Big Bang

For the earliest skills of cause and effect awareness, screen engagement and vision development

The Big Bang Collection is for people with complex special needs. Big Bang has eye catching images, stimulating movement and fun sound effects and music to match! It grabs the user's attention and encourages interaction with the computer. Visual and auditory stimulation, visual tracking and more.

Big Bang has explosive animations, or you can build up the action gradually by pressing a switch. Make characters move across the screen or simply change the colour of pictures. Ideal for encouraging switch or touch screen use

Big Bang Patterns contains over sixty different animations in two bright contrasting colours, with lively music and sound effects to encourage response and interaction.

Big Bang Pictures has twenty animated pictures of everyday objects displayed in only two colours, for maximum visual effect. The eye-catching animations have been designed with three levels of visual complexity, and extensive colour options, and are ideal for children with a visual impairment such as CVI.



Chooselt! Maker 3

Create your own therapy / learning materials & send them to your student's free iPad / Android apps!

The most flexible tool for creating teaching and therapy tools for your kids! Create resources that can be used in minutes. With its Easy-Flow editor, making activities is a breeze, and you have access to over 30,000 SymbolStix, Widget and Inclusive Technology symbols and pictures, or import your own. Create Cause and Effect activities, Literacy activities, Reward Music Boards, Question and Answer activities, Games, and more...



How does it work?

Create, edit and play your activities online, on any Windows or Mac computer, or send them to as many iPads or Android tablets as you want to in the free apps for offline use by your students. Progression and achievement recording is saved for every student and can be shared with family or team members. A great platform for school teams and colleagues to share activities. Best of all, your activities are accessible by eye gaze, switches, touch screens, iPad or Android tablets, and interactive whiteboards.

Annual subscriptions can be purchased online at HelpKidzLearn.com or through Inclusive Solutions. District licenses for multiple locations/schools qualify for additional discount through Inclusive Solutions.

Edit



or 5 User and Site License annual subscriptions.

Insiaht

Objective measurement of early engagement

Insight is an intelligent, individualised learning system that will help engage, assess and develop your students' visual learning skills. It has been specifically designed to work with eye tracking technologies so that, with no physical skills needed, we can analyse looking behaviours to get a unique insight into students' hidden skills and capabilities. Read about it on pg 30



ClassMate Software

Amazing collection of accessible learning titles

This collection includes all of your favourite Inclusive learning titles, but is available without a tablet, so you can use your own Windows laptop/ PC. Touch or switch settings are built into every title, making it the most accessible range on the market. Read more about the software on pg 177.



HelpKidzLearn Subscription

An affordable, accessible collection of online activities for children

Ideal for children with a wide range of special educational needs and learning difficulties these activities and games are accessible using mouse and keyboard, switches, touch screen, interactive whiteboard displays, joysticks, rollerball and eye gaze technology!

There is a great range of activities on the site from: experiential games, tracking, early cause and effect, turn taking and so much more. The collection of online games are updated regularly, keeping your student engaged, having fun and learning new skills.

Available by affordable subscription for therapists, homes, schools or districts.

Annual subscriptions can be purchased online at HelpKidzLearn.com or through Inclusive Solutions. Multi-user, Site and District Licenses also available. District licences for schools or organisations qualify for additional discount through Inclusive Solutions.

A 5 user license allows a teacher/therapist to subscribe to and use the Games & Activities with up to five concurrent children at any given time, for a period of 12 months.





Target & Touch

Develops hand-eye coordination & engagement

Packed with motivating activities supporting the visual skills of locating, fixing and tracking static / moving objects. Aimed at those developing early ICT, visual and coordination skills, the configurable activities are suitable for use on an interactive whiteboard, a touch monitor or computer and mouse. Starts with developing cause and effect and progresses to targeting single, multiple, peeping, scattered or moving prompts on-screen. The activities are designed for use in special and mainstream educational settings. Teachers' notes and simple assessment and record keeping are included.

1, 5 User or Site Licenses. Windows only.

Music is based around a variety of appealing musicians and their instruments.



Patterns has been created using over 40 high contrast and motivating spokes, ripples and spirals pattern shapes and can be enjoyed by older users too.



Touch Balloons

Target practice for touch or mouse

Develop hand-eye coordination
skills by popping balloons as they
float past. An extensive menu
allows you to choose direction
speed and the number of
balloons, the background
and bold or pastel colour
options. Designed to develop
visual tracking skills. Use
the mouse, touch monitor
or switch to target and
burst the balloons.

Windows only.
Additional user licenses available at 65% discount!

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Touch Cats



SwitchIt! Range

Curriculum themed accessible learning software. Available separately or buy all 10 titles!

One of our favourites, this is a flexible and engaging software range, with many options to customise for different skill levels. Includes animated sequences that unfold as the user advances the activities, building pictures and seeing them animate, or use the one-step option for basic cause and effect. The Flash Cards section allows you to flip through a selection of large pictures that relate to the theme and learn vocabulary. Non-literate students can choose which story or picture they would like to play, from a selection chosen themselves or by the teacher or carer. Use with keyboard, mouse, touch screen or switch. Available in 1, 5 user and Site Licenses. Windows only.

