



Welcome to the community. Each newsletter has an overarching theme or topic, and within it you will find free downloadable activities, classroom ideas, blog posts, inspiration and more all relating to that week's theme. This week we're talking about farm animals.

## All About Farm Animals

Differentiating for different learners is a fundamental component of education. This week's blog takes the activity of singing Old MacDonald and gives various examples of how to make adjustments to that activity to support the inclusion of all learners. The ideas make use of a variety of different tools and methods, all with varying degrees of technology, cognitive complexity, and physical demand. Check it out and see which would work for your kids. Maybe you could even have a class sing-a-long!

[Read The Blog](#)

## Free Downloadable Activities

Please enjoy these completely free pre-made Chooselt! Maker 3 activities. Simply go to Chooselt! Maker 3 online or download the free iPad app, redeem the sharecodes below, then get started playing, practicing, and learning!

### Current CM3 Subscribers:

**Ready To Use For All** - Download these codes and use them within your account on any of your devices

**Download And Personalize** - Download these codes to your account, then begin personalizing them. These activities provide a structural framework for you to edit according to the context and needs of your students. Once personalized, generate a new sharecode for the activity, download and use on any of your devices, and even share with others

### Non-CM3 Subscribers:

**Ready To Use For All** - Download the free Chooselt! Maker 3 iPad app. Within the app, redeem these sharecodes to download each activity to use with your students.

**Download And Personalize** - To take full advantage of these activities you will need a subscription. However, you can sign up for a free 2-week trial, which will give you the opportunity to download these sharecodes and personalize the activities for your students, as well as create your own activities.

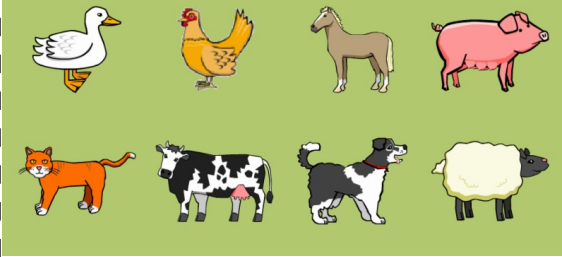
Happy Chooselt! Making!

### Ready To Use For All

Develop deeper associations between animals and the sounds that they make! This activity can be played without any choicemaking at all - simple scroll over the picture of the animal to hear the sound that it makes!

Turn on two-switch scanning and just let it scan through automatically, use the space bar to scan through, increase the dwell time settings on eye gaze so kids can look without selecting, or just let the child freely explore

### Listen to the animals



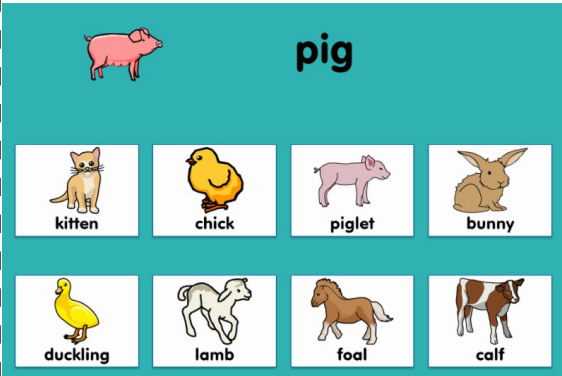
the screen with their mouse.

If a child does make a selection, the reward will play the animal sound then the activity will return to the same page for them to continue exploring.

**Sharecode: LKNLMD**

Test your child's knowledge of animals and their babies! Each page gives a target animal parent and asks the child to find the animal's baby from 8 answer choices.

\*If you're a CM3 subscriber and this is too many options for your child, edit the activity to reduce the amount of answer choices\*

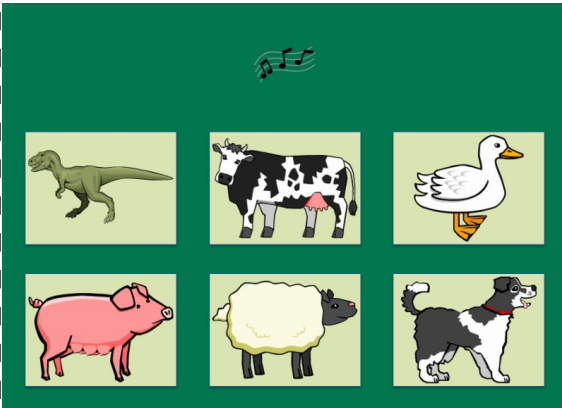


**Sharecode: UCVWAP**

### Download and Personalize

Sing the Old McDonald song. The child selects which animal to sing about next, and the reward song plays that animal's section of the song. The activity is errorless and is one page that repeats indefinitely, allowing kids to freely sing about whatever animals they like for as long as they like.

