

**CAUSE &
EFFECT
ACTIVITIES**

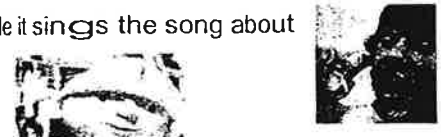
Cause/Effect: just a click
 can also do targeting act. to work on that skill
 Free Cause and Effect and Switch Software available on the Web

CAUSE AND EFFECT ACTIVITIES – the student must do something (i.e. hit a switch) and something happens.

A. From: <http://www.priorywoods.middlesbrough.sch.uk/resources/restop.htm>

1. Elementary Activities

a. **Banana phone** – shows people using a banana phone while it sings the song about banana phones



b. **Bob the Builder**
 Music and images from the TV show, Bob the Builder.



c. **Boogie with Billie Elliot** – shows Billie pictures in learning ballet and plays the music.



d. **Chicken Little** – singing “We are the Champions...”



e. **Christmas Alphabet**
 “C is for the candy cane...” and the activity stops frequently, so the viewer has to hit their switch to keep the song going. Animated graphics and PCS symbols are used in this clip.



f. **Fast Food Raiders**
 Catchy tune and dance by fast food rockers with mentions of McDonalds, KFC, and Pizza Hut.



g. **Grease** – pictures of the movie with song “You’re the one I want”



h. **Happy Birthday** –sings the traditional song



i. **Have a Quacky Christmas (dux.exe)**
 Animated ducks singing 'Jingle Bells'. Great motivator at Christmas time.



j. **Is This The Way To Amarillo**
 In this snippet, a hippo dances and sings to “Is this the way to Amarillo”. On the side, popular cartoon characters such as Bob the Builder and Blues Clues pop up.



k. **Joseph and the Amazing Technicolor Dreamcoat**
 Joseph sings while you see pictures and illustrations from ancient Egypt.



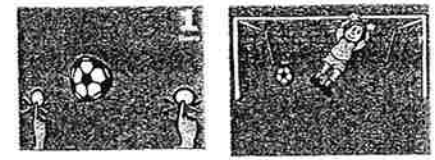
l. ***MADAGASCAR** – scenes from the movie with the song “I like to move it”



m. **Nemo** – pictures from the Nemo movie with song



n. ***PENALTY SHOOT OUT** – First you need to click on the lower left corner where the leg is kicking the ball (targeting), then you get a screen to select your input device of mouse, touchwindow, or guess or kick. A screen will show to prompt the student to click the switch. Click and the foot kicks a goal. Click T to go back and set options. This is under the Educational Resources on the Priory Woods site.



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o. **Pooh Bear Slideshow**

Click or touch one of the three choices to activate a Pooh Slideshow with music. If you push the space bar, you will also hear a random song.



p. **Puppy Love** – with the Donny Osmond song with lots of puppies



q. **Quacky Christmas (dux.exe)** – Jingle bells in “quacks”



r. **Scooby Doo** – with a short movie clip of Scooby



s. **Singing Santa**

Click on the reindeer's nose. After you have done this for two reindeer, Santa appears from the chimney and sings a song.



t. **StarWars** – pictures of the movie with music



u. **Superman**

This song is depicted with short simple commands that the viewer is encouraged to perform (i.e. wave, comb hair, etc.). The commands are depicted with PCS.



v. ***TEDDY BEAR** – Click on the “hit switch icon”, and it plays Elvis singing the Teddy Bear song as pictures of various types of teddy bears twirl into the screen and the big bear taps his toes.



w. **Teletubbies**

Switch slideshow for the younger students portraying the Teletubbies.



x. **Thomas**

Photographs of Thomas and friends play while listening to the Thomas Theme Song.



y. **Toy Story** – Woody's round up song and pictures from Toy Story 2



z. **Under the Sea** – slideshow of sea creatures with the song



aa. **Up on the Housetop**

Symbols are used to animate “Up on the Housetop”.



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- q. ***LION SLEEPS TONIGHT (Hippo.exe)**
Switch or targeting activity where an animated hippo sings and dances with back up vocals by a mongoose to "The Lion Sleeps Tonight". Funny activity!



- r. **Lord of the Rings (Lotr.exe)**
Scenes from the movie Lord of the Rings.



