All-Turn-It Spinner

(Switch Access Game Kit – EC COE)

Description:	Image:
The switch-activated All-Turn-It Spinner, with a built-in external switch jack, is a chance wheel activated by a switch or button on the device. When the switch/button is activated, the wheel spins and randomly stops on one of the choices on an overlay that has been selected and placed on the wheel. The All-Turn-It Spinner comes with a large and small dice overlay for the wheel, but additional customized overlays can also be created allowing for choices to be more specific to the users' needs or activity. The customized overlays can be created using dry-erase markers or stickers on the backs of the dice overlays or custom overlays can be created by tracing the provided overlays onto poster board, cutting them out, and customizing the overlay with stickers, drawings, photos, pictures, etc. as needed. The spinner requires two C batteries. The All-Turn-It Spinner can be used alone to play simple dice games and other activities that require a randomized response or choice. It is also paired with the two early childhood board games in the Switch Access Game Kit (Snail's Pace and Sneaky Snacky Squirrels) to be used as one type of adaption (a spinner substitute) for those games. Some children may still need further adaptions of board games and if so ideas for those adaptions can be found in the Additional Resources section of this guide.	 Purchasing Information Demo Video Quick Start Guide Product Guide Overlay Directions

Who Might Benefit?

Those who…

- have motor challenges and difficulty with grasp and release needed to use dice.
- have motor challenges and need to develop turn-taking, attending, and cooperative game-playing skills that also require a randomized response or choice.
- need alternative access methods to engage in pre-academic and academic activities that include randomized responses or choices.

Why Use?

Provides an opportunity for children to…

- Access early childhood games that use dice.
- Benefit from participating in social experiences and cooperative play using early childhood board games.
- Learn and develop turn-taking, waiting strategies, and attending skills.
- Participate in various other pre-academic and academic activities that require a randomized response or choice.

Instructions for Use:

Environmental Considerations

- Can be used in almost any environment where gameplay or pre-academic/academic content may be provided and requires a randomized choice or response.

Positioning

- The All-Turn-It Spinner is typically used on a table or other flat and level surface. It can be propped up on the provided stand or can lay flat on a table. Children could interact with the spinner while seated or standing at a table.

Alternate Positioning

- The All-Turn-It Spinner is lightweight and mobile and can be easily moved. It could be used by children in a variety of positions including side-lying, laying on their tummy, sitting on the floor, etc. However, the spinner action may be impacted if the spinner is placed in an overhead position with the face of the spinner facing the floor.

Basic Play/Use

- Remove the screw from the back panel door.
- Insert two C batteries into the battery compartment.
- Replace the back panel door and screw.
- Remove the Clear Plastic Disc and Arrow.
- Place the small overlay over the plastic spinner wheel. Make sure the small overlay is firmly in place by fitting the

Adaptation Ideas:

Optional Additional Materials/Supplies

- Foam board
- Velcro
- Dycem

Stabilize It

- The base of the spinner and switch could be placed on Dycem or Velcroed to a table or the carpet on the floor, so it doesn't move away from the child.

Add Sensory Cues

- Sensory cues could be added to the switch, such as puffy stickers, puffy paints, and different textures. The color of the switch could also be changed. A picture symbol could be added to the switch to indicate that pushing the switch activates the spinner.

Communication Support

- Provide a communication board with appropriate vocabulary (e.g. more, stop, go, help, on, off, push, release, spin, etc.) for the child to engage with the spinner.

Alternative Uses

- Different types of switches could be trialed if the included switch is not usable by the child. The OCALI lending library has several kits with multiple types of switches that can be trialed.

square cutout at the center of the overlay over the square portion of the spinner wheel.
- Replace the Arrow and Clear Plastic Disc.
- Place the large overlay on the device, aligning the three tabs into their corresponding slots.
- Players spin the arrow and small overlay by activating the built-in switch or an external switch plugged into the switch jack on the side of the device.
- To use an external switch, Insert a switch with a 1/8-inch (3.5mm) plug into the switch jack located on the side of the device. Then activate the external switch to spin the arrow and small overlay.
- If you wish to use a wireless switch, you can find directions for connecting a wireless switch on page 4 of the Product Guide - Using Wireless Switch Control.

