

Cause & Connect A.T. Activities

Cause & Connect is more than just a set of activities; it's a pathway to independence, comprehension, and joyous exploration for students with diverse needs. By integrating AT into these fundamental lessons, we're not just teaching cause and effect; we're opening doors to new ways of interacting with the world around us.

“Light it Up”

- ✓ **AT Materials Needed:** Jelly Bean switch and PowerLink 4 with a light, or switch adapted lights or toys.
- ✓ **Setup:** Connect switch to PowerLink and light or to switch adapted lights or toys.
- ✓ **Instructions:** Encourage students to press the switch to turn on the lights or activate toys.
- ✓ **Learning Outcomes:** Understand the relationship between action (pressing a switch) and outcome (light or toy activation).
- ✓ **Adaptations:** Use switches with varying levels of sensitivity to accommodate different motor abilities.

“Surprise Message”

- ✓ **AT Materials Needed:** Step-by-Step speech device with recorded messages.
- ✓ **Setup:** Record surprising or funny messages on the device.
- ✓ **Instructions:** Students press the speech device to play messages, experiencing immediate feedback.
- ✓ **Learning Outcomes:** Grasping cause and effect, encouraging exploration.
- ✓ **Adaptations:** Record messages in familiar voices to increase engagement for students with visual impairments.

“Sound Box”

- ✓ **AT Materials Needed:** BIG Step-by-Step or LITTLE Step-by-Step.
- ✓ **Setup:** Record different sounds or music clips onto the device.
- ✓ **Instructions:** Students activate the device to hear the sounds, learning the effect of their action.
- ✓ **Learning Outcomes:** Cause and effect understanding, auditory processing.

“Interactive Storybook”

- ✓ **AT Materials Needed:** A book in PDF format, Hitch 2 switch interface, and Jelly Bean switch.
- ✓ **Setup:** Connect the Hitch 2 to a computer and switches.
- ✓ **Instructions:** Students can activate the left and right arrow keys with two switches to turn the page.
- ✓ **Learning Outcomes:** Understanding sequential cause and effect, literacy engagement.
- ✓ **Adaptations:** Use tactile markers on switches for students with visual impairments.