- s. **Mysterious Girl**
Peter Andre sings his song "Mysterious Girl" and there are photos of him to watch while listening.



- t. ***POT BELLIED PETE-WACKO JACKO**
This activity has two levels: Switch level which is basic cause and effect or touch screen level which focuses on targeting. Animations are of a pot bellied pig dancing to a popular Michael Jackson song.



- u. **Ride the Hayabusa** – take a ride on the motorcycle



- v. **Singing Moose** – the moose head sings on the wall with a surprise ending



- w. **Spirit in the Sky (Gareth.exe)** – Images and music of Gareth Gates to his song, "Spirit in the in the Sky".



- x. **These Words (bedding.exe)** - Photographs of Natasha Bedingfield shown while hearing her song "These Words".



- y. **Westlife – Obvious** Slow song titled "Obvious"

- z. **Westlife – You Raise me Up**

- aa. **Where is the Love?** - Photos of the Black Eyed Peas as you listen to their song, "Where is the Love?"



- bb. **You Sexy Thing (Mouse.exe)** – watch the mouse and the trap while he sings "You Sexy Thing"

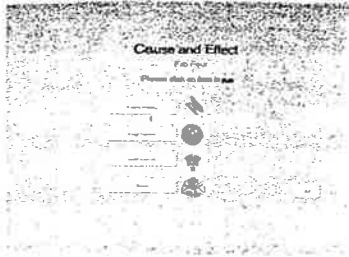
B. From: Nick.com click on the *game* link then the *clickamajigs* link.

Online Cause and Effect Activities: These are activities that can be played online without downloading them. They run mostly in Multimedia Shockwave. Below is a sampling of some of the activities. Note: most of these activities you need to place the mouse on a certain location, but then the student would just need to click.

1. **Alien Brain Answer** – enter a yes or no question and then click the question mark and the alien brain will answer (Kind of like an 8 ball). You don't have to type a question however and you can leave your mouse on the question mark and click to get the answers.
2. ***BAD HAIRCUT** – Includes video and music. When you click on the scissors the barber will cut the students hair in many bizarre cuts. The boy in the chair then cries. Click on the finish button to get a good haircut to make the boy happy and end the activity.
3. **Billy Borschbelt** – he tells jokes and you click on the tomato to throw at him


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2. * **FAB FOUR** http://www.brillsoft.com/Index_files/Page396.htm -



Butterfly – click and a new butterfly is added

The last 3 are like pinball games. Click and the ball is released or moved.

3. <http://www.glenallen-sch.vic.edu.au/downloads/>
- * **BALLS 1-5** – each time you hit the switch it counts up one to five, then music is played and balls dance around the screen beginning with one ball and with each hit it adds one more, up to five.
 - Burping Frog** – click and the frog catches the fly 
4. www.noggin.com – lots of activities for younger children
5. www.nickjr.com – try some of the stories or videos for younger children. Leave the mouse on the turn page location and turn the pages with a click.

D. TALKING BOOKS

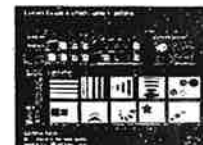
- Powerpoint books:
 - Directions to create your own multimedia books in powerpoint, Opus, or Flash - <http://atschool.eduweb.co.uk/meldreth/textandinfo/Powerp/Media1.html>
 - Tutorial for how to make your own powerpoint books - http://www.education-world.com/a_tech/techtorial/techtorial027.shtml , http://www.education-world.com/a_tech/techtorial/techtorial060.shtml , http://atto.buffalo.edu/registered/Tutorials/talkingBooks/ppt_adepted.pdf , [http://www.cast.org/system/galleries/download/pdResources/Making Books A ccessible to All.doc](http://www.cast.org/system/galleries/download/pdResources/Making_Books_Accessible_to_All.doc)
 - <http://www.priorywoods.middlesbrough.sch.uk/resources/books.htm> - several books with sound and buttons to advance forward or back (titles include Anne Frank, Sleepy Farmer, Don't do Drugs, Make Peppermint Creams and more). Also includes a powerpoint book template to make your own.
 - To make your story "talk", there is a free program, **PowerTalk**, available at <http://fullmeasure.co.uk/PowerTalk/>. PowerTalk requires PowerPoint 2000 or later to be installed on Windows 2000, XP, 2003 Server or newer.
 - <http://www.lauriestories.com/BookSamples/ReadM&N.html>
 - <http://www.techable.org/PowerGames/BillElliot.pps> Story about Bill Elliot race car driver. Gives prompt of "click to turn the page"
- * **POWERPOINT PUZZLES** – each click removes one puzzle piece and reveals a part of the puzzle
- http://www.techable.org/power_games.htm#Single%20Switch%20Activities
 - o **Race Car** – click to move the car along the course
 - o * **TANGRAM ANIMALS** – You're prompted to click and then the shapes move around till eventually forming a recognizable shape
 - o * **PAINT ALIVE** - each click puts a shape on the screen that turns into a real pictures
- Online Storybooks
 - * <http://www.storylineonline.net/> - Storyline online, read by Screen Actors Guild- click once and the entire story plays

