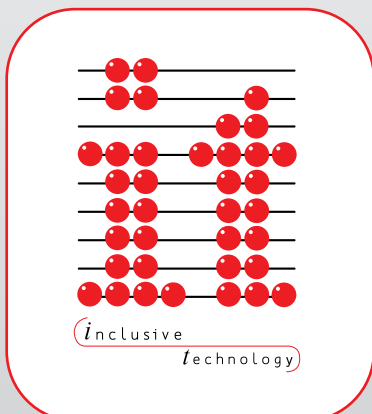


Learning Journeys

Step by Step Guide

SwitchIt! Jigsaw Maker 2



Inclusive Technology

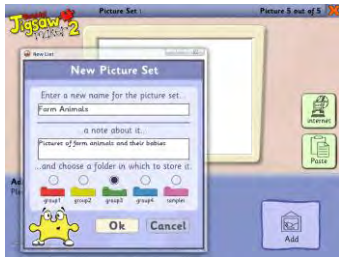
All the help you need

» SwitchIt! Jigsaw Maker 2

SwitchIt! Jigsaw Maker 2 is an open framework tool to enable you to make simple activities that can be used with a touch screen, interactive whiteboard, rollerball, keyboard, mouse and one or two switches. These activities can use your own pictures and sounds.



Making an activity in *SwitchIt! Jigsaw Maker 2* is quick and easy. First load the program by clicking the yellow switch icon on your desktop. Now click **'MAKE A PICTURE SET'** to get started. A picture set is a group of pictures that you can play as Jigsaws.



You will need to give your new activity a name. Click in the box and type a name. Now write a short note about the activity in the box underneath. This is really useful if you plan to share your activities around school. Then you have done this, choose one of the coloured folders to store your activity. When you have done this click **'OK'**.



To add a picture simply click **'ADD'**. A window will open showing your folders. Use the buttons to find a photograph or picture that you want to use and click **'OPEN'**. You can use photographs from your digital camera or any of the 1,500 pictures that come with the program.

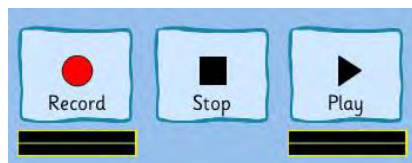
You can get pictures directly from websites such as Google Images by clicking on the **'INTERNET'** button. This will open your web browser at your normal home page. Go to Google Images and type in the name of the picture that you want. Remember that Google searches the Internet based on the name you have typed and can show inappropriate images. **Don't be surprised if you get more than Sesame Street characters when you type in 'Big Bird'.** To use the image in *SwitchIt! Jigsaw Maker 2*, click on the image, then **'Show image full size'**. Now right click the image and choose **'Copy'**. Close your web browser to return to *SwitchIt! Jigsaw Maker 2* and click **'PASTE'**. The picture will now be displayed on the screen.



This is the reward screen. From here you can change the sounds that are played as a reward when the activity is complete. By default the program will play music and show a colourful animation; if you are happy with this click **'SKIP'**. You can however change the reward sound by loading a previously saved sound.

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Click the '**Load sound from disk**' button. This will open a window which you can use to find and preview sounds stored on your computer. You can use sounds in most popular formats.



You can also record your own sounds. Click '**RECORD WITH A MICROPHONE**'. You should now see three buttons at the bottom of your screen.

To record sounds on your computer you will need a microphone. Make sure this is plugged in and working. If you are not sure how to do this, ask your school's technician who will be able to help.

When you are ready, click the '**RECORD**' button and speak in to the microphone. When you are finished speaking, click '**STOP**'. You can preview your recorded sound by clicking the '**PLAY**' button. Remember you can record music too. Simply place the microphone near to your CD or tape player and click '**RECORD**'.

If you want to re-record the sound simply repeat the process. When you are ready to move on, click '**OK**'.



Congratulations! You have made your first activity with *SwitchIt! Jigsaw Maker 2*. Click '**OK**' to move on.

You can now add more pictures to your picture set by clicking '**ADD NEW PIC**'. You can add as many pictures as you would like.

SwitchIt! Jigsaw Maker 2 Levels

SwitchIt! Jigsaw Maker 2 has four levels of difficulty so you can use your activities with children at a range of different levels.

Reveal

This is the level that plays automatically when you start *SwitchIt! Jigsaw Maker 2*. The child can complete the jigsaw simply by touching the screen or pressing the mouse button, spacebar or switch. With each press the picture is built up, resulting in a lovely animated musical reward.

Choose & Watch

The jigsaw pieces are arranged around the screen. The child simply clicks on any piece to make it slide into place. Pieces can also be selected using single or two switch scanning, depending on the settings in the **SWITCH ACCESS** settings.

Find the piece

This level requires the child to find a specific piece of the puzzle which matches the shape shown on the screen. Pieces can be selected by clicking or touching, or by one or two switches.

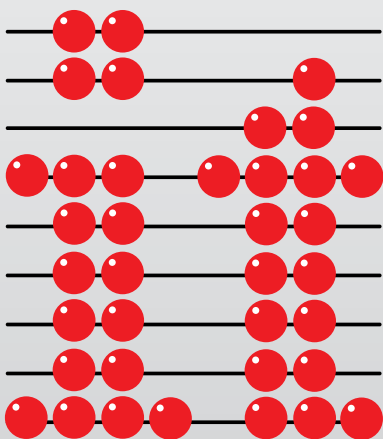
Select and Place

In this level the child can select both the jigsaw piece and the place they would like to put it. As with the other levels, this can be played with a variety of different input devices. This includes dragging and dropping pieces with the mouse or interactive whiteboard.



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