

Communicator 5

Communicator 5 is a Windows based software for communication, environmental controls, leisure and learning. Communicator 5 has its own inbuilt accessibility settings for eye gaze. It is also touchscreen, mouse and keyboard, and switch accessible and therefore activities can also be accessed by students needing different access methods. There are a range of pre-made page sets within Communicator 5 and further pre-made activities can be downloaded online through Pageset Central by creating a free myTobiiDynavox account. Pages with Communicator 5 can also be developed from scratch. Both pre-made activities and newly developed activities can be highly customised to suit each student's learning and access needs.

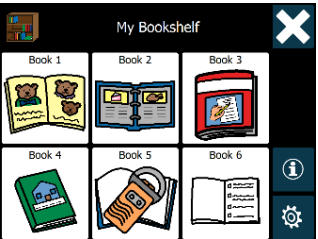



Communicator 5 does not require the internet to work. You do however require an internet connection to search and download activities from myTobiiDynavox. Only single user licenses can be purchased for Communicator 5. A free 30 day trial is available.

This resource references the Unlocking Abilities key levels which provide a framework for evaluating a student's eye gaze skills. More information on Keys to Developing Eye Gaze skills can be found here: <https://www.indigosolutions.org.au/.../unlocking-abilities>.

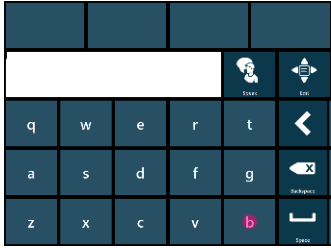
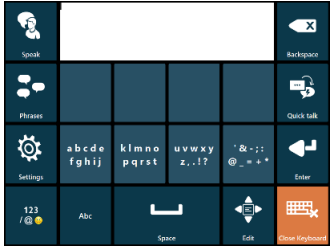

The following are examples of activities to suit the different Western Australian Curriculum areas:

English

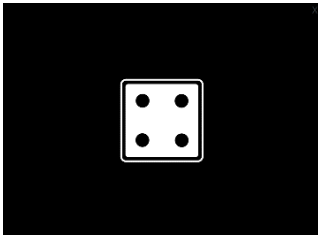
Activity	Description	Suited to Unlocking Abilities key level	WA Curriculum Content Descriptions
<p>My Bookshelf</p> 	<p>A template that allows for the creation of 6 books. Students can turn pages, control the volume and comment on the book when reading.</p>	<p>Key 3B: Dwelling</p>	<p>ACELA1786a ACELT1785a ACELY1648a</p>
<p>Eye control 7x6</p> 	<p>ABC keyboard for text communication. Additional punctuation and keyboard functions on a linked page to allow for larger cell size. Three word prediction cells.</p>	<p>Key 5: Independently Accessing a Range of Functional Activities</p>	<p>ACELY1651 ACELY 1651d ACELY1654</p>



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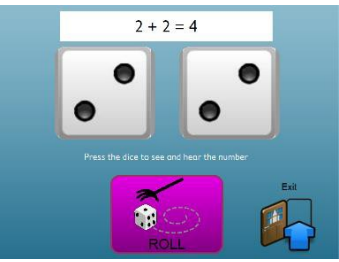
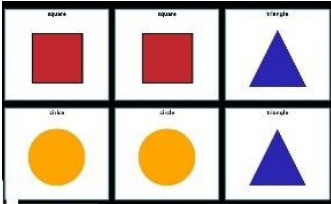
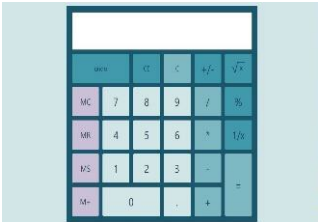
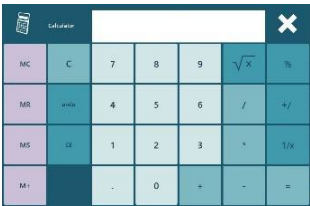
<p>Eye control split</p> 	<p>QWERTY keyboard that splits alphabet across two pages. Includes four word prediction cells. Additional punctuation and keyboard functions on a linked page to allow for larger cell size.</p>	<p>Key 5: Independently Accessing a Range of Functional Activities</p>	<p>ACELY1651 ACELY 1651d ACELY1654</p>
<p>Large Keys</p> 	<p>ABC 2-hit keyboard with larger cells and grouped letters. User selects a group of letters which are then enlarged, for them to select the letter they want. Features include: word prediction, pre -stored phrases, quick talk</p>	<p>Key 5: Independently Accessing a Range of Functional Activities</p>	<p>ACELY1651 ACELY 1651d ACELY1654</p>
<p>Tar Heel Reader Onscreen Toolbar by Cha Cullen</p> 	<p>Allows students to navigate books on the Tar Heel Reader website. Includes controls for 'next/previous page', 'read the book again' 'choose another book' 'play/pause eye gaze' and 'return to home'.</p>	<p>Key 5: Independently Accessing a Range of Functional Activities</p>	<p>ACELA1433c</p>