Personalize your farm by adding whatever animals your kids desire! The farm in this example even has a dinosaur! For even more personalization, use your kids' voices as the ones singing the song! Kids love being a part of the creative process, and hearing their own voices makes the reward even more stimulating.



**Sharecode: CACYPH**

[Click here to download the free iPad app](#)

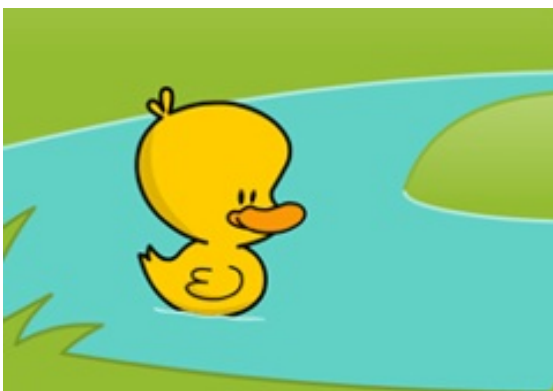
[Click here to subscribe or start a free 2 week trial](#)

# HelpKidzLearn Farm Animal Activities

The HelpKidzLearn Games and Activities website has an extensive collection of ready made, accessible learning activities. The activities can be accessed using mouse and keyboard, touch screens, interactive classroom displays, single switches, two switches, and eye gaze. They address a range of skills including attending, sensory exploration, cause and effect, turn taking, language and communication, early literacy, early numeracy, errorred and errorless choice making, fact finding, problem solving, timing, tracking, turn taking, 2 player cooperation, creativity, and more.

The amount of activities available can sometimes be difficult to navigate, especially considering new ones are always being added. Here we have highlighted the HKL activities that can best be useful to supplement your farm animal lessons. If you have an HKL subscription, simply login to play. If you do not have an HKL subscription, you can sign up for a free user account at any time; a free user account gives you access to the 10 most popular HKL activities, two from each of the five major learning categories. (Note: Some activities are also available as apps from the app store and can be purchased individually)

[Click here to access the HelpKidzLearn Games and Activities](#)



## Five Little Ducks

Skills: cause and effect, early numeracy

Listen to the counting song and play the two activities to count up or count along. Reinforce counting skills starting at zero and counting up to five.



## Five Speckled Frogs

Skills: cause and effect, early numeracy

Listen to the counting song and play the two activities to count up or count along. The activities reinforce counting skills starting at zero and counting up to five, and this counting song also introduces students to counting backwards (from five to zero).



## Paint Farm Animals

Skills: targeting, errorless choice making, creativity

Finish drawing the animal's outline, then color it in. Get creative with colors and background. For example, give a cow zebra stripes or give her a patch of grass to graze on.

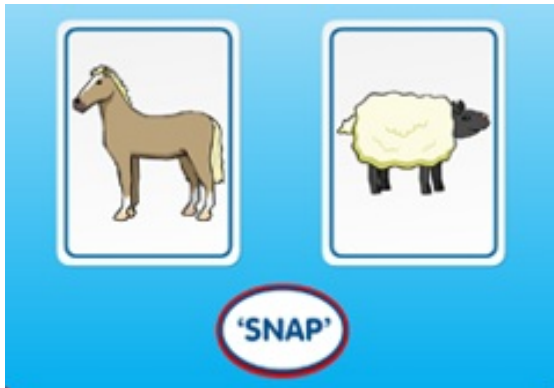


## Chicken House

Skills: cause and effect, fact finding, sequencing, story telling

Check under each chicken to see if it has laid an egg. Press the switch or click the button to move to the next step in the story.

The activity is ideal for use with a mouse or touchscreen.

