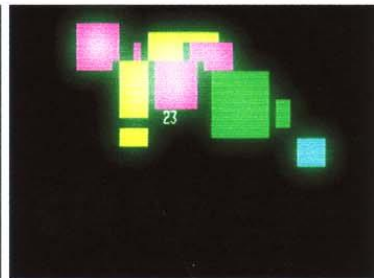
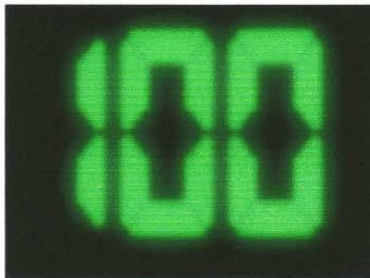


1



2



3



4

Thurrock Care Switch Programmes*: BBC Micro

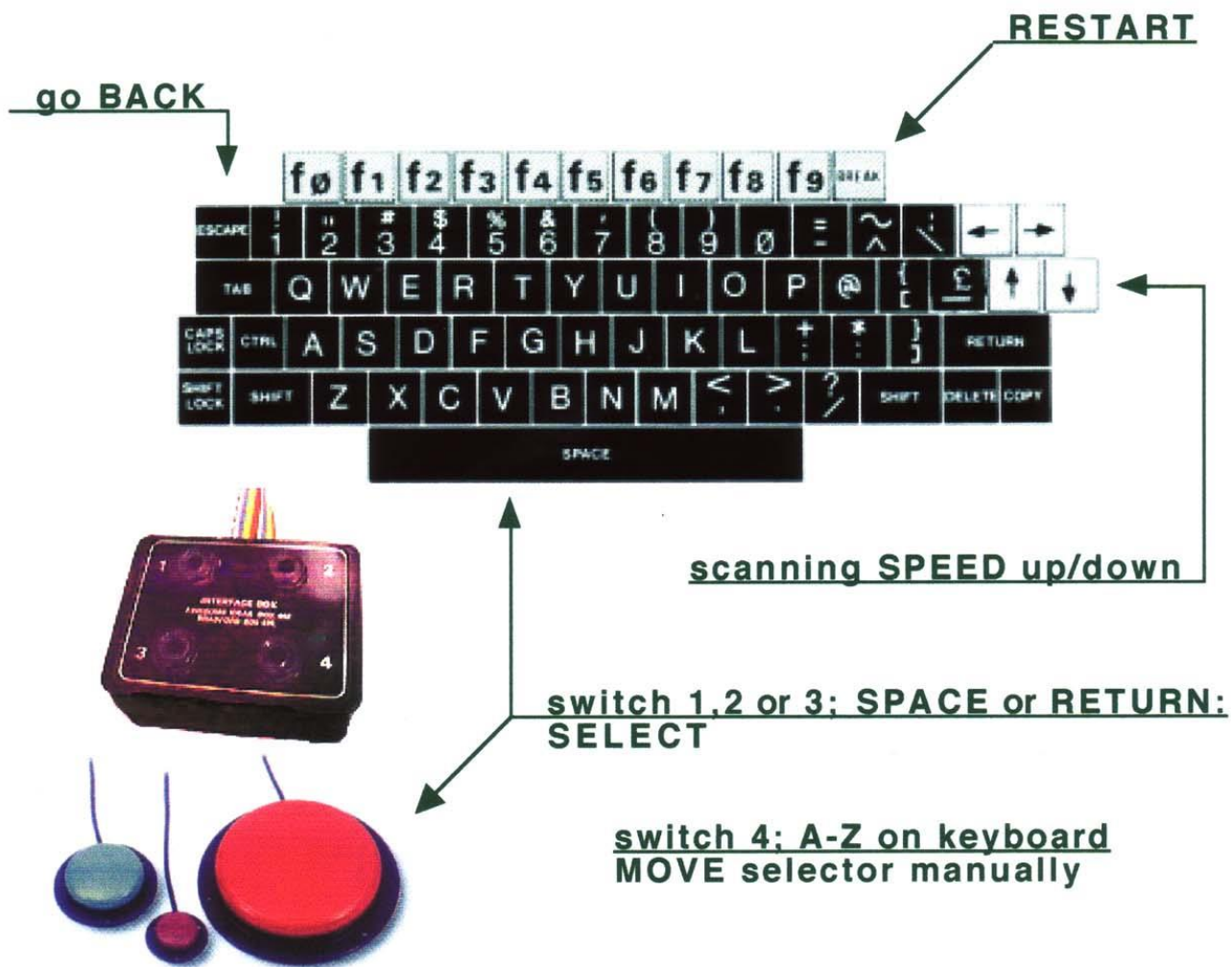
These 4 utilities are designed as aids to fun activities for people with severe communication difficulties. They can be used to encourage an understanding of cause and effect, of yes and no, of numbers and of words. With imagination they can help anyone take part in games and also be used as a selection tool in the creation of art and music.

