

Switch Assessment Record Sheet

Key Milestones and Small Steps

Name:	Class
Target:	

Key Levels		Descriptors and Examples	W/T	Ach
Experiential Activities (1) Look, Listen and Respond	Student is looking, listening and responding to the effects generated by technology. They show interest in the activity and may press a switch if one is offered.			
Cause & Effect (2) Press and Hold a switch	Student will press and hold a switch to produce a desired effect. For example, to operate a switch toy, mains device or computer software.			
Cause & Effect (3) Press and let go of a switch	Student will press and release a switch to produce a desired effect. Examples include using a Big Mack, timed activation switch toys or computer software.			
Cause & Effect (4) Press it Again	Student will press a switch a number of times to complete a simple sequence. Examples include using software to turn pages and tell a story.			
Cause & Effect (5) On and Off	Student can use the switch to start and stop an activity. Examples include using latching to operate switch toys and electrical devices.			
Experience Two Switches (6) This or That	Student can differentiate between the actions of two switches. Examples include choosing a preferred activity by selecting a switch from a choice of two.			
One Switch Skills (7) Pop Up	Student will press a switch in response to a computer-generated prompt. Examples include pressing a switch when an object appears on the computer screen.			
One Switch Skills (8) Positional	Student will track an object moving across the screen and press a switch when it's in the correct place. Examples include tracking a bee moving across the screen and pressing when the bee is near a flower.			
Two Switch Skills (9) Move and Choose	Student will press one switch to move between choices and another to make choices. Examples include using one switch to cycle through animal images and pressing another switch to choose.			
Scanning Skills (10) Errorless Scanning	Student can choose one object from a row of three or more objects using one or two switch scanning. Examples include choosing a favourite car from a choice of three cars using switch scanning.			