timer.

**Alternate Positioning*** Slanted: Place on slanted surface such as a 3-4 inch 3 ring binder to help with viewing and reach.

**Basic Play/Use*** Set the volume, the total countdown time, pre-alarm time, and then press the start button to initiate the timer.
* Twist the green timer dial to choose the desired in 5-minute increments and twist yellow for a warning timer.
* Green means the timer is counting down.
* Yellow means the warning time is up and a short tone will play.
* Red means time is up and an alarm will sound.

**Extended Play/Use*** Adjust the timer to add or subtract time based on the child and their activity.

**Play/Use with Others*** Play “Red Light Green Light” to familiarize children with the concept of green means go and red means stop.
* Play “Beat the Buzzer” with set time for activities like clean up or packing backpacks.
 | **Optional Additional Materials/Supplies*** Velcro
* Dycem
* Shelf Liner

**Stabilize It*** Place Velcro, Dycem, or shelf liner beneath the timer to stabilize on any flat surface.

**Simplify It** * Limit use of features and/or the amount of time set on the timer.

**Contain It*** Place timer in small, shallow container to decrease possibility of tipping over.

**Add Sensory Cues*** Add tactile cues to pair with reminders like “Let’s Go”, “Almost There”, and “Stop”.

**Communication Support*** Add a visual schedule, token board, or verbal prompt to remind child why the timer is being used.

**Alternative Uses*** Play “Guess How Long It Will Take” to clean up, wash hands, finish lunch, etc.

**DIY Alternatives*** [Glitter Timer](https://www.instructables.com/Calm-Bottle-aka-Glitter-Jar/) (When the glitter settles, time is up!)
* [Paper Count Down Timer](https://autismcircuit.net/tool/visual-countdown)
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### Words to Encourage Play/Use

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| **My Turn**A child pointing to themself. |  **Your Turn**A hand pointing to a child. | **Wait** Child sitting in chair with clock next to them |
| **StopRed light lit up on a traffic signal** | **GoGreen light lit up on a traffic signal** | **Help**A child kneeling on his knee and another child reaching toward the kneeling child.   |
| **First A black arrow pointing to the number 1 in a list of 1, 2, and 3.** | **DoneA child with a thumb up slightly pointed toward themself and a green circle with a white checkmark next to the child.** | **Time****A clock with arrows pointing at the time.** |

\*”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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