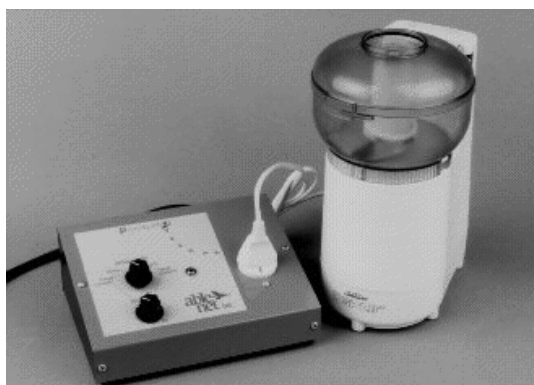


Ideas on How to Use the PowerLink® at Home and School



COOKING ACTIVITIES	<ol style="list-style-type: none"> 1. Plug in a popcorn popper or a microwave to make popcorns 2. Use a blender to make pudding, pies or smoothies 3. Use with food processor to chop nuts, cut vegetables, crush cookies 4. Plug in a electric juicer to squeeze juice 5. Plug in a toaster to make toast. The appliance needs to have the switch in the ON position. 6. Plug in a food mixer to participate in cookery sessions 7. Use with electric ice crusher 8. Plug in an ice-cream machine 9. Plug in a kettle. The appliance needs to have the switch in the ON position.
LEISURE ACTIVITIES	<ol style="list-style-type: none"> 1. Turn a fan on or off 2. Dry paint with a fan 3. Blow out birthday candles using a fan 4. Plug in a fan and blow bubbles 5. Plug in a fan and have it positioned to blow feathers, confetti, etc. onto a sheet of paper that is coated with glue. 6. Plug in a radio/cassette player to control the music in musical games 7. Turn on/off a radio or tape recorder or walkman 8. Turn on seasonal lights, like Christmas lights 9. Plug in and play an electric piano 10. A fan and light both plugged in via a double adapter plug to create a 'mini' sensory room experience. Having shiny streamers, which shine in the light and blow in the air from the fan, can heighten the experience. 11. Plug in disco lights
OTHER	<ol style="list-style-type: none"> 1. Plug in an electrical pencil sharpener to sharpen pencils for classmates 2. Use an electric stapler 3. Turn on or off an overhead projector 4. Turn on or off a portable lamp 5. Portable electric fan 6. Turn on or off a vacuum cleaner 7. Operating a hairdryer to dry hair 8. Operate a foot-spa for a soothing foot massage

MODE OF CONTROL FOR THE POWERLINK® CONTROL UNIT:

- Direct - device stays on as long as switch surface is activated.
- Timed Seconds - device stays on for set period of time, 1-60 seconds, per activation.
- Timed Minutes - device stays on for set period of time, 1-60 minutes, per activation.
- Latch - one activation of the switch turns the appliance "on"; the next turns it "off"

MAKE YUMMY BROWNIES!**Learning Opportunities:**

Develop **sequencing** and **cooking** skills through making delicious brownies.

Age Range: Preschool through Adult

Materials:

1. Electric food chopper
2. Electric mixer
3. Brownie mix and nuts
4. Symbol representing chopping and symbol representing mixing (optional)
5. PowerLink® Control Unit
6. Switch and if possible a *Snap* Switch Cap (clear plastic cap that protects symbols placed on switch)

Make it Happen:

1. Place the symbol for chopping on the switch. Secure the symbol with a *Snap* Switch Cap. (optional)
2. Plug the PowerLink® Control Unit into the wall outlet.
3. Plug the chopper into the outlet the PowerLink®.
4. Plug the switch with the chopping symbol into the input jack of the PowerLink® or use AirLink Cordless Switch.
5. Set the Mode of Control for the PowerLink®
6. Activate the switch to chop the nuts first.
7. Use the chopped nuts in the brownie mix.
8. Place the symbol for mixing on the switch. Secure the symbol with a *Snap* Switch Cap. (optional)
9. Plug the mixer into the outlet of the PowerLink®.
10. Activate the switch to mix up the brownies and enjoy a yummy treat.

MAKE A SMOOTHIE**Learning Opportunities:**

Enjoy a fun activity of making a Smoothie while working on **communication**, **literacy** and **daily living** skills.

