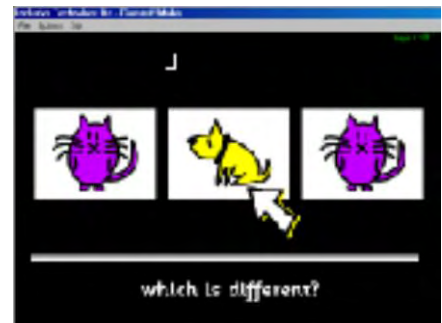


A simple program which is a step on from basic cause and effect and involves the learner in having to make a correct choice from 2, 3, 4 or 6 items. A number of activities are included but it is very easy to set up your own activities so that they are appropriate for the age and stage of your pupils. The activities can be accessed using mouse, touch monitor or switches. Photographs and recorded speech can make the activities very relevant to the individual learner.

To load ChooseIt! Maker

Go to the **Start** button, **Programs**, **Inclusive Technology** then **ChooseIt! Maker**.

ChooseIt! Maker is now loaded and will open up on its default *list*. Each time the correct choice is made the next *page* is loaded. The page can consist of pictures, text and sounds. A *list* is made up of one or more pages.



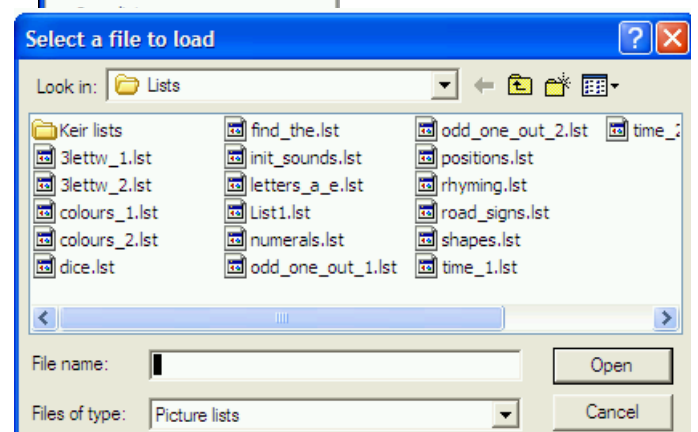
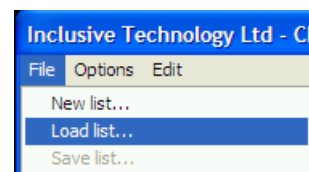
To load a list

Go to the **File** menu and select **Load list...**

A window showing all the lists available will open.

Select a list e.g. *positions.lst* and open (either double click on filename or click and Open).

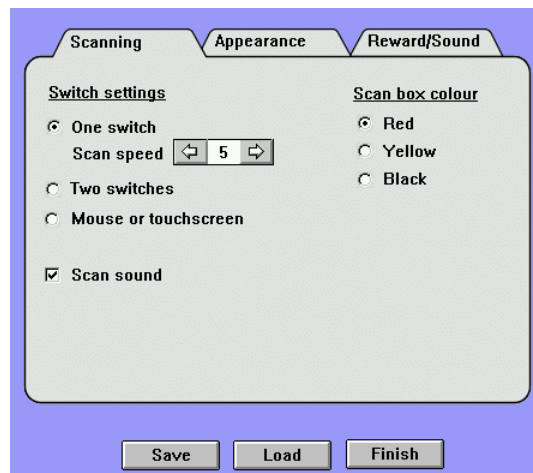
The first page of the list opens.



To change the access device

Go to the **Options** menu and Select **Options ...**

Select the access required (single switch is the default).



Each time the correct choice is made a new page from the list appears.

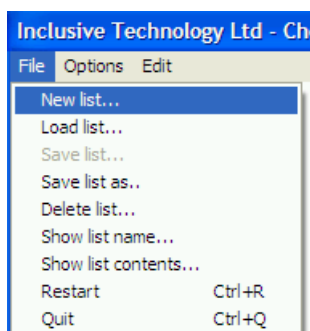
It is cyclical and starts back at the beginning again.

Load another list and try it out.

When you have finished for the session choose **Quit** from the **File** menu. The program does not quit immediately - be patient, it does eventually close.

