Musical Snail

(Adapted Music Kit 2 – EC COE)

Description:	Image:
This switch-adapted toy enables children to play musical notes by pressing its colorful buttons. Additionally, players can use color-coded cards (included) to play songs. Or play eight pre-recorded tunes by pressing the snail's auto-play mode then activating its buttons. Due to switch adaption, the actual plush Musical Snail itself does not function. It can only be used through the provided adaptive switches. The snail is 16"L x 13"W x 5"H and weighs 2 lbs. It requires 2 AA Alkaline batteries.	 Purchasing Information Demo Video User's Manual

Who Might Benefit?

Those who…

- Have motor limitations and may find it difficult to engage in typical musical instrument play.
- Need multi-sensory opportunities to engage in play due to limited attending or engagement skills.
- Need further development of pre-academic skills using a multi-sensory approach.

Why Use?

Provides an opportunity to…

- Develop music appreciation.
- Engage in sensory exploration.
- Enhance the development of auditory skills.
- Engage in multi-sensory cause & effect activities.
- Practice color matching paired with auditory cues.
- Improve eye-hand coordination.

Instructions for Use:	Adaptation Ideas:
Environmental Considerations • The Musical Snail is noisy, so it may not be suitable for quiet classroom environments. Positioning • The Musical Snail is typically used on a flat surface while the child is seated either at a table, on the floor, or in a wheelchair with a tray. Alternate Positioning • The child may be able to use the Musical Snail in a variety of other positions, such as lying on their belly (prone), side lying, kneeling, standing, etc. Basic Play/Use • The Musical Snail requires 2 AA Alkaline batteries. Do not use rechargeable batteries or any other type of batteries because they supply lower voltage, and the unit will not perform properly. The battery compartment is located under the unit's base. Remove the small screw from the battery compartment cover using a Phillips head screwdriver and then slide the battery compartment cover off. Install batteries into each holder. Replace battery cover and screws. • Turn the toy's On/Off switch to "On". • Turn the Notes or Songs Lock switch "On". • Choose the Notes or Song mode by tapping the white snail face button one time then hit one of the colored buttons to see what mode the device is in. If it's in the notes mode, one tone will play. If song mode is desired tap the face button again. • Once you have selected your mode, turn the Notes or Songs Lock switch to the "OFF" position. This will keep the selection locked so the child can't accidentally hit the snail face button and change the mode. • The musical snail comes with six 7" by 3 ½" song cards. London Bridge, Row Row Your	Optional Additional Materials/Supplies • Velcro • Dycem Stabilize It • The Musical Snail could be stabilized by adding Velcro to the bottom of the device and also to the table surface, or using non-skid matting such as Dycem so it doesn't scoot away from the user. Contain it • The Musical Snail could be positioned in a box or tray to help contain it from moving. Add Sensory Cues • The switches (buttons) on the device could be enhanced with different textures, or picture symbols/words to indicate the functions of the button. Communication Support • A communication board could be developed to support the function of Musical Snail play. Vocabulary may include play, more, lights, music, notes, help, stop, too loud, louder, too soft, quiet, color words, song choice words, etc.

Boat, Twinkle Twinkle Little Star, Lullaby, Happy Birthday, and Old McDonald. • Each song card has colored dots that correspond with the colored music buttons on the Musical Snail. Place one of the cards into the card holder slot and play the song. Extended Play/Use • Make additional color song cards with other fun songs. • Name button colors while matching to song cards. • Support number matching by placing number stickers over the colored music buttons and creating number song cards for the child to match the numbers on the song cards to the numbers on the buttons to play familiar tunes. • Support letter matching by placing letter stickers over the colored music buttons. Create letter song cards for the child to match the letters on the song card to the letters on the buttons to play familiar tunes. Matching can be upper case to upper case, lower case to lower case, or upper case to lower case. • Support visual discrimination by placing shape or pattern pictures over the colored music buttons. Create shape or pattern song cards for the child to match the shape/letter on the song card to the shape/letter on the buttons to play familiar tunes. Play/Use with Others • The Musical Snail is intended to be used by one student however; it could be used in a turn-taking activity among 2 or more students. • The Musical Snail could be used as one of several musical instruments played by children in a small band.	

