

inclusive

TLC

Technology • Learning • Communication



“Igniting the hidden potential”

www.inclusivetlc.com

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Want more info and ideas?

Stay up to date on the latest news and information from Inclusive TLC, as well as get tons of ideas for how to get the most out of your Assistive Technology products and subscription services.

Newsletter

Sign up for the newsletter at www.inclusivetlc.com

Social Media

Follow us on Social Media @inclusivetlc



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Shipping Charges (contiguous USA)

\$1 - \$150 = \$10

\$151 - \$500 = \$15

\$501 - \$1000 = \$20

For orders of \$1001 and above,
shipping is 2% of the order value.

Welcome

In my 30 years of work within the Special Needs field, the rate of change and opportunities has never been greater or more exciting.

With the rapid introduction of these exciting technologies there often comes a new and unique set of challenges to overcome.

Here at Inclusive we have been working hard to continue to bring you meaningful solutions that fit your needs. Only when your whole team is involved and comfortable can these new technologies become part of a structured program of development for your students.

Personally, I feel there is no substitute for experience. With this in mind, we at Inclusive TLC are relaunching our Demonstration and Professional Development Days.

If this is something you are interested in, please contact our office and we can arrange something with you. When we all get together to share information we can better work towards "igniting the hidden potential" of all students.

Nigel Wallace

Demonstration Days



Like a product but not quite sure if its right for you? Interested in a few different things and want to learn more? Like what you see but feeling overwhelmed and not sure where to start? Or do you just want to learn a bit more about everything?

Whether you're interested in simply a video chat demonstration of a product or a full scale information day covering all of our hardware and software solutions and providing "hands on" opportunities, we're happy to help.

Contact us at info@inclusivetlc.com or call the office at 704-243-3622 to discuss how we can best meet your demonstration needs.

Professional Development Days

We also offer our services for professional development training. See our website for the topics we offer or reach out if you have something else in mind and think we could help!

Contact us at info@inclusivetlc.com or call the office at 704-243-3622 to schedule a professional development day.



Inclusive ClassVR

Play and create your own Virtual Reality experiences for the classroom



Special and early education is all about learning through experiences. Rather than sitting in front of a screen or printed resource, Inclusive ClassVR immerses students in spectacular 360° environments that enhance and complement their real world exploration and play. Inclusive ClassVR has been specifically designed to educate, motivate, and raise engagement for students of all ages and abilities.

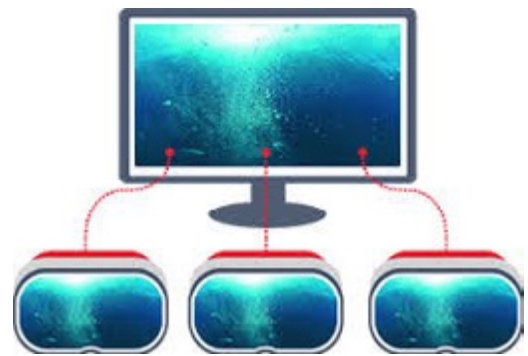


Headsets, Storage, and Charging Case

Inclusive ClassVR includes four “standalone” headsets that deliver fully immersive experiences. Unlike other VR headsets, Inclusive ClassVR does not require any additional devices, such as phones. Headsets come in a rugged storage and charging case, providing maximum security and ensuring all headsets are charged safely and swiftly whilst being portable between classrooms.

Teacher Portal

What sets Inclusive ClassVR aside from the rest is the teacher portal, which includes a wide variety of content and resources at the instructor’s disposal. The teacher has complete control over all connected headsets via the portal. Plan lessons in just a few simple steps and deliver a defined playlist of resources to multiple headsets simultaneously. Monitor what students are seeing and guide them through the experience, highlighting points of interest. Teachers also have access to Inclusive ClassVR Online CPD Training, which includes comprehensive, bite-sized lectures, videos, and quizzes. Our training and support are designed to help you get the most from your new investment.



VR32. ClassVR and 1-year portal subscription \$2,995



Virtual Reality

Inclusive ClassVR provides immersive, sensory experiences where students can safely interact with and explore virtual worlds and environments without boundaries or the restriction of physical limitations. Virtual Reality provides engaging, multi-sensory stimulation and opportunity for students with physical disabilities to experience things they may not be able to physically access. The perfect solution for students with learning difficulties, sensory impairments, and physical disabilities.

Augmented Reality

Inclusive ClassVR headsets also include a front-facing camera and our Augmented Reality Classroom (ARC) App. It enables you to bring educational content to life and allows students to view and interact with exciting 3D models. Students can still see their normal surroundings, but when they look at special QR codes on our worksheets or posters, the content comes to life! This allows them to get up close and personal with content such as a beating heart, spitfire, triceratops, planets, and other exciting educational resources.



Inclusive VR Experiences

Sensory Experience - A selection of videos and scenes that provide engaging multi-sensory stimulation

Physical Development - Provides some students with the opportunity to experience things they may not be able to physically access

Life Skills - Prepare for events and experiences in virtual reality before in the real world. Especially beneficial with personalized content



Curriculum Activities

Search hundreds of ready-made resources to build your own lesson. There are currently over 750 pre-made activities covering a huge range of topics and curriculum subject areas aligned to US State Standards.



Personalized Content

With a 360° camera (not included), teachers can record and upload their own videos to create personalized content and teach important life skills that can help educate and ready students to live. The possibilities are endless.



*Teacher Portal &
CPD Training*

My playlists

Combine different tracks—360° images, 360° videos, or 3D models—to create your own playlists. Create playlists for different lessons, student interests, curriculum goals, IEP goals, etc.

Shared playlists

Share playlists with the rest of your organization by sharing them to the shared playlists section.

Community

The community section is a place where all teachers and ClassVR subscribers can upload their playlists to share with the community. ClassVR staff will review all playlists submitted to the community to ensure that they are appropriate for educational use.

ClassVR

The ClassVR section includes premade playlists as well as individual tracks—360° images, 360° videos, and 3D models—for you to browse at any time. The content in this section is added by ClassVR and more is added regularly.

My cloud

Upload your own 360° images and videos to the my cloud section. Create content that is designed specifically for your users' unique needs and goals. For example, virtually visiting a place before a real life trip.

Shared cloud

Share your personalized videos with the rest of your organization in the shared cloud section.

CoSpaces

CoSpaces is a world building tool that allows students to build their own virtual worlds and explore those worlds in 360 via their headsets.

Inclusive Technology

The Inclusive Technology section is a collection of videos that we have added personally for use by all of our Inclusive ClassVR subscribers. These videos are uniquely “inclusive”, and created specifically with the needs of special education users in mind. New content is added regularly.



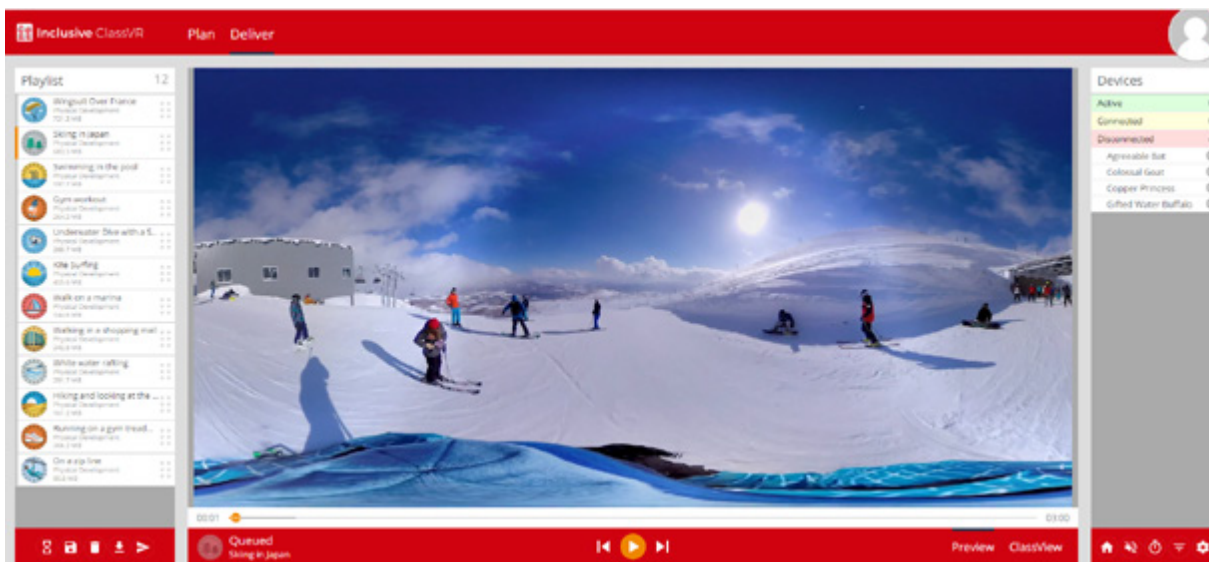
Augmented Reality Worksheets

ClassVR includes multiple augmented reality worksheets that come to life when viewed through our ARC app on the ClassVR headsets. Print out a worksheet and watch as a 3D model appears floating above the worksheet, such as a beating heart or planet Earth. You can download, print, and assemble an ARCube, which can be used with 3D models. Hold the ARCube in front of you when viewing a 3D model and the model will appear as if you are actually holding it.



Virtual Reality Lesson Plans

ClassVR comes with many teacher written lesson plans, filled with cross-curricular activities for all ages. Each lesson plan includes specific learning areas, tips and questions that can be used in the lesson, and a follow up activity. You can scan the QR code from the lesson plan to send the associated playlist directly to the headsets.



Two delivery methods to choose from:

Independent Exploration Mode

All headsets come preloaded with content already in them to be used right away in independent exploration mode. In this mode users will be able to browse and select an activity they would like to experience by using the navigational buttons on the headset or by hand gestures.

Teacher Directed Mode

A lot of our users don't have the ability to independently explore activities on their own which is when teacher directed mode comes into great use. Teachers will be able to have complete control over all headsets right from the teacher portal. Step students through a playlist simultaneously, monitor where students are looking, or direct students' attention to a specific point of interest.

*For more information, a demonstration, or free trial of the portal,
please call **1-800-462-0930***

SmoothTalker

6 Communication Devices in One

Communication

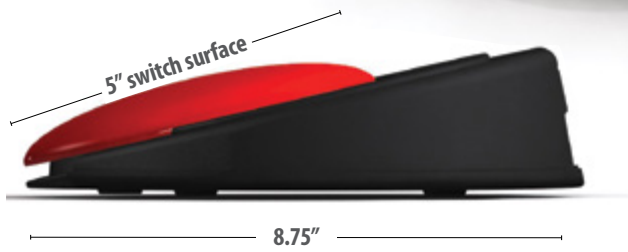
Pop-up symbol holder

Two loud speakers for great sound

- 6 mode options:
- Single
 - Sequence
 - Random
 - Choice
 - Converse
 - Prompt

Large, low profile, angled surface for easy access

Easy to program with LED mode indicators



Rechargeable battery via included USB cable

8 minutes of recording time

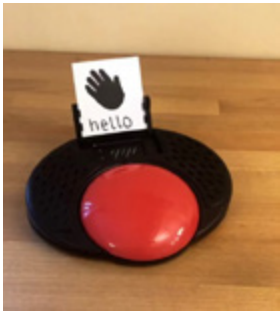
Connect a battery operated toy



Quick and simple recording process

Connect another switch for alternative access or for choice, converse, and prompt modes

Part of the SimplyWorks collection. See page 11 for more details.



Single Message

Play a single message.



Sequence Mode

Play multiple messages in a sequence order.



Random Mode

Play multiple messages in a random order.



Choice Mode

Connect a second switch and have each switch play one of two different messages.



Converse Mode

Connect a second switch and have two students alternate switch presses to play a series of messages. A user's switch won't work out of turn.



Prompt Mode

Connect a second switch and use it to scan through the series of messages at half volume. Press the main switch to select that message and play it at full volume (step scanning).

Features:

- 6 different modes
- 8 minutes recording time
- Input socket for external switch
- Output socket for external toy/appliance control
- Part of the SimplyWorks range. Can be used with SimplyWorks wireless switches, toy controllers, and appliance controllers
- Rechargeable
- Built-in symbol holder
- Large, 5 switch activation area
- Low profile switch on angled surface for easier activation
- Digital amplifier and twin speakers for superior sound quality



ST71	SmoothTalker Red	\$165
ST72	SmoothTalker Green	\$165
ST73	SmoothTalker Blue	\$165
ST74	SmoothTalker Yellow	\$165
ST75	SmoothTalker "5 Pack"	\$795

SmoothTalker with Levels

All the features of the SmoothTalker...and more

9 Different Modes

Single Message

Play a single message

Sequence

Play multiple messages in a sequence order

Random

Play multiple messages in a random order

*Random No Repeats

Play a series of messages in a random order, but once a message has been played, it cannot be repeated

Choice

Choose from two messages, each switch playing a different message

*Choice Progression

Choose between multiple pairs of messages, one pair at a time

Converse

Two users alternate switch messages to play a series of messages. A user's switch won't work out of turn.

Prompt

Connect a second switch and use it to scan through the series of messages at half volume. Press the main switch to select that message and play it at full volume (step scanning)

*Question and Answer

For 2 users. A series of questions and answers. One switch speaks the "questions" the other the "answers". Before moving on, users can repeat their question or answer multiple times, allowing for reiteration and reinforcement.



ST81	SmoothTalker with Levels Red	\$195
ST82	SmoothTalker with Levels Green	\$195
ST83	SmoothTalker with Levels Blue	\$195
ST84	SmoothTalker with Levels Yellow	\$195
ST85	SmoothTalker with Levels "5 Pack"	\$910

5 recording levels

5 levels make it possible to prerecord collections of messages for use throughout the day.

For simplicity, these levels are initially assigned to the specific mode that you recorded them in. For example, you record the numbers 1 through 6 into level 4, designed to be used in random mode for dice emulation. When you move to level 4, the Smooth Talker automatically changes to random mode also, without requiring you to manually do so. However, if you want to use those numbers for counting instead, simply remain in level 4 and switch to sequence mode.

