SPARK: Simple Play Adaptations to Reference for Kids

Penguin Roller Coaster

(Multisensory Switch Toy Kit 1 – 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 or push and hold a button to activate the toy to do a specific function. This toy offers the opportunity for a child to engage in a simple cause and effect game. Penguins climb to the top of an iceberg and then go down the slide to the bottom. The toy measures 7¼"L x 2½"W x 8¾"H inches.	 Purchasing Information Video User's Manual

Who Might Benefit?

Those who…

- Need further practice and support of fine motor and eye hand coordination skills.
- Need highly engaging toy 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.
- 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 or where the small penguin pieces may become lost. The penguins "chirp as they walk up the iceberg".	Optional Additional Materials/Supplies • Dycem • Velcro

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 children to interact with the toy and switch in prone (tummy time) or sidelying positions too.

Basic Play/Use

- The toy should be positioned in the visual field of the child. The switch should be plugged firmly into the switch port on the base of the toy. The penguins are then placed on the stairs. Encourage the child to press the attached switch so the penguins move up the side of the iceberg and then slide down the slide to the base. The switch must continue to be pressed for the penguins to continue to move. It the child releases the switch the penguins will stop. This is a simple cause and effect use of the toy.

Extended Play/Use

- Read the book Five Little Penguins by Lily Murray. Use the Penguin Roller Coaster to support counting concepts presented in the book. Encourage the child to pressing the switch to move a penguin up the side of the iceberg and then count each time a penguin goes down the slide until they get to the number 5. (There are only 3 penguins total in the set, but the penguins automatically reload to return up the iceberg).
- Additional activity for the book Five Little Penguins by Lily Murray. Place five penguins on the steps and ask the child to depress the switch until one of the penguins climbs to

Stabilize It

- Make sure the child is successfully seated in a chair with both feet on the floor and encourage the child to rest their elbow or forearm on the table to help stabilize their body. Position Penguin Rollercoaster so it is easily seen by the child and then position the switch within easy reach of the child, so they are able to push the switch to activate the toy.
- 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

- The number of penguins used in the activity could be limited if shifting visual attention among multiple penguins is too difficult for the child.
- If the child is unable to maintain continuous pressure on the switch, a switch latch timer could be used to setup the switch, so the child need only depress the switch once to start the activity. The penguins would continue to move until the switch was depressed again by the child. The OCALI lending library has switch latch timers that can be loaned to make this simple adaptation. They can be found in the Switch Connection Kit.

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 penguin activity.

Communication Support

- Provide a communication board with vocabulary appropriate (e.g. more, stop, go, help, on, off, one, two, three, four, five, penguin, get, put, push, release, top, bottom etc.) for the child to engage with the Penguin Roller Coaster activity.

the top and starts to descend the slide then release the switch to stop the penguins. Count the number of penguins left on the steps.

- Read the book Penguins Big Adventure by Salina Yoon. Use one of the penguins on the Penguin Roller Coaster to show how the penguin in the book started at the bottom of the iceberg and climbed to the top of the iceberg reinforcing concepts of top and bottom.
- Encouraged children to work quickly using their eye hand coordination and manual dexterity to grab the moving penguins one at a time before they reach the bottom of the slide.
- Take photos of the 3 toys in the Multisensory Switch Toy Kit 1 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 for simple cause and effect activities as mentioned above.
- One child could place the penguins in position, and the other child could activate the switch.

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 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 a number of 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 a number of examples of different ways choice boards can be effectively displayed.

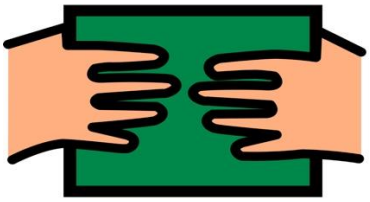
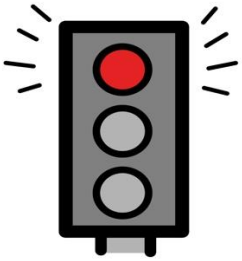
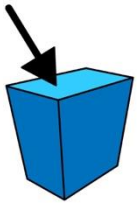
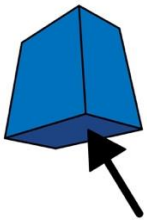
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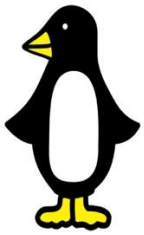
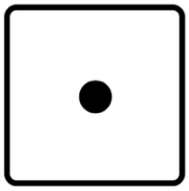
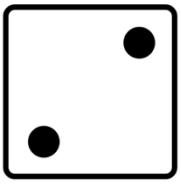
- 3 AA Batteries are needed as well as a Switch to activate the toy.
- This toy requires the child to sustain a button press for the penguin to keep moving. Once the child releases the button the penguins will stop moving.
- NOTE: Choking hazard. Small parts. Not for children under 3 yrs.

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 
Stop 	Button/Switch 	On 
Off 	Top 	Bottom 

Penguin	One	Two
		
Three	**Four**	**Five**
		

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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