

# Switch-Accessible Spinner User Manual



University  
of Victoria

## NOTES

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**DO NOT OPEN THIS DEVICE'S CASE.** Like many electronic devices, this device contains a lithium-ion battery, which can rupture, ignite or explode when exposed to high temperatures. Short-circuiting a lithium-ion battery can also cause it to ignite or explode. Any attempt to open or modify this device's casing or circuitry is dangerous.

Your *Switch-Accessible Spinner* does not have any user-serviceable parts. If repairs are necessary, the unit should be returned to CanAssist.

# THE *SWITCH-ACCESSIBLE SPINNER*

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## TABLE OF CONTENTS

WHAT'S INCLUDED.....	4
ABOUT THE <i>SWITCH-ACCESSIBLE SPINNER</i> .....	5
GETTING TO KNOW YOUR <i>SWITCH-ACCESSIBLE SPINNER</i> .....	6
SETTING UP AND USING.....	7
CHARGING.....	7
USING MODE 1 .....	9
USING MODE 2 .....	9
USING MODE 3 .....	9
CONTACT US.....	10
ABOUT CANASSIST .....	10

# WHAT'S INCLUDED

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1 - Spinner board and integrated stand



2 - Charger



3 - Accessibility switch



4 - (10) overlays



5 - Magnet

# ABOUT THE *SWITCH-ACCESSIBLE SPINNER*

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## OVERVIEW

Thank you for using the *Switch-Accessible Spinner*.

CanAssist's *Switch-Accessible Spinner* is an electronic device designed to help children with challenging disabilities participate in educational and therapeutic activities and to help them develop the crucial life skill of operating an accessibility switch. This choice-making tool is controlled by a single accessibility button. The Spinner is a circular device around which a point of light travels and eventually stops. The Spinner has three modes of operation.



## FEATURES

- operates with any standard accessibility switch
- overlay cards are interchangeable
- users can create their own overlay cards
- an adjustable stand accommodates different set-up positions
- does not have a power switch: turns off automatically when not in use

# GETTING TO KNOW YOUR *SWITCH-ACCESSIBLE SPINNER*

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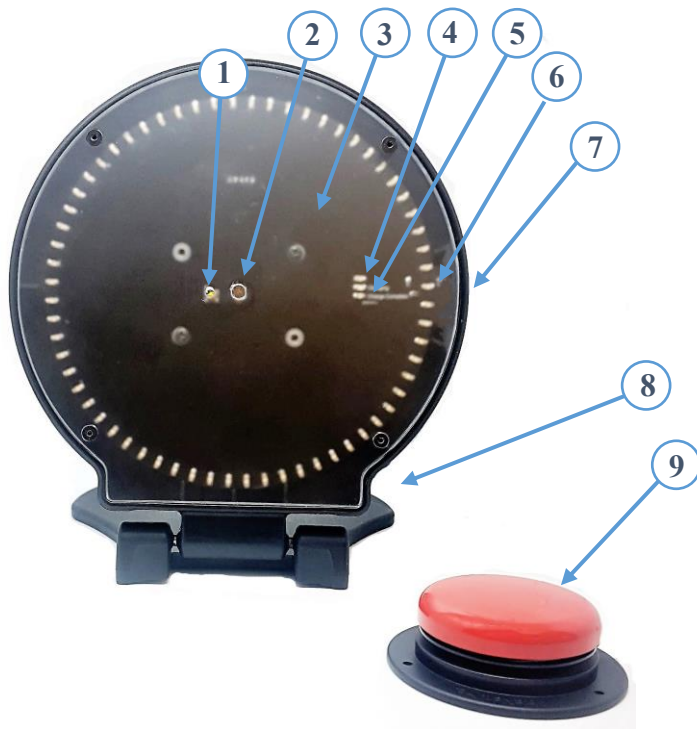


Figure 1. Front view of *Switch-Accessible Spinner*.

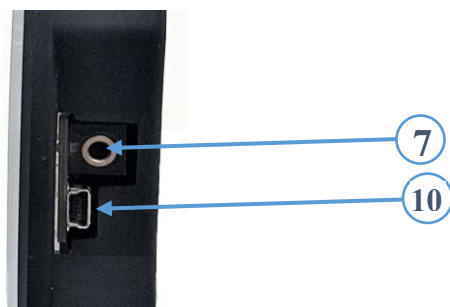


Figure 2. Side view of the *Switch-Accessible Spinner*.

1	Mode button
2	Magnet
3	Spinner board
4	Mode indicator light
5	Charge indicator light
6	LED light ring
7	Accessibility switch connector
8	Adjustable stand
9	Accessibility switch
10	USB charger

# SETTING UP AND USING

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## SETTING UP THE *SWITCH-ACCESSIBLE SPINNER*

1. Connect the included accessibility switch to the connector on the side of the *Switch-Accessible Spinner*.
2. Use the included magnetic pin to hold the desired overlay card onto the *Switch-Accessible Spinner* board.
3. Adjust the stand to the preferred angle.

## CHANGING OVERLAY CARDS

The *Switch-Accessible Spinner* kit includes 10 pre-made overlay cards, including numbers, animals and dice faces.

