

LITTLE Step-by-Step GamePlay

Introduction

This speech generating device, designed to be incorporated into game-based instructional lessons, has three levels:

- **Level 1:** Randomization - Randomizes your message selections.
- **Level 2:** Random Elimination - Randomizes the selections and once a selection is played, it is eliminated.
- **Level 3:** Choice - Allows a user to skip through a series of messages to get to the desired message



Recording Messages into the Device

1. With the unit on and having selected level 1, 2 or 3, press and hold the RECORD button, at the back of the unit, until
2. The light turns red, then release the RECORD button.
3. Depress and hold the large activation button at the top and speak your message to be recorded. Release the activation button at the end of your message. Depress and hold again for next message and release. Repeat until all messages have been recorded.
4. When all of your messages have been recorded, press and hold the RECORD button until the red light goes out.

Integration Ideas

Ideas for Using Level 1: Randomization

- Magic 8-ball - Make up your answers (try to be positive)
- Dice Roll – Numbers 1-6 or 1-12.
- Humorous Greetings: *Hello Sunshine!, Howdy Partner!, What's kickin' little chicken?, Peek-a-boo! Long time no see, Ahoy Matey!*
- Rock, Paper, Scissors

Ideas for Using Level 2: Random with Elimination

- Bingo: record all of the possible calls B1 through O-75
- Choosing players for teams
- Pick a card (high card wins) record the deck.
- Playing Simon Says

Ideas for Using Level 3: Choice

- Choosing a book title
- Choosing a free-time activity
- Choosing a work partner / playmate

How can I learn how to use it?

Here are some web-based resources that might help you learn how to use the LITTLE Step-by-Step GamePlay:

- <https://www.youtube.com/watch?v=cMgAihKCMcM>
 - A quick video tutorial on how to use the Step-by-Step with Levels, which is an earlier version of this device.
- https://www.ablenetinc.com/downloads/dl/file/id/27/product/37/sbs_gameplay_manual.pdf
 - This is the “Quickstart Guide: BIG Step-by-Step GamePlay & LITTLE Step-by-Step GamePlay” from the vendor, Ablenet.

Where can I get ideas on how to use it with students?

Here are some web-based resources that might help you learn how students can use the LITTLE Step-by-Step GamePlay:

- https://www.ablenetinc.com/downloads/dl/file/id/24/product/37/101_ideas_sequential_sgd.pdf
 - “101 Ideas for Using the BIG step-by-Step and Other Single Message Communication Devices or Other Sequential Message Device to Access Curriculum” from ablenet.
- https://www.ablenetinc.com/downloads/dl/file/id/29/product/37/game_based_learning.pdf
 - “Game Based Learning” sheet from the vendor ablenet, which suggests ways to use this device and others to play Sorry!, Chutes & Ladders, Guess Who? And Candy Land.

What if I want to know even more?

Here are some web-based resources that might help you learn even more about the LITTLE Step-by-Step GamePlay:

- <https://www.ablenetinc.com/little-step-by-step-gameplay>
 - This is the vendor’s page for this device, including the device’s dull details and specifications.
- <http://atclassroom.blogspot.ca/2005/10/creative-ways-to-use-switch.html>
 - This is a blog article entitled “Creative Ways to Use a Switch Communicator” from Glenda Hampton Anderson, who is an Assistive Technology Consultant and Trainer for Enabling Solutions and Opening Doors. Her blog is entitled “Glenda’s Assistive Technology Information and more.”