Extended Play/Use

- The All-Turn-It Product Guide - Instructions for Using the Dice Overlays Set (p. 5) also provides a wide range of ideas about how to use the spinner to play specific games such as Candyland and Twister as well as various dice, number, matching, and trivia games and other activities.
- In the Additional Resource Section of this guide, there are several other websites and resources that provide ideas on how spinners can be used for a variety of pre-academic and academic activities.

DIY Alternatives

- Assistive Technology:
  5 Minutes for Special Needs- Assistive Technology: Create a Switch-Adapted Spinner

Play/Use with Others Because the spinner provides access to cooperative games, this device naturally provides opportunities for children to engage in activities with 1 or more children or can also be used instructionally with just one child at a time.	

Additional Considerations:

- WARNING: CHOKING HAZARD-Small parts. Not for children under 3 years.

Additional Resources:

Ideas for Using the All-Turn-It Spinner

- Pinterest Board of All-Turn-It Spinner Ideas
- All-Turn-It Spinners/Random Selection Devices: Implementation Ideas

OCALI Teaching Diverse Learners Center | Tips and Strategies for Using Spinners

- Switch Activated Spinner Ideas

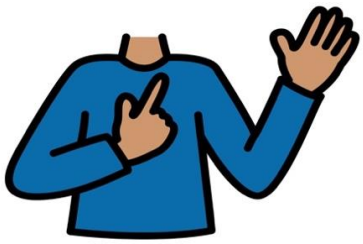
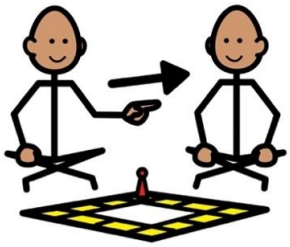
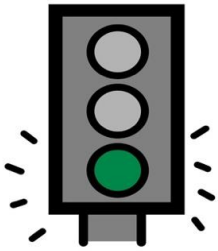
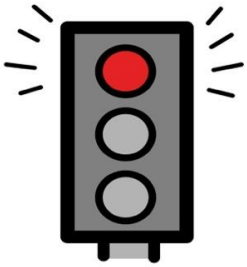
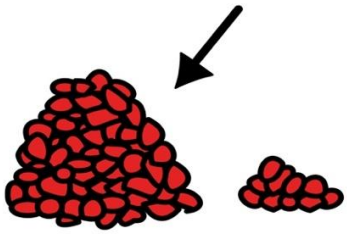
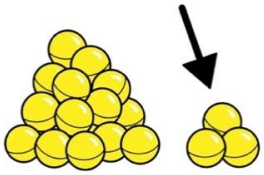
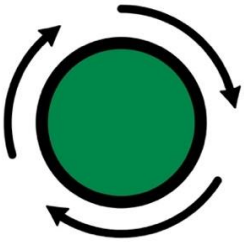
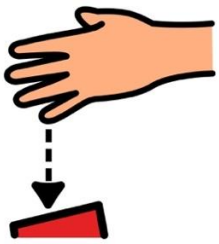
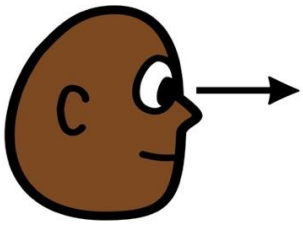
Ideas for Adapting Board Games

- Adapting Board Games for Neurodivergent and Disabled Kids
- Three Ways to Make Board Games Accessible

Ohio Early Learning Standards

- SC: Science Inquiry and Application: Develops ability to reason about cause and effect. (1.b.).
- SE: Develops socially competent behaviors with peers. (4.b.)

Words to Encourage Play/Use

My turn 	Your turn 	Go 
Stop 	More 	Less 
Help 	Spin 	Push 
Release 	Look 	

Adapted from: Haugen's Modes for Adapting Toys based on materials from the "Let's Play" Project at the University of Buffalo

PCS is a trademark of Tobii Dynavox, LLC. All rights reserved. Used with permission.