Age Range: Elementary through Adult

Materials:

1. A communication device (e.g. Step-by-Step Communicator) (optional)
2. Symbol representing cooking and symbol representing blender
3. *Snap* Switch Cap
4. PowerLink® Control Unit
5. Switch
6. Blender
7. Ingredients

Make it Happen:

1. Communication device - Place the symbol for cooking on the Step-by-Step. Secure symbol with the *Snap* Switch Cap. Record the recipe for making a Smoothie on the Step-by-Step, recording each message sequentially on each step of the communication aid.
2. Place the symbol for blender on the switch. Secure symbol with a *Snap* Switch Cap.

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(optional)

3. Plug the PowerLink® Control Unit into the wall outlet.
4. Plug the blender into the PowerLink.
5. Plug the switch into the PowerLink® or use an AirLink Cordless Switch.
6. Activate the Step-by-Step to provide directions for making a Smoothie.
7. When it is time to mix up the ingredients, activate the switch to turn on the blender.

Enjoy the fun snack of drinking a Smoothie!

BE COOL AT THE GYM

This activity involves cooling classmates off during or after a gym activity by using a water sprayer and/or a fan.

Learning Opportunities:

This activity encourages social interactions, provides opportunities to communicate through voice output and the opportunity to discriminate between 2 symbols.

Age Range: Elementary and Secondary

Materials:

1. PowerLink® Control Unit
2. Switches (use AirLink Cordless Switch for cordless control)
3. Fan
4. One-Step Communicator / Big Mack (optional)

Make it Happen:

1. Set up the PowerLink Control Unit.
 - a. Plug the PowerLink into the wall
 - b. Plug the fan into the outlet on the PowerLink depending on choice made by the classmate
 - c. Plug the Switch into outlet on the PowerLink or set the AirLink Cordless Switch

2. Choose the Timed Seconds Mode of control for the PowerLink and set for 10 seconds.
3. This step is optional.

The student encourages others to come over by using a One-Step Communicator or Big Mack.

Sample messages:

"Come over and I will cool you off"

"You sure are working hard, take a break and I'll cool you off"

"Get ready. I'll cool you off now!"

"Do you want the water spray or the fan to cool you down?"

The child activates the switch, to cool the classmate down.

BLOW DRYING HAIR

Learning Opportunities:

Encourage independence by participating in the daily living activity of blow drying hair.

Age Range: Preschool through Adult

Materials:

1. Hair Dryer
2. PowerLink® Control Unit
3. Switch
4. Symbol representing Hair Dryer
5. Snap Switch Cap

Make it Happen:

1. Set up the PowerLink® Control Unit.

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- a. Plug the PowerLink® into the wall.
 - b. Plug the hair dryer into the PowerLink®.
 - c. Plug the switch into the PowerLink®.
 - d. Place the hair dryer in the ON position.
2. Place the symbol for hair dryer on the switch. Secure the symbol with the Snap Switch Cap. (optional)
 3. Choose the mode of control for the PowerLink®.
- Turn on the hair dryer and create a high-fashion hairstyle! NB: A support person may need to hold the hairdryer in the correct position.

VACUUMING / ELECTRIC BROOM

Learning Opportunities:

This activity encourages **participation** and responsibility while completing a **vocational/household chore**.

Age Range: Elementary through Adult

Materials:

1. Vacuum / Electric Broom
2. PowerLink® Control Unit
3. Switch
4. Symbol representing vacuuming
5. *Snap* Switch Cap (optional)

Make it Happen:

1. Set up the PowerLink® Control Unit.
 - a. Plug the PowerLink® into the wall.
 - b. Plug the vacuum into the PowerLink®.
 - c. Plug the switch into the PowerLink®.
 - d. Place the vacuum in the ON position.
2. Place the symbol for vacuum on the switch. Secure the symbol with the Snap Switch Cap. (optional)
Choose the mode of control for the PowerLink®.
3. Turn on the vacuum, get to work and enjoy having a clean floor.

(Ref: <http://www.ablenetinc.com/ideas/ideas/brownies.html>, http://www.ace-north.org.uk/pages/resources/Usingaswitchtocontrolmainoperateddevices_000.pdf . Search website for more ideas on how to use PowerLink)