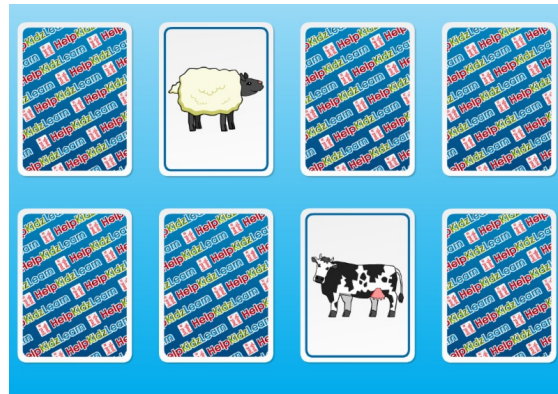


### Matching Cards

Skills: attending, timing, patience,

Play snap! Two cards are shown face down, then the first is revealed. Press the switch or click the other card to reveal it too. This second card will continue to change (choose from slow, medium, or fast reveal speed). Watch the cards to wait for a matching pair of farm animals. Press the switch or the big "snap" button when there is a picture match and get a reward!

Play with the farm picture set or choose from a variety of others, including transport, dinosaurs, sports, wildlife, and gadgets.



### Memory Pairs

Skills: attending, problem solving, tracking, memory

4, 6, 8, or 12 cards are shown face down. Select two cards at a time to reveal their images. When a matching pair of farm animals is found, those cards will stay visible. Find all of the matching pairs to receive a reward!

Play with the farm picture set or choose from a variety of others, including transport, dinosaurs, sports, wildlife, and gadgets.

## Low-Tech Solutions

### Sensory Box

Fill a sensory box with animal figures and a filler of your choice (ex. dried beans, hay, sawdust, packing peanuts, jello, etc.)

-Play in the sensory box finding the different animals. Ask kids to find different animals, have them tell the name of each animal, make the noise that it makes, describe some of its characteristics, etc.

-Practice matching animal parents and babies. The animal figures should be either all animal parents or all animal babies. If the figures are all parents, give the student a prompting cue of an animal baby (give the cue verbally, using flashcards, an image on a screen, an animal baby figure, etc.) and the child must dig through the sensory box to find the matching parent. Vice versa if the animal figures in the sensory box are animal babies.

-In a group sing along of Old MacDonald, kids take turns reaching into the sensory box to pull out a figure. That is the animal that they will sing about in their next verse.





Print this sheet and cut out the images to use as flashcards with your kids (hint: laminate it too!)



[View PDF](#)

Choose from either the "image only" flashcards or the "image and text" flashcards.

-Child can lead the class in singing Old MacDonald. Choose a card to communicate to classmates which animal to sing about in the next verse.

-Show the child the parent flashcard and have them find the matching baby flashcard (or vice versa).

-Play snap! Have two piles of cards, one for animal parents, one for animal babies. Slowly flip the top card over, and when the parent and baby piles match, whoever declares "snap" first wins.

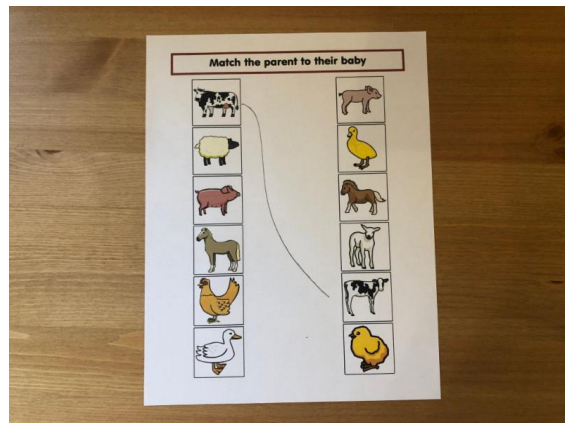
-Play memory. Lay the cards out upside down, take turns flipping over two cards at a time, trying to find a matching pair.

Tip: If using these flashcards as a prompting cue with a switch communicator (like some of the examples featured in Communication Corner), these flashcards are already sized to fit the SmoothTalker's Symbol Holder.

## Matching Worksheet

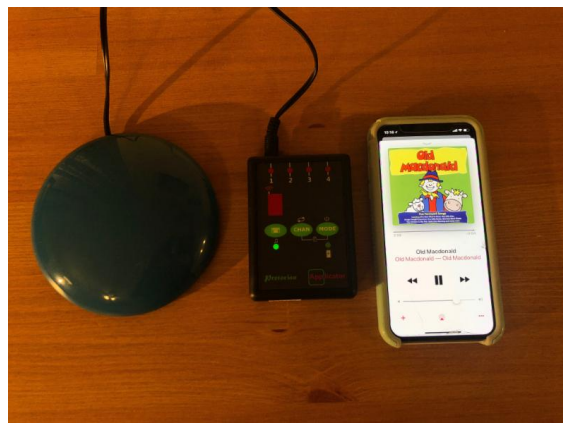
Print this worksheet for your kids to complete by drawing lines to match the animal parent to the animal baby.