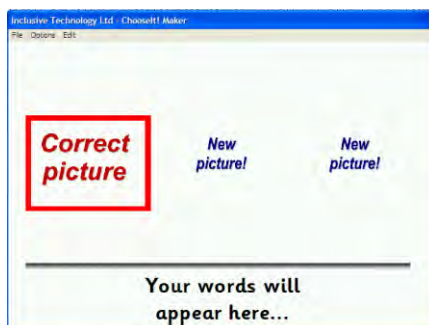
As you will have realised the ready-made lists are not always relevant to your pupils or the curriculum. They should however, have given you a few ideas and you will have seen how both photographs and graphics can be used.

To make a new ChooseIt! Maker List



Go to the **File** menu and select **New list**.

The *New* window appears.



To put the contents into the page

Move the pointer to **Edit** and select **Edit...**

The Edit window appears.

You can choose to make a choice from 2,3,4 or 6 pictures

Click on **Correct picture** to change it to the one of your choice

You will now have to find the required picture. This may be already stored on the hard drive or it may be on a CD or on a floppy disc. You will need to find the location of the picture.

Click on the picture you are going to use then click on the **Open** button. The chosen picture appears in the picture box. Now select another two pictures.

To change the words

Type what you want to appear (if anything) under the picture in the box titled **Change the words...**

Remember to press the return key after you have typed in your text.

To change the sound

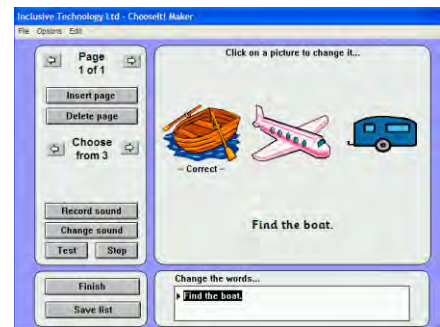
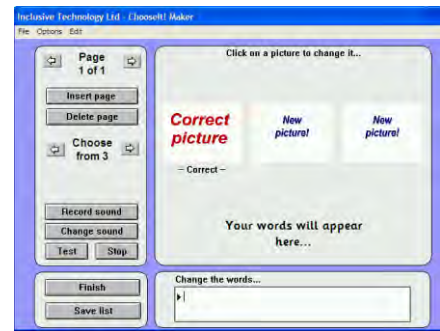
When the file is first set up the default sound is the word *new*. You will need to change this to suit the picture or activity. Use either the built-in mike or attach one separately.

To record a sound click on the **Record** button.

Make sure you know what you are going to say before you start! Click on **Record**. Speak clearly then click on the **Stop** button when you have finished speaking. To hear what the recording sounds like click on **Play**. If you are not happy with it you can record over it by repeating the above instruction.

When you are happy with the sound click on **I've finished**. You will now be asked to save the sound. Type in a name for it then click on the **Save** button.

*If you do not want any sound at all there is a sound file called **Silent** that you can use.*



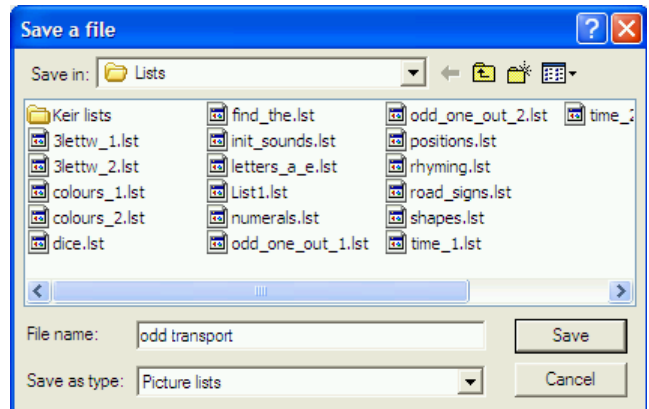
Save your list

Click on the **Save list** button.



The **Save a file** window opens.

Type an appropriate name for your list then click on the **Save** button.



You have now completed the first page of the list.

To make other pages

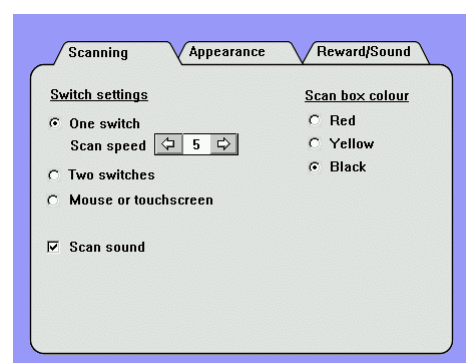
- Click on the **Insert page** button and a new page opens.
- Change the pictures, text and sound in exactly the same way as you did for the first page.
- Remember to save regularly.
- Continue to insert pages until you have completed your list.