SmoothTalker SimplyWorks



The SmoothTalker and the SmoothTalker with Levels are both part of the SimplyWorks collection. This means they will work with:

- SW switch—for alternative access or for use with two-switch modes
- SW Send Pro—play up to 6 different messages with 6 different switches
- SW Control—control battery operated toys
- iClick—control electrical appliances

For the entire SimplyWorks collection, see pages 30-35

Example.

Sequence mode: "ready" "set" "go" *fan activates to blow a car down a track*



Single Message Mode	Sequence Mode	Random Mode	Choice Mode	Converse Mode	Prompt Mode
personal goals	personal goals	personal goals	personal goals	personal goals	personal goals
social goals	social goals	social goals	social goals	social goals	social goals
academic goals	academic goals	academic goals	academic goals	academic goals	academic goals

SmoothTalker Resource Guide

The versatility of the SmoothTalker can bring so much potential to your classroom. The SmoothTalker can do so much that may not initially be thought of. Check out the SmoothTalker Resource Guide for ideas for some of the countless ways the SmoothTalker can be used in practice. Ideas are sectioned by the different modes, and are then further differentiated by goals: personal, social, or academic.



EnvirON

The means to control your world



Environmental Control

The EnvirON range of products is a great way to introduce and teach environmental control to your students. Control electrical appliances, infrared appliances, windows, doors, and more. Access this control using an iPad, switches, or a scanning remote. EnvirON is a unique and versatile range of products which allows simple and accessible control of the world around you.



EnvirON Starter Pack

Includes EnvirON Hub, two large and two small EnvirON Switches and an EnvirON iClick. (iPad not included)

EN40	EnvirON Hub	\$420	EN91	EnvirON Switch—Large—Red	\$115
EN45	EnvirON Scanning Remote	\$380	EN92	EnvirON Switch—Large—Green	\$115
IC61	EnvirON iClick for iPad	\$299	EN93	EnvirON Switch—Large—Blue	\$115
EN60	EnvirON Alert	\$130	EN94	EnvirON Switch—Large—Yellow	\$115
EN65	EnvirON Connect	CALL FOR PRICING	EN96	EnvirON Switch—Small—Red	\$115
EN55	EnvirON Starter Pack	\$1050	EN97	EnvirON Switch—Small—Green	\$115
			EN98	EnvirON Switch—Small—Blue	\$115
			EN99	EnvirON Switch—Small—Yellow	\$115

Hub

EnvirON Hub is the heart of the EnvirON system. Its principal purpose is to receive information from the EnvirON App, wireless switches or scanning remote and turn them into signals to control infrared devices, electrical appliances, home adaptations, and nurse call systems. To control a TV, music player or any other IR device, the EnvirON Hub is able to learn the signals from your existing remote controls simply by pointing the remote at the Hub and pressing the buttons you need. EnvirON Hub also provides a connection between an EnvirON input device and an iClick, Connect, or Alert.



Dimensions: 5.75" x 4" x 1.25"

Environmental Control

Three ways to control:



App

EnvirON App is available free of charge on the Apple App Store. The EnvirON App easily connects to the Hub to control your devices. EnvirON App is fully compatible with iOS Switch Control allowing the buttons to be scanned using a Bluetooth device such as APPLICATOR or iSwitch.

Scanning Remote

EnvirON Scanning Remote provides the user with a method to control devices from a single remote control. Large buttons are touch sensitive or can be scanned using one or to switches. Can also be used for single or two switch scanning.

Switches

EnvirON Wireless Switches can be used to control any single function within the EnvirON system, whether it's turning the TV to a particular channel, turning on a lamp or just turning up the volume on your radio. Can also be used with single or two switch scanning. Available in two sizes: 5" and 3" diameter and in Red, Yellow, Green and Blue.



iClick for electrical appliances

iClick is the product required to allow electrical appliances to be controlled within the EnvirON system. Each unit can independently control two appliances via its sockets. Although it can be used independently and controlled by its own simple app (also called iClick) and by wired or wireless SimplyWorks switches, iClick also forms an integral part of the EnvirON range and can be controlled by any EnvirON input device.

See page 14 for more info on the iClick



Connect for home adaptations

EnvirON Connect is a wall-mounted interface which allows home adaptations be controlled as part of the EnvirON system. Devices such as these need to be fitted by a qualified electrician and must be hard-wired into the electrical supply.

EnvirON Connect has the flexibility to allow uni-directional and bi-directional devices to be connected and is also available in a 230V ac version, a 120V ac version and a 24V dc version. The rating is 8 Amps maximum irrespective of the supply voltage.



Alert for nurse call system

EnvirON Alert is a device to allow an EnvirON environmental control system to be connected to a warden or nurse call system, or to create an alert via a panic alarm. Simply connect the supplied cable to the 3.5mm socket and connect it in place of a manual switch or panic button.

EnvirON Alert can be paired with up to six transmitters, allowing multiple devices to trigger the alert if required.

iClick

Electrical appliance control using switches or an iPad

Features

- Two independently controlled A/C electrical outlets.
- Ultra-safe wireless control of electrical appliances.
- Fully supports SimplyWorks wireless switches.
- Fully supports EnvirON input devices.
- Two 3.5mm switch input sockets for all types of wired switch.
- Interference free operation at up to 60 feet distance.
- iClick app available free of charge from App Store.
- Seven control modes selected from the iClick app. Four modes provide independent switch operation; three give cooperative control.
- The iClick App can also be scanned using iOS Switch Control by users who can't use the touch screen.**Supports iPad 3 and later only (iPad not included).



Environmental Control

Control using:

- **iPad**
Using the free of charge iClick app
- **Wired switches**
Plug any standard wired switch directly into the iClick
- **SimplyWorks wireless switches**
Any SW switch pairs directly to the iClick

Plug in and control appliances in the following innovative ways:

Direct—The device is turned on for as long as the user is pressing and holding the switch

Latched—Touch once to turn on, once to turn off

Timed—Touch once to turn the device on for a preset period of time

Cooperative (direct / latched) — Requires two users to work together to turn the device on and off

On/Off—One switch turns the device on, and the other turns it off

IC61	iClick	\$299
IC41	iControl	\$169

Cooperation



Utilize cooperation mode to enhance social skills by engaging in coactive play interactions. Work together to press both switches or iPad buttons, allowing for mutual exploration of the same appliance.

Cause and Effect



Develop an awareness of cause and effect relationships by controlling the starting and stopping of a process. Explore the results of one's own actions with interest. Enhance engagement by pairing with appliances that give more highly stimulating visual, auditory, and tactile rewards.

Choice Making



Choose between two different appliances. Use the iPad to communicate personal preferences, actively explore available options, and make purposeful decisions.

Team Participation



Participate in shared group activities with a greater degree of autonomy. Be included as a contributing member of a team working towards a common goal or simply enjoy participating in recreational activities with peers.

Independence



Act independently to take control over one's own environment. Proactively operate familiar products and initiate processes with autonomy.

Academic Learning



Enhance academic lessons through incorporating appliances into educational content, therefore facilitating student engagement.

Turn Taking



In on/off mode, have two users work together by taking turns pressing their switches or iPad buttons, one turning the appliance on, the other turning it off. Strengthen social skills by practicing cooperative turn taking.

Sustained Concentration



Utilize seconds or minutes mode to require continuous interaction by pressing the iPad or switch. This allows students to actively explore objects and events for extended periods of time.

iControl

Toy control using an iPad

Use an iPad to control battery-operated appliances in the following ways:

- Direct
- Latched
- Timed
- Cooperative (direct/latched)
- On/Off



Features

- Two 3.5mm sockets to allow up to two toys or other appliances to be connected.
- Seven control modes selected from the iClick App. Four modes provide independent switch operation; three give cooperative control.
- Interference free operation at up to 60 feet distance.
- The iClick App can also be scanned using iOS Switch Control by users who can't use the touch screen.

Supports iPad 3 and later only (iPad not included).

APPLICATOR

Switch interface for iPads



Why Choose APPLICATOR?

- Easiest and most intuitive set up
- Music mode

0 - Numeral 0	C - Right Arrow
1 - Numeral 1	D - Keyboard On/Off
2 - Numeral 2	E - Play/Pause
3 - Numeral 3	F - Skip Forward
4 - Numeral 4	G - Skip Back
5 - Space	H - Volume Up
6 - Enter	J - Volume Down
7 - -1	L - Mute
8 - -3	P - Timed Play 10s
9 - Up Arrow	R - Timed Play 30s
A - Down Arrow	T - Home
B - Left Arrow	U - Enter/Home

Cheat sheet on back for easy programming

The APPLICATOR has been the Bluetooth switch access device of choice for teachers, OTs, and health professionals alike since the iPad was first adopted for AT use.

The APPLICATOR can be used with switch adapted apps, with iOS Switch Control / Android Switch Access, to take photos, to play music/video, and more.

The APPLICATOR is easy and simple to set up:

- Pair the APPLICATOR with the iPad easily via Bluetooth connection
- Connect any wired switch to one of the four switch sockets
- Refer to the cheat sheet on the back to determine how you want to program your switch
- Use the mode buttons to program the switch appropriately (shown on the LED display)
- If you want more switches, simply plug another into a switch socket, use the channel button to select the switch socket and use the mode button to program that socket (shown on the LED display)

Switch Access

- 24 programmable keyboard / mouse commands, so APPLICATOR will work with any app or program
- APPLICATOR comes already programmed to the most commonly used settings, so it works right out of the box

Music Mode

- Music Mode temporarily overrides switch programming to functions that work best with a music playlist:
- Play/pause, skip forward, skip back, and 10 seconds timed play (ideal for cause and effect or early switch use)

Switch Control

- Compatible with iOS Switch Control
- Scan the iPad to access Apps, Music, iBooks, internet, email, and more
- iOS Switch Control "mode" functions can enhance the user's experience

Features:

- Bluetooth connection to work wirelessly for up to 64 feet
- Connect up to 4 wired switches, each can be independently programmed
- 24 programmable mouse and keyboard commands, shown on cheat sheet
- Touch sensitive programming buttons
- Built-in LED display for easy programming
- Integral button to show or hide the on-screen keyboard at any time
- Integral button to go into and out of music mode at any time
- Rechargeable via supplied USB cable
- Works with iPad, iPad mini, iPod, and iPhone (iOS 5 or later)

AP41	APPLICATOR	\$165
AP41-BL	APPLICATOR & 2 large smoothies	\$235
AP41-BS	APPLICATOR & 2 small smoothies	\$235
AP45	APPLICATOR - 5 pack	\$795

iSwitch

iPad interface built into a switch

Why Choose iSwitch?

- Complete wireless connectivity for switch and iPad

0 - Numeral 0	C - Right Arrow
1 - Numeral 1	D - Keyboard On/Off
2 - Numeral 2	E - Play/Pause
3 - Numeral 3	F - Skip Forward
4 - Numeral 4	G - Skip Back
5 - Space	H - Volume Up
6 - Enter	J - Volume Down
7 - -1	L - Mute
8 - -3	P - Timed Play 10s
9 - Up Arrow	R - Timed Play 30s
A - Down Arrow	T - Home
B - Left Arrow	U - Enter/Home

Cheat sheet underneath for easy programming

Low profile, angled 3" switch

Connect up to 2 more wired switches

Switch socket programming button

Switch function programming button



Rechargeable

Available colors: ●●●●

The iSwitch is easy and simple to set up:

- Pair the iSwitch with the iPad easily via Bluetooth connection
- Refer to the cheat sheet on the back to determine how you want to program your switch
- Use the mode button to program the switch appropriately (shown on the LED display)
- If you want If you want more switches, simply plug a wired switch into a switch socket, use the channel button to select the switch socket and use the mode button to program that socket (shown on the LED display)
- OR for a total wireless solution, use two iSwitches with one iPad

The iSwitch combines the power of the APPLICATOR with the convenience of a wireless switch

The iSwitch can be used with switch adapted apps, with iOS Switch Control / Android Switch Access, to take photos, to play music/video, and more.

Switch Access

- 24 programmable keyboard / mouse commands, so APPLICATOR will work with any app or program
- APPLICATOR comes already programmed to the most commonly used settings, so it works right out of the box

Switch Control

- Compatible with iOS Switch Control
- Scan the iPad to access Apps, Music, iBooks, internet, email, and more
- iOS Switch Control "mode" functions can enhance the user's experience

Features:

- Bluetooth connection to work wirelessly for up to 64 feet
- Completely wireless solution for iPad and switch
- Connect up to 2 more wired switches, each can be independently programmed
- 24 programmable mouse and keyboard commands, shown on cheat sheet
- Recessed programming buttons
- Built-in LED display underneath for easy programming
- Rechargeable via supplied USB cable
- Works with iPad, iPad mini, iPod, and iPhone (iOS 5 or later)

IS91	iSwitch Red	\$165
IS92	iSwitch Green	\$165
IS93	iSwitch Blue	\$165
IS94	iSwitch Yellow	\$165

J-Pad—Joystick for iPad

Unique joystick controlled line by line scanning

J-Pad is a unique, highly intuitive joystick interface providing comprehensive joystick and switch access to all iPad functions.

The J-pad connects wirelessly to the iPad and the interface is built right in. The J-Pad is simple to set up and easy to use. It includes a special mode to make setting up iOS Switch Control even easier.

The joystick is ideal for line by line scanning, and use the two touch sensitive buttons to make selections. You can also connect up to two wired switches to use instead of the buttons, depending on individual accessibility needs.

- Ideal access device for iOS switch control scanning
- Unique line by line scanning
- Pairs directly with iPad via Bluetooth for full wireless access
- Touch-sensitive buttons, or plug in external switches
- Fully supports iBooks page turning
- Rechargeable via supplied USB lead
- Works with iPad, iPod touch, and iPhone
- 64 feet operating range



JP41

J-Pad - iPad Interface

\$275

Switch2Scan

Switch interface with voiceover

Switch2Scan is an iOS Voiceover access device. Although iOS Switch Control has largely overtaken Voiceover as a scanning switch access technique, the visually impaired can still benefit from using Voiceover and it is for these users that Switch2Scan is intended. Another great feature of the Switch2Scan is within iBooks it can be configured to achieve true single-click page turning- both page forward and page back- something which is not possible using iOS Switch Control.



