



What can I do with a BIGmack?

30 ideas for you and your BIGmack!





1. Provide personal information

Hi, my name is Rowan and
I'm 6 years old.



Try this...

Record some personal information on your BIGmack in response to a question or to provide some information about yourself.



2. Say a prayer

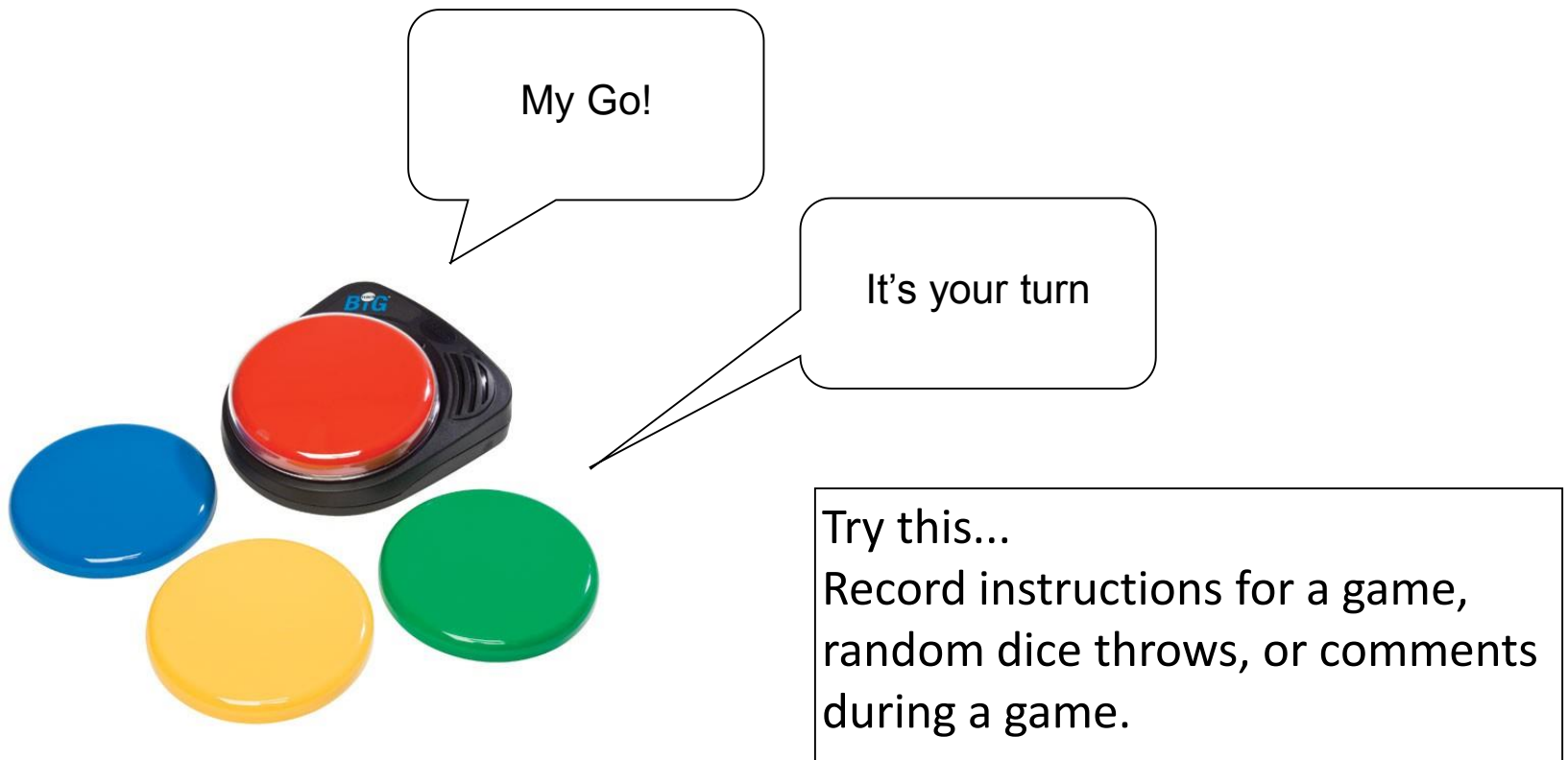


Thank you for the food we
eat.

Try this...

