

All-Turn-It® Spinner

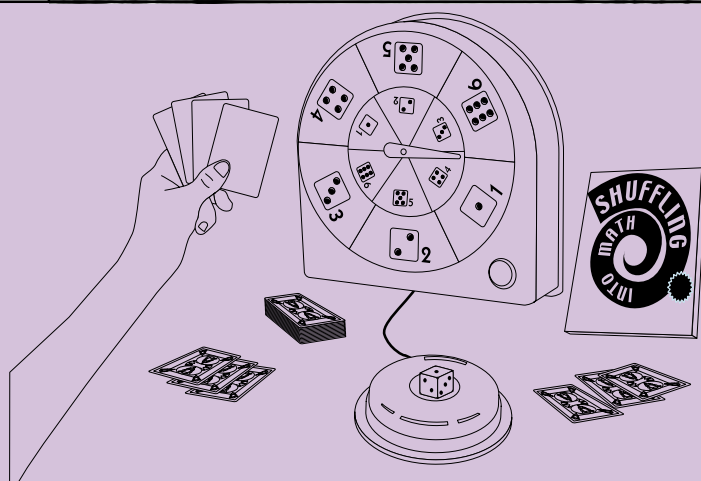
Empower individuals to be active participants in commercially-available or individualized games and activities. Great for home and school.



Set-up

Comes to you ready to use with any game requiring use of dice.

1. Activate the built in switch. Or for individuals who need alternative access, simply plug in a switch.
2. The dice are ready to roll!



Go

Playing Games

Here's what you need:

- All-Turn-It® Spinner w/ Dice Overlay
- Switch (if needed)
- Game that involves rolling dice

1. Set-up the game.
2. Activate the All-Turn-It Spinner to roll the dice.
3. With the Spinner, an individual can spin for themselves and others without needing to understand the rules of the game.
4. Have fun!

Grow

Playing Simon Says

Additional materials you'll need:

- Create-Your-Own Overlays

1. Select actions for Simon Says Game (e.g. sit down, turn around, touch your nose etc.)
2. Develop symbols for each action.
3. Place symbols on outer overlay of the All-Turn-It.
4. Write "Simon Says" in several areas of the inner overlay, leaving others blank.
5. Activate the All-Turn-It to play Simon Says!

More to know

Want more opportunities to increase participation? Try these!

- Make your own overlay with items for a scavenger hunt
- Place verses of a song on overlay (e.g. *Wheels on the Bus*)
- Make an overlay for classroom chores
- Place colors on the outside overlay for an art activity
- Use the Tale Blazers to start a story
- Other overlays available from AbleNet: soccer/basketball, bowling/golf, bingo



Tools to fuel your imagination

Visit our website at www.ablenetinc.com or call 1-800-322-0956 to order!



All-Turn-It® Spinner

So flexible and adaptable, you'll wonder what you did without it! Many learning activities can be created using the All-Turn-It Spinner using pre-printed overlays or by creating your own. Try it with one of our many fun ready-to-use overlays or create your own!

Product Information:

Use built-in switch or adapt easily for external switch use. Comes with dice overlays. Requires two AA batteries. Meets all US consumer toy safety specifications

Other Resources from AbleNet

Switches — Three sizes to choose from. See the information at right!

Play & Learn — Proven motor-based preschool 12-month curriculum for children of all abilities.

Book of Possibilities — Successful, easy-to-use inclusion strategies for elementary and secondary-aged students.

Create-Your-Own Overlays — Kit includes: three inner and outer reusable overlays with write on/wipe off surface, four colored wipe-off pens and more.

Tale Blazers Overlays — 450 mix and match story beginnings for stories, poems and journal entries to support your literacy curriculum. Must have an All-Turn-It Spinner to use.

Math in Motion Activity Set — Students in grades K-4 can gain exposure to basic math concepts through games and other activities. Includes: *Box Cars and One-Eyed Jacks* activity guide, deck of overlay-sized playing cards, game instructions.

Numbers, Colors and Shapes Reusable Stickers — Create games using your own blank overlays and stickers. Cards are three-hole punched. Extra storage card and activity included.

Spin 'N' Spell Activity Set — Introduce letter recognition and other activities with this curriculum-based activity set. Includes: *On a Roll to Spelling and More* book, pre-printed A-Z overlay letters, game instructions.

Permanent Overlay Templates — Create your own overlays to use from year to year. Kit includes: 20 heavyweight paper overlays, clear plastic overlay protector, instruction booklet.

Letter and Picture Communication Symbols Reusable Stickers — Use with the Create-Your-Own Overlays kit. Cards are three-hole punched. Extra storage card and activity included.

Elementary Pictures and Words Reusable Stickers — Use stickers to create your own overlays. Activity guide and extra storage card included. Cards are three-hole punched.

Switches

Durable and reliable, AbleNet switches work every time, no matter what part of the surface is touched. Pick the size that best matches the abilities of the individual using it. Each provides audible feedback. Available in a variety of colors. Sturdy construction. 3 year warranty.



Big Red® Switch

5" target area is ideal for people with visual, cognitive or physical disabilities. 6' cord with 1/8" (3.5mm) mono-plug.



Jelly Bean® Switch

2-1/2" target area. 6' cord with 1/8" (3.5mm) monoplug.



Specs® Switch Package

1-3/8" target area. Three mounting options provide.

Partial Participation

An individual with disabilities can meaningfully participate in an activity regardless of ability level. Using assistive technology, even those with the most severe disabilities can activate a switch to turn on a hair dryer to blow dry hair or run an electric stapler to staple the PTA newsletter. All people, regardless of their physical or cognitive abilities, can play a purposeful role, be involved and feel pride and ownership.

No Prerequisites

There are no prerequisites to using assistive technology. Anyone, regardless of their ability, can be included in activities that provide opportunities for communication and switch activation before they may show understanding of a skill or concept. In other words, people learn to communicate by communicating!

Symbols

Symbols are the objects, photographs or line drawings that are used to represent messages and/or actions. Communication symbols are important to people with severe disabilities. It is beneficial to pair an appropriate symbol with each message and/or action.



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