



Introduction to Bob the Builder - Cause and Effect Software

1. Introduction – checking previous knowledge

Begin the session by checking if your trainees have used a touchscreen PC or Windows 8 before. Try and get anybody that hasn't used these to get hands on and use the equipment in the session – don't show them yourself – get them to use the equipment. See *Bitesize session on Touchscreen PC and Windows 8* first, you may also want to check the *Bitesize session – setting up switches*.

2. Explain the benefits of the Software

- This software will allow children of any ability and those with profound and multiple learning difficulties to interact and have fun using these programs. They have different options and games depending on the level and requirements of the child, from basic cause and effect, to making choices, and taking turns as well. By using this software with switches you also allow the children to take control of the program and give them the opportunity to control something themselves.

3. Basic controls and operation

Bob the Builder is a great cause and effect software game with 3 levels of play:

1. **'Flash Cards'** are single images taken from the program's theme. They appear on screen in response to switch presses, with an additional press to hear the accompanying text spoken.

Ask the trainee to come and demonstrate the Flashcards game

2. **'Picture Builds'** create composite pictures piece by piece, in response to switch presses. You can vary the number of presses required in order to build the complete picture. When it is complete, the user is rewarded by lots of exciting animation and sound.

a. **Ask the trainee to come and demonstrate the picture builds**

3. **'Stories'** are stepped, animated sequences that are revealed in response to switch presses. There are pauses between each step, to encourage students to watch and understand the unfolding story. You can use these to discuss what the characters are doing and why.

a. **Ask the trainee to come and show the stories**

To set up the switch settings and other options go to the Options Menu. Here you can change:

- The Subjects included in the activity



- The number of steps to build up a picture or story
- How many switches and what they control
- If you need a delay on the switch before it is activated.
- Switch colours displayed on screen
- Auditory prompts turned on or off.

You can save the settings to use another time by clicking on the disk icon and giving your settings a name. To use them again click on the folder to load them up.

PRACTICE TIME

- **Flash Cards with the Makey Makey** - Now ask a new volunteer to come and change the settings to use the flashcards with the makey makey switch. Get everyone to help set it up by asking questions – what should we do first to set it up, what do we press next etc. (see bitesize guide - *Using the makey makey* for more info)
 - Next ask them to change the subjects so only scruffy, bird, sheep and rabbit appear
 - Now ask them to change the switch colours to blue and green
 - Now ask them to put a 0.8second delay on the switch pressing.
- **Gooshy Switch with Pictures.** Ask for a new volunteer and get the group to talk them through setting up the gooshy switch to use with the Picture builds.
 - Next ask them to change the subjects so only Snowy fun, windy day and the magic sunflower appear
 - Now ask them to change the switch colours to Yellow
 - **Now ask them to put a 0.1second delay on the switch pressing.**
 - Ask them to put on a 3 step build up for the pictures
- **Wireless Switch with Stories.** Ask for one more volunteer and get the group to talk them through setting up the wireless switch to use with the stories with picture menus
 - Next ask them to change the subjects so only Birthday cake and where's pilchard? appear
 - Now ask them to change the switch colours to red and Yellow
 - Now ask them to put a 1 second delay on the switch pressing.
 - Ask them to put on a 3 step build up for the pictures