





Ginger Tiger is a subscription based website that provides access to hundreds of games under the categories of cause and effect, basic skills, timing, math, speech and language, language arts, new and all games. Within each of these categories you can further filter games for all devices, games for switches and games for eye gaze. Ginger Tiger games cannot be customised however you can choose from different levels of difficulty depending on each student’s needs. New games are added every few weeks.

As Ginger Tiger is web based it requires an internet connection to work. There are two subscription options: a single user license or site license. A single user license is for one device and one student at a time. A site license allows Ginger Tiger to be used on up to 15 devices at the same time. A free 7-day trial is available which provides access to all games within this period.






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://indigosolutions.org.au>.

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

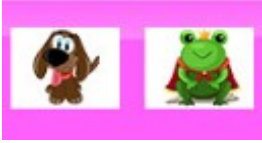




## English

Activity	Description	Suited to Unlocking Abilities key level	WA Curriculum Content Descriptions
<b>Click to Learn ABC</b> 	Select one of three letter groups for the student to work with. The student looks at the letter presented on the screen to reveal three words that start with that letter.	Key 3B: Dwelling	ACELA1434a
<b>Letters</b> 	Select from uppercase or lowercase letters for the student to work with. The student selects the matching letter from either 2 or 4 choices.	Key 4B: Finding the right one	ACELA1440b





<p><b>Letter Names</b></p> 	<p>Select one of three letter groups for the student to work with. The student listens to the letter name and selects the matching letter from either 2 or 4 choices.</p>	<p>Key 4B: Finding the right one</p>	<p>ACELA1440</p>
<p><b>Find the Letters</b></p> 	<p>Select from one of eight letter groups for the student to work with. The student is presented with the target letter at the top of the page and eight letters at the bottom (4 target letters and 4 distractors). The student must find all the target letters from amongst the eight letters.</p>	<p>Key 4B: Finding the right one</p>	<p>ACELA1440b</p>
<p><b>Letter reversal</b></p> 	<p>The student is presented with a lowercase letter at the top of the screen and three different versions of the letter (one is displayed correctly, the other two options present the letter rotated or reversed). The student selects the correct version.</p>	<p>Key 4B: Finding the right one</p>	<p>ACELA1440b</p>
<p><b>Upper – Lowercase</b></p> 	<p>This activity requires the student to match the uppercase to the lowercase letter. The student is presented with a target letter and must pick the matching letter from 3, 4, or 5 distractors.</p>	<p>Key 4B: Finding the right one</p>	<p>ACELA1440d</p>
<p><b>Remember Me</b></p> 	<p>This activity presents the student with the target letter for a few seconds then the student must select the correct letter from 1 or 3 distractors. Choose upper or lowercase, the number of options and the reveal time/difficulty (seconds).</p>	<p>Key 4B: Finding the right one</p>	<p>ACELA1440b</p>





<p><b>Rhyming Words</b></p> 	<p>This activity requires the student to match two rhyming words from either 2, 3, or 4 distractors.</p>	<p>Key 4B: Finding the right one</p>	<p>ACELA1439</p>
<p><b>Sight Words 1</b></p> 	<p>Select one of four word lists for the student to work with. The student listens to the word and selects the matching word from either 2 or 4 choices.</p>	<p>Key 4B: Finding the right one</p>	<p>ACELA1817</p>
<p><b>Writing Words</b></p> 	<p>Select one of six word lists for the student to work with. This activity presents the student with the target word to type in using an onscreen keyboard. The keyboard layout is QWERTY. If the student selects an incorrect letter this is not used to make up the word.</p>	<p>Key 4B: Finding the right one</p>	<p>ACELA1817</p>
<p><b>Winter Words</b></p> 	<p>This activity presents the student with the target word to type in using an onscreen keyboard. The keyboard layout is either QWERTY or alphabetical, uppercase or lowercase. If the student selects an incorrect letter this is not used to make up the word.</p>	<p>Key 4B: Finding the right one</p>	<p>ACELA1817</p>
<p><b>Alphabet Flowers</b></p> 	<p>The student must select the letter to complete a word from 2, 3, or 4 distractors. The missing letter is either at the beginning or end of the word. The student is given an auditory prompt and a picture prompt.</p>	<p>Key 4B: Finding the right one</p>	<p>ACELA1778</p>






<p><b>Word To Picture Animals Or Word To Picture Food</b></p> 	<p>The student must select the word that matches the picture from 3 choices. When the correct word is selected an animation plays.</p>	<p>Key 4B: Finding the right one</p>	<p>ACELA1434c</p>
<p><b>Hang On</b></p> 	<p>Students choose letters to reveal a word from a given category e.g. clothes, days/month using the onscreen keyboard. When a correct letter is selected, it is written in in the right spot. When an incorrect letter is selected, it is coloured red. Students are given six attempts to guess the word. The keyboard layout is either lowercase QWERTY or alphabetical.</p>	<p>Key 4B: Finding the right one</p>	<p>ACELA1778</p>





## Mathematics

Activity	Description	Suited to Unlocking Abilities key level	WA Curriculum Content Descriptions
<p><b>Count to 10</b></p> 	<p>Practice counting to 10. Students are presented with objects and when they look at them they move from right to left across the screen. Auditory feedback provided. There are three levels to choose from.</p>	<p>Key 3B: Dwelling</p>	<p>ACMNA001d</p>
<p><b>Number Reversal</b></p> 	<p>Students are presented with a number and must select the correct number form, from 2, 3 or 4 choices. Auditory feedback given when an incorrect choice is made.</p>	<p>Key 4B: Finding the right one</p>	<p>ACMNA002</p>




