

Lesson Series Example

Goal: Develop understanding that actions lead to outcomes, using motivating, accessible switch-adapted toys.

Target Group: Children with significant SEND needs

Duration: adapt lesson length to suit the needs of each individual child

Lesson 1: Introduction to Cause and Effect

Objective: Child learns that pressing a switch makes something happen.

- **Activity:** Use a single switch toy (e.g., a car or animal that moves or makes sound).
- **Steps:**
 1. Demonstrate pressing the switch → toy activates.
 2. Support child to press switch with hand-over-hand if needed.
 3. Reinforce with verbal praise and visual cues ("You made it move!").
- **Assessment:** Observe if child looks at toy after pressing.

Lesson 2: Repetition and Anticipation

Objective: Child anticipates the outcome after pressing the switch.

- **Activity:** Same toy, repeated trials.
- **Steps:**
 1. Encourage independent activation.
 2. Introduce a pause in between each turn, providing the child with the opportunity to communicate that they want to activate the toy (eye pointing, gesture, Makaton, verbalisation)
- **Assessment:** Child shows anticipation (e.g., smiles, looks at toy before activation).

Lesson 3: Choice-Making

Objective: Child learns that different actions lead to different outcomes.

- **Activity:** Offer two switch toys (e.g., one plays music, one moves).
- **Steps:**
 1. Present both toys and ask "Which one do you want?"
 2. Support child to activate chosen toy.
 3. Reinforce choice verbally and visually.
- **Assessment:** Child consistently selects preferred toy.

Lesson 4: Turn-Taking and Social Interaction

Objective: Child understands that others' actions also cause effects.

- **Activity:** Turn take with an adult (extend to turn taking with one other child).
- **Steps:**
 1. Model turn-taking ("My turn, your turn").
 2. Encourage child to wait and watch others activate the toy.
 3. Praise participation and waiting.
- **Assessment:** Child engages in turn-taking without distress.

Lesson 5: Generalisation to Real-Life Contexts

Objective: Child applies cause-and-effect understanding beyond toys.

- **Activity:** Use a switch to control a bubble machine.
- **Steps:**
 1. Show that pressing switch turns on bubbles.
 2. Encourage child to activate during a sensory play activity.
- **Assessment:** Child demonstrates understanding in a new context.

Tips for All Lessons

- Use **motivating toys** with strong sensory feedback.
- Position switches for **easy access**.
- Keep language simple and consistent - 'more', 'again', 'bubbles' etc
- Document progress.
- Each lesson can be repeated multiple times to support learning.