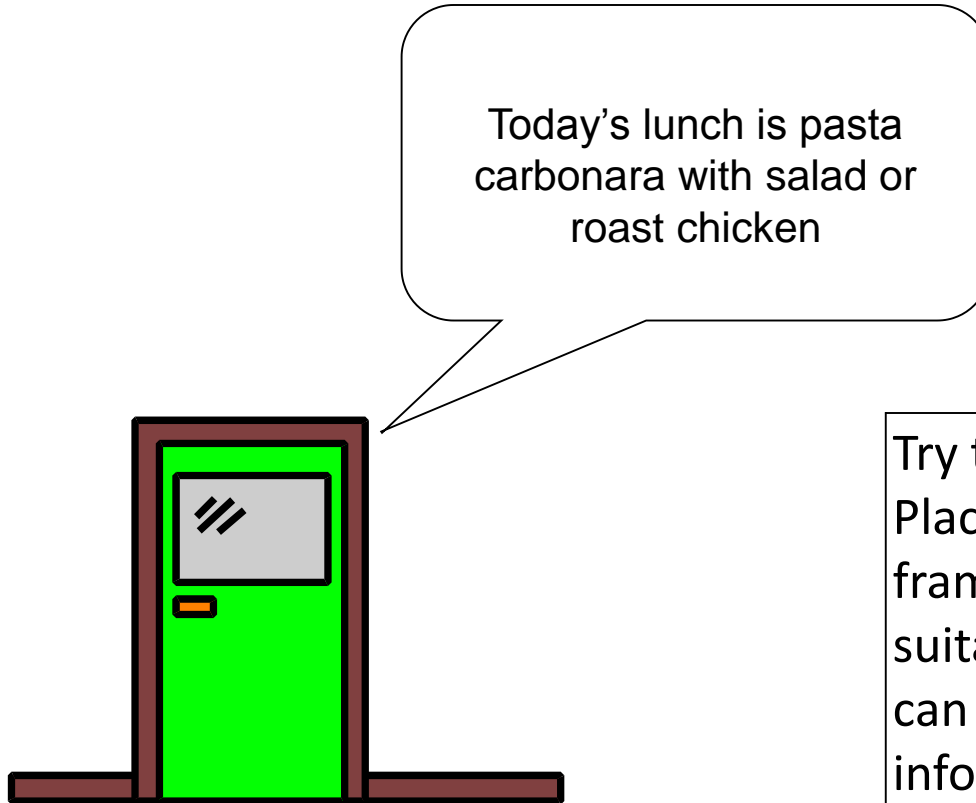
Record a prayer that can be played
back at the appropriate time. Can
be used at home, school or at
church.

3. Participate in games





4. Enable the environment



Try this...

Place a BIGmack on the door frame, making sure it is at a suitable height. The Bigmack can then be recorded with information about the room to give auditory clues on what will be happening or what to expect.



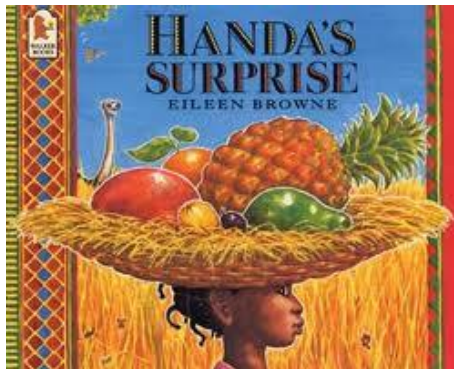
5. Activate the BIGmack with an alternative switch



Try this...

Use your preferred switch to activate the BIGmack. Just plug your switch into the correct port and use it to activate the BIGmack.

6. Reading comments



Turn the page

I like that

That was
funny

Read that
again



7. Operating an external device



Top Tip!
Record a few seconds of
blank noise onto the
BIGmack for longer
activations

Try this...
Use your BIGmack to control any
switch adapted appliance.
Use the cable that came with the
BIGmack to plug into your switch
adapted appliance and use the
BIGmack to operate it. The
appliance will work for as long as
the BIGmack is activated.

8. Take part in the register



YES! Miss Cowley.

Try this...

Record a message onto the BIGmack with an answer for when the register is called.

9. Control a mains controlled device

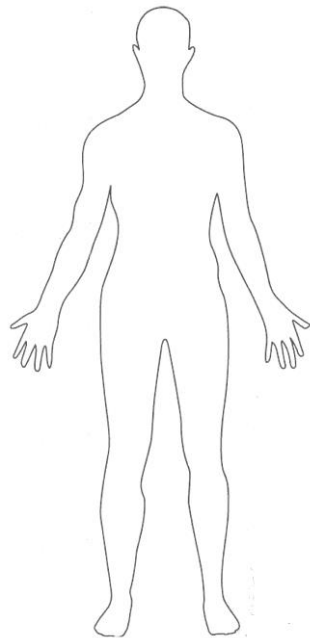


Top Tip!
See the 'Low Tech
Assessment Kit' manual
for more Ideas!

Try this...

Using the PowerLink[®] 4, the BIGmack can be used to control a mains operated device. The BIGmack and the mains item are both plugged into the PowerLink[®]. The PowerLink[®] provides a range of control options with up to an hour of safe, timed control.

