

Participation In High School Electives

Activities for Drama

- applause on BIGmack for skit
- question, comment or sound effect placed on BIGmack for skit
- drama game – place command or request on BIGmack for group to respond to

Activities For Art

- greet art teacher with BIGmack and at least one peer in the room
- choices using colours for project
- choices for materials in project
- assisted hand skills in project
- use of vision to look at hands and materials
- comprehension questions about colours or materials using yes/no or auditory scanning



Fine motor art related activities can be adapted by using hands in a slightly more gross motor fashion. Here we see a student using a sponge, which is secured to her hand with a ponytail holder. A stencil has been made using an overhead projector plastic sheet and running it through the photocopier to make a picture outline of something that relates to the art theme for the class. The student chooses colours and can blot the stencil.

Activities For Cooking In Resource Room

- make choices about which item to mix in next (where the order doesn't matter)
- make choices about who can put the next item in
- make choices about how to mix the items (fast, slow, etc.)
- use switch and powerlink for equipment (blenders, mix masters, coffee grinder, nut grinder, etc.)
- use hands to mix, pour, shake, etc. with some assistance
- use BIGmack to offer snacks to people in the resource room, office, or kids sitting out in the hallways

- comprehension questions about materials and activities using yes/no or auditory scanning

Activities For Metal Work & Wood Working Class

- use switch to operate equipment (palm sander, drill, etc.) while TA uses equipment on project
- have the student be a station and have other students come to use the equipment (e.g., sander, drill)
- make choices about colours, sizes or shapes of materials to be used using yes/no or auditory scanning technique
- make choices around turn taking for various parts of the activity
- use BIGmack to give an instruction or warning to the class
- use BIGmack to give a clue or an answer to a skill tested question and peers seek out the student during the period
- comprehension questions posed about project using yes/no or auditory scanning technique

Life Skills One-to-one Activities

Some resource rooms allocate times when peers may work on their skills during one-to-one work or in small groups. The following are some adaptations to involve the student in an activity, which reinforces the academic skills of other resource room students.

- use the Step by Step to call out a number and a peer has to write the number down (numbers under 20)
- use the Step by Step to call out a number and a peer has to write the number that comes after it (numbers under 100)
- simplify comprehension questions about numbers under 5 for some peers

Activities For Fashion Club And/Or Nail Club

- make choices about which colour of nail polish to put on each nail
- make choices about which sparkles or other prints to place on various nails
- make choices about whom she will work with that day
- make choices about make up colours to apply to herself or someone else
- use her step by step to provide some basic instructions to peers in the class
- use her switch and PowerLink to play music for a runway for peers while they are practicing their runway walk. The step by step could also be programmed with comments about their outfits.
- use the switch and PowerLink to light a make up mirror for peers while applying makeup

Here is a student using her jellybean switch to run a nail dryer. The nail dryer is plugged into an AbleNet Powerlink and set to run for 10 seconds. The peer asks this student to hit the switch periodically if more drying time is needed. Both students make choices about

- which colours to apply
- whether to file or clean nails

This is a great activity for high school clubs, recess or a sleep-over activity for the weekend.



Games That Reinforce Life Skill Activities With Peers

- BINGO - with spinner and switch - (modifications for other students could include peers finding other 2 digit numbers that have the number in it and reading the number; A peer could be asked to find a number in that row that has one of the numbers in it and identify the number that comes before and after that number; Another peer could be asked to match the number with the one on the board).

Here is a student providing numbers for her classmates in a multiplication number BINGO game, using the All-Turn-It AbleNet Spinner and her switch.

This type of activity can be adapted to the high school resource room, where other special needs students often need to practice basic facts, as suggested above.



- Money math game boards - spinner can be adapted to choose different coins or bills as the student spins to select them for each person playing the game; modifications can be made for each individual's ability level (e.g., a peer is asked to name the coin and match it; another peer is asked to name the coin or bill and tell how much it is worth; other students may be asked to provide another combination of coins that would equal that amount)

- Snakes & Ladders – Spinner with numbers can be used with switch; Modifications could include the student spinning twice and a peer has to add up the numbers and then move that many number of spaces; another peer may have to write down the number after hearing it, and then move that many spaces; another peer could listen to the number and then find it on a number board.
- GO FISH – the spinner could be used to indicate how many cards each person can pick up for their turn; the spinner could also be used to indicate which person gets to take a turn with each person taking a number as their name; a peer could work on matching pictures and saying what each one; another peer could also work on matching and be asked to explain in a sentence what to do with that person or thing.
- Fraction Game – use the spinner to select the top or bottom number for the fraction to be used next in the fraction game; any resource room students working on fractions can play this game with the student while working on academic tasks in a functional and social context.
- Twister Game – The All-Turn-It Spinner by AbleNet can be used to adapt this teen game. A home made spinner can also be created by ...
 - making a grid for a small electric fan and plugging it into the AbleNet Powerlink
 - adapting a battery-run dollar store fan with a battery interrupter.



Sometimes students with non-academic goals can assist other students in their resource rooms through a game-format to practice academic skills, as listed above.

Here we see a student using her jelly-bean switch which is plugged into a battery operated dollar store fan. This fan has been adapted with a “Battery Interrupter” which can be purchased from AbleNet through the U.S., or Insight Media here in B.C. Canada. A circular grid has been made with different body parts (e.g., hands and feet) as well as the four different colours on the Twister Game sheet. This allows our student to be an active participant in this leisure game.