Always resist the urge to press the switch yourself. Have patience!

Starting up for the first time?:

With all **power OFF**, ensure everything you need is firmly connected. All connectors are located at the rear or underside of the computer: Your TV connects to the rear "**RGB**" socket (ideally) or "**video out**" connector; The interface box connects to the "**user port**".

Power everything on, computer last (**left-rear switch**). Tune the TV to the SCART or video channel, until you get a clear picture. Plug a switch into socket 1 of the interface box, and read on...



Switch and Keyboard Controls:

This software is designed to be accessible via a switch controlled scan and select method, as well as by direct key presses, e.g. press key "1" to access the YES/NO & Dice programme.

If that doesn't make much sense, plug a switch into socket 1, 2 or 3, and a further switch into socket 4 (any key from **A-Z** acts as "switch 4"), and experiment with the above controls.

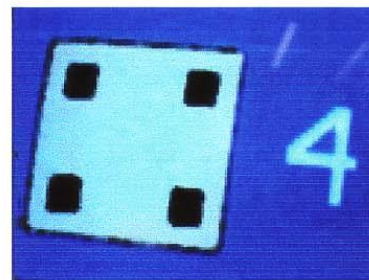
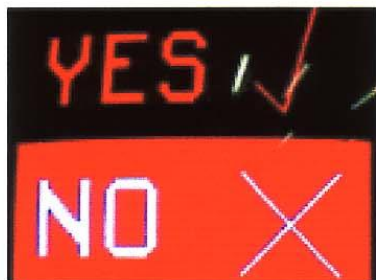
If you get stuck, press **UP or DOWN** to restart the automatic scanning you may have stopped; **ESCAPE** to step back, or **BREAK** to restart.

No Television?:

It may be desirable to use the computer without a TV. Press **BREAK**, wait 5 seconds then use the following instructions, waiting a second or two between key depressions:

Yes/No (press 1 twice); **Dice** (press 1 then 3); **Lottery** (press 2, wait 7 seconds then 3 then 1); **Thunderball** (press 2, wait 7 seconds then 4 then 1); **TALK-Type** (press 3 then 1 then SPACE).

1



YES/NO:

IDEAS: YES and NO are immensely powerful concepts to have command of, and always worth encouraging. Where people don't make very clear choices, try random/deliberate uses in games, art and music. For example, in art "Is the picture finished? YES/NO?", in music "Do you want to make the rhythm faster? YES/NO?". Use imagination...

1. **YES NO (auto):** YES then NO will be highlighted alternately, automatically by the computer. This works exactly as the menu screens. It may help to 'trap' a choice, by moving the highlighter manually (**switch 4** or **A-Z**), to slow things down. Use the Up arrow to restart.
2. **YES NO (manual):** pressing anything will highlight YES then NO alternately. When the person stops pressing their switch, ideally, what remains highlighted is their choice.

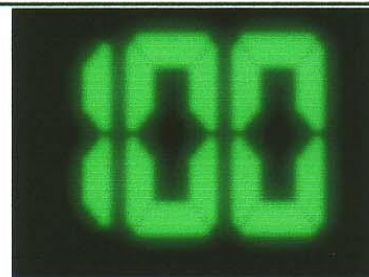
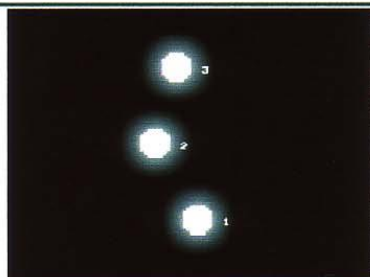
Press '**ESCAPE**' or hold **switch 4** for a few seconds to return to the menu.

dice:

IDEAS: Dice board games; Art uses, e.g. number six different art effects, then roll a die to pick one (that person's random choice has got to be preferential to you making each choice for them); 'Fighting Fantasy' adventure game books (by Steve Jackson and/or Ian Livingstone).

NB. After each roll, press **switch 4** (or any key) to pick the die back up. This prevents accidental or deliberate(!) double rolls.

2



number generator:

IDEAS: One switch can enable a person to pick lottery numbers; decide turn order in a game; take part in a sweep-stake; run a game of bingo; flip a coin; throw several dice at once; pick numbers on a dart board; make random/deliberate choices in art and music; bet on dogs and horses (using race night videos - look up "Entertainments" in the Yellow Pages)....