- Manual and automatic scanning modes
- Forward and backward Scanning
- On-screen keyboard scanning
- Four scanning speed options
- Integral button to deploy or hide the on-screen keyboard
- QuickAccess mode (for easy access to switch adapted apps)
- iBooks mode with page turner
- Rechargeable via supplied USB lead
- Pairs directly with iPad via Bluetooth
- Works with iPad, iPad mini, iPod, and iPhone
- 64 feet operating range

SC-41

Switch2Scan iPad s/w Interface

\$180

SimplyWorks for iPad

Bring the versatility of SimplyWorks to the iPad

SimplyWorks for iPad provides wireless switch, joystick, and keyboard access to all iPad functions. It allows up to six input devices to be paired with a single iPad.



- 100% wireless connectivity for iPad mini access
- Supports up to 6 SimplyWorks transmitters simultaneously, with no restriction in the mix of transmitters
- Forward and backward scanning
- Proportional scanning (using SimplyWorks joystick)
- On-screen keyboard scanning and full keyboard functionality
- Integral button to deploy or hide on screen keyboard
- iBooks mode with page turner
- Rechargeable via supplied USB lead
- Pairs directly with iPad via Bluetooth
- Works with iPad, iPad mini, iPod, and iPhone
- 64 feet operating range

For the entire SimplyWorks collection, see pages 30-35

SI41

SimplyWorks for iPad

\$195

iPad and Mouse support

With the release of the new operating system for iPad and iPhone, iPadOS and iOS 13, users of assistive technology can now access new and exciting accessibility features on their device. The most exciting new feature in Accessibility is **mouse** support. A Bluetooth mouse device will connect wirelessly, or a USB wired mouse device can be used with the aid of a USB to iPad/iPhone adapter.

Skyle

World's First Eye Tracker for iPad

A revolutionary solution for independent access and communication.

Skyle provides independent access to the powerful iPad Pro 12.9" through eye control.

Simple Setup

Simply insert the iPad into the protective case and plug in the eye tracker, download the Skyle App and you're ready to realize the full potential of the iPad with eye-controlled communication, access and environmental control.

Special Features

- For iPad Pro 12.9" (3rd gen), iPadOS ≥13.2.
- Utilizing iPadOS Assistive Touch Accessibility features including Dwell Control
- Full eye control access to any Apple iOS App
- A switch can be plugged directly into the eye tracker providing quick access and input with configurable gestures and actions via the Skyle App

What's Included

- Skyle eye tracker
- Free Skyle App for calibration, positioning guide and switch gesture
- A protective case that can be easily mounted to wheelchairs or stands using popular mounting systems such as REHAdapt and Daessy

Please note: Only compatible with iPad Pro 12.9" (3rd gen). iPad Pro 12.9" and table mount system displayed are not included.

ST82

Skyle - iPad Eye Tracker

CALL FOR PRICING



BlueLine Joystick

Wireless joystick for iPads

BlueLine is a compact desktop Bluetooth Joystick allowing direct wireless connection to iPads (running iOS13) or Android devices, as well as any computer or tablet that has built-in Bluetooth.



BlueLine is ideal for precise cursor movement without the need for fine motor skills. The unit has three recessed buttons and two sockets for external switches, all of which can be individually configured according to the user's precise needs. For example, swipe left and swipe right which are ideal for page turning.

Features:

- Allows for precise tracking and cursor control
- Bluetooth connection for complete wireless connectivity
- Four cursor speed settings
- 3 recessed buttons, each individually programmable
- 2 additional sockets to connect external switches, each individually programmable
- Programmable features automatically recalled every time, regardless of device used with
- Dwell-click, drag lock,
- Rugged construction and ergonomic design
- Built-in lithium rechargeable battery. Typically gives 15 hours of constant use between charges.
- Supplied with three interchangeable handle options (acorn, t-bar, soft-ball)

BL62

BlueLine Joystick

\$395

For the full range of Mouse Alternatives that are compatible with iPads see pages 24 - 27

Switch Interfaces

Switch interfaces connect to your computer through a USB port. If necessary, a software program is supplied with the interface, so your computer can recognize and use it. Switch interfaces work by converting the on/off action of the switch into an emulated key press, usually the Spacebar or Enter key. Most switch software or online activities look for these key presses in the same way that other programs might look for mouse click. Some interfaces will automatically detect the switch program you are loading and will set itself up automatically (see auto-set up in chart). All you need to do is plug in your switches and use them—easy!

	# of inputs	Use Inputs Assignable	Auto Set-up	Updates Itself	Wireless	Mouse Emulation	Price
Simple Switch Box	2	Yes	X	X	X	X	\$65
USB Switch	3	Yes	X	X	X	X	\$129
Crick USB	4	Yes	Yes	Yes	X	X	\$159
MultiSwitch 2	6	Yes	Yes	Yes	X	Yes	\$130
Send-6*	6	Yes	X	X	Yes	Yes	\$149
Send *	1	Yes	X	X	Yes	X	\$110

*Requires SimplyWorks receive unit

SimplyWorks Receive

The SimplyWorks Receive is a USB receiver which forms the hub of the SimplyWorks system when used for computer access. It will support up to 6 SimplyWorks devices of any kind. The 3 programmable devices below each require a SimplyWorks receive unit to talk to the computer.



For the entire SimplyWorks collection, see pages 30-35

SW Switch



- An angled, low profile switch
- A wireless switch solution; no direct cable connection between user and computer
- Quick and easy to pair
- Easy to program via LED display and "cheat sheet" on the bottom of the switch
- Programmable to 24 different keyboard and mouse functions, so will work with most switch software titles
- Wireless connectivity up to 32 feet
- Use between 1 to 6 switches per computer with a SW Receive unit

SW Send



- Make any standard switch part of SimplyWorks
- Create a wireless solution for any standard wired switch; no direct cable connection between user and computer
- Quick and easy to pair
- Easy to program via LED display on front and "cheat sheet" on back
- Programmable to 24 different keyboard and mouse functions, so works with most switch software titles
- Wireless connectivity up to 32 feet
- Use 1 switch with this device (can pair up to 6 total SW devices with 1 SW Receive)

SW Send-6



- Similar to SW Send, but for up to 6 switches
- Create a wireless solution for up to 6 standard wired switches; no direct cable connection between user and computer
- Quick and easy to pair
- Easy to program via LED display on front and "cheat sheet" on back
- Programmable to 24 different keyboard and mouse functions, so works with most switch software titles
- Wireless connectivity up to 32 feet
- Use up to 6 switches with this device (can pair up to 6 total SW devices with 1 SW Receive)

SW91	SW-Switch Large Red	\$105	SW-40	SW-Send	\$110	SW47	Send-6	\$149
SP90-L	SW-Switch (Large) Starter Pack	\$1635	SP-40	SW-Send-Starter Pack	\$175	SP47	Send-6 Starter Pack	\$205

Inclusive MultiSwitch 2



- Automatically detects the program you are loading and sets up the switches for the appropriate key presses or mouse clicks
- Software provided with large database of accessible software titles that is continually being updated
- Add your own switch accessible settings for your favorite non-switch applications; mouse clicks, key presses, or application actions (such as print, save, etc).
- Windows and Macintosh compatible
- USB connectivity
- Use with up to 6 switches

Easily switch to mouse emulation mode; left, right, up, down, left click, right click. Even has four built-in cursor speed settings

MS42 Inclusive MultiSwitch 2 \$130

Crick USB Switch Interface



- Automatically detects the program you are loading and sets up the switches for the appropriate key presses or mouse clicks
- Software provided with large database of accessible software titles that is continually being updated
- Add your own switch accessible settings for your favorite non-switch applications; mouse clicks, key presses, or application actions (such as print, save, etc).
- Windows and Macintosh compatible
- USB connectivity
- Use with up to 4 switches

SI41 Crick USB Switch Interface \$159

Simple Switch Box



- A cost effective and simple solution for basic switch users
- Configure to give either "space" and "enter", or "left-click" and "right-click" commands
- Space /enter works with all Inclusive software and HelpKidzLearn subscriptions
- No additional driver software required
- Retains mode settings even when powered down
- Windows and Macintosh compatible
- USB connectivity
- Use with up to 2 switches

SS41 Simple Switch Box \$65

USB Switch



- An interface built into a smooth, low profile, angled 3" switch
- Easy to program via LED display and "cheat sheet" on the bottom of the switch
- Programmable to a wide variety of keyboard and mouse functions, so will work with most switch software titles
- Additional settings to help compensate for various motor deficits and neuromuscular conditions, including Acceptance Delay, Ignore Repeats, Maximum Press Time, etc.
- Windows and Macintosh Compatible
- USB connectivity
- Plug in 2 more switches and configure independently for a total of 3 switches

US41 USB Switch - Purple \$129

Switches

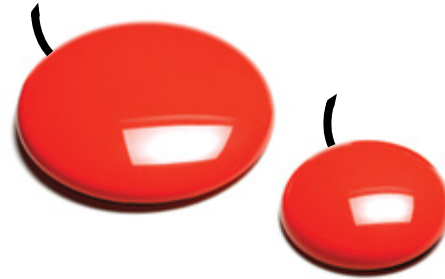
Switches make it easy for your children or those with physical or learning difficulties to use a computer. Simply press and see it happen!

Smoothie Switch

This smooth switch is a popular choice because of its easy to use design. Based on years of experience working with switch users, it has a low profile and is angled towards the learner to make it really easy for those with limited movement to press. It's available as a large 5" size or a small 3" size, as well as four different colors—red, green, blue, or yellow.

- Large 5" operating area OR small 3" operating area
- Low operating force
- Low profile, angled surface
- No protruding base
- Tactile feedback
- Easy to mount via standard fixing holes

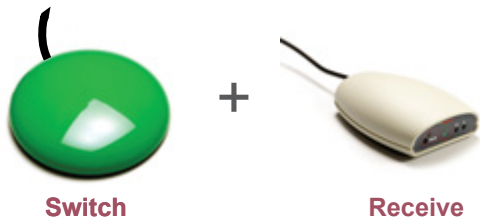
Large Smoothie



Small Smoothie

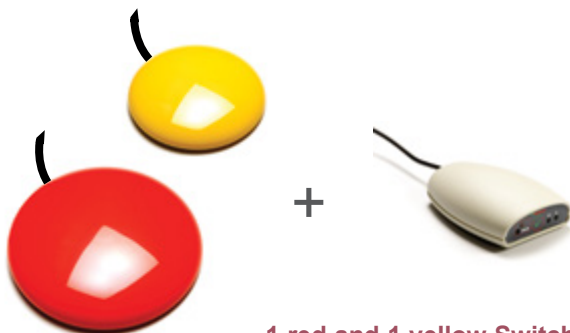
SM81	Smoothie Switch—Small—Red	\$49
SM82	Smoothie Switch—Small—Green	\$49
SM83	Smoothie Switch—Small—Blue	\$49
SM84	Smoothie Switch—Small—Yellow	\$49
SM85	Smoothie Switch—Small—All 4 Colors	\$176
SM91	Smoothie Switch—Large—Red	\$49
SM92	Smoothie Switch—Large—Green	\$49
SM93	Smoothie Switch—Large—Blue	\$49
SM94	Smoothie Switch—Large—Yellow	\$49
SM95	Smoothie Switch - Large - All 4 Colors	\$176

Computer Access



Switch

Receive



1 red and 1 yellow Switch + Receive

SimplyWorks Wireless Switch

The low profile smoothie switch is also available in a wireless model as part of the SimplyWorks range. The input devices in this collection "simply work" together, by connecting wirelessly to a receive, which performs as the interface. Plug one receive into the computer, and wirelessly connect up to 6 different SimplyWorks input devices (switches, joysticks, rollerballs, keyboards, etc). Ideal for including everyone.

SimplyWorks switches have a 32ft range and use radio frequency, meaning you don't need a line of sight between the switch and the receive.

SP90-L	SW-Switch (Large) - Starter Pack	\$165
SP95-L	SW-2 Switch (Large) - Starter Pack	\$260

For the entire SimplyWorks collection,
see pages 30-35

USB Switch



A smooth, low profile, angled 3" switch with a built in USB interface.

The switch can be configured to operate as a wide variety of keyboard and mouse functions and is programmed via an integral LED display found on the bottom of the switch.

The switch also allows for a number of additional features to be configured to help compensate for various motor deficits and neuromuscular conditions.

Two 3.5mm sockets allow up to two more switches to be plugged in, each which can be configured independently for function.

US41 USB Switch - Purple \$129

Pal Pad Switch



A low pressure switch which responds to tiny amounts of force—as little as 1.2 ounces. Ideal for students who can exert very little pressure or are distracted by audible clicks. These flat switches are only 3mm thick, but very rigid and durable. Available in 3 sizes: mini (2" x 2"), small (2.5" x 4") or large (4.5" x 6"). Available in 4 colors: red, green, yellow, or blue. Please specify size and color.

PC90	Pal Pad Switch - Large (state color)	\$49
PD90	Pal Pad Switch - Small (state color)	\$45
PE90	Pal Pad Switch - Mini (state color)	\$39

Switch positioning and mounting

Choosing the right switch and positioning it appropriately can be a critical success factor for children who use switches. We supply a wide range of switches and mounts to help meet the access needs of your learners. Please see the website for more options.

Variable Friction Arm

- Fix switches to surfaces like table edges or wheelchair poles
- Each extends to 20" and holds up to 5lbs
- We recommend the Variable Friction Arm (pictured left with yellow switch) in most situations
- Comes complete with a mounting plate, which fits most standard switches



MK61	Universal Mount - Friction	\$230
MK62	Magic Arm	\$230

Maxess Mounting

Developed with therapists and switch users, these mounts enable switches to be securely positioned and repositioned in the most efficient and comfortable way for the users. The ergonomic design enables wires to be tidied away. The tray is cushioned for comfort and holds switches securely in place. Some switch users have greater control with the switch at an angle, so pair with the double-sided switch mount with two alternative mounting surfaces (55° and 85°).



