

Don't Walk Away From That Walking Toy!!

(Gretchen Hanser MS, OTR/L, 6/2002)

Do you have switch adapted walking toys? The pig? The elephant? The dog? The bear? Do your students lose interest with the activity of just turning the toy on and off? To add more purpose and opportunities for engagement, how about incorporating the use of walking toys into typical, daily play and school activities?

Example: Setup a bowling activity using mini bowling pins or blocks; use the walking toy to knock them over OR use the walking toy to push a ball down a ramp! (Linda Burkhart)

Consider increasing the engagement in play even more- by turning it into a 2 switch activity!

Example: Setup a block activity where a peer stacks the blocks and the child uses 1 switch to make the walking toy knock them over. The child uses a 2nd switch attached to a listing device that is recorded with comments such as: "crash!!, uh-oh!, stack them up." (Linda Burkhart)

Consider decreasing the motor demands on the student during these play activities; use a Switch Latch & Timer box so that the student doesn't have to hold the switch down for long periods of time. (Available from Ablenet)

Give walking toys destinations that are a part of play activities:

- ◇ Walk over to pretend to tickle someone
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