To attach a card:

1. Place an overlay card at the centre of the spinner board so that the LED lights around the ring are visible.
2. Place the magnetic pin on top of the overlay card to hold it securely in place.

## CHARGING

Ensure the *Switch-Accessible Spinner* is sufficiently charged before using it:

1. Connect the supplied charger to the side of the *Switch-Accessible Spinner* board.
2. Plug the charger into a standard power outlet.
3. When the *Switch-Accessible Spinner* is being charged the charge indicator light will be red. When the *Switch-Accessible Spinner* is fully charged, the charge indicator light will turn green.
4. The *Switch-Accessible Spinner* fully charges in about two hours. One full charge allows for approximately 55 hours of continuous use (see Figure 3. on following page) .

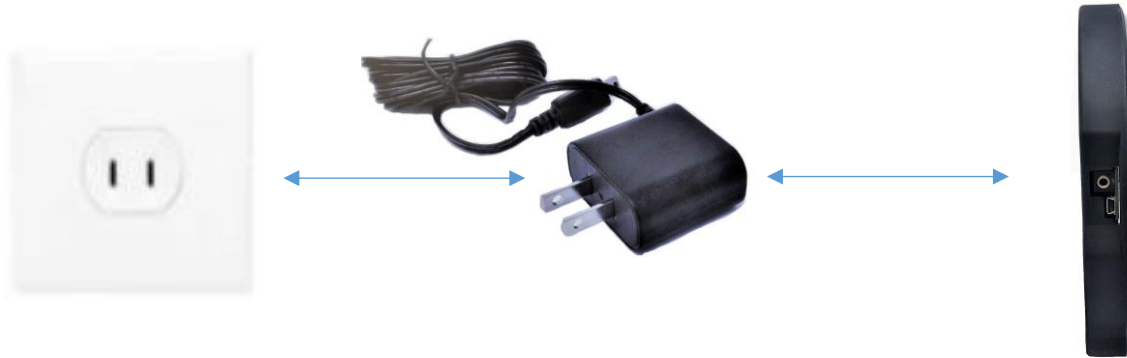


Figure 3. Charging the *Switch-Accessible Spinner*.

## USING THE SWITCH-ACCESSIBLE SPINNER

When using the *Switch-Accessible Spinner*, there are three modes from which to choose, each useful in different ways and in various educational and therapeutic settings:

**Mode 1:** In this mode, pressing the accessibility switch once will result in a random selection – much like turning a roulette wheel. This mode is great for activities where you want the outcome to be a surprise.

**Mode 2:** In this case, the child holds down the accessibility switch so that the lights spin continuously. When the child finally releases the switch, the light stops at a random point. This mode is similar to Mode 1, but requires the switch to be held down.

**Mode 3:** This mode allows the child to determine a specific outcome by choosing where to stop the spinning light. Holding down the accessibility switch causes the lights to spin around. Releasing the switch stops the light at the desired point. Alternatively, the switch can be pressed repeatedly to advance one light at a time.

## SELECTING AND SWITCHING BETWEEN MODES

To select a mode – or to switch between the three modes – simply press the mode button for two seconds with a small pointed item, such as a paper clip.

The number of times the mode light flashes indicates which mode you have selected: Mode 1, 2 or 3.

**Tip:** If it doesn't work, wait five seconds for the LED lights to turn off and try again.

## USING MODE 1

To use the *Switch-Accessible Spinner* in Mode 1 ensure that the accessibility switch is connected to the spinner board and select Mode 1.

1. Have the user **press and release** the accessibility switch.
2. The LED lights appear to “spin” around in a circle three times and randomly “land” on one spot.
3. After landing, the light will go out after about five seconds.
4. The user can now press the accessibility switch again, if desired.

**Tip:** To prevent the light from going out, press the accessibility switch without releasing it.

## USING MODE 2

To use the *Switch-Accessible Spinner* in Mode 2 ensure the accessibility switch is connected to the spinner board and select Mode 2.

1. Have the user to **press and hold** the accessibility switch.
2. The LED lights will appear to “spin” around in a circle until the accessibility switch is released, after which it will land on a random spot.
3. After landing, the light will go out after about five seconds.
4. The user can now press the accessibility switch again, if desired.

## USING MODE 3

To use the *Switch-Accessible Spinner* in Mode 3 ensure the accessibility switch is connected to the spinner board and select Mode 3.

1. Have the user **press and release** the accessibility switch.
2. For each press and release, the LED light will move clockwise one space. Holding down the accessibility switch longer will make the light “spin” continuously. Releasing the switch will cause the light to stop. **In this mode, the user actively chooses where the light stops.**
3. After landing, the light will go out after about five seconds.
4. The user can now press the accessibility switch again, if desired.

# CONTACT US

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If you need assistance with your device, please submit a help request by visiting [canassist.ca/cdc](http://canassist.ca/cdc). This website – designed specifically for Child Development Centres across BC – also has an instructional video on the Switch-Accessible Spinner and user guides and videos for all technologies being provided to CDCs.

## ABOUT CANASSIST

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CanAssist at the University of Victoria is dedicated to helping people with disabilities improve their quality of life, with a focus on promoting independence and inclusion.

Our talented team develops innovative technologies and programs where there are gaps in existing services. We work with the exceptional students and faculty at UVic, along with partners in the wider community.



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