MA59	Maxess Switch Tray - Small	\$59
MA60	Maxess Switch Tray - Medium	\$69
MA61	Maxess Switch Tray - Large	\$79
MA63	Maxess Small Switch Mount	\$32
MA64	Maxess Medium Switch Mount	\$36
MA65	Maxess Large Switch Mount	\$42

Alternative Mice

Alternative mice are designed for computer users with limited hand control, motor skill difficulties, poor hand-eye coordination, limited manual dexterity, involuntary muscle spasms, hand or wrist tremors, and more. Our range of mouse alternatives is large, innovative, and comprehensive. The appropriate device for you depends on a variety of needs. The chart below offers a quick comparison of each device, and the following pages offer more detailed information. Please feel free to contact us if you wish to discuss your particular needs in more detail.

	Slimline Joystick	Orbitrack	Optima Joystick	Optima Trackball	SimplyWorks Joystick	SimplyWorks Trackball	n-ABLER Joystick	n-ABLER Trackball	n-ABLER Pro Joystick	n-ABLER Pro Trackball	Ultra Joystick
Trackball				✓		✓		✓		✓	
Joystick	✓		✓		✓		✓		✓		✓
Wireless					✓	✓					
Buttons	2	4	3	3	3	3	5	5	5	5	0
Sockets	2	2	2	2	2	2	2	2	2	2	2
Programmable Sockets							✓	✓	✓	✓	✓
Left Click	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Right Click	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Drag-lock Facility	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Double-click Facility	✓	✓	✓	✓			✓	✓	✓	✓	✓
Dwell click Facility							✓	✓	✓	✓	✓
Anti-tremor Feature									✓	✓	
Left-handed Button Facility	✓	✓	✓	✓			✓	✓	✓	✓	
Buzzer	✓	✓	✓	✓	✓		✓	✓	✓	✓	✓
Buzzer Disable Facility	✓	✓	✓	✓			✓	✓	✓	✓	✓
Selectable Cursor Speed	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Mountable			✓	✓	✓	✓	✓	✓	✓	✓	✓
No Drivers Required	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Compatible with iPad/iOS13	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Computer Access

Use an alternative mouse with an iPad!

With the release of the new operating system for iPad and iPhone, (iPadOS and iOS 13), users of assistive technology can now access new and exciting accessibility features on their device. The most exciting new feature in Accessibility is mouse support. This feature allows the user to control an iPad with the aid of a mouse or assistive mouse, beneficial for users who are unable to use an iPad if they have difficulty touching the screen.

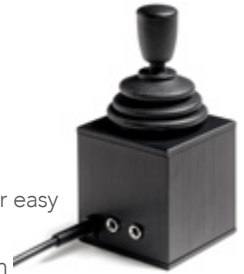
Slimline Joystick



- Extremely low profile joystick ideal for younger users with small hands
- Two touch sensitive buttons can be programmed to either left-click, right click, double click, or drag lock
- Two additional sockets to allow the buttons to be switch operated (overrides touch sensitive buttons so cannot be accidentally clicked)
- Four cursor speed settings
- Low profile ergonomic design, allowing use for long periods of time
- Symmetrical design for use with either hand
- All settings saved and automatically recalled at power on
- No additional drivers required—easy “plug and play” installation
- Comes with 3 different handle options

NA40 Slimline Joystick \$270

Ultra Joystick



- A compact joystick ideal for wheelchair users or users who require their joystick to be mounted for head or chin use
- Fits industry standard threaded holes for easy mounting
- Extremely rugged, all metal construction
- Two switch sockets, each can be programmed to either left-click, right click, double click, or drag lock
- Dwell click feature also available
- Four cursor speed settings
- Comes with 3 different handle options

NA86 Ultra Joystick \$price to come

Orbitrack

- Control with a single soft touch, requiring no hand or wrist movement
- Large, 1.9” cursor control ring for easy operation and precise targeting
- Four cursor speed settings
- Color coded left-click, right-click, drag lock, double click, and drag lock buttons
- Two additional sockets to allow left-click and right-click buttons to be switch operated
- Audible warnings indicating selection or change of function
- Ergonomic design for comfortable wrist position
- Symmetrical design for use with either hand
- All settings saved and automatically recalled at power on
- No additional drivers required—easy “plug and play” installation



NA51 Orbitrack \$295

Track-it

Unique switch interface that provides full mouse functionality from a single switch



- Four switch sockets available for users to operate more than one switch
- Select from left click, right-click, double click, or drag lock using either single switch scanning or any of the additional switch sockets provided
- Includes stand up mounting system

TR40 Track-it \$235

Inclusive KidTRAC



- Ideal for users with motor skills difficulties
- Allows for precise tracking and cursor control
- Color coded left-click, right-click, and drag lock buttons
- Three additional sockets to allow left-click, right-click, and drag lock buttons to be switch operated
- Ergonomic design
- Integrated hand / palm rest for more relaxed posture
- Symmetrical design for use with either hand
- No additional drivers required—easy “plug and play” installation

RY60 Inclusive KidTRAC \$104

Optima

Accessible joystick or rollerball



NA61	Optima Rollerball	\$169
NA62	Optima Joystick	\$295

- Ideal for users with motor skills difficulties
- Allows for precise tracking and cursor control
- Four cursor speed settings
- Color coded left-click, right-click, and drag lock buttons. Recessed to prevent accidental activation
- Ability to change right-click button to double-click instead
- Two additional sockets to allow left-click and right-click buttons to be switch operated
- Audible warnings indicating selection or change of function
- Rugged construction and ergonomic design
- Integrated hand / palm rest for more relaxed posture
- Symmetrical design for use with either hand
- All settings saved and automatically recalled at power on
- No additional drivers required—easy “plug and play” installation
- Fits universal medium mount
- Joystick comes with 3 different handle options (joystick only)

A wireless version of the Optima

- 100% wireless access
- Wireless option ideal for group sessions or classroom settings
- Ideal for users with motor skills difficulties
- Allows for precise tracking and cursor control
- Four cursor speed settings
- Color coded left-click, right-click, and drag lock buttons. Recessed to prevent accidental activation
- Ability to change right-click button to double-click instead
- Two additional sockets to allow left-click and right-click buttons to be switch operated
- Audible warnings indicating selection or change of function
- Rugged construction and ergonomic design
- Integrated hand / palm rest for more relaxed posture
- Symmetrical design for use with either hand
- All settings saved and automatically recalled at power on
- No additional drivers required—easy “plug and play” installation
- Fits universal medium mount
- Joystick comes with 3 different handle options (joystick only)

This same joystick is available as a SimplyWorks joystick. The Optimax receiver allows you to use one joystick at a time, whereas the SimplyWorks receiver can be paired with up to 6 input devices at once. If you have multiple students using input devices, the SimplyWorks system can be a more cost-effective, inclusive solution.

Optimax

Wireless joystick or rollerball



NA81	Optimax Wireless Rollerball	\$295
NA82	Optimax Wireless Joystick	\$395

For the entire SimplyWorks collection, see pages 30-35

n-ABLER

Highly adaptable joystick or rollerball



NA71	nABLER Rollerball	\$350
NA72	nABLER Joystick	\$420

- Ideal for users with motor skills difficulties
- Allows for precise tracking and cursor control
- Four cursor speed settings
- Color coded left-click, right-click, drag lock, double click, and axis-lock buttons. Recessed to prevent accidental activation
- Axis lock button to allow only vertical or horizontal movement (ideal for drop down menus)
- Two additional sockets to allow left-click and right-click buttons to be switch operated
- Dwell click feature also available
- Audible warnings indicating selection or change of function
- Rugged construction and ergonomic design
- Integrated hand / palm rest for more relaxed posture
- Symmetrical design for use with either hand
- All settings saved and automatically recalled at power on
- No additional drivers required—easy “plug and play” installation
- Fits universal medium mount
- Joystick comes with 3 different handle options (joystick only)

n-ABLER Pro

Age neutral joystick or rollerball with anti-tremor technology



NA73	nABLER Pro Rollerball	\$370
NA74	nABLER Pro Joystick	\$440

- Ideal for users with motor skills difficulties
- Allows for precise tracking and cursor control
- Four cursor speed settings
- Anti-tremor feature (with three settings to compensate for the degree of tremor)
- Age neutral color scheme
- Buttons have white legends on black backgrounds for easy identification of button functions
- Left-click, right-click, drag lock, double click, and pan and scan button. Recessed to prevent accidental activation
- Pan and scan button allows easier page navigation for documents and webpages
- Two additional sockets to allow left-click and right-click buttons to be switch operated
- Dwell click feature also available
- Audible and visual warnings indicating selection or change of function
- Rugged construction and ergonomic design
- Integrated hand / palm rest for more relaxed posture
- Symmetrical design for use with either hand
- All settings saved and automatically recalled at power on
- No additional drivers required—easy “plug and play” installation
- Fits universal medium mount
- Joystick comes with 3 different handle options (joystick only)

Gaming



Thanks to Microsoft's Xbox Adaptive Controller, gaming has been made more accessible for everyone.

The Xbox Adaptive Controller is a unified hub for assistive devices to be used for gaming. It allows multiple wired switches and up to two USB devices to be connected and individually configured.

With the launch of the Xbox Adaptive Controller, new features have been incorporated into some of our joysticks to allow them to be used alongside it. The Optima Joystick has been modified to allow it to be switched from its standard 'mouse equivalent' functionality to a new 'gamepad equivalent' setting, allowing it to be plugged directly into Xbox Adaptive Controller.

Of course all of the smoothie switches can also be used directly with the Xbox Adaptive Controller.

In the future, we will be adding the gamepad equivalent feature into more of our joysticks and introducing other products specifically for Xbox , so please visit the website regularly for the most up to date information.

Trabasack Curve Connect

The Trabasack Curve Connect is an innovative travel bag and lap desk in one, ideal for use with the Xbox Adaptive Controller and connected devices.

The "connect" tray surface of the Curve Connect is velcro-receptive, allowing you to attach almost any item with ease. Secure the Adaptive Controller, joystick, and switches while you game.

The ergonomic shape of the Curve Connect provides a snug and comfy fit around the waist when in use, making it ideal for wheelchair users.

Internally the Curve Connect features a zip pocket for storing items when not in use. A removable bean bag insert ensures that the tray remains steady and comfortable upon the lap whilst in use.



LT60 Trabasack Curve Connect

\$65

Clevy Keyboards

The large keys of the Clevy Keyboard range are 30% bigger and the characters on them up to 4 times bigger than those on an average keyboard, making them simpler to find and easier to press. The keyboard's rugged housing is designed to guide possible spilled fluids straight through the keyboard, keeping these liquids away from the internal electronics. Each individual key is mounted onto a high-quality, mechanical switch providing a very durable and consistent experience. The key repeat feature can be switched on or off directly on the keyboard, causing a letter to appear on the screen only once no matter how long a key is pressed.

Color Clevy Keyboard



A child-friendly keyboard, with large lower case letters. The simple layout and color-coding makes it easy to find the keys: blue for letters (light blue for vowels), red for numbers, orange for punctuation and green for actions.

Connects directly through a USB port. Can be used with a computer.

Contrast Clevy Keyboard



The black and white Clevy Contrast Keyboard has been developed in close cooperation with various low vision experts. This keyboard provides a better contrast than the colored version, making it even more useful for the visually impaired.

Connects directly through a USB port. Can be used with a computer.

Bluetooth & Wireless Clevy Keyboards



The wireless versions of the Clevy keyboard have large uppercase letters. The simple layout and color-coding makes it easy to find the keys: blue for letters (light blue for vowels), red for numbers, orange for punctuation and green for actions.

The Bluetooth keyboard connects via Bluetooth to a computer, iPad, tablet, or even phones

The SimplyWorks wireless keyboard connects wirelessly to a SimplyWorks receiver. Can be used with a computer, iPad, or tablet.

CK85	Color Clevy Keyboard (wired)	\$115
CK87	Contrast Clevy Keyboard (wired)	\$145
CK88	Bluetooth Clevy Keyboard (color)	\$169
SW85	Wireless Clevy Keyboard (color)	\$169
SW86	Keyguard (fits all versions)	\$109

Computer Access

Clevy Access Starter Pack

A great way to get going with simple easy access to either a computer, tablet or iPad.

Desktop System includes:

- Wired Clevy Keyboard
- Clevy Mouse (designed for smaller hands)
- Clevy Hearsafe Headphones (volume limited to 85dB. According to audiologists, this is the safe threshold.)

iPad system, ideal for either iPads or iPhones, includes:

- Bluetooth Clevy Keyboard
- Clevy Mouse (designed for smaller hands)
- Clevy Hearsafe Headphones (volume limited to 85dB. According to audiologists, this is the safe threshold.)



CA80	Clevy Desktop Access Starter Pack	\$155
CA84	Clevy iPad Access Starter Pack	\$225

SimplyWorks

Integrated, wireless system that “simply works” together



SimplyWorks is the world’s first fully integrated wireless system specifically for users with motor skills difficulties.

For the first time, you can have switches, joysticks, rollerballs, keyboards, communicators, toys, and electrical appliances all connected together—simply and without wires!

The SimplyWorks system is a family of receivers and associated wireless access devices. The access devices include keyboards, joysticks, rollerballs, switches, and switch adaptors (to use other wired switches wirelessly). The access devices connect to the receivers using radio frequency—this means they can be up to 32 feet apart and they don’t need a line of sight – ideal for interactive whiteboards and group work. “Pairing” the access devices and receivers is simply a matter of pressing a button at both ends—done!

