


ATiA 2018 ATIF-18

**Motor Cognitive Learning
for Switch Access: Beyond
Cause and Effect**



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Learning Objectives

- List 3 features of software, apps and/or websites that enhance learning of cause and effect and use of two switches two functions
- Describe 3 early stepping stones to switch access for teaching motor cognitive control to children who have severe motor challenges
- List 3 resources that use two switches for access but do not include a timing demand

ATiA 2018

"Hit the Switch"

**There is more to using
switches than getting a
child to "hit the switch"**

Going on a Switch Hunt?



STOP!

Myth: "We just have to
find the perfect switch
placement."

Reality: We have to find some
good possible switch placements
and provide opportunities for the
child to learn how to use them.

Its Not About Finding the
"Perfect Switch Site"

Its About Finding the
Best Switch Sites
to Learn to Use

No One Starts with
Automaticity of Movement

Motor Skills are Learned

When you do something fast, you
can only use motor skills that you
have already developed to
automaticity....

You can not improve or refine your
motor patterns without slowing
down and attending to what you
are doing

Using two switches without timing
is frequently easier and leads to
development of more controlled
refined movements than using one
switch with timing demands

Proximity (sensor) Switches
can respond to subtle
movements without extra force
applied to activate them




Proximity Switches and Splashtop

Stability and Active Position
Important Components

- Active weight bearing on pelvis
- Moving forward slightly
- Learning to actively rotate and/or shift weight - even if only slightly
- Grasp bar (teach child to actively desire and participate in stabilizing and moving themselves)
- Control often begins at the head when body is actively engaged with gravity

Stepping Stones to Switch Access - Strategies to Provide Children with Developmental Problem Solving Experiences



**Step 1: Single Switch:
Cause and Effect**

Child begins to associate an intentional movement with the ability to cause something to happen

Begin with Accidental Switch Activation

Working on Cognitive Part not the "Correct" movement

Cause and Effect Learning vs Recreation and Leisure




Momentary / Direct / Short vs Longer Entertainment

**Step 1: Single Switch:
Cause and Effect**

Technology Features: Immediate response to effect, momentary or direct effect (plays and stops concurrently with switch activation and release), or short effect (plays only 1-6 seconds upon switch activation)

Rad Sounds (RJ Cooper)




Switch Accessible Boombox (Judy Lynn)

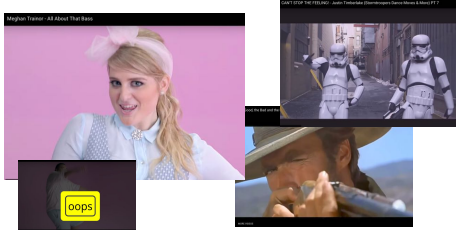
Mind Express
Steps Before Step Scanning
Cause Effect Direct
(Burkhart)



www.star-at.com



tarheelgameplay.org
Basic Cause and Effect



<http://tarheelgameplay.org/2017/07/13/strongman-empire/>
[http://tarheelgameplay.org/2017/05/11/catch-the-happy-latin-artist-bob-ol/](http://tarheelgameplay.org/2017/05/11/catch-the-bug-the-happy-latin-artist-bob-ol/)
<http://tarheelgameplay.org/2017/05/04/good-bad-evil-ugly/>

Step 2: Single Switch:
Multiple Locations / Multiple Functions

Technology Features: **Immediate response for short effect upon switch activation**

Single Switch - Multiple Locations


Creating little problems to solve to work out what does this do? How can I use it?

Single Switch - Multiple Functions



Expanding Possibilities

PowerPoint Spinner




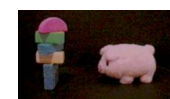
<http://bit.ly/2DOIEUD>

Hats, Blocks, Who is Hiding
Steps Before Step Scanning
(Burkhart)



Step 3:
Two Switches / Two Functions

"Throw it to me!"