Choose from two worksheet options: "image only" or "image and text"



[View PDF](#)

## It's so APPLICable



The [APPLICATOR](#) is an easy-to-use switch interface that lets you use switches to access your iDevice.

The Quick Media mode on the APPLICATOR quickly converts a switch press into a play/pause, skip forward, skip backward, or play for 10 seconds command.

Download Old MacDonald and other farm songs to your iDevice and turn your switch users into DJs! Play and pause the music, skip forwards and backwards between tracks, or use the 10 second feature as a rewarding cause and effect activity.

## Classmate

Familiar with our award winning educational software? Want to use ALL of it with your kids, but the expense and selection is overwhelming? Enter the Inclusive Classmate - either as a windows 10 [tablet](#) or windows 10 [PC](#), pre-installed with all 50 of our top software titles, giving access to 1000s of accessible, student friendly activities. All of these activities are switch and touch accessible and are progressively arranged for students to develop beginning interactions with technology all the way to independent choice-making.



### **SwitchIt! Farm Extra**

Many activities relating to animals and life on the farm. The activities fall into three categories: flashcards, picture builds and stories.

**-Flashcards:** Learn farm vocabulary, pressing the switch or touching the screen to move to the next image then again to speak the vocabulary term for that item.

**-Picture build:** Press your switch or touch the screen to add parts one by one to complete an image or scene. Build a sheep part by part or add the necessary people and equipment in a milking a cow scene.

**-Stories:** Press the switch or touch the screen to tell the next part of a story. Reunite a mother duck with her duckling or saddle up and ride a horse. The stories have no words, leaving the possibilities open for the student to get creative and tell their own.

### **Switch Skills Scanning**

Practice scanning skills and using switches to make choices. Farm animals content is available as a Find the Object activity and a Create a Scene” activity.

**-Find the Object:** Scan through 3 squares: two are empty, one contains a farm animal. Use either one or two switches to scan and select the farm animal square. The farm animal then plays an animated reward.

**-Create a Scene:** Scan through 4 squares each containing a different farm animal. Use either one or two switches to scan and select a farm animal to put in the scene above. Place all four animals in the scene. Once all animals are in the scene, they play an animated reward.

### **Counting Songs 1**

Practice counting from 0 to 5 with counting songs and associated activities. The farm animal topics include Five Little Ducks and Five Speckled Frogs (just like the HelpKidzLearn activities mentioned above); other topics include Five Brown Teddies, Five Current Buns, Five in the Bed, Five Little Fire Fighters, Five Little Men in a Flying Saucer, Five Little Mice, Five Fat Sausages, and Five Little Monkeys (and even more in Counting Songs 2).

**-Song:** Choose from 7 counting songs that count up and 3 that count down. Press the switch or touch the screen to play the next verse (number) in the counting song and watch the animations. The option is available to count before each verse.

**-Counting Up:** An item comes to the bottom of the screen. Press the switch or touch the screen the screen to count that item and add it to the scene. Continue to count as more items are added. When

finished counting, a fun animation plays.

**-Counting along a number line:** All of the items are shown at the bottom of the screen in a line. Press the switch to count each item in order and add it to the scene. When finished counting, a fun animation plays.

**-Counting in sets:** Items are shown in the bottom of the screen in groups of different amounts. The student is asked to find a group of a certain amount. When the student selects the correct group, a fun animation plays.

**-Lyrics:** View and print the lyrics for each of the songs. Create your own supplemental activities using the lyrics!

## Chooselt! Ready-Mades

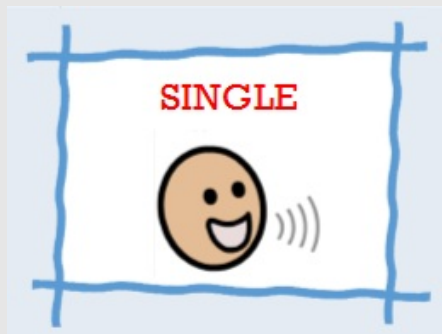
A huge collection of curriculum based question and answer activities that have already been created using our Chooselt! Maker program. The ready-mades are sectioned into the different series: numeracy, literacy, and science. Many of the Chooselt! Ready-mades Science activities teach about animals:

- Find the animal
- Animal parts
- Animal names
- Animal sounds
- Baby animals
- Animal skins
- Matching adult – baby
- Animal silhouettes
- What do animals eat
- Animal homes
- Zoo farm or pet
- Animal families
- Types of animals
- How animals move
- Guess the animal

Be aware that the animals covered in the Chooselt! Ready-mades involve all animals, not just farm animals. (Remember: if you are a Chooselt! Maker 3 subscriber you can create your own versions of these activities to better fit the specific needs of your students and lesson plans).