Mathematics

Activity	Description	Suited to Unlocking Abilities key level	WA Curriculum Content Descriptions
<p>Dice: Dots/Numbers/Colours</p> 	<p>Look at the dice to 'roll' a number. This page set can be found in the 'Emerging Communication' 'Simple Selection' page sets category.</p>	<p>Key 3B: Dwelling</p>	<p>ACMNA004b</p>



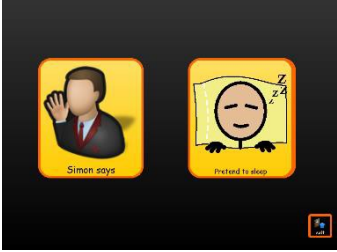
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<p>Dice with Math</p> 	<p>Students can roll the dice, hear the numbers and are exposed to simple addition.</p>	<p>Key 3B: Dwelling</p>	<p>ACMNA0040</p>
<p>Matching Games.</p> 	<p>Students are presented with 6 items and are required to sort them into matching pairs and are then rewarded with an image and sound. There are a range of different images provided e.g. fruit, ocean animals, wild animals and these can be changed to meet mathematics targets e.g. shapes, numbers. These page sets can be found in the 'Emerging Communication', 'Games' category.</p>	<p>Key 4B: Finding the Right One.</p>	<p>ACMMG009c</p>
<p>Calculator</p>  <p>Calculator 5x7</p> 	<p>A calculator with a variety of button functions positioned in the middle of the screen.</p> <p>Also available is a 5x7 button full screen calculator with the same functions.</p>	<p>Key 5: Independently Accessing a Range of Functional Activities</p>	<p>ACMNA057</p>

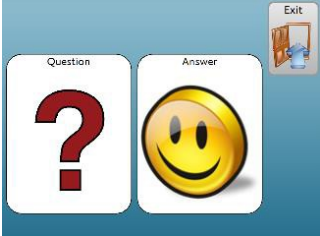



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Health and Physical Education



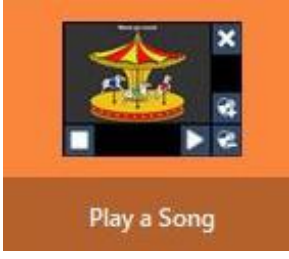

Activity	Description	Suited to Unlocking Abilities key level	WA Curriculum Content Descriptions
<p>Simon Says Simple</p> 	<p>Direct peers or adult using this simple 2 cell Simon Says activity.</p>	<p>Key 3B: Dwelling</p>	<p>VCHPEP002 VCHPEP007 VCHPEM010</p>

The Arts and Technologies

Activity	Description	Suited to Unlocking Abilities key level	WA Curriculum Content Descriptions
<p>Jokes</p> 	<p>This simple page set allows students to tell jokes to the class.</p>	<p>Key 3B: Dwelling</p>	<p>ACAMAM054</p>
<p>Drumset</p> 	<p>Play the drum kit to make music, or contribute to a class band.</p>	<p>Key 3B: Dwelling</p>	<p>VCAMUE001 VCAMUP003 VCAMUP004 VCAMUR008</p>