 Make the Penguin kick the ball


Build it up!

 Make the Pig knock down the blocks

Discrimination and Problem Solving

Step 3: Two Switches
Two Functions


Technology Features: Immediate effect for switch activation. Second switch interrupts first effect.

Try Smaller Switches - farther apart



Increase focus and discrimination

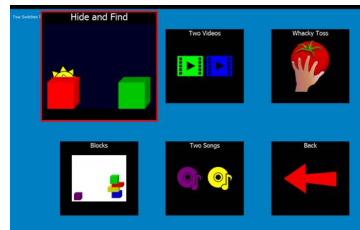
Loc-Line Switch Mount
Easily adjust position of switches



Super Switch Hitter and
Switch Jam
Marblesoft/Switch in Time



Mind Express
Steps Before Step Scanning:
Two Switches (Burkhart)



www.star-at.com

**Inclusive Technology
Switch Skills for 2 - Set 1**



also some on helpkidzlearn.com

**Judy Lynn: Learning Two
Switch Step Scanning**



Switch Applicator

- Inclusive TLC
- Programmable and Music Modes




**Stepping Stone 4: Learning to
Two Switch Step Scan:
Move, Move, Get**

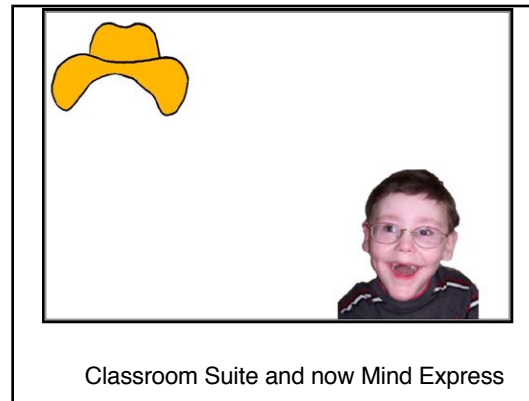
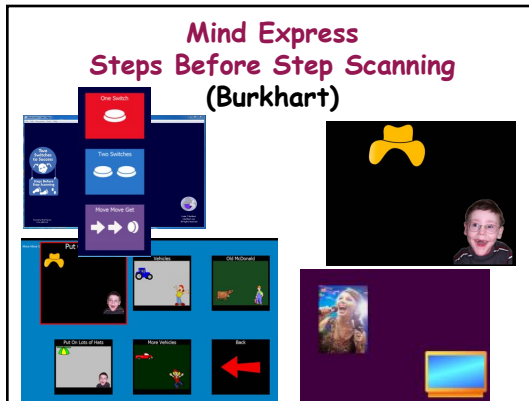
- For children who do not cognitively understand how step scanning works
- One switch becomes a "mover"
- Second switch becomes the "getter" or "selector"

**Step 4: Move, Move Get or Learning
to Two Switch Step Scan**

Technology Features: Two switches but only one switch is active at a time. Switch 1 moves an item along a path. Switch 2 is not active. Each switch activation moves the item closer to the end of the path. Once the item arrives at destination, the first switch ignores the input while the second switch becomes active and selects the item at the end of the path.

**Learning Two Switch Step
Scanning - Lesson 4
(Judy Lynn)**





Classroom Suite and now Mind Express



Step 5: Two Switch Step Scanning - Failure Free with Feedback

Create activities and launchers (bookshelves) using: Classroom Suite, Mind Express, Clicker, Boardmaker Plus, Boardmaker Studio, Clicker, Communicator, GoTalk Now, Grid, Compass, Whatever software/app you might have access to, etc.