- SwitchIt! People
Different professions & how they do their job - which one might you like to be?

Remote controls, photo booths, car washes, vending machines, lifts, mobile phones and more.

Rockets, forklift frucks, diggers, aeroplane, boats, helicopter rescue, ferry, car, cherry picker, school bus, taxi and trains!

 SwitchIt! Sport
 Teamwork, healthy exercise, and a variety of sports played by people with disabilities & without.

- SwitchIt! Hygiene Showering, Cleaning teeth, Hair care, Clean clothes, Food hygiene and Being well dressed.

F - SwitchIt! Christmas Snowmen, Carols, Crackers, Santa, Christmas Trees and Fireworks!

G - SwitchIt! Farm
Farm animals, their young and where they live and jobs on the farm.

H - SwitchIt! Weather
The sun, wind, rain and their effects: keeping warm, keeping cool and meteorological phenomena like rainbows and thunderstorms.

Tiger, birds, penguins and more. See how they move, hear their sounds. Also covers environmental issues, food chains, etc.

Pterodactyl, Tyrannosaurus Rex, a Mammoth, Brontosaurus, Triceratops, Velociraptor, Stegosaurus, Mollusca and more!



Switch Skills

Help students develop more disciplined switch use. Encourages listening and concentration. The graphics are suitable for those with visual impairment, with lots of sound and music. Includes performance reporting and adjustable difficulty levels.

Twenty activities at an elementary level. Higher level activities require more visual discrimination, although most can still be played successfully by those with severe visual impairment.

Switch Skills 3

Fifteen activities at a higher level than Switch Skills 2. Requires more timing skills and has themes appropriate for older learners. Develops understanding of switch scanning. Some are error-free & others require good switch timing skills.

Switch Skills Champions

Develop switch timing skills for one or two players - useful for developing turn taking. Change difficulty level in basketball, & other sports. Includes a training activity for early learners.

Available in 1 user, 5 user or Site Licenses. Windows only

Switch Skills for Two - Set 1 or 2

Develop the skills needed for scanning access

Set 1: Develop more skills, such as choice making choose to press the left switch (or space bar) to make the ballerina dance beautifully or the right switch to let the monster do his crazy dance. Or in 'Interacting Objects', control a frying pan to try to hit the

Set 2: Eleven more activities for progressing towards effective scanning skills. 'Build Up' promotes the use of one switch and the second switch starts the animated reward. 'Move and Get' activities are designed to develop the skills required to use a scanning communicator.

Available in 1 user, 5 user or Site Licenses. Windows only



Switch Skills Scanning

Increasing difficulty levels to build scanning ability

The activities are split into 5 sections with increasing levels of skill and complexity in very small steps. These begin with 'free-choice' activities that allow experimental play. More demanding tasks with specific targets are then introduced. The CD features a wide range of themes,

including music groups, rockets. a fun-fair, trains, farm, Treasure Island, and more!

Available in 1 user, 5 user or Site Licenses. Windows only



SwitchIt! Maker 2

An affordable, easy way to make your own interactive curriculum or therapy resources

Make talking books starring your pupils or curriculum topic, or a slide show of a recent trip. Put that digital camera to good use! With an easy-flow editing screen, you select your template layout, add pictures or photos, add text and record a sound in any language. An easy way to make curriculum content relevant for speakers of all South African languages. Fully accessible to users of alternative access devices and so easy to use!

SwitchIt! Maker 2 - Older Learners Version

This version has an interface, example activities and graphics library that are specifically designed for older learners.





Choose & Tell Series

Choice making fun - pick the details and see what happens!

These five titles are available separately or as a pack. Full of fun decisions to make, and puzzles to solve, this program is sure to motivate your learners! You decide where the characters will go, how to get there, what they do, what they coos - and then see what happens as a result! Great for story telling skills and imagination. Lots of fun adventures with comical results. Choose & Cook is an easy, fun story based program about preparing healthy food and home kitchen management. Aimed primarily at non-readers with severe learning difficulties of all ages, and perfect for mainstream primary classes, as it has configurable difficulty levels. The CD's contains additional resources to print and enjoy, such as colouring in pages.

Choose & Tell Legends Choose & Tell FairyTales Choose & Tell More Nursery Rhymes

Choose & Cook

Choose & Tell Nursery Rhymes

Use a keyboard, mouse, switch, touch monitor, or interactive whiteboard. Availablé in 1 user, 5 user or Site licenses. Windows only.



Let's Go Series

Let's go to the Seaside

A delightful on-screen story book with decision making activites. Encourages the discussion of preferences and promotes life skills. The program is also useful for developing early reading skills, recognising patterns and matching sizes and colour. It covers staying safe in the sun and picking up litter, and about simple sequences.

Let's go to Town

A story program with 9 interactive scenes. Designed to promote decision-making and encourage discussion of the real-life activity at a basic level. Learners also gain an understanding of sequences and they can practice early reading skills too. Choose clothes and food at the market, buy an ice cream or lolly in the square, post a letter and finally catch the bus home again at the bus station.

Use a keyboard, mouse, switch, touch monitor, or interactive whiteboard Available in 1 user, 5 user or Site licenses. Windows only

