

Touch to Jump with 1 Switch Control



Introduction

Touch to Jump is an app that has been designed to work with 1 or 2 switches in addition to touch screen control. When the app is set to 1 switch, the student learns that they are controlling the activity via pressing one switch. There are two auditory cues in this app – one sound indicates that the character is moving via a switch tap. When the character reaches the target, the learner is rewarded by an engaging music clip.

The app has settings to change the size of the characters and the difficulty of the game (number of taps). This can be helpful in consolidating learning by providing variety and repetition within a familiar environment.

This tutorial explains how to set up Touch to Jump app with switch control using the Pretorian APPLICator Bluetooth switch interface.

This tutorial requires:

- 1 wired switch
- Pretorian APPLICator switch interface
- iPad iOS version 15.6.1 or higher
- Touch to Jump app – Inclusive Technology Ltd.

Charge the APPLICator

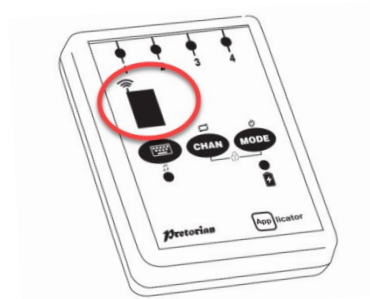
Step	Instruction	Image
1	<p>Charge the APPLICator using the cable provided:</p> <p>Plug the cable into a USB Port.</p> <p>The charging light will be green.</p> <p>The light will disappear once the device is fully charged.</p>	

Configure the APPLICATOR

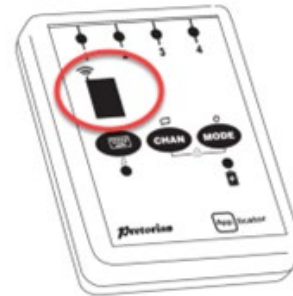
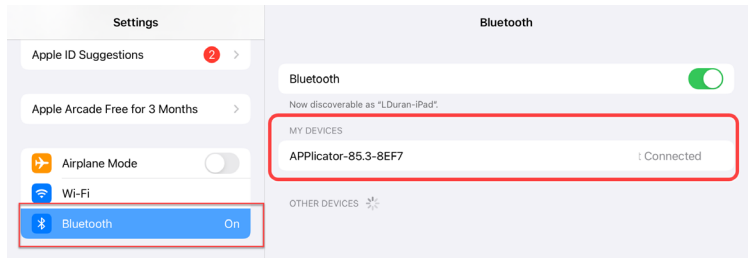
Step Instruction

Image

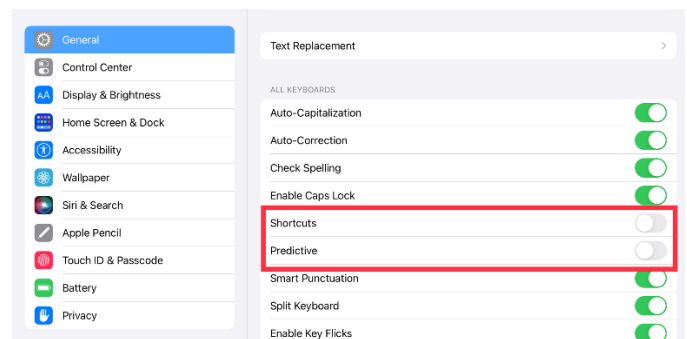
- 2 Wake up the APPLICATOR by pressing any button.
- 2 A swirling pattern will appear in the display area.

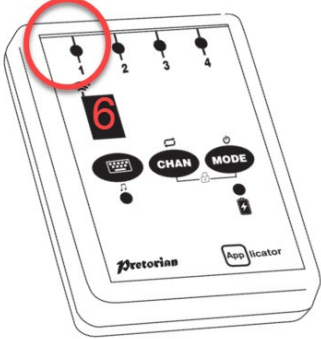


- 3 Pair the APPLICATOR to the iPad
- 3 Open the Settings menu.
- 3 Turn on Bluetooth on the iPad.
- 3 The APPLICATOR will appear as a discoverable device.
- 3 Select the APPLICATOR to complete pairing.
- 3 The swirling light in the display area will disappear. This means the device is connected.




- 4 Adjust iPad Keyboard settings.
- 4 Open the iPad **Settings** menu.
- 4 Tap **General**
- 4 Locate **Keyboard**
- 4 Toggle **Shortcuts** and **Predictive** OFF.



Step	Instruction	Image
	Program the APPLICator.	
	Connect a wired switch to Channel 1.	
5	<p>Press the Channel button to move the light to Channel 1.</p> <p>Press the Mode button on the APPLICator to 6 (Enter).</p> <p>Make sure that Channel 1 is set to Mode 6.</p>	

Set up Touch to Jump 1 Switch Access

Step	Instruction	Image
	Launch Touch to Jump	
6	Tap Switch Settings .	

Step	Instruction	Image
7	Tap Enable Switch. Choose 1 Switch. Close this menu.	
8	Choose a size for the objects.	
9	Choose the level of difficulty.	
10	Tap the switch as many times as needed to move the character to the spotlight.	

References:

Indigo Australasia. (2022). Unlocking Abilities -Developing Touchscreen, Switch and Eye Gaze Skills for Learning and Beyond. <https://www.indigosolutions.org.au/resources/access-methods-for-technology/unlocking-abilities>