Launcher or Bookshelf for the learner to choose what she wants

No "Right" or "Wrong" Answers
- Just a "Playground" to Explore with Good Strategic Feedback for the Child's Selections

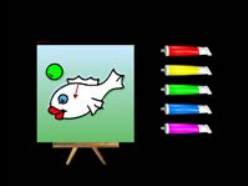
CAUTION:
Some People Have Redefined
"Errorless Learning"

We are now using:
"Failure Free with Feedback"
(Karen Erickson)

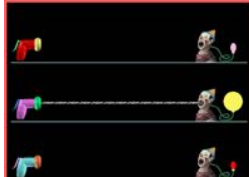
Step 5: Two Switch Step
Scanning - Failure Free with Feedback

Technology Features: Scanning does not begin until the individual activates switch 1. Activation of the first switch immediately interrupts any sound, animation or auditory cue and highlights the next item in the array. Switch must be released and reactivated to move to the next item. The second switch selects the highlighted item.


Scan and Paint (Judy Lynn)



Cause & Effect Amusement Park (Judy Lynn)






Potato Face (Marblesoft)




Failure Free With Feedback
Mind Express (Burkhart)






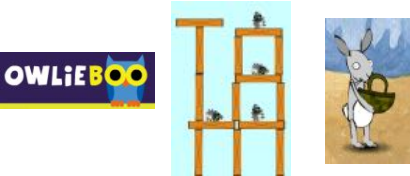
Motor Cognitive Learning for Switch Access: Beyond Cause and Effect

<p>Step 1</p> <p>Single Switch - Cause and Effect</p>	<p>The cause and effect direct level is for those individuals who do not yet understand that they can activate a switch to make something happen. It may also be used when introducing an individual to a new switch or new switch location. This step is only needed for short periods of time to help individuals make direct connections between their movements and the effect that they can have on the environment.</p> <p>Technology Features: immediate response to effect, momentary or direct effect (plays and stops concurrently with switch activation and release), or short effect (plays only 1-6 seconds upon switch activation)</p>	
<p>Rad Sounds (RJ Cooper)</p> 	<p>Versions for Win and Mac http://bit.ly/2DPdw5A</p> <p>Version for iOS https://apple.co/2DCPszn</p>	<p>Works in Momentary mode, where the music plays for only the time the user presses the switch or holds a finger on the iPad. It also has Timed mode. Can import your own music.</p> <p>On the iPad there is a slight delay when switch is released</p>
<p>Switch Accessible Boombox (Judy Lynn)</p> 	<p>Version for Windows (XP to 10) http://bit.ly/2nhbXnl</p>	<p>The program allows a user to play songs or video clips. The buttons on the boombox are pressed using one or two switches or direct touch with a touch window or mouse. Auditory scanning of the buttons is available.</p> <p>Works in Momentary mode: Pressing the switch will stop and start the music. Can import your own music and videos.</p>
<p>Switch Kids (Marblesoft/Symtech)</p> 	<p>Version for Win and Mac http://bit.ly/2FlzAC5</p> <p>Version for iOS https://apple.co/2DEznJl</p>	<p>Switch Kids contains three activities:</p> <ol style="list-style-type: none"> 1. Funny Sounds and Faces (the user presses a switch to see a funny face and hear a funny sound. Holding the switch down causes the faces to play in sequence, until the switch is released) 2. Bubble Gum (the user presses and releases a switch several times to blow a bubble) 3. Build-A-Kid (each new switch press adds a body part or a piece of clothing until the kid is completed)

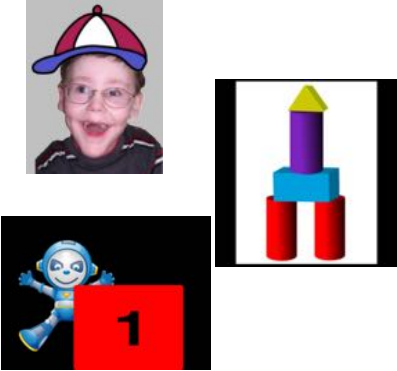
Motor Cognitive Learning for Switch Access: Beyond Cause and Effect