Additional Considerations:

- Only use Alkaline batteries. Do not use rechargeable batteries or any other type of batteries, because they supply lower voltage and the unit will not perform properly.
- Do not submerge the device in water as it will damage the electrical components.
- Do not use abrasive cleaners on the device.

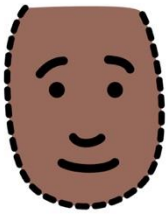
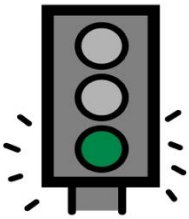
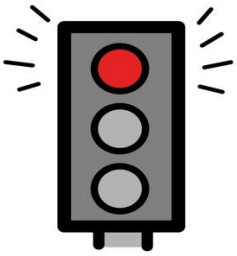
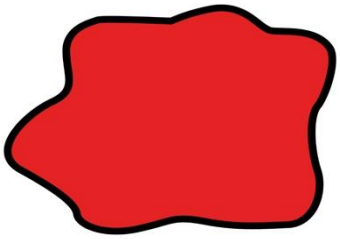
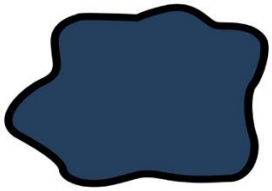
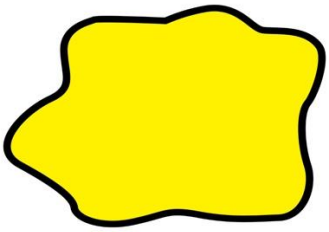
Additional Resources:

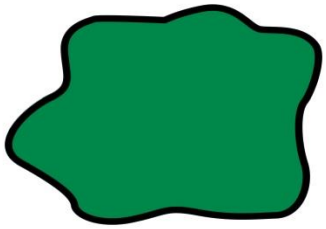
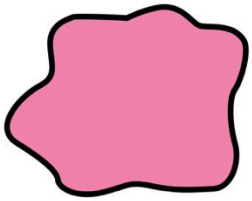
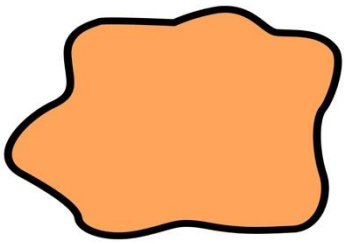
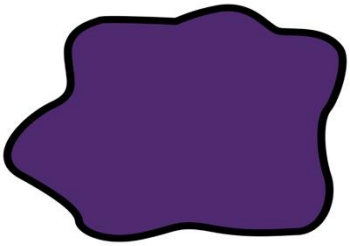
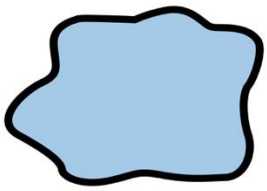
- Special Education Resources: Adapting Musical Instruments for Access to All - YouTube video highlighting how to adapt standard classroom musical instruments for all children. It also contains ideas for how musical instruments can be used for various purposes other than creating music (e.g., gross motor and fine motor skill development).
- Musical Snail Demo with Song Cards

Ohio Early Learning Standards

- CD: Artistic Engagement and Expression: Expresses self creatively through music and dance. (1.b.).
- SC: Science Inquiry and Application: Develops the ability to reason about cause and effect. (1.b.).

Words to Encourage Play/Use

Push 	Music 	Song/s 
Face 	Go 	Stop 
Play 	On 	Off 
Red 	Dark blue 	Yellow 

Green	Pink	Orange
		
Purple	**Light blue**	**Snail**
		

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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