Use your access devices with different receivers to control different things:

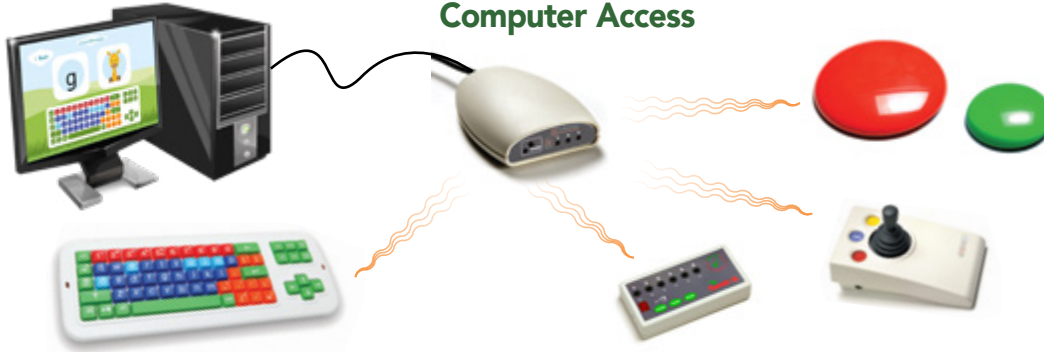
- The SimplyWorks Receive is for computer access, the SimplyWorks Receive Micro for tablet access, and the SimplyWorks for iPad for iPad access. Up to 6 different access devices in any combination can be paired with 1 receiver.
- Wireless toy control can be achieved using a Control Lite, Control, or Control Pro. Use a wireless switch, or even a joystick as a “wobble switch”
- Electrical appliance control using wireless switches with the iClick.
- Incorporate AAC using the SmoothTalker or SmoothTalker with Levels. Use with a SimplyWorks wireless switch for the modes requiring an external switch, or the SmoothTalker can also control a toy or electrical appliance.

The possibilities are endless!

	Computer Access	Toy Control	Appliance Control	AAC	iPad/Tablet Access
Receive	✓				
Receive Micro					✓
SimplyWorks for iPad					✓
Joystick	✓				✓
Trackball	✓				✓
Keyboard	✓				✓
Large Switch	✓	✓	✓	✓	✓
Small Switch	✓	✓	✓	✓	✓
Send	✓	✓	✓	✓	✓
Send-6	✓	✓	✓	✓	✓
Control		✓			
Control Pro		✓			
Smooth Talker				✓	
Smooth Talker with Levels				✓	
iClick			✓		

Sample Configurations

Computer Access



iPad Access



Tablet Access



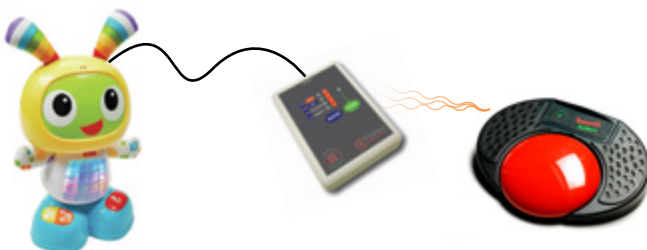
Toy control with switches



Appliance control with switches



Toy control with AAC



Appliance control with AAC



SimplyWorks Classroom Kit

The SimplyWorks Classroom Kit is an all in one solution that will help you achieve the goal of inclusion in you classroom.

The Classroom Kit consists of one Receive, two large switches, one joystick, one rollerball, and one keyboard.

Six wireless input devices can be paired with one receive and can be used in the same teaching session by different students, allowing them the opportunity for meaningful interaction and inclusion within the larger classroom setting. Now you can make Interactive Whiteboard sessions inclusive for ALL of your students.

The SimplyWorks system uses radio frequency, which means the units can be up to 32 feet from the Receive and do not require a direct line of sight—ideal for large group work situations.

Also available is the SimplyWorks Classroom and iPad kit, which consists of all of the above items plus a SimplyWorks for iPad receiver (see page 18 or 34). With the SimplyWorks for iPad, all of these input devices can also be used to access an iPad.



Ideal for use with interactive whiteboards

SP30	SimplyWorks Classroom Kit	\$995
SP32	SimplyWorks Classroom and iPad Kit	\$1,150



Easy Switch Bundle

The Easy Switch Bundle includes 2 small SimplyWorks wireless switches and a USB interface dongle

An easy to use and basic switch interface and wireless switch bundle. Simply connect the Easy Switch dongle to a USB port on your computer and you are ready to play switch accessible games and activities!

The Easy Switch Bundle is ideal for use with HelpKidzLearn accessible subscription services, as well as our switch accessible software.

ES90	Easy Switch Bundle	\$159
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SimplyWorks Starter Packs

SimplyWorks starter packs are the ideal way to begin building your SimplyWorks kit for a classroom which can include all learners.

Wireless Keyboard



SP82 Keyboard - Starter Pack \$225

Wireless Rollarball



SP60 Rollerball - Starter Pack \$290

Wireless Joystick



SP70 Joystick - Starter Pack \$410

Wireless Switch Small



SP91-S	Small Switch - Starter Pack Red	\$165
SP92-S	Small Switch - Starter Pack Green	\$165
SP93-SL	Small Switch - Starter Pack Blue	\$165
SP94-S	Small Switch - Starter Pack Yellow	\$165

Wireless Switch Large



SP91-L	Large Switch - Starter Pack Red	\$165
SP92-L	Large Switch - Starter Pack Green	\$165
SP93-L	Large Switch - Starter Pack Blue	\$165
SP94-L	Large Switch - Starter Pack Yellow	\$165

Wireless Send



SP40 Send - Starter Pack \$165

Wireless Send-6



SP47 Send-6 - Starter Pack \$205

SimplyWorks Receives

A SimplyWorks receiver is the hub of any SimplyWorks system. It is how the input devices communicate with the computer, iPad, or tablet. Which receiver you need depends on the electronic device you are using with the SimplyWorks system: a computer, an iPad, or a tablet.

Receive

The hub of the SimplyWorks system for computer access



SW80 SW-Receive \$82

The SimplyWorks Receive is the most popular of the SimplyWorks receivers, and it is used for computer access. It will support up to 6 SimplyWorks devices of any kind. Switches, keyboards, joysticks, and rollerballs can work together in a classroom.

- For **computer** access
- Supports up to six SimplyWorks transmitters simultaneously
- No restriction in the mix of transmitters
- 32 feet operating range
- USB connectivity
- No additional drivers required
- Caps Lock and Drag Lock LEDs

SimplyWorks for iPad

Bringing SimplyWorks to the iPad

SimplyWorks for iPad brings the versatility of SimplyWorks to the iPad. It provides switch, joystick, and keyboard access to all iPad functions.



SI41 SimplyWorks for iPad \$195

- For **iPad** access
- Supports up to six SimplyWorks transmitters simultaneously
- No restriction in the mix of transmitters
- 32 feet operating range
- Bluetooth connectivity
- No additional drivers required
- Quick button to show or hide the on-screen keyboard

Receive Micro

Bringing SimplyWorks to tablets

The SimplyWorks Receive Micro brings the versatility of SimplyWorks to most tablets with micro-USB sockets. It provides switch, joystick, and keyboard access to all tablet functions.



SW82 SW-Receive Micro \$82

- For **tablet** access
- Supports up to six SimplyWorks transmitters simultaneously
- No restriction in the mix of transmitters
- 32 feet operating range
- Micro USB connectivity
- No additional drivers required
- Caps Lock and Drag Lock LEDs

Don't forget the other "receivers" in the SimplyWorks family

SimplyWorks access devices can be used to control other receiver devices in the SimplyWorks family including:

iClick: To control electrical appliances

Control Lite: To control battery operated toys in direct mode

Control: To control battery operated toys in direct, latched, and timed modes

Control Pro: To control up to 2 battery operated toys in direct, latched, timed, and cooperative modes

SmoothTalker: To use as the secondary switch for two switch modes

SmoothTalker with Levels: To use as the secondary switch for two switch modes

SimplyWorks Input Devices

The input devices in the SimplyWorks system all provide wireless access for up to 32 feet. Remember—you can pair up to 6 input devices with one receiver

Wireless Keyboard



- Tough and durable construction
- Child friendly with its large keys and use of lowercase letters
- Simple layout and color coding make it easy to find the keys: blue for letters (light blue for vowels), red for numbers, orange for punctuation, and green for actions.
- Also available with clear plastic keyguard for users with limited fine motor skills

SW85	SW-Keyboard	\$169
SW86	SW-Keyboard Keyguard	\$109

Wireless Rollerball

- Ideal for users with motor skills difficulties
- Left-click, right-click, and drag lock buttons
- Four cursor speed settings
- Provides a natural hand-rest
- Requires a 9V battery (not included)



SW62	SW-Rollerball	\$242
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Wireless Joystick

- Ideal for users with motor skills difficulties
- Allows for precise tracking and cursor control
- Left-click, right-click, and drag lock buttons
- Four cursor speed settings
- Provides a natural hand-rest
- Requires a 9V battery (not included)



SW72	SW-Joystick	\$377
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Wireless Switches



- Low profile, angled surface with no protruding base
- Low operating force
- Easy to program via LED display and cheat sheet on the bottom of the switch
- Programmable to 24 different keyboard and mouse functions
- Available in 2 sizes: Large 5" or small 3"

You can pair SimplyWorks wireless switches with the following:

- Receive: for computer access
- SimplyWorks for iPad: for iPad access
- Receive Micro: for tablet access
- SmoothTalker: for two message switch communication options (see pages 8-11)
- iClick: for electrical appliance control (see page 14)
- iControl: for battery operated toy control (see page 15)

SW90-L	SW-Switch Large (specify color)	\$105
SW90-S	SW-Switch Small (specify color)	\$105

Wireless Send



- Make any wired switch part of SimplyWorks
- Create a wireless solution for a wired switch; no direct cable connection between user and computer
- Easy to program via LED display on front and "cheat sheet" on back
- Programmable to a 24 different keyboard and mouse functions
- Ideal for users requiring a specialized wired switch, such as a pal pad or grasp switch

SW40	SW-Send	\$110
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Wireless Send-6



- Make up to 6 wired switches part of SimplyWorks
- Create a wireless solution for wired switches; no direct cable connection between user and computer
- Easy to program via LED display on front and "cheat sheet" on back
- Programmable to a 24 different keyboard and mouse functions
- All switches are individually programmable
- Ideal for situations requiring multiple specialized wired switches

SW47	SW-Send 6	\$149
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EyeGaze in the Classroom

For communication and curriculum access

EyeGaze technology is perhaps the most exciting, innovative, and important piece of assistive technology to be introduced to the special needs classroom in decades. Students at any level of cognitive and physical ability can benefit greatly from EyeGaze technology. EyeGaze offers new “solution opportunities” not only in terms of communication, but also accessing the curriculum.

EyeGaze technology can be a powerful tool in the special needs classroom.

It can be a valuable means of assessing, including, engaging and empowering students.

A shift from switches to EyeGaze

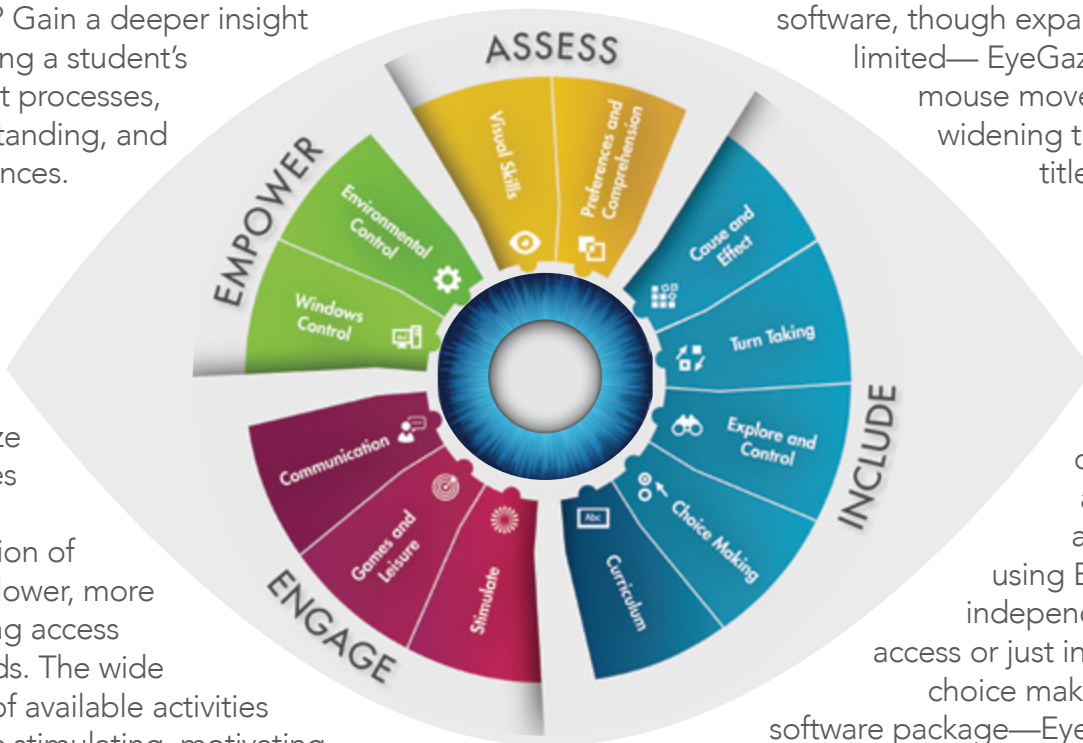
We have seen a huge shift in individuals who once used switches to instead using EyeGaze as an access method. Conceptually, EyeGaze is a much more natural and intuitive process—if we’re making a choice, we look at what we want. EyeGaze capitalizes on this natural conceptual reaction and uses it as an input method. With practice, EyeGaze can be a faster, easier, less fatiguing and less restrictive access method.

Assess

Objectively observe a student’s visual skills — what are they able to notice and attend to on screen? Gain a deeper insight regarding a student’s thought processes, understanding, and preferences.

Include

Give students access to more of the same resources and software as their peers. Switch software, though expansive, is still limited— EyeGaze emulates mouse movement, thus widening the range of titles available.



EyeGaze removes a large frustration of other slower, more fatiguing access methods. The wide range of available activities ensures stimulating, motivating, and fun activities to engage your students.

Regardless of level they are working at—whether using EyeGaze for independent full PC access or just independent choice making within a software package—EyeGaze gives individuals a greater degree of control.

Engage

Empower

Irisbond Duo Eye Tracker

Designed for simplicity and easy of use, suited for those new to EyeGaze and for all levels of ability.

Irisbond Duo Eye Tracker

Irisbond Duo is a mobile, lightweight eye tracker that connects to your Windows PC, laptop or tablet to give you eye gaze access. It is compatible with any mouse driven software and offers simple access.

- Robust, easy to use, and intuitive.
- Maximum accuracy and complete control even with head movement.
- Adapts well to most lighting conditions empowering you to go anywhere.
- Can be used on any Windows device with a 10-24" screen.
- Small and portable – easily transported between computers at home or school.