<p>Cause and Effect Sensory Light Box</p> 	<p>https://lightbox.cognable.com/</p> <p>For iOS https://apple.co/2FnMW0p</p> <p>For Android http://bit.ly/2cM2dhe</p> <p>For Kindle Fire http://amzn.to/2nmmcXR</p>	<p>Developmental touch skills for Apple, Android and Kindle Fire phones and tablets. These also work with a single switch.</p>
<p>Other tools and ideas for stepping stone 1: Single Switch Cause and Effect</p> <ul style="list-style-type: none"> -music directly activated on an older adapted cassette tape player -battery toys that work in direct or momentary mode -RJ Cooper adapted MP3 player: Cause/Effect Boombox (in momentary mode) -very short phrases of a song on a sequenced message device - each activation plays the next part of the song 		




Motor Cognitive Learning for Switch Access: Beyond Cause and Effect

<p>Step 2</p> <p>Single Switch - Multiple Locations and Multiple Functions</p>	<p>One Switch Activities help an individual expand upon their understanding of using a switch to make something happen (Stepping Stone 2 • Single Switch: Multiple Locations and Multiple Functions). They may be used with different switch locations, as the individual explores a variety of movements to activate a switch. For example, in different positions on a surface in front of them, or placed near either side of their head, either hand, arm, knee, etc. (Multiple Locations). These activities may also be used to expand the range of effects that the individual is able to control (Multiple Functions).</p> <p>Technology Features: Immediate short effect for switch activations</p>	
<p>Spinners</p> 	<p>Spinners for iOS Image Spinner https://apple.co/2DU14nF Little Spinner https://apple.co/2niEnN7</p> <p>Battery Operated All-Turn-It Spinner http://bit.ly/2nitaMz</p> <p>Blue 2 http://bit.ly/2aEIU9h</p> 	<p>You can create a switch accessible recipe to spin a spinner with a single switch on an iPad http://www.aacintervention.com/page/180009852/180103626/2016-Tips-(tip 2 for 2016)</p> <p>You can also create a switch accessible spinner in Power Point. Here is an example: http://bit.ly/2DOIEUD</p> <p>Use a battery powered spinner or dice roller to play a game with others</p>
<p>Spinner for Clicker 7</p> 	<p>Download from here: http://bit.ly/2DGNwtP</p>	<p>The learner uses one switch to activate the spinner. A working partner (peer, therapist, adult) must click the “resets spinner” button for the spinner to be ready again for one switch activation.</p>
<p>One Switch Online Games</p> 	<p>OwlieBoo (select the Pressing Keys section only) http://bit.ly/2DGRd2x</p> <p>Angry Pig http://bit.ly/2r12rhH</p> <p>Papunet Carrot Game (switch throws carrots, but timing needed for accuracy) http://bit.ly/2DGRiDn</p>	<p>Set the switch to Space or Enter to play these games. (There are only a limited amount of games on these sites that work without timing.)</p>


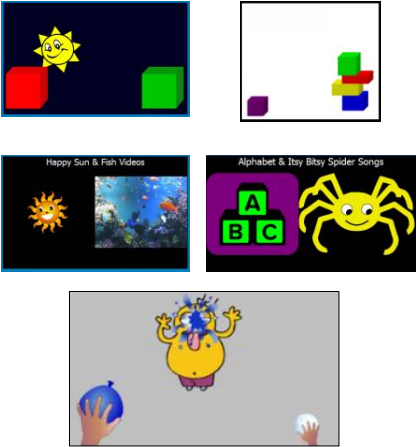
Motor Cognitive Learning for Switch Access: Beyond Cause and Effect

