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. Easy to operate with just 2 dials: total alarm time and warning time. Can be set to give both an auditory and visual cue to indicate time. Powered by 3 AAA batteries.
Purchasing Information
Demo Video
Users Manual

Image:



Who Might Benefit?

Those who…

1. Have difficulty transitioning to new activities.
2. Need a visual representation of the passage of time to stay on task.
3. Are motivated by being able to see passage of time.
4. Need a visual representation of their schedule to complete each task.

Why Use?

Provides an opportunity to…

1. Understand the passage of time or time remaining for the completion of tasks.
2. Prepare for transitions to new activities.
3. Stay on task for a given amount of time.

Instructions for Use:	Adaptation Ideas:
Environmental Considerations • Travels throughout the day (at home and in school) if needed to support task completion. • Supporting visuals or word cards should be available to staff in the environments in which they are needed so that the Time Tracker Mini can be referenced and adjusted as activities are introduced and completed. • Alarm feature is optional for anyone who is noise-sensitive or in a quiet area.	**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 on the timers to just those needed by the child rather than

- Be aware of how the noise level or amount of visual stimulation may affect certain children.

Positioning

- Set up on a table or similar surface so the child can see and hear the timer/schedule as needed.
- Place on the floor to use during tasks completed in a variety of positions (on tummy, side lying, sitting, etc.).

Basic Play/Use

- Set the volume, the total countdown time, pre-alarm time, and then press the start button to initiate the timer.
- Turn the power/volume dial to the ON position. This dial also adjusts the volume of the alarm. To mute the sound, simply keep this at the lowest setting.
- Twist the green timer dial to choose the desired duration from 5 minutes to 120 minutes, in 5-minute increments.
- Twist the yellow warning dial to set a time for the warning alert (e.g. To set a warning at 25 minutes, twist the yellow warning dial to 25).
- Press the start button. The light dome will turn green, and the timer will begin to count down the time.
- If a "warning" time is selected, the light dome will turn yellow, and a short tone will play at that time.
- When the time has expired, the light dome will turn red and an alarm will sound, indicating that time is up.
- Use to set time limits on specific activities (e.g. “when the time is up, it’s Juan’s turn for the trike”).

Extended Play/Use

- Increase the amount of time set on the timer to increase time on task as the child shows readiness.
- Limit the amount of time set on the timer to limit the time on task.
- Cover each section of the timer until that part is activated.

Contain It

- Place timer in small, shallow container to decrease possibility of tipping over.

Add Sensory Cues

- Consider a stoplight symbol with high contrast as needed along with a tactile cue like a puffy paint outline to remind child of "Let's Go," "Almost There," and "Stop."

Communication Supports

- 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 Alternative

- Glitter Timer (When the glitter settles, time is up!)
- Paper Count Down Timer

• Alternatively, decrease the amount of time set on timer for the child who is working on task completion in a timely manner as they improve. • Build in additional tasks on the child's schedule per activity or by multiple activities as the child's tolerates increasing time on task. Play/Use with Others • Timers with and without use of schedules can be used for group activities or individual activities particularly to assist with turn taking (e.g. My turn, Your turn cards, set timer to indicate when turn is over). • 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.	

Additional Considerations:

- This timer only operates in 5 minute increments - it cannot be set for less than 5 minutes. There is a warning light (yellow) and an alarm light (red) however, the warning alarm (yellow) only works if the alarm is set for at least 10 minutes.
- Some children may find timers distracting and anxiety producing. Please be sure to monitor the child's responses when using the timers.

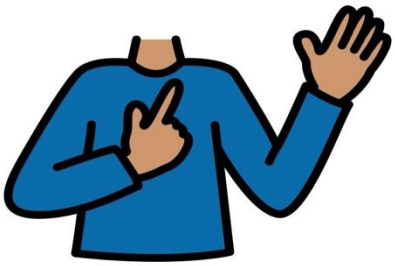
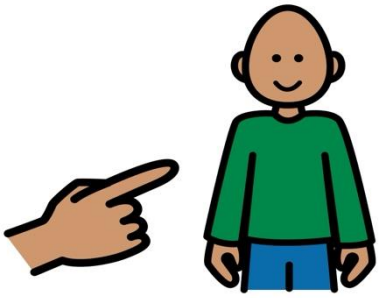
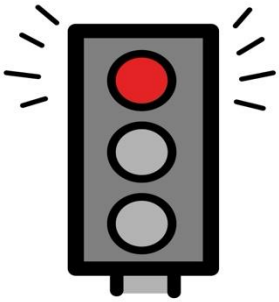
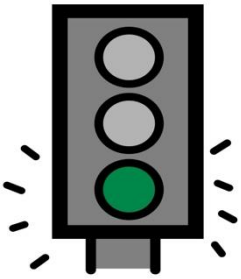
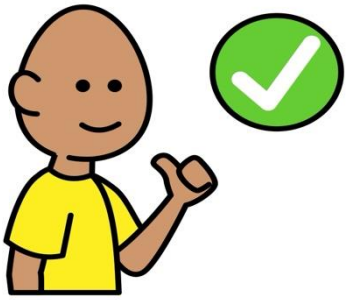
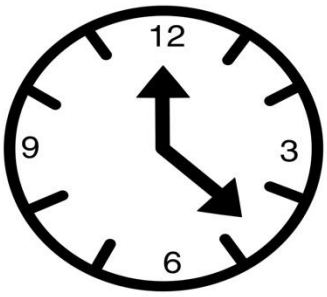
Resources:

- Visual Timers for Autism: All You Need to Know

Ohio Early Learning Standards:

- AL: Engagement and Persistence: Completes activities with increasingly complex steps (1.b).
- AL: Engagement and Persistence: Persists in completing a task with increasing concentration (1.c.).

Words to Encourage Play/Use

My Turn 	Your Turn 	Wait 
Stop 	Go 	Help 
First 	Done 	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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