Music and Light Caterpillar

(Multisensory Switch Toy Kit 2 – EC COE)

Description:	Image:
Toys activated by switches are often used with children who lack the motor strength, endurance, or control to play with a toy in the usual way. The switch provides a way for the child to push to activate the toy to do a specific function. This toy offers the opportunity for a child to engage in a sensory lights and music cause and effect activity. The Music and Light Caterpillar is activated by pushing an external switch or the pink button on its back. It plays 16 different songs while its four colorful lights flash in time to the music. The songs play between 15 and twenty seconds. If the switch is activated again during the playing of a song, it will advance to the next song. The Music and Lights Caterpillar is 10½"L x 3"W x 5"H and weighs 1¼ lbs.	 Purchasing Information Video 1 Video 2 User's Manual

Who Might Benefit?

Those who…

- Need further practice and support of fine motor and eye hand coordination skills to manipulate toys.
- Need a highly engaging activity to attend, focus, and participate in the activity.
- Need an opportunity to learn about and experiment with simple cause and effect activities.

Why Use?

Provides an opportunity to…

- Refine eye hand coordination for reaching, targeting, pressing, and releasing.
- Practice visual attending skills and attention to task with an engaging activity.
- Engage in and understand simple cause and effect.

Instructions for Use:	Adaptation Ideas:
Environmental Considerations • Can be used in any environment but may not be suitable for quiet environments due to the music and flashing lights that occur when the toy is activated. Positioning • This toy needs to be positioned on a flat horizontal surface such as on a tabletop or on the floor with the child seated in a chair, on the floor, or standing. Position the toy so it is easily seen by the child and then position the switch so it is in easy reach and sight of the child. Alternate Positioning • If the toy is positioned on the floor, it would be possible for the child to interact with the toy and switch in prone (lying on belly) or side lying positions too. Basic Play/Use • The switch should be plugged firmly into the switch port on the base of the toy. Be sure the child is positioned close enough to the Caterpillar to be able to see and hear the activity. Demonstrate how the music and lights play if the switch is pressed, then encourage the child to explore and press the attached switch so the Music and Light Caterpillar is turned on. Encourage the child to continue to explore on their own. This is a simple cause and effect use of the toy. Extended Play/Use • Ask the child to play a specific number of songs (e.g. play 2 songs, play 3 songs, etc.). • The switch used to activate the Caterpillar could be moved around in different locations in both horizontal and vertical locations to encourage practice in directed reach, pushing, release, and spatial orientation.	Optional Additional Materials/Supplies • Dycem • Velcro Stabilize It • The base of the toy 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. Simplify It • A cloth/shield could be used to cover the caterpillar lights on the top. Add Sensory Cues • Sensory cues could be added to the switch such as puffy stickers, puffy paints, 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 caterpillar lights and songs. • The OCALI Lending Library also has a twin vision version of The Very Hungry Caterpillar. The twin vision version of the book includes contracted braille that has been added to an original text base book so it can also be used by children who low vision or blind who are learning braille. Communication Support • Provide a communication board with vocabulary appropriate (e.g. more, help, push, go, stop, caterpillar, high, low, eat, music, etc.) for the child to engage with the Music and Light Caterpillar. 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. DIY Alternatives • It may be possible to use a battery interrupter to quickly switch adapt a

- Watch the video The Very Hungry Caterpillar. If you already have props and manipulatives for the story use those as well as the Music and Light Caterpillar and switch. The child using the switch could activate a caterpillar song to accompany each time the caterpillar eats (another child could provide the designated food prop for the caterpillar or simply pretend to feed the caterpillar).
- Take photos of the 4 toys in the Multisensory Switch Toy Kit 2 and print the photos. Create a foam board choice board and encourage the child to select which toy they would like to play with. When the child selects honor their choice by providing the selected toy for play. Begin by providing 2 choices adding additional choices as the child tolerates.

Play/Use with Others

- Children could take turns pushing the switch to start the Music and Light Caterpillar.

standard battery-operated toy that does not have a switch port but has a specific on/off function. The video describes how to make this adaption. (NOTE: the battery interrupter needed is specific to the size of the battery in the device).



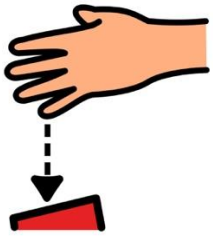
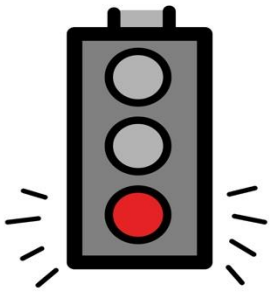
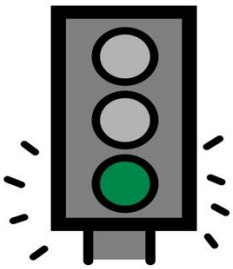
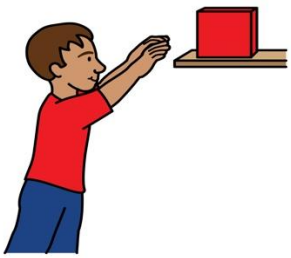
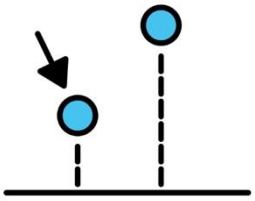
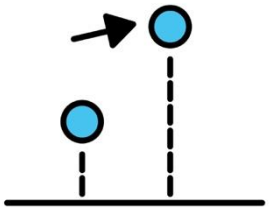
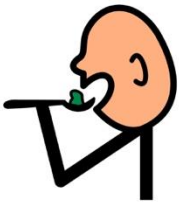
- Create a Choice Board - The OCALI Autism Center Grab and Go Resource Gallery of Interventions has several choice board templates and examples that could be used to create the choice boards indicated above in the Extended Play/Use section. Additionally, there are several examples of different ways choice boards can be effectively displayed.

Additional Considerations:

Ohio Early Learning Standards

- SC: Science Inquiry and Application: Develops ability to reason about cause and effect. (1.b.).
- MA: Geometry: Develops understanding of spatial relationships (4.b.).
- AL: Engagement and Persistence: Persists in completing a task with increasing concentration (1.c.).

Words to Encourage Play/Use

Push 	Press 	Hold 
Release 	Stop 	Go 
Button/Switch 	On 	Off 
Reach 	Low 	High 
Eat 	Music 	

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