<p>Hats, Blocks, Who is Hiding Steps Before Step Scanning (Burkhart)</p> 	<p>Powered by Mind Express (www.jabbla.com)</p> <p>For Windows</p> <p>Tutorials http://bit.ly/2nijadZ</p>	<p>In this group of activities, one switch activates the next action in the series. For example, the next hat appears and the activation of the switch places it on the head of the photo on the screen. A second activation of the switch causes the photo and hat to dance around the screen. Finally another randomly selected hat will appear. Some activities allow for customization with your own photos.</p>
<p>Other tools and ideas for this stepping stone 2: Single Switch - Multiple Locations and Multiple Functions</p> <ul style="list-style-type: none"> -give battery operated toys and novelties a purpose - Help the individual see a meaningful reason for activating a switch (for example: Battery powered pig knocking over blocks) -create and use Co-planned Sequenced Social Scripts on sequenced message devices (Burkhart & Musslewhite, 2001) 		


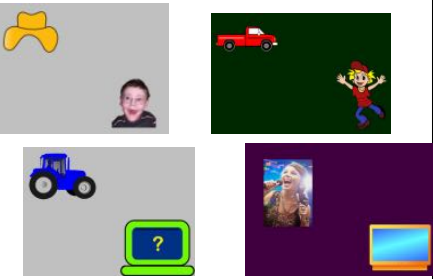
Motor Cognitive Learning for Switch Access: Beyond Cause and Effect

<p>Step 3</p> <p>Two Switches - Two Functions</p>	<p>The activities in this section are based upon Stepping Stone 3: Two Switches Two Functions. Once an individual is able to locate and activate a single switch in multiple locations for multiple functions, they are ready to move on to two switches with different functions. At this level, the child is introduced to discrimination and problem solving. Each switch has a different function, and activating either switch provides specific feedback related to the activity. Prior to this level, the control that the child can take is to activate the switch or not. Now the individual has the option to explore each switch according to his/her own intent.</p> <p>Technology Features: immediate effect for switch activation, second switch interrupts first effect</p>	
<p>Learning Two Switch Step Scanning - Lesson 2 and 3 (Judy Lynn)</p> 	<p>Version for Windows http://bit.ly/2Ee5LDW</p>	<p>Lesson 2: The screen is split down the middle with the left switch initiating animation on the left side of the screen only and the right switch initiating animation on the right side of the screen only.</p> <p>Lesson 3: Two boys are facing each other on opposite ends of the screen. The left switch triggers the boy on the left side to kick a soccer ball to the boy on the right. The right switch will trigger the boy on the right to kick the soccer ball to the boy on the left.</p>
<p>Switch Skills for Two Set 1 (Inclusive TLC)</p> 	<p>Switch Skills for Two – Set 1 http://bit.ly/2DlfmGh</p> <p>Switch Skills for Mobile Devices http://bit.ly/1wWRLY6</p>	<p>This set contains sixteen activities all related to the concept of two switches with different functions. The activities cover 2 separate objects, 2 related objects, 2 interacting objects, and one object 2 actions. Each activity also contains variations and sometimes surprise, to maintain interest. For example: in Wake the Crocodile, one switch activates a moving object and the second switch opens and closes the mouth of a sleeping crocodile. Sometimes he catches the object and eats it and other times he misses this adds surprise and variation.</p> <p>Some versions of these activities are available for mobile devices (iOS – Android).</p>
<p>HelpKidzlearn Online activities from Inclusive Technology</p> 	<p>https://www.helpkidzlearn.com</p>	<p>Also available from Inclusive Technology: HelpKidzLearn is an online collection of software for young children and those with different abilities. The software is offered with a subscription-based model.</p> <p>In the activity named “Shhhh!”, Old Wilfred is trying to get some sleep. Learners press one switch (Spacebar) to open a door and let in a noisy musician. A press on the second switch will animate Wilfred. He will say Shhhh! to send the noise away.</p>

