

PowerLink Choice and Reaction Game: Detailed Activity Plan

The “PowerLink Choice and Reaction Game” engages students in decision-making through switch activation, producing varied outcomes with toys or appliances to teach cause and effect. It enhances communication by encouraging students to share predictions, choices, and reactions, either verbally or via AAC devices.

Objectives:

Enhance decision-making and predictive skills.
Foster understanding of cause and effect.
Improve communication and expression skills.

Tools and Materials:

- PowerLink or similar unit.
- Various switches (e.g., Big Beamer, Jelly Beamer).
- Assorted switch-activated toys or appliances.
- AAC devices pre-loaded with relevant vocabulary.
- Visual aids of available choices.

Setup:

Arrange toys or appliances for easy switch access, ensuring clear labeling.
Connect each item to the PowerLink with distinct switches.

Program the communication board or AAC device with vocabulary related to the activity, including:

- Names of each toy or appliance.
- Expressions for predictions (“I think,” “Maybe,” “Will it”).
- Choices (“Choose the,” “I want”).
- Reactions (“Wow,” “It did,” “Again”).

Instructions:

Introduction: Brief students on making choices to observe outcomes, showing visual aids and demonstrating switch functions.

Making Predictions: Encourage predictions about outcomes using AAC devices.

Choice and Activation: Let students choose and press switches to activate devices, verbally or with AAC assistance.

Observation and Reaction: Discuss the observed outcomes versus predictions, encouraging expression through AAC devices.

Turn-taking and Reflection: Facilitate turn-taking among students and conclude by reflecting on learned cause and effect and decision-making importance.



Learning Outcomes

Demonstrated decision-making and cause-and-effect understanding.
Improved communication abilities through AAC device usage.