Access options

You may wish to change the default settings to suit the needs of an individual pupil.

Scanning

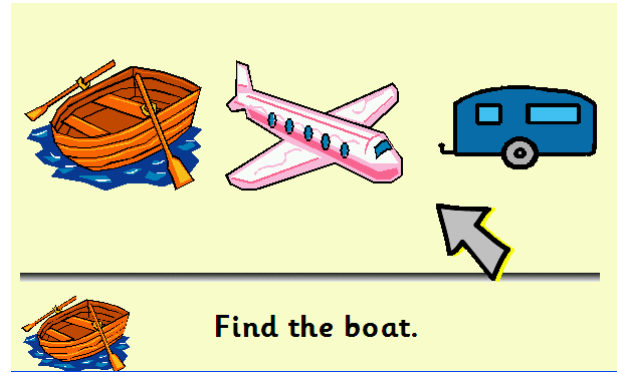
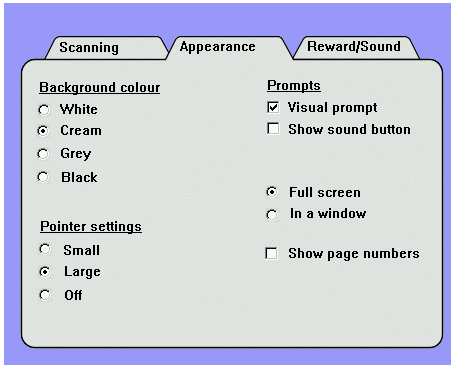
Colour and speed of scanning can be changed as can the option to have an auditory prompt. Single switch is the default so you will need to select **Mouse** or **Touchscreen** if you do not want scanning.



Appearance

A large pointer, specific coloured background and full screen view may help a visually impaired person.

The additional support of a visual prompt may be useful for some.

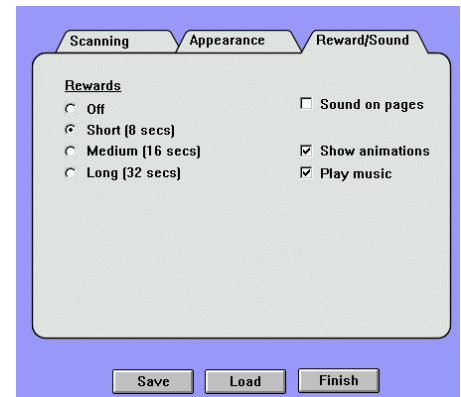


Reward/Sound

You may need to experiment to decide which reward would be most motivating for your pupils. A different animation loads each time.

Worth trying out yourself first!

Once settings have been decided on and chosen then click on **Finish**.



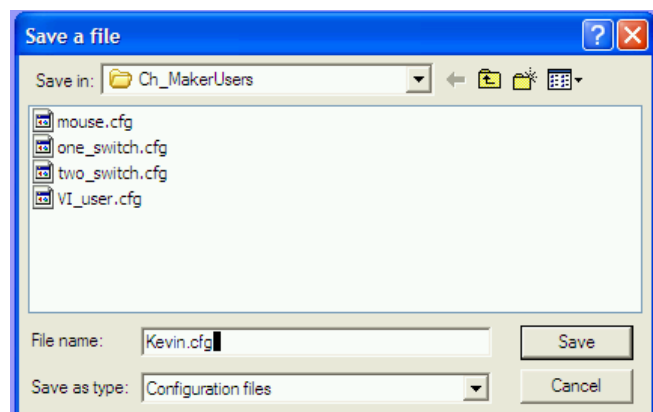
Saving settings

If you have more than one user on the same machine you would be best to save the individual's configuration so that it can be easily loaded rather than having to change the settings each time.

Click on the **Save** button



Name the configuration, then click on **Save**.



Load settings

Click on the **Load** button



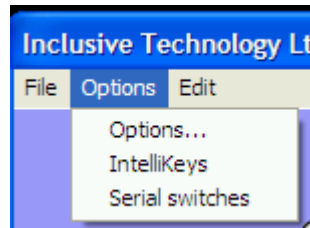
and select the configuration you require.

Using Intellikeys

Go to Options and select Intellikeys.

The overlay will be sent automatically.

Attach the user's switch to the port.



If using a single switch then attach to Switch 1.

If using 2 switches then Switch 1 will advance and Switch 2 will select.