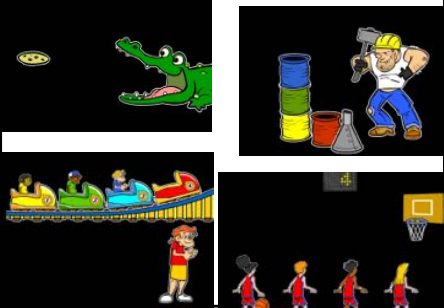

Motor Cognitive Learning for Switch Access: Beyond Cause and Effect

<p>Super Switch Hitter Switch Jam Marblesoft/Switch in Time</p> 	<p>Version for Win and Mac http://bit.ly/2Goelva http://bit.ly/2GqbA1K</p>	<p>Both of these activities have a mode for two switches two functions. One switch can control one musician in Switch Jam and a second switch can control a different musician. In Switch Hitter, the team at bat has one switch to bat and the other makes comments. The team in the field has one switch that pitches and one that makes comments. Super switch hitter also has modes for failure free with feedback stepping stone 5.</p>
<p>Hide and Find / Build Blocks Two Videos / Two Songs Whacky Toss Steps Before Step Scanning (Burkhart)</p> 	<p>Powered by Mind Express (www.jabbla.com) For Windows Tutorials http://bit.ly/2njladZ</p>	<p>Hide and Find: Activities controlled via two switches that are associated with the two sides of the screen. One switch sends a picture on the other side of the screen. The other switch provides feedback.</p> <p>Build Blocks: One switch builds Blocks the second switch knocks them down.</p> <p>Two Videos/Two Songs: Left switch plays left video/song for 10 seconds and then it stops. Reactivation plays next 10 seconds. Right switch does the same with right video/song. Switching to the other switch starts the video on that side from the beginning.</p> <p>Whacky Toss: Use two switches to toss things at a monster or photo of your choosing. First switch tosses the item on left of the screen and the second switch tosses the item on the right of the screen.</p> <p>Pictures, videos, and songs can be customized with the full version of Mind Express.</p>
<p>Other tools and ideas for this stepping stone 3: Two Switches - Two Functions</p> <ul style="list-style-type: none"> -two switches - powered mobility - one turns right and one left to enable the individual to explore and look around the room -game spinner switch and voice-output comments 		


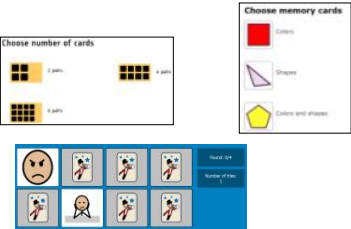
Motor Cognitive Learning for Switch Access: Beyond Cause and Effect

<p>Step 4</p> <p>Move, Move Get or Learning to Two Switch Step Scan</p> <p>(For children who don't understand Two Switch Step Scanning)</p>	<p>These activities are designed to reflect Stepping Stone 4: Move, Move, Get. Use these activities once the individual has learned that different switches can have different functions and they have had some independent practice with two switches in a variety of activities. In these activities, one switch becomes the mover and one becomes the selector.</p> <p>Technology Features: The activities in this stepping stone use two switches but only one switch is active at a time. Switch 1 moves an item along a path while switch 2 is not active; each switch activation moves the item closer to the end of the path. Once the item arrives at destination, the first switch ignores the input while the second switch becomes active and selects the item at the end of the path.</p>	
<p>Learning Two Switch Step Scanning - Lesson 4</p> <p>(Judy Lynn)</p> 	<p>Version for Windows</p> <p>http://bit.ly/2Ee5LDW</p>	<p>Lesson 4: Go Get It by Step Scanning – Select Stage 1.</p> <p>Stage 1 disables activation of the switch that shouldn't be pressed. In the Hammer and three Alligators game, one alligator is up and the other two are down. The student has to step scan the hammer (using switch 1) to the alligator that is up. While the student moves the hammer, switch 2 is not active. Once the hammer is above the right alligator switch 1 ignores the input and switch 2 becomes active allowing the student to bop the alligator.</p>
<p>Hats / Vehicles</p> <p>Drive to Video / Go Get a Video</p> <p>Steps Before Step Scanning</p> <p>Move, move, get</p> <p>(Burkhart)</p> 	<p>Powered by Mind Express (www.jabbla.com)</p> <p>For Windows</p> <p>Tutorials</p> <p>http://bit.ly/2njladZ</p>	<p>The activities in this group work with switch 1 moving something incrementally across the screen with each activation of the switch. During this time, only switch 1 works. Once the item has moved all the way to the picture on the right of the screen, then switch 1 stops working and switch 2 will now start an animation or play a video. This helps the individual make a clear connection for the purpose of each switch and prepares them for learning two switch step scanning.</p>