Firstly, set the rules: choose from "(3) NATIONAL LOTTERY RULES", "(4) THUNDERBALL RULES", or "(2) change RULES" (see first picture over leaf):

- **"1) example rules"** are: Dice, Roulette, Bingo and Darts - try them and modify them.
- **"2) NATURE"** This can be 1 of 3 types:
 - ◊ **DICE:** numbers can repeat.
 - ◊ **LOTTERY:** numbers are removed from the range once chosen. Resets after your 'pick'.
 - ◊ **SWEEPSTAKE:** as Lottery, but won't reset until you decide. Press **ESCAPE** to return to the front menu (above) - then select either 1 or 5 to change options (**NB.** Not 2,3 or 4!).
- Decide the number range from **"(3) START"** to **"(4) FINISH"** (within 0-100).
- Decide how many numbers you wish to **"(5) PICK"** each time.



“1) GO!”: (above, far right picture)

- **“1) GO!”** (starts the number generator - pick your numbers!)
- **“2) list order”** RANDOM or 1,2,3... (in sequence)
- **“3) graphics”** Counters, Big numbers, Balls, Square, Messy (squares), Rain, Kent.
“+” on the end means ‘with numbers’.
- **“4) giant numbers”** each number chosen will be displayed in giant numbers.
- **“5) one press for”** EACH or ALL. For example, you could pick each lottery number individually, or, have one press pick all six for you (still your luck).

“5) options”: (above, centre picture)

- **“1) SPEECH”** can be turned on and off.
- **“2) SFX VOLUME”** (Sound effects) volume can be set from 0 (off) - 9 (loudest).
- **“3) PRINT OPTION”** can be switched on or off. Requires a printer.
- **“4) SAFETY SWITCH 4”** on or off. This works in the same way as with the Dice programme, set to avoid accidental double presses. Try it...

3



TALK T-y-p-e:

IDEAS: Type anything then use switch 4 to speak it - words or sounds (e.g. mnmnm, ksksksk, shshshsh, vfvfvfvf); Pick a short story? Type “STOP!”, then offer the person the switch as you read slowly through the index. When they press “STOP”, read that story; Encourage keyboard and reading skills if possible; Connect a printer to type a letter onto paper.

This is a very basic word processor, don't expect too much. The computer can speak each letter as you type it, and by using **switch 4**, will recite a line of text. Up to nine lines of text can be stored under the red **“F”** keys (hold SHIFT then **“F1”** - **“F9”** to store) for easy retrieval (press **“F1”** - **“F9”**....**NB.** there is a quirk, requiring you to turn “key speech off” using **“F0”** to retrieve the text in full, otherwise you'll just get the first letter).

To speed up typing, press **“F0”** to turn “key speech off” - press it again for “key speech on”.

Hold SHIFT and press **“F0”** to turn “line speech on/off” in the same way. Try it out if unsure.

- To adjust the pitch of the speech, use the **UP** and **DOWN** arrows.

All other instructions are within the programme, read them carefully, and have a look around the various settings to see what you can change.

4 HELP!



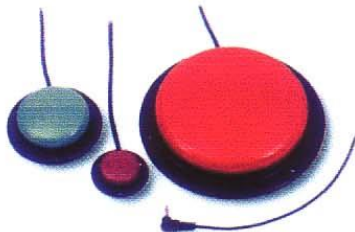
If you have any problems with your BBC 'B' computer set-up, especially if struggling to obtain a good TV picture, or would like to obtain another set-up, please contact Barrie Ellis at:

Thurrock Care (e-mail: dobre@rano106.freemove.co.uk)
01375 373561 or 390212 ; Fax: 01375 390973

The main resource for information and equipment for BBC computers
8-BIT SOFTWARE (www.8bs.com)
e-mail: Chris@8bs.karoo.co.uk

BBC Cables: RGB SCART "K2013" £12; Printer cable "K1003" £8
STACK COMPUTER SOLUTIONS (www.stack.co.uk)
e-mail: sales@stack.co.uk ; Tel: 0151 521 2202 ; Fax: 0151 525 2298

BBC Micro/Master Switch Interface Box £25
THURROCK CARE, Cromwell Road, Grays, Essex, RM17 5HQ
e-mail: dobre@rano106.freemove.co.uk ; Tel: 01375 373 561 ; Fax: 01375 390 973



SWITCHES

The following three companies (and many others) supply switches and switch activated equipment - contact them and request their free catalogue.

LIBERATOR (www.liberator.co.uk)
e-mail: Sales@Liberator.co.uk ; Tel: 0800 458 2288

ROMPA (www.rompa.com)
e-mail: Sales@Rompa.com ; Tel: 0800 056 2323

QED (www.QEDLtd.com)
e-mail: Sales@QEDLtd.com ; Tel: 0870 787 8850 ; Fax: 0870 787 8860

Most switches will be compatible, but check with their help lines before ordering, as some will need an adaption (the BBC Micro 'Switch Interface' requires 1/4" plug, 'mono' or 'simple' switch input - they'll know what you're talking about, even if you don't).