<p><b>Quantity Game</b></p> 	<p>Count the number of animals displayed on the screen to practice counting from 1-10. The range of numbers and number of options presented can be adjusted (up to 5 choices).</p>	<p>Key 4B: Finding the right one</p>	<p>ACMNA002</p>
<p><b>Quantity Farm</b></p> 	<p>Practice counting 1-10. Students are presented with a number and required to select the option that contains the same number of animals. The range of numbers can be adjusted. Auditory and visual prompts provided.</p>	<p>Key 4B: Finding the right one</p>	<p>ACMNA002</p>
<p><b>Memory Game</b></p> 	<p>Select one of four number ranges for students to work with. Students look at a number, remember that number and then select the matching number from 2 or 4 choices.</p>	<p>Key 4B: Finding the right one</p>	<p>ACMNA013</p>
<p><b>More or Less</b></p> 	<p>Students are presented with two people who each have a number of items. Students are asked to choose who has more or less.</p>	<p>Key 4B: Finding the right one</p>	<p>ACMNA003c</p>
<p><b>Number Line 1-10</b></p> 	<p>Students are presented visually with a number line between 1 and 10 and must select the correct missing number(s), from 2, 3 or 4 choices. There is the option to have one or two numbers missing from the line.</p>	<p>Key 4B: Finding the right one</p>	<p>ACMNA013</p>
<p><b>Bigger and Smaller</b></p> 	<p>Select one of two number ranges for students to work with. Students are presented with two numbers at a time. They must choose whether the number on the left is greater than, equal to or less than the number on the right.</p>	<p>Key 4B: Finding the right one</p>	<p>ACMNA003c</p>




<p><b>Even/Odd</b></p> 	<p>Students are presented with two people who each have a number of items. Students are asked to choose who has an even or odd number of items.</p>	<p>Key 4B: Finding the right one</p>	<p>ACMNA051</p>
<p><b>Colours</b></p> 	<p>Students are presented with a visual cue (an object in the target colour) and hear the auditory cue (e.g. yellow). They must match select the correct colour box from either 2, 3 or 4 choices.</p>	<p>Key 4B: Finding the right one</p>	<p>ACMNA005c</p>
<p><b>Matching Shapes</b></p> 	<p>Students are presented with the target shape and must select the matching shape from either 2, 3 or 4 choices.</p>	<p>Key 4B: Finding the right one</p>	<p>ACMMG009b</p>
<p><b>Sorting</b></p> 	<p>Students are presented with an object and must select the correct category of objects.</p>	<p>Key 4B: Finding the right one</p>	<p>ACMNA005d</p>


## The Arts

Activity	Description	Suited to Unlocking Abilities key level	WA Curriculum Content Descriptions
<p><b>Musical Instruments</b></p> 	<p>Students look for someone on the screen playing a musical instrument. Once students look at the image it becomes larger and music plays.</p>	<p>Key 3A: Targeting</p>	<p>VCAMUE001 VCAMUP003</p>



<p><b>Rock Concert</b></p> 	<p>Students are presented with a picture of a musician and a musical instrument. They need to look and dwell on the image to move the musician towards the instrument to play the music.</p>	<p>Key 3B: Dwelling</p>	<p>VCAMUE001 VCAMUP004</p>
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## Humanities and Social Sciences

Activity	Description	Suited to Unlocking Abilities key level	WA Curriculum Content Descriptions
<p><b>Rooms</b></p> 	<p>Students are presented with an object and must select the room that the object belongs in from either 1 or 2 distractors.</p>	<p>Key 4B: Finding the right one</p>	<p>VCGGC019</p>

Curriculum Area	WA Curriculum Content Descriptions	
English	ACELA1434a	Respond to words and groups of words and objects in texts and in the environment
	ACELA1440b	Explore the concept of difference through matching letters, images, shapes and familiar words
	ACELA1440d	Knowing that a letter can be the same but look different, for example capital and lower-case letters.
	ACELA1440	Recognise and name all upper and lower case letters (graphemes) and know the most common sound that each letter represents
	ACELA1439	Recognise and generate rhyming words, alliteration patterns, syllables and sounds (phonemes) in spoken words
	ACELA1817	Know how to read and write some high-frequency words and other familiar words
	ACELA1778	Understand how to spell one and two syllable words with common letter patterns
ACELA1434c)	Know how to use the connection between the object, its name, image or sign	
Mathematics	ACMNA001d	Use a number names in sequence to count in everyday situations, initially from one to ten
	ACMNA002	Connect number names, numerals and quantities, including zero, initially up to 10 and then beyond
	ACMNA003c	Identify groups as being 'one', 'more' or 'less'
	ACMNA013	Recognise, model, read, write and order numbers to at least 100. Locate these numbers on a number line



	ACMNA051	Investigate the conditions required for a number to be odd or even and identify odd and even numbers
	ACMNA005c	Pair identical objects from a small collection. Recognise simple repeated patterns
	ACMMG009b	Identify when two shapes or objects are the same sort or not
	ACMNA005d	Sort like objects based on a given classification. Identify and continue a simple repeated pattern with its next element
The Arts	VCAMUE001	Exposure to sound and silence and ways of using voice, movement and/or instrument
	VCAMUP003	Be involved in music performance
	VCAMUP004	React to music
Humanities and Social Sciences	VCGGC019	Use images to identify a familiar place

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