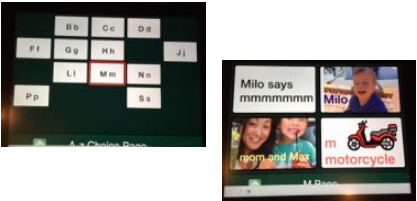
Motor Cognitive Learning for Switch Access: Beyond Cause and Effect

<p>Switch Skills for Two Set 2 (Inclusive TLC)</p> 	<p>Switch Skills for Two – Set 2</p> <p>http://bit.ly/2DJHWHn</p>	<p>This set contains sixteen activities all related to the concept of move, move get. Some focus on building something with one switch and then crashing or activating a sequence, others use one switch to move something and the other to activate something at the destination. There is a setting to make the first switch stop working when the destination is reached. For example, one switch tosses a ball to the next person in line at the basket ball hoop. The second switch will not shoot the ball, until it is in the hands of the player right under the hoop.</p>
<p>HelpKidzLearn</p> <p>Online activites from Inclusive Technology</p> 	<p>https://www.helpkidzlearn.com</p>	<p>Also available from Inclusive Technology: HelpKidzLearn is an online collection of software for young children and those with different abilities. The software is offered with a subscription-based model. Some activities work at this stepping stone.</p> <p>In the activity “Load the Truck” (Find Out category), a truck arrives on the scene and stops. Learners use a switch (Spacebar) to move the load along the crane, and a second switch (Enter) to drop the load.</p>
<p>Other tools and ideas for this stepping stone 4: Move, Move Get or Learning to Two Switch Step Scan</p> <p>-a battery-powered toy or novelty item attached to a delay timer set for a few seconds, is repeatedly moved toward a specific object or target. Once the destination is reached, a second switch can operate a different action or comment with a single or sequenced message device.</p>		


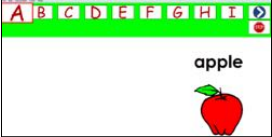

Motor Cognitive Learning for Switch Access: Beyond Cause and Effect

<p>Step 5</p> <p>Two Switch Step Scan: Failure Free Learning with Feedback (any choice works)</p>	<p>The activities designed for this stepping stone offer the individual numerous opportunities to practice switch activation with intent, purpose and variation. Each activity presents a variety of choices through two switch step scanning. Any selection is accepted as the child plays, explores, and has the opportunity to choose from numerous options. There are no right or wrong selections but all selections provide some type of feedback. At this level, it is important to organize all the activities into a “launcher” from which the learner can explore and select items. Each activity must also provide a user-controlled way to exit and return to the launcher to select something different.</p> <p>Technology Features: Scanning does not begin until the individual activates switch 1. Activation of the first switch immediately interrupts any sound, animation or auditory cue and highlights the next item in the array. It must be released and reactivated to move to the next item. The second switch selects the highlighted item. (Settings may include a useful ‘debounce’ feature, auditory and visual scan cues.)</p>	
<p>Scan and Paint</p> <p>Cause and Effect Amusement Park</p> <p>(Judy Lynn)</p> 	<p>Version for Windows http://bit.ly/2DHw9ZP http://bit.ly/2DK8VIX</p>	<p>Scan and Paint: The right side of the screen shows paint tubes of different colors. The screen also displays a simple picture with some sections that can be colored. A pointer (brush) points to one of these sections. The learner selects a paint tube to color the "active" section. After the section is colored, the pointer will move to the next area to color.</p> <p>Cause and Effect Amusement Park: has a step scan mode for selection</p>
<p>Memory Game</p> 	<p>Papunet http://bit.ly/2nfi1No</p> <p>Mind Express Community http://bit.ly/2DTxr3h</p>	<p>Papunet: Classic Memory Game to play online with two switches</p> <p>Customizable Memory Game for Mind Express (PC)</p>