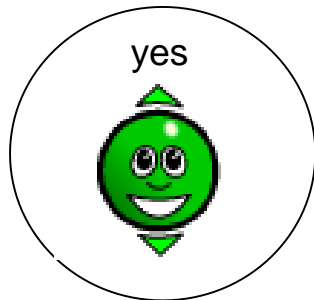
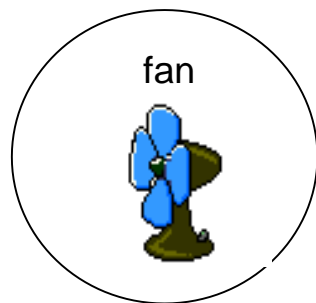
10. Positioning



Think about the position of the BIGmack. The BIGmack does not have to be activated by hand. Look at activation by head, foot, elbow or any part of the body that has control. Use a mounting system like below to place the BIGmack in a suitable place.

Use Ultrastick to put the switch in a stuck position. Ultrastick is available from Liberator and can be re-used for sticking almost anything, anywhere!!

11. Symbolise your BIGmack



Every BIGmack should have a symbol to indicate it's function. Having a symbol gives a big clue as to what is expected and what will happen when the BIGmack is activated.

12. Sensory BIGmack



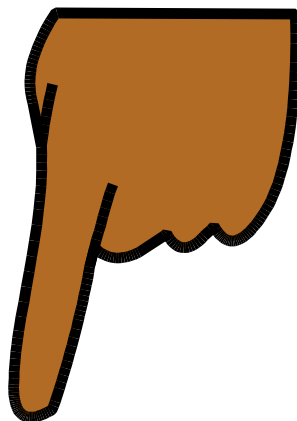
Try this...

Where symbols are not appropriate create Sensory Switch Caps.

- Use sandpaper to denote it's time for the sandpit.
 - Use Bubble wrap for the sensory room.
 - Use swimming costume material for the swimming pool.
- And so on.....

13. Don't say BIGmack

“OK Sam, switch on the
....”



Top Tip!
Use the BIGmack to
provide auditory output
for each activation.
Speak the keyword last

Try this...

Don't refer to the BIGmack as
'BIGmack'.

Prompt the learner to activate the
device not the BIGmack or switch.



14. Social greetings



Good morning, how are you?

Try this...
Say “Good morning/Hello” and provide other social greetings.



15. Make an announcement



It's time to go for lunch!

Try this...
Make use of every opportunity for a learner to provide announcements.

16. Say 'I've finished'



I've finished now.



Try this...

Use your BIGmack to teach someone to say when they have finished.

Use this at:

- Lunchtime
- Times of personal care
- During lessons
- Whilst watching a DVD
- When a piece of work has been completed
- When wanting to move onto a new activity.

17. To ask for more



More

Try this...

The BIGmack can be activated to ask for more of something, you can then provide a little of what has been requested, then repeat this process again and again to re-enforce the activity.

Wait.....

See if the learner will activate the switch with no prompt!



18. Provide a weather report



Try this...

Use the BIGmack to record a weather report to be told to the class each morning.

Ask the learner to choose the correct weather from a variety of BIGmacks or to choose the correct symbol to go onto the BIGmack.





19. To order at a restaurant

Please can I have a
Tropicana Pizza and
orange juice, no ice thank
you.



Try this...

It take seconds to record a message onto the BIGmack and the result is that an order can be placed personally. This gives the learner the opportunity for social interaction and independence.

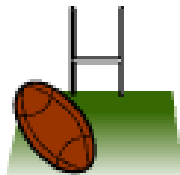


20. To cheer on a team

Come on you reds!!



GOAL!!!



Try this...

Use the BIGmack to record comments used to support the team, cheer on the school in an event, call the referee names, support siblings in sports activities and so on.

Can be used at home whilst watching the match, sports day, in school and any sporting environment.

21. Home/School/College/Work news

Today we had some visitors
in school from the zoo. I
held a snake and I hated it!



Try this...

Allow time for the learner to activate the message themselves without prompting. After a set time (dependant on the learner) provide a simple prompt... "Did you do anything special at school today?"

If nothing is forthcoming, get the BIGmack out and ask again directly.

22. Send the learner on an errand

I'm going out now,
please can you get my
tablets ready?



Try this...

Record some simple messages for your learner to move around school to gather information, complete a questionnaire and so on.

Send to find out information so the learner comes back with a message!

“Dad, come out of the shed, your dinner’s been ready for hours!”

Repeated activities are the best... E.g.
Going to collect the register each morning

23. Sing!

Show me the way to Amarillo,
every night I've been hugging
my pillow, dreaming dreams of
Amarillo, and sweet Marie who
waits for me!



Try this...

Record the chorus of a favourite song by holding the BIGmack upto a speaker.