EasyClick Software

New and improved EasyClick takes eye gaze access to a whole new level of performance and usability. Whatever your access needs are, EasyClick now caters for them within one application. From early eye gaze interaction to independent communication and full computer access, EasyClick offers the best access and features within two modes: Beginner and Pro.

Beginner

EasyClick Beginner is the simplest eye gaze solution to assess, include, engage and empower. It's licensed for an unlimited number of devices and users, allowing you to swap connection from a standard desktop PC to a more mobile solution such as a laptop or tablet at any time. You no longer need specialist support and training to get started.

- No screen measuring or training required to use; designed to be intelligent and intuitive.
- Multiple settings available to customize and personalize calibration and achieve optimal eye tracking experience.
- An easy 1-point calibration gives great functional accuracy for users with limited attention skills.



Pro (Add On)

For eye gaze users who require full computer access, upgrade to EasyClick Pro. EasyClick Pro will give competent eye gaze users access to the Internet and social media, music and video players, electronic books, games, communication software and more. Pro mode includes an advanced toolbar giving accomplished eye gaze users the further control they require.

- Full mouse click control - left/double left click and right click.
- Drag and drop function.
- On-screen keyboard.
- Magnification feature to select small targets.
- Vertical scrolling tool.



EG50	EyeGaze—Irisbond c/w EasyClick Beginner	\$1,595
EC15	EasyClick Pro Add On (require Irisbond)	\$195

Learning Curve Software

A progression of activities (and analysis!) to teach the skills to be a proficient EyeGaze user

Learning Curve software provides a structural progression of EyeGaze activities, spanning from early sensory to using EyeGaze as a method of communication. The activities use engaging graphics, animations, and sounds, as well as fun feedback and rewards, all of which can be customized to cater for specific interests and motivations. Powerful but simple analysis tools provide three different forms of data, allowing teachers and therapists to assess initial skills and keep accurate records of student progress.



Buy all 3 titles and SAVE!

EG40	LCB Single User Activation Code	\$799
EG41	LCB 5 User Activation Code	\$1,595
EG142	LCB 10 User Activation Code	\$2,389

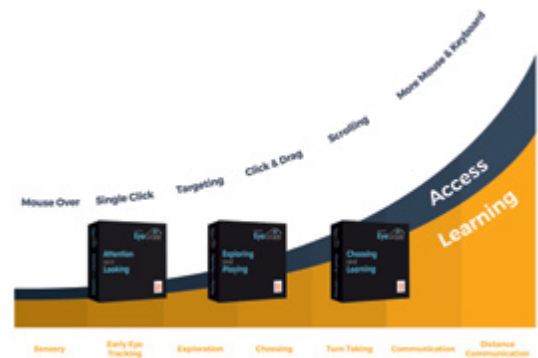
This product is delivered via Download - please provide Email address with order

A Progressive Teaching Tool

- Provides a structural approach to build on skills as students master them
- Lots of opportunities to practice at each level

An Assessment Tool

- Track how students are progressing with EyeGaze skills
- Determine visual skills and behaviors
- Assess if student is a potential candidate for EyeGaze



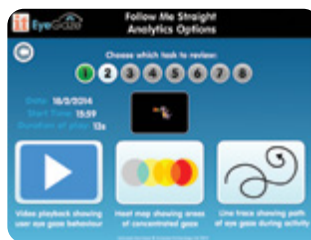
Attention and Looking, Exploring and Playing, and Choosing and Learning all feature options to personalize activities for individual students as well as powerful analysis tools

Options



- Extensive options menus allow you to personalize for assessment and teaching goals
- Adjust for individual needs and requirements / limitations
- Ensure motivation and success
- Provide progressive teaching steps

Analytics



- Powerful, easy to use analysis tools allow you to record and review EyeGaze skills using three different methods:
- Live video playback of EyeGaze behavior
- Heat map recording showing areas of concentrated gaze
- Line trace map recording showing path of EyeGaze

Reports



Instantly generate reports and records, with the ability to save and print out a report giving details of timing, options chosen, and heat map analysis of EyeGaze behavior during activities. Use for your assessment and progress records. Data, data, data!

Attention and Looking

These fun and meaningful activities can be used with students on their first steps with EyeGaze. They introduce students to the concept of EyeGaze and using their eyes as a means of control. They provide a progression of skills from experiential and cause and effect activities to targeting activities .



EG10	A&L Single User Activation Code	\$295
EG11	A&L 5 User Activation Code	\$590
EG12	A&L 10 User Activation Code	\$885

This product is delivered via Download - please provide Email address with order

Tracking

- Practice looking at and following images on screen
- Develop mouse cursor movement skills

Fixating

- Practice looking at and keep looking at images on screen
- Develop dwell click skills using a single target

Locating

- Practice looking at and exploring the entire screen
- Develop mouse cursor movement skills

Exploring and Playing

Fun packed games and exploring opportunities to play individually or with friends! Students practice using their eyes to make things happen and begin to make early choices. Improve targeting skills with smaller targets and new methods of selection.



EG20	E&P Single User Activation Code	\$295
EG21	E&P 5 User Activation Code	\$590
EG22	E&P 10 User Activation Code	\$885

This product is delivered via Download - please provide Email address with order

Take turns

- Practice taking turns (or play individually with forced order sequential choice making)
- Develop dwell click skills with 2-3 targets

Explore

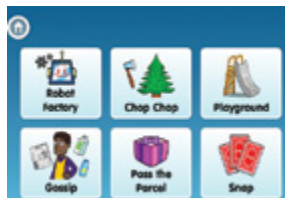
- Practice exploring the screen and interacting with different items
- Develop dwell click skills with 4-8 targets. Introduction to drag and drop skills with 2 targets

Choose anything

- Practice early choice-making by expressing preferences in an error-free environment
- Develop dwell click skills with up to 12 targets

Choosing and Learning

Activities to practice making choices with EyeGaze. Consequences are introduced for choices and there is a decision making element. Introduces students to making choices as a way to communicate and learn. These activities prepare EyeGaze users for further communication and learning activities.



EG30	C&L Single User Activation Code	\$295
EG32	C&L 5 User Activation Code	\$590
EG33	C&L 19 User Activation Code	\$885

This product is delivered via Download - please provide Email address with order

Preferred choices

- Practice expressing preferences with consequences for different choices
- Develop dwell click skills and drag and drop skills with more than 2 targets

Linear choices

- Practice choosing from multiple items, each item presented one at a time
- Develop dwell click and drag and drop skills. Introduction to scrolling

Multiple Choices

- Practice choosing from multiple items, all items presented at the same time
- Develop dwell click and drag and drop skills.

After completing Learning Curve, students are equipped to proficiently use EyeGaze with other curriculum and communication packages

EyeGaze Education Bundle

A complete EyeGaze solution for the classroom



Assess, include, engage and empower your students, with the Inclusive EyeGaze Education Bundle

Specifically designed for teachers and therapists to use with a wide range of students at different stages of learning. An ideal comprehensive starting pack for any special needs school or resource center—just add your own computer, laptop, or tablet!

What's Included?

Everything you need to introduce EyeGaze into the classroom for students with all levels of ability

- Irisbond Duo Eye Tracker and EasyClick
- Full set of Learning Curve software titles
 - Attention and Looking
 - Exploring and Playing
 - Choosing and Learning



EG52 EyeGaze Education Bundle \$2,279

Irisbond Duo Eye Tracker (+EasyClick)

An intuitive and easy to use eye tracker, requiring little or no training. Ideal for those new to EyeGaze, and it engages students with a range of abilities and preferences. Minimal calibration is required, making setup quick and painless.

Learning Curve Software

Include the full collection of Learning Curve software titles. This software provides a structured progression of activities to assess, teach, and stimulate early EyeGaze skills. This collection takes users on the learning curve from cause and effect through to using EyeGaze for communication, learning, and leisure. Includes powerful and easy to use analysis tools.

EyeGaze Education Classroom Pack

The Inclusive EyeGaze Education Classroom Pack is available to maximize the availability of this great access method to as many students as possible within your school setting! This gives you the option of setting up 5 eye gaze computer systems.



The Classroom Pack consists of:

- 5 Irisbond Duo Eye Trackers and EasyClick
- A 5 user license of Learning Curve software (including Attention and Looking, Exploring and Playing, and Choosing and Learning)

EG52-C EyeGaze Education Classroom Pack \$9,150

Surface Pro EyeGaze Education Bundle

An all-in-one, portable EyeGaze solution

The Surface Pro EyeGaze Education bundle has been specifically created to suit your individual learners' needs. This all-in-one bundle offers an affordable tablet and EyeGaze solution that is portable, robust and easy to use. The Surface Pro EyeGaze Education bundle provides all you need to get started with EyeGaze in the special education classroom or at home.

The Surface Pro EyeGaze Education bundle includes:

- Microsoft Surface Pro Tablet
- Irisbond Duo Eye Tracker and EasyClick
- Robust and portable mounting solution
- Full set of Learning Curve software titles



Microsoft Surface Pro Tablet

The Surface Pro has a high-contrast, low-glare HD screen, perfect for use with EyeGaze. It delivers speed and performance thanks to a powerful Intel processor.

The Surface Pro is a full-access Windows based tablet. You can install and use your own software just as you would any tablet.

Irisbond Duo Eye Tracker (+EasyClick)

An intuitive and easy to use eye tracker, requiring little or no training. It's ideal for those new to EyeGaze, and it engages students with a range of abilities and preferences. Minimal calibration is required, making setup quick and painless.

Inclusive Mounting Solution

Includes a versatile mounting system that can be easily customized to meet individual needs and environments. It attaches easily to tables and wheelchairs, and it holds strongly in place. Each mounting system comes with simple Quick Release adjustment, super clamp and an EyeGaze mounting bracket.

Choose from either: - Single arm (9.8") - Double arm (19.7") - Triple arm (25.6")

Learning Curve Software

The tablet comes pre-installed with Learning Curve, a software package consisting of a structured progression of activities to assess, teach, and stimulate early EyeGaze skills. This collection takes users on the learning curve from cause and effect through to using EyeGaze for communication, learning, and leisure. Includes powerful and easy to use analysis tools.

Includes 3 titles:

- Attention & Looking
- Exploring & Playing
- Choosing & Learning.



EG91	Surface Pro EyeGaze Education (Inclusive Single Mounting QR)	\$3,800
EG92	Surface Pro EyeGaze Education (Inclusive Double Mounting QR)	\$3,870
EG93	Surface Pro EyeGaze Education (Inclusive Triple Mounting QR)	\$3,950



All-In-One EyeGaze Education Touch PC

An affordable, all-in-one package for EyeGaze in the special needs classroom

We had many requests for an affordable, “all-in-one” package to help the special needs classroom get started with EyeGaze—here it is!

Access:

You wanted a system that could be used with different students, either as a classroom resource or to be used in different settings. The All-In-One EyeGaze Education Touch PC is a versatile and vital classroom resource, ideal for a wide range of students of differing abilities. In most special education classrooms, there are users requiring all manners of input assistance. With the All-In-One EyeGaze Education Touch PC, the Irisbond Duo Eye Tracker caters to EyeGaze users, the touch screen is ideal for direct access users, and additional USB connections can accommodate students using switches, joystick, rollerballs, specialized keyboards, etc. For additional access solutions, bundle with the SimplyWorks Classroom Kit (see page 32).

Education:

The All-In-One EyeGaze Education Touch PC also includes the entire Learning Curve collection, to teach your students EyeGaze skills and assess their progress. The All-In-One EyeGaze Education Touch PC is an unlocked Windows system, so you can install and use your own software, just as you would any other computer. For additional educational solutions, bundle with the Inclusive ClassMate software (see pages 44-45).

Windows Touch PC Computer

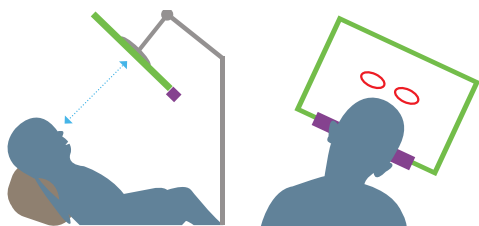
A powerful and robust 24” high-definition touch screen Windows computer. It delivers high speed and performance. It is VESA mount compatible for easy mounting to floor stands, table stands, wall mounts, and REHADapt range.

Irisbond Duo Eye Tracker (+EasyClick)

An intuitive and easy to use eye tracker, requiring little or no training. It’s ideal for those new to EyeGaze, and it engages students with a range of abilities and preferences. Minimal calibration is required, making setup quick and painless.

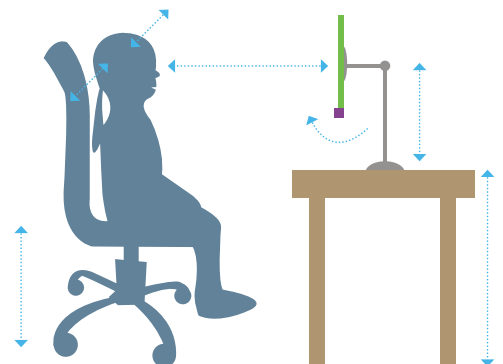
Learning Curve Software

The computer comes pre-installed with Learning Curve, a software package consisting of a structured progression of activities to assess, teach, and stimulate early EyeGaze skills. This collection takes users on the learning curve from cause and effect through to using EyeGaze for communication, learning, and leisure. Includes powerful and easy to use analysis tools. Includes 3 titles: Attention & Looking, Exploring & Playing, and Choosing & Learning.



Correct positioning of equipment for the student is essential for successful outcomes to be achieved. This is true for all alternate input systems but even more so with EyeGaze.

You will need to position the screen and tracker so that the student’s eyes are visible. Always ensure that you move the device to the student, rather than the other way around. Students must be comfortable to be successful! Different mounting solutions are available depending on your mounting needs. The All-In-One EyeGaze Education Touch PC is available with either a table top or floor stand mounting system.



The All-In-One EyeGaze Education Touch PC includes:

- Windows Touch PC computer
- Irisbond Duo Eye Tracker and EasyClick
- Full set of Learning Curve software titles
- Choice of either a table stand or a floor stand mounting system



Table Top Mounting System

Easy seating and positioning to ensure success. Easily adjust and reposition the table stand as appropriate for a comfortable and relaxed position for the student. Combine with a height adjustable table for even easier positioning with wheelchairs and student's own supported seating solutions.