Motor Cognitive Learning for Switch Access: Beyond Cause and Effect

<p>Super Switch Hitter Switch Lanes Marblesoft/Switch in Time</p> 	<p>Version for Win and Mac http://bit.ly/2Goelva http://bit.ly/2GoROUB</p>	<p>These activities both have an option for two switch step scanning in a failure free with feedback mode. For example, Super Switch Hitter is an exciting switch-accessible baseball game for one to six players. With full arcade-style game play, animation, graphics, music and sound and with 5 different playing modes including failure free with feedback. Students can play on opposing teams or on the same team.</p>
<p>Potato Face (Marblesoft)</p> 	<p>Version for Windows and Mac http://bit.ly/2DFWvLK iOS https://apple.co/2BxG3aD</p>	<p>Potato Face includes six activities that allow the child to play and work with faces, facial expressions, and appearance. Potato Face works with keyboard, mouse, touch screen, track ball or up to three switches. Players make simple choices to control the program and explore, match or play.</p>
<p>Adapted Play Books (Creative Communicating)</p> 	<p>Creative Communicating http://bit.ly/2rOZRGZ For iOS https://apple.co/2njtc6M</p>	<p>These are interactive switch accessible and touch sensitive play books for students with disabilities. The books, Developed by Pati King-DeBaun, are designed to help students learn beginning switch skills and touch skill necessary for AAC device use while exploring and finding items to tell a story and to sing. Two switch step scanning is one option.</p>
<p>GoTalk NOW (Attainment)</p> 	<p>Attainment http://bit.ly/1x05M8H For iOS https://apple.co/1mip4K1</p>	<p>GoTalk NOW is a customizable AAC app for those who may have limited or no speech. Includes adjustable page layouts, customizable navigation, and text-to-speech capabilities. Provides flexibility to import sounds and images from the internet or your camera and it is switch accessible. Pages and activities may be backed-up, restored or shared via Dropbox or iTunes.</p>

Motor Cognitive Learning for Switch Access: Beyond Cause and Effect

<p>Failure Free With Feedback Steps Before Step Scanning (Burkhart)</p> <p>Ryan Silly Dress Up Book Beginning Sounds: "B" Book Alphabet Book Text Only Spinner Make It Move YouTube Video Choice ...and many more</p>	<p>Coming Soon...</p>   	<p>We are developing some new materials in this category Failure Free with Feedback using Mind Express</p>
<p>Other tools and ideas for this stepping stone 5; Two Switch Step Scan: Failure Free with Feedback</p> <ul style="list-style-type: none"> -any authoring tool (software and apps such as Communicator, Compass, GoTalk Now, Clicker, Mind Express, Grid 3) that incorporate the ability to present options that are selectable via step scanning and provide feedback to the learner -rotating plate activities (select art materials, cooking ingredients, Mr. Potato head parts, etc.) with a second switch connected to a voice-output device (single message sequence) "that's the one I want", "I'll take that one", "that's it", etc. -choose verses of a song to be sung in any order -the child can select different computer voices to listen to a selected tongue twister or silly saying -Create activities in Tar Heel Gameplay in advanced mode: http://tarheelgameplay.org/2017/02/17/the-pig-song/ or http://tarheelgameplay.org/2016/11/16/a-e-i-o-u/ 		