Record someone signing the song for a more personal message.

Record songs for assembly's, concerts and so on.

Record who is No.1 in the chart and bring this information to school or day service and provoke a discussion whether the song is liked or disliked.

24. Take part in a play



Romeo, Romeo, where
for art thou
Romeo?

Try this...

Record the lines of a part in a play. The learner can now have a role in the school play or local production.

Sound effects, one liners and instructions can also be recorded in order to be able to participate.

25. Literacy

sandwich



pie



kiwi fruit



cheeseburger



Find Cheeseburger!



Try this...

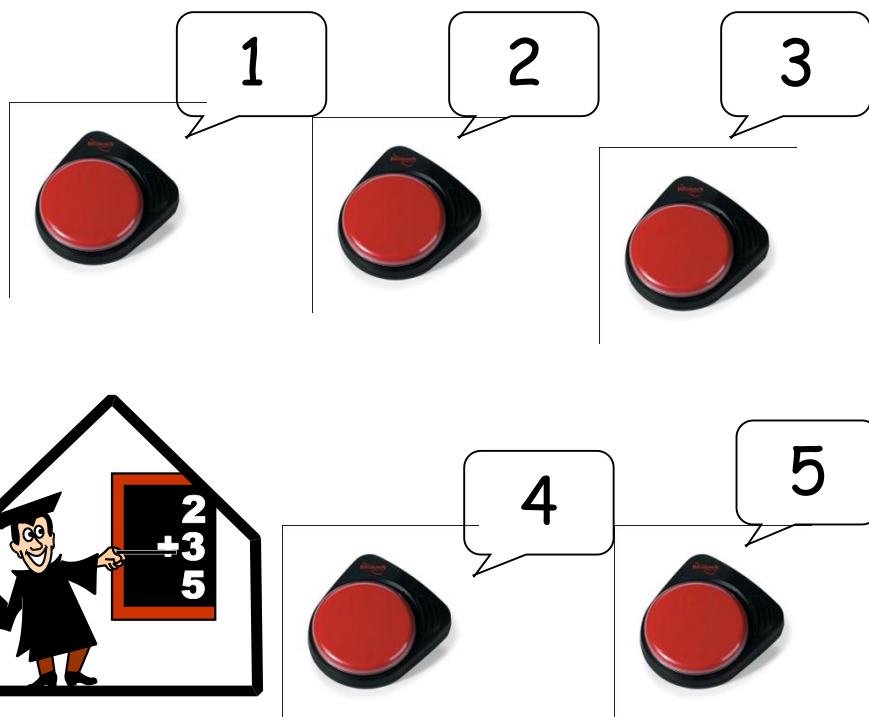
Find a word, place the symbols up on a display board and record one of the words onto the BIGmack. Ask the user to then locate the word.

Put the words into a particular order and ask the user to activate the BIGmack to indicate which order the words should be in.

Add the words to the symbols.

When s/he thinks that it is right then s/he can listen and see.

26. Numeracy



Try this...

The learner has to put the BIGmacks in the correct order. When s/he thinks that it is right then s/he can listen and see!

Play mathematical games. Using numbered cards ask the pupil to predict whether the next card will be bigger or smaller than the previous card.

Record 'minus' and 'plus' as well as the number and do simple math.

Write a simple sum and ask the learner to choose the correct answer from one of the BIGmacks.

27. Jokes



Knock, Knock.
Who's there?

Try this...

Play a practical joke!

Record these sounds:

Ring Ring

Phone Sounds

Rude Noises

Scary Sounds

Strange Knockings

Running Water

School Bell

28. Destroy Something!

I'm going to knock down your Tower.



Try this...

Build a tower of bricks.

Use the BIGmack as a switch to control a toy that moves forward. When the BIGmack is activated it says "I'm going to knock down your tower"

The toy moves forward a little. After a few activations the tower is destroyed!

29. Festive Activities

Trick or Treat!



Away in a manger...



Try this...

Go carol singing at Christmas.

Go trick or treating at Halloween.

30. Pay a compliment

Thanks for taking me to the cinema. I had a great time.



Try this...

Record messages so that the learner can pay a compliment to people they come across every day.

'That's a nice outfit'

'Your hair looks great'

'You look cool!'

'I love your cottage pie, I always eat it all'.

Other equipment you may find useful.



The PowerLink® 4 will enable you to plug in any mains operated device. Use the BIGmack to operate.



The 'ALL TURN IT' spinner. Plug in the BIGmack to operate the spinner to make a random selection



A variety of different switches which can be plugged into the BIGmack for preferred access.



Plug in the BIGmack and operate a switch adapted toy.



Universal switch mounting arm. Use this to place the BIGmack in a suitable position.

All of these products are available from Liberator. For more information go to www.liberator.co.uk or call us on 01733 370 470.