EPC2-TT All-In-One EyeGaze Education System (Table Stand) \$3,495

Floor Stand Mounting System

Ideal for students with more complex positioning needs or if you are considering a system for multiple students with differing needs.

A specifically designed mounting system that is strong, flexible, robust and portable. This mounting system provides the most flexible positioning available. The system has easily adjustable mounting arms and joints allowing for multiple height and angle settings, facilitating the use of EyeGaze either standing, sitting or lying down.

Quality castors ensure that the whole system can be easily moved from room to room.



EPC2-FS All-In-One EyeGaze Education System (Floor Stand) \$4,595

Additional All-In-One Bundles:

A-I-O EyeGaze PC c/w Classmate Software:

- Windows Touch PC computer
- Irisbond Duo Eye Tracker and EasyClick
- Full set of Learning Curve software titles
- Choice of either a table stand or a floor stand mounting system
- 50 Inclusive Software Titles (see pages 44-45)

EPC2-CT EyeGaze PC Table – \$4,340
Classmate

EPC2-CF EyeGaze PC Floor – \$5,440
Classmate

A-I-O EyeGaze PC c/w SimplyWorks:

- Windows Touch PC computer
- Irisbond Duo Eye Tracker and EasyClick
- Full set of Learning Curve software titles
- Choice of either a table stand or a floor stand mounting system
- Entire SimplyWorks Classroom Kit (see page 32)

EPC2-ST EyeGaze PC Table – \$4,340
SimplyWorks

EPC2-SF EyeGaze PC Floor – \$5,440
SimplyWorks

A-I-O EyeGaze PC c/w Classmate & SimplyWorks:

- Windows Touch PC computer
- Irisbond Duo Eye Tracker and EasyClick
- Full set of Learning Curve software titles
- 50 Inclusive Software Titles (see pages 44-45)
- Entire SimplyWorks Classroom Kit (see page 32)

EPC2-CST EyeGaze PC Table – \$5,195
Classmate/SimplyWorks

EPC2-CSF EyeGaze PC Floor – \$6,295
Classmate/SimplyWorks

Inclusive ClassMate

Switch and Touch Accessible Tablet or PC with Pre-Installed Software for Special Education

Our top 50 award-winning software titles. Thousands of educational switch and touch accessible activities!



Affordable, complete solution

The ClassMate is available as a Windows 10 tablet or touch PC. It comes pre-installed with Inclusive’s 50 most popular software titles, amounting to thousands of switch and touch accessible activities.

The ClassMate can also be packaged with the iSwitch, a Bluetooth switch enabling wireless access. See page 17 for more information about the iSwitch

Ready to use and versatile

The ClassMate is ready to go out of the box, with no configuration required. The tablet and PC are both full-access Windows systems—you can install your own software and use as a regular tablet or computer. USB, micro USB and HDMI ports allow you to connect your external devices. With full functionality and so much pre-installed content, the ClassMate lets you work and play the way you want to.

ClassMate Tablet

Portable, versatile, and affordable touch screen tablet

An ideal, affordable teaching tool for special education. A portable solution for individuals.



- 10" multi-touch display
- Windows 10 operating system
- Standard USB, micro USB and HDMI to connect external devices
- Includes detachable keyboard dock and trackpad, to use as a notebook or tablet.

The ClassMate Tablet includes:

- Windows tablet
- 50 Inclusive software titles (pre-installed)
- Keyboard dock case
- iSwitch *optional extra*

Please see the website for the latest tablet specs

CM60	ClassMate Tablet	\$649
CM62	ClassMate Tablet with iSwitch	\$799

ClassMate PC

Powerful, high-definition, all-in-one touch screen PC

A powerful and robust teaching tool for special education. An ideal classroom based resource.



- 24" multi-touch HD touchscreen
- Windows 10 operating system
- Standard USB, micro USB and HDMI to connect external devices
- VESA mount compatible for easy mounting to floor stands, table stands, wall mounts, and REHAdapt range.

The ClassMate PC includes:

- Windows touch PC
- 50 Inclusive software titles (pre-installed)
- VESA mount support
- iSwitch *optional extra*

Please see the website for the latest computer specs

CM80	ClassMate PC	\$1,995
CM82	ClassMate PC with iSwitch	\$2,145

The ClassMate was designed as an affordable solution for switch accessible software. If purchased individually, these titles would cost over \$3,000. The ClassMate allows us to provide a wealth of resources for a fraction of the price—making accessible more affordable!

Included are a wide range of software titles, starting with very basic, high-contrast cause and effect, all the way through to advanced choice-making skills with complex cognitive elements. Also included is the Switch Progression Road Map, a resource to help navigate through this extensive range of software. The Switch Progression Road Map helps you access your learner's baseline, set achievable learning milestones, and advises how to use different activities within the ClassMate software to teach these important skills.

The following software titles come pre-installed on the ClassMate:



Big Bang Series 3 titles

A collection of cause and effect activities developed for students at the earliest stages of interaction and those with visual difficulties.



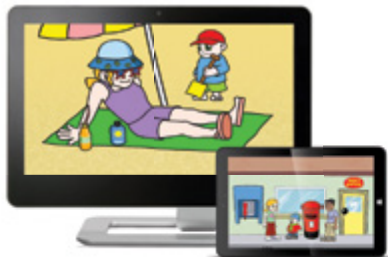
SwitchIt! Extra Series 10 titles

Motivating cause and effect flashcards, stories, and activities designed to be fun and easy to access. An ideal introduction to literacy and early language work.



Switch Skills Series 6 titles

Fun, motivational activities in progressive skill steps, from experiential level and early interaction though to making independent choices.



Let's Go Series 2 titles

Stories and interactive scenes suitable for students of all ages wanting to develop exploration and early decision making skills.



Choose and Tell Series 5 titles

Engage your students with creative story writing with an extensive collection of early choice making activities.



Counting Songs Series 2 titles

Motivating software to engage learners of all ages and aimed at those just mastering early number concepts.

Chooselt! Ready-Mades Series 22 titles

Develop early Literacy, Numeracy, and Science curriculum skills through motivational learning and positive reinforcement. The perfect solution for all children who need extra practice with understanding key concepts.



Games & Activities



Extensive collection of accessible, game-based learning activities designed to engage, motivate and teach a progression of skills

HelpKidzLearn Games and Activities is an online, subscription service that includes hundreds of accessible, educational activities designed to make learning fun. Each activity can be played using a variety of access methods, allowing all students to be included. The activities are also inclusive of a wide range of skill levels, ranging from early cause and effect to critical thinking and decision making. Whatever the individual needs of your students, Games and Activities has something to satisfy them all.



Accessible

Each activity can be accessed using a variety of access methods:

- Mouse and keyboard
- Touchscreen
- One switch
- Two switches
- EyeGaze.

Play on any device

Play on any device, such as iPad, Android tablet, Chromebook, Windows or Mac PC or laptop, interactive classroom displays, etc.

HelpKidzLearn is a secure, cloud-based service accessible through any web browser— Explorer, Chrome, Safari, Firefox, etc.

Internet connection required.





Motivating, Engaging, and Inclusive

Games and Activities are language independent and have been specially designed to make learning fun. They include captivating animations, simple clear graphics, and music and sound files to engage the user. Graphics are presented in high-contrast colors and many activities are set against a black background. Auditory cues and attention prompts are also used to help students with visual impairments and perceptual difficulties.

Complete Classroom Solution

Games and Activities offers a complete solution for the classroom. Whatever your educational goals or targets for individual students, Games and Activities can help you reach them. The wide range of activities address a variety of skill levels and allow for huge differentiation and extension opportunities. Engage students at whatever skill level they're working at and build and progress appropriately.

Games and Activities provide the tools to help assess a student's baseline, set achievable learning milestones, and provide all the help you need to teach important skills in a way which is both meaningful and motivating for your students. With this information, you can plan meaningful and motivating routes to success for learners using their device to access communication, learning, and leisure.

HKL-SIN	G&A - Single User License	\$120
HKL-5U	G&A - 5 User license	\$195
HKL-SL	G&A - Site License	\$265

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Cause and Effect

Sequential

Targeting

Timing

Errorless Choice Making

Errored Choice Making

Turn Taking

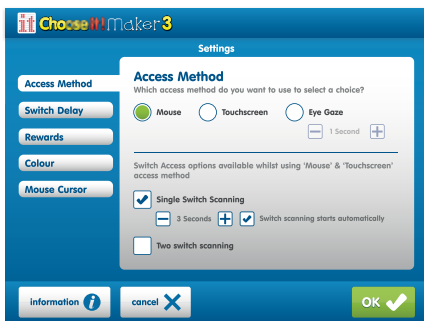
Cooperation

Choose It! maker



Create, edit, and play personalized learning materials based around choice making

HelpKidzLearn Chooselt! Maker is an online, subscription service that allows you to create and play your own personalized, accessible learning materials. Each activity can be accessed using a variety of access methods, allowing all students to be included. Chooselt! Maker's easy and intuitive interface makes it fast and easy to create completely personalized materials to perfectly fit your students' needs. The framework has so much potential for what you can create, the possibilities are endless. Once created, your activities can be easily shared with others as well as downloaded for offline use. Reports are generated each time an activity is played to inform you how well the student performed.



Accessible

Each activity can be accessed using a variety of access methods:

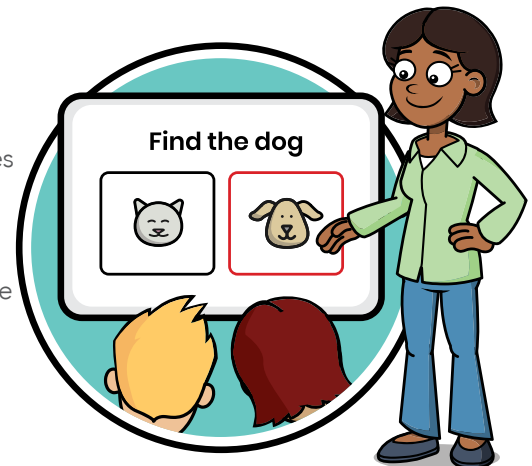
- Mouse and keyboard
- Touchscreen
- One switch
- Two switches
- EyeGaze.

Play on any device

Play on any device, such as iPad, Android tablet, Chromebook, Windows or Mac PC or laptop, interactive classroom displays, etc Create, edit and play your activities online. Chooselt! Maker is a secure, cloud-based service accessible through any web browser—Explorer, Chrome, Safari, Firefox, etc.

You can also download your activities to multiple iPads or Android tablets using the free Chooselt! Maker app and play them offline!

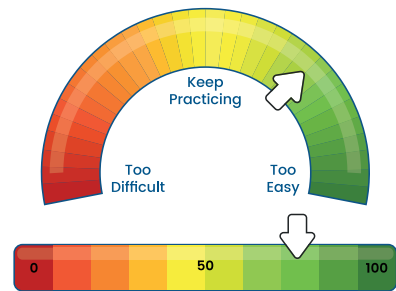
Internet connection is required to create activities. Once created, play online or download them to use them offline anywhere!



Progression and Achievement Recording

Every Chooselt! Maker activity that you create will automatically record the learner's progression and achievements based on the questions they have answered.

Reports can be saved and shared with colleagues and parents.



Easy to create

Chooselt! Maker's "easy flow editor" is designed to make it as easy as possible for you to create personalized learning materials in minutes. The user interface is easy and intuitive.

Although simple to use, Chooselt! Maker's potential is far from basic. Add your own photos and images or choose from the media library of over 30,000 symbols and pictures. Draw and paint on your images. Add sound clips or record your own voice to read text, give prompts or give feedback. Add text. Use different colors. Choose the amount of response options. Choose the accepted responses. And even more! Create whatever you can imagine...



Easy to personalize

Chooselt! Maker provides an immersive learning experience and an opportunity to create personalized materials. Its easy to meet your learning objectives and create a secure foundation with activities planned around the needs and interests of each individual.

Chooselt! Maker is an important tool for those learners who respond best to familiar materials, such as pictures of themselves, their families, their classmates, places they know well, etc.



Easy to share

Chooselt! Maker allows you to share activities that you've created with others—even if they don't have a Chooselt! Maker subscription. Collaborate with colleagues, share with parents for practice at home and on the go, download to multiple student's devices for easy individual access, and more.

For every activity that you create, you can generate a unique 6-digit "sharecode". You can then redeem that sharecode on other Chooselt! Maker online accounts or on multiple iPads and Android tablets with the free App.

TIP Free sharecodes are available through our newsletter, the Resource Guide, and on Instagram @inclusivetlc

Chooselt! Maker Resource Guide

Chooselt! Maker provides a framework that is so customizable that the possibilities for what you can create are endless—and sometimes overwhelming! To help navigate this potential, we've created a resource guide of ideas for styles of activities you can create. The guide also includes lots of sharecodes for example activities for you to download and play!