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<p>Piano</p>  <p>Piano</p>	<p>Students looks at the piano keys to play the piano.</p>	<p>Key 3B: Dwelling</p>	<p>VCAMUE001 VCAMUP003 VCAMUP004 VCAMUR008</p>
<p>Xylophone</p>  <p>Xylophone</p>	<p>Student looks at the keys to play the xylophone.</p>	<p>Key 3B: Dwelling</p>	<p>VCAMUE001 VCAMUP003 VCAMUP004 VCAMUR008</p>
<p>Play a Song</p>  <p>Play a Song</p>	<p>A simple page set that allows the student to play the merry-go-round theme song. Includes buttons to 'stop', 'play' and control the song volume. This page set could be edited to include a student's individual song preference or to accommodate access needs.</p>	<p>Key 4B: Finding the Right One</p>	<p>VCAMUE001 VCAMUP003 VCAMUP004 VCAMUR008</p>
<p>Play Songs</p>  <p>Play Songs</p>	<p>A page set with 4 music song options (Merry-go-round, Cello, ABC and Pop) and room for 8 more. Each song page includes buttons to 'stop', 'play' and control the song volume. Customisable to student's song preferences and access needs.</p>	<p>Key 4A: Failure Free Choosing or 4B: Finding the Right One</p>	<p>VCAMUE001 VCAMUP003 VCAMUP004 VCAMUR008</p>



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<p>Video player- Elephants</p>  <p>Video player - Elephants</p>	<p>Student can use the buttons to make the video play and control the volume. This page set can be found in the 'Emerging Communication' 'Videos' page sets category. There are also Video player page sets with Ballons, Day and Night, and Seasons videos.</p>	<p>Key 5: Independently Accessing a Range of Functional Activities</p>	<p>VCAMAP003</p>
<p>Camera</p>  <p>Camera</p>	<p>Take and view photos on the same page. Rear or front camera can be selected in 'settings'.</p>	<p>Key 5: Independently Accessing a Range of Functional Activities</p>	<p>VCAVAE005 VCAVAP007</p>
<p>Google Home by Karen Congram</p>  <p>Google Home</p>	<p>A page set that allows students to use "Hey Google" Google Home commands to access music, TV shows, weather, and environmental controls. Customisable to a student's preferences and access needs.</p>	<p>Key 5: Independently Accessing a Range of Functional Activities</p>	<p>ACAMUM082 VCDTDS010</p>



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Curriculum Area	WA Curriculum Content Descriptions	
English	ACELA1433c	Know that successive pages or images in a book or on a screen present a story in sequence
	ACELY1654	Construct texts using software including word processing programs
	ACELY1651	Create short texts to explore, record and report ideas and events using familiar words and beginning writing knowledge
	ACELY1651d	Use symbols, letters and words to create a simple statement about an idea or event
	ACELA1786a	Respond to images and words in text
	ACELT1785a	Experience and respond to different types of literary texts in various modes
	ACELY1648a	React to a variety of imaginative and informative texts.
	ACELY1714	Plan, draft and publish imaginative, informative and persuasive texts, choosing and experimenting with text structures, language features, images and digital resources appropriate to purpose and audience
Mathematics	ACMMG009c	Match familiar two dimensional shapes and three dimensional objects.
	ACMNA004b	Participates in everyday situations involving adding and taking away
	ACMNA0040	Represent practical situations to model addition and sharing
	ACMNA057	Represent and solve problems involving multiplication using efficient mental and written strategies and appropriate digital technologies
Health and Physical Education	VCHPEP002	React as body parts are moved and named
	VCHPEP007	Experience play activities
	VCHPEM010	Experience regular physical activities and begin to develop an awareness of how different parts of the body move



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The Arts and Technologies	VCAMUE001	Exposure to sound and silence and ways of using voice, movement and/or instruments
	VCAMUP003	Be involved in music performances
	VCAMUP004	Exposure to sound and silence and ways of using voice, movement and/or instruments
	VCAMUR008	Respond to own and others' music
	VCAMAP003	Experience the presentation of media artwork
	VCAVAE005	Explore materials to create visual artworks
	VCAVAP007	Create artworks in response to an idea or observation
	ACAMUM082	Use of symbols, pictures and movement and relevant technology to explore and share music ideas
	VCDTDS010	Carry out some key functions on digital systems (hardware and software components) to meet a purpose
	ACAMAM054	Exploration and experimentation of images, sounds and text to communicate ideas and tell stories.

School Curriculum and Standards Authority. (2014). *Western Australian Curriculum*. Retrieved from <https://k10outline.scsa.wa.edu.au/home/teaching/curriculum-browser>



Engaging in Eye Gaze: Access All Learning Areas

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