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4. **Candy Time** – each time you click on the pumpkin the boy pulls out something that he got for trick or treat
5. **Chefs Mystery Special** – click on the plate and the worker will dish you up something (really gross)
6. **Clicky the Pony** – each time you click the boy on the pony says something obnoxious, eventually the horse bucks him off.
7. **Da Bouncer** – click on the creatures nose to release balls. Each click a ball is released
8. ***DISGRUNTLED MAGIC 7 BALL** – the intro requires the user to click through screens and read why he is disgruntled. Then with each click it gives an answer (like an 8 ball)
9. **Dutch** – click the space bar to make the boy jump over the jump rope– timing is everything.
10. **Family Portrait** – each time you click it takes a crazy picture of the family, continue to click to redo the picture
11. **Field Trip to the Museum** – click the arrow to move to various things to see in the museum (Not the most exciting)
12. **First Food Fight** – Click the pilgrims or Indians and they throw food. If you don't move the mouse the same person will throw food to various characters.
13. **Gabe the Gefilte Fish** – Click on the fish (a mounted fish) and he says some funny things
14. ***GONE FISHING** – click on the boy and see what he catches while he's fishing.
15. ***GUM CHEWING ALIEN** – click on the alien and he blows a bubble, click again and it gets bigger (often in various shapes), once again and it pops
16. **Handshadows** – each time you click the hands make a different shadow figure
17. **Mr. Whatever** – Click on the green man and he changes into different shapes.
18. **New Years Resolution Maker**– click the slot machine arm and see the resolution you come up with (no speech)
19. **One Fine day on Main Street** – click on the banana and watch the people come and slip on it.
20. **Pull my Finger** – each time you click you get a different sound (belch, fart, etc...)
21. **Pumpkin Carving** – click on the boy and see what he carves
22. **Schools Out** – click the bus doors and different kids get off the bus and dance
23. **Spidergraph** – Each click a new part of a web is formed, you don't have to move the mouse for the webs to be formed
24. **Spin the bottle** – choose to be a boy or a girl, then click the bottle and see who you have to kiss
25. **Spraymond the Skunk** – click the skunk and it will spray different people. If you click when no one is around, nothing happens. It is forgiving with targeting.
26. ***TRICK OR TREAT** – The door bell will ring, click the door and see what characters come for trick or treat.
27. ***TWO DOGS MEET CLICKAMAJIG**– Each time you click a dog it sniffs the other dogs butt, thinks of what it smells like in a think bubble, and then barks
28. **What's Shaking? Snow Globe**–each time you click something happens in the snow globe
29. **Water Balloon Blast** – aim with your mouse, then click to drop a water balloon on someone below, timing is everything. You could keep the mouse in one location and still play.
30. **Whizz Kid** – The boy has to go to the bathroom -click on the porta potty door, each time someone runs into the porta potty ahead of the boy

Other Misc. Sources of Cause and Effect Activities

SENSwitcher program - <http://www.northerngrid.org/sen/Download.htm> - The program comprises 132 different activities covering eight progressive stages in skills development ranging from purely experiential visual stimulation and tracking, through cause and effect, switch building, timed activation and simple row scanning. All of the activities can be operated by the use of either a pointing device, keyboard, switch or touch screen.



*will folder C:
drag everything
to desktop folder
must be in same
folder*