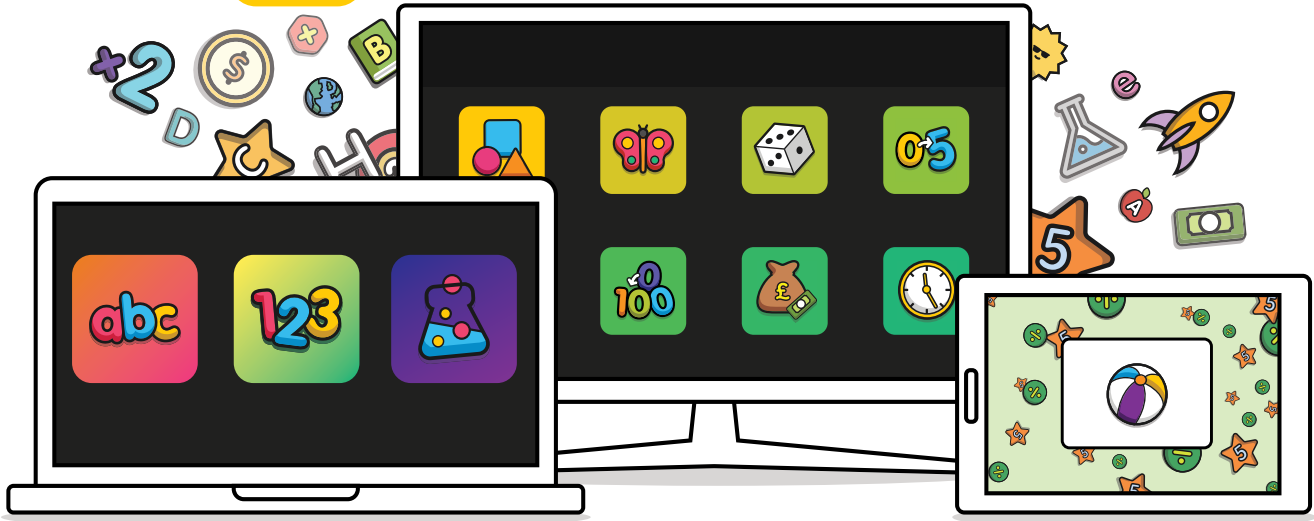
- No choice—read a story, sing a song, count along, steps in an activity, etc.
- Errored—multiple choice, fill in the blank, categorization, matching, using sounds, some errors
- Errorless—choiceboards, exploreboards, jukeboxes, sound association boards, games, etc.
- Creative ideas—targeting activity, photo album, show and tell, conversational role play, etc.



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✓ Readymades



Multiple choice, play-based curriculum activities that provide a secure foundation for learning

HelpKidzLearn Chooselt! Ready-Mades is an online, subscription service that includes thousands of ready-made, accessible multiple-choice activities designed around curriculum standards. Each activity can be played using a variety of access methods, allowing all students to be included. Activities cover a wide variety of topics within the content areas of Numeracy, Literacy, and Science. It's easy to find activities to meet your learning goals and build skills progressively. Reports are generated each time an activity is played to help you track progress and identify areas for improvement. Chooselt! Ready-Mades are a fantastic, ready-made educational resource for the inclusive classroom.



Accessible

Each activity can be accessed using a variety of access methods:

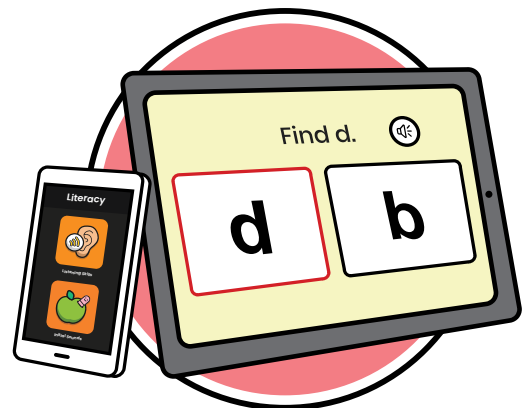
- Mouse and keyboard
- Touchscreen
- One switch
- Two switches
- EyeGaze.

Play on any device

Play on any device, such as iPad, Android tablet, Chromebook, Windows or Mac PC or laptop, interactive classroom displays, etc.

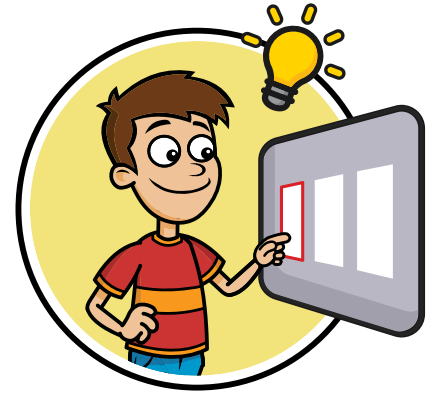
Readymades are a secure, cloud-based service accessible through any web browser—Explorer, Chrome, Safari, Firefox, etc.

Internet connection required



Readymade Educational Activities

Activities cover a wide variety of topics including Numeracy, Literacy and Science. Each activity supports the objectives found in curriculum standards making it easy to find the right skills to practice to meet your learning goals! New activities are added on a regular basis. Each Readymade activity has a carefully graded sequence of 20 to 40 multiple-choice questions, structured to provide positive reinforcement. Correct answers result in a short, animated reward with music and spoken reinforcement



Numeracy

Students can begin to grasp an understanding of early numeracy concepts. They begin developing an understanding of and language for measurement, shapes, colors, spaces, positions, comparisons, early numbers, patterns, sequences, time and more.



Literacy

Students can begin to develop early literacy skills including speaking, listening, reading and writing. They can build an early understanding of letter formation, sounds, and more. Spoken reinforcement and full auditory support is included to better enable students to improve their early communication skills.



Science

Students can begin to interact with and develop a deeper understanding of early science concepts. Major topics include living things, materials, forces, electricity, light, sound, and space.



Reporting and Feedback

After each session, activity reports will help you easily pinpoint skills that students are struggling with, track progress and identify areas for improvement. Intuitive and visual analytics provide relevant data, enabling you to concentrate on what you do best: teach

Reports can also be saved and shared with colleagues and parents

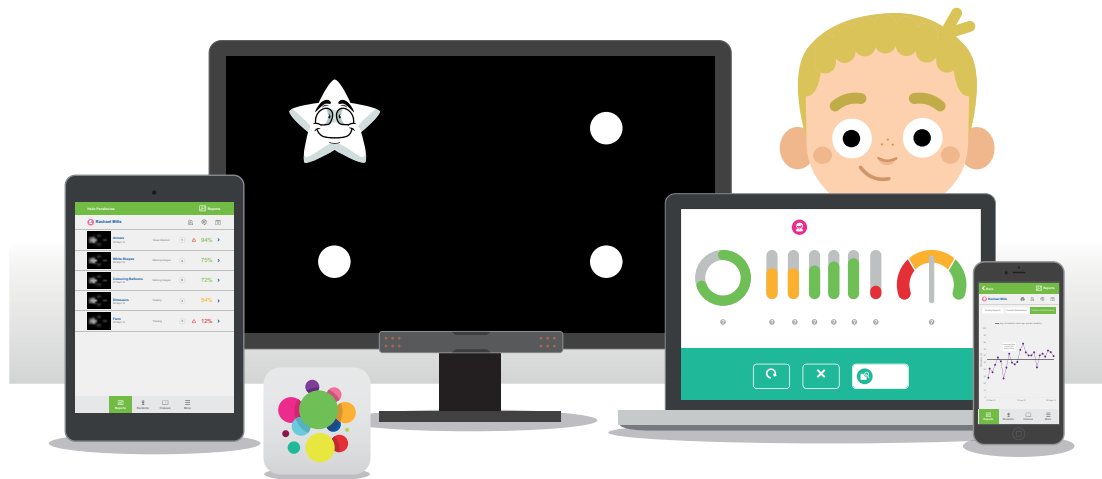
Chooselt! Readymade learning activities help students of all abilities to succeed in the classroom, whilst providing a fun opportunity to practice skills and/or complete an assessment to measure progress as independently as possible. Each activity can be used with almost any teaching strategy, including 1:1, rotational models, group session and more. This enables you to create the perfect classroom learning experience. Try it for free today!

CRM-SIN	CRM - Single User License	\$120
CRM-5U	CRM - 5 User license	\$195
CRM-SL	CRM - Site License	\$265

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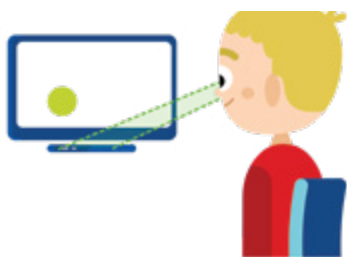
Insight uses eye tracking technology to assess and develop an individual's visual learning skills through engaging, game-based assessment activities



HelpKidzLearn Insight is an online, subscription service that allows you to create base levels and track progress around early visual skills and early cognitive development. Insight uses EyeGaze technology to gather objective (not subjective) data and analysis of student performance and abilities. Insight generates individualized, intelligent recommendations to provide progressive teaching activities delivered at the right level and pace for each individual's unique learning style.

Not just for EyeGaze Users

Insight works with most eye trackers to analyze looking behaviors and provide easy access using just your eyes. The system provides true measures of skills for all learners, even those that aren't EyeGaze users.



- No previous EyeGaze experience needed—activities require simple or no interaction
- No calibration skills needed—the activities and algorithms are specifically constructed to measure ability levels regardless of calibration quality
- Insight can benefit a wide variety of users, regardless of visual, cognitive or physical ability:
 - Users with visual difficulties
 - Users with physical difficulties
 - Users developing alternative access (switches, joysticks, EyeGaze, etc.)
 - Users of all cognitive levels

Objective Not Subjective

Insight has the ability to provide objective results in areas where, up until now, assessment has had to be subjective. For severe and complex students, assessment measures of the past have relied heavily on observation and interpretation, with extremely limited amounts of **objective** data. EyeGaze has the ability to provide much more detailed and precise data than any previous input system, allowing us to replace subjective interpretation with objective measurement. These detailed and precise data measures give us a unique perspective into students hidden skills and capabilities that may have previously gone unnoticed.



Core Learning

Insight's eight Learning Goals focus on key milestones in early learning. They assess and develop student's functional visual performance as well as early cognitive processing.

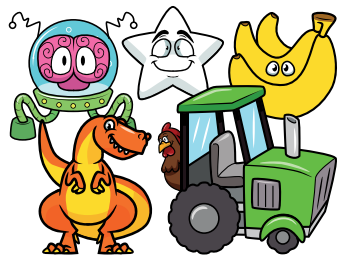
Early Vision: To find out how your students take in information, Insight provides continuous assessment of the core functional vision skills essential for ALL Visual Learning. Designed for students with significant visual difficulties and CVI and all students at risk of vision problems (Cerebral Palsy, learning difficulties, hearing impairment, Epilepsy, Profound/Multiple Learning Disabilities).

Early Cognition: To find out what they do with visual information, the cognitive learning goals give a unique insight into students' higher-level processing skills and ability to interact with intent and purpose. Designed for all students with significant physical difficulties and those developing alternative access, contingency awareness and choice making skills.



Game Based Learning

A wide variety of stimuli are used to suit all ages and interests, packed into fun game designs to aid long term engagement – essential for consistent assessment and continued development.



Insight includes a wide variety of content to suit individual preferences, small step progressive levels to include all abilities and game-based design to maximize engagement.

Individualized Progressive Learning

Insight's eight Learning Goals follow a natural developmental progression. Insight then analyzes student performance to make intelligent suggestions for activity choices based on student scores, skill progression, and EyeGaze data from peer groups. These recommendations form an optimal learning progression unique for that student.



Activities are arranged in carefully graded steps to enable students to work at their own level and pace. Small, incremental steps ensure success and motivation at each learning stage.

Analysis and Reporting

After each activity, Insight provides extremely detailed feedback on student performance. These detailed reports transform your student performance data into simple, engaging and intuitive progression reports. As well as scores for overall performance and consistency, analysis is also provided for more specific behaviors within that skill. This analysis includes both scores and interpretations of those scores. Historical Performance reports are also available to provide a unique insight into patterns of progression over time.

Automatic progress tracking, interpretation and intelligent recommendations save valuable teaching time and enable easy evaluation and sharing of information. Reports can be saved, shared, printed and viewed live on the free Insight App



INS-1P	Insight – 1 student profile	\$299
INS-5P	Insight – 5 student profile	\$599
INS-10P	Insight – 10 student profile	\$899
INS-UNLTD	Insight – Unlimited student profiles	\$1999

For EyeGaze devices, see pages 36-43

AActivity

Communication is fun!

The AACtivity Communicator and Musical Instrument is a highly versatile communicator and musical device in one.

With eight built in buttons and eight levels you can build an extensive library of recorded messages for recall in multiple situations and scenarios.

The AACtivity Communicator includes 64 pre-recorded sounds arranged into 8 categories, ranging from animal sounds to emotions, providing endless opportunities for fun and practice.

The Freestyle Music activity allows the unit to be used as a single octave piano

The Music Scanning activity allows the user to play well-known songs by following the scanning lights. Once a user has completed a song, they are then rewarded with the song being played back by AACtivity at normal tempo.

All modes support single or two-switch scanning using standard wired switches or SimplyWorks wireless switches.

Interchangeable memory and powerful built-in 3 Watt loudspeaker. Powered by a plug-in universal power unit (supplied).



Dimensions
20"x 11"x 2.5"

Features:

- Eight legendable buttons for ease of access to multiple messages.
- Eight minutes of recording time across eight levels.
- 64 pre-recorded sounds arranged in 8 categories:
 - Animal sounds
 - Modes of transport
 - Musical Instruments
 - Loud sounds
 - Indoor sounds
 - Outdoor sounds
 - Emotions
 - Miscellaneous sounds
- Freestyle Music activity turns device into a single-octave piano.
- Music Scanning activity allows user to play well known songs by following scanning lights.
- Music Playback activity plays one of eight well known songs.
- Supports single and two-switch scanning.
- Toy output
- External microphone socket
- High-efficiency 3-Watt internal loudspeaker

AC70 AACtivity Communicator \$599

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Prices shown here are the lowest available in this catalog: see product pages for multi-user options. We reserve the right to change prices if necessary.

Want more info and ideas?

Stay up to date on the latest news and information from Inclusive TLC, as well as get tons of ideas for how to get the most out of your Assistive Technology products and subscription services.

Newsletter

Sign up for the newsletter at www.inclusivetlc.com

Social Media

Follow us on Social Media @inclusivetlc

**Inclusive TLC Special Needs**

2206 Legacy Oak Drive, Waxhaw, NC 28173

Fed ID # 76-0811064

1-800-462-0930 www.inclusiveTLC.com

phone: 1-704-243-3622 fax: 1-704-243-3623

email: info@inclusiveTLC.com

Shipping Charges
(contiguous USA)

\$1 - \$150 = \$10

\$151 - \$500 = \$15

\$501 - \$1000 = \$20

For orders of \$1001 and above, shipping is 2% of the order value.



Inclusive TLC

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Fed ID # 76-0811064

www.inclusiveTLC.com



From  **Inclusive Technology**

World's First Eye Tracker for iPad Pro.



Control the iPad with your eyes!

A revolutionary solution for independent
access and communication.

See page 19 for full details