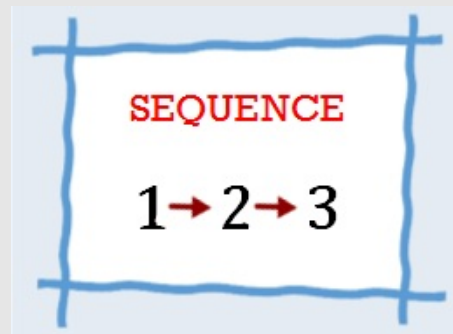
## Communication Corner

### Ideas for using different switch communicators in activities about farm animals



Program in singing the line "E-I-E-I-O" so kids can participate in singing Old MacDonald.

Program in the phrase "snap!" so that non-verbal kids can be involved in a game of animal parent and baby snap (described

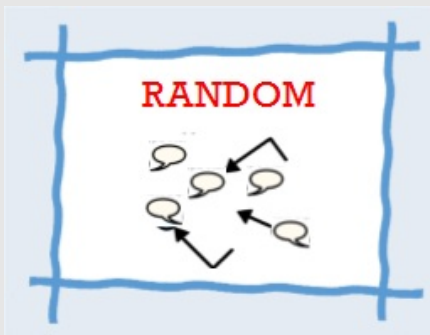


Practice spelling different farm animal names. Each switch press spells the next letter in the word. For example, "P" then "I" then "G".

If your switch communicator has toy control, attach a switch adapted toy such

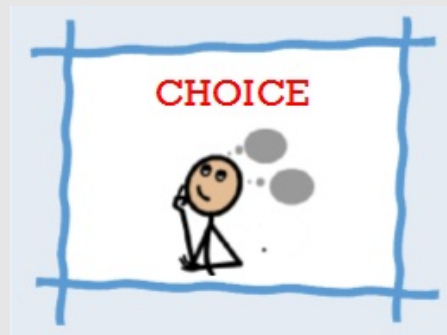
in the Low-Tech Solutions section).

as [Percy Pig](#) or use one of your own toys using a [battery switch adaptor](#). After a series of messages spells out an animal, have the next switch press activate the toy to provide an immediate and fun reward.

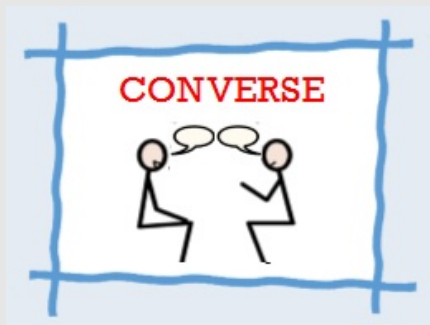


Sing Old MacDonald. Each message is an entire verse, including the animal and all of its sounds. The child activates their switch to sing the next verse about the next animal.

Program in different animals. The child can lead their peers in the singing of Old MacDonald by randomly selecting which animal to sing about in the next verse.



Have kids categorize animals as either a "parent" or "baby". You can present the target animal in whatever way is most appropriate, such as verbally, showing an image on screen, using flashcards (available in Low-Tech Solutions section)etc.



Have kids practice partner work by telling animal parent and baby pairs. One child uses their switch to tell the animal parent, then the other presses theirs to respond back with the matching animal baby. Kids continue taking turns to recite more animal pairs.



Program in different animals. The child can lead their peers in the singing of Old MacDonald by choosing which animal to sing about in the next verse.

Program in different animal babies. Present the child with an animal parent (verbally, using flashcards, etc) and the child must answer correctly with the matching animal baby. Or reverse the activity and program in animal parents and present the child with animal babies.

## Save With The SmoothTalker

**Enjoy  
10% Off**

**Use Code:  
SMOOTHALKER10**

Different switch communicators are available to perform each of the above functions individually. The SmoothTalker is a switch





communication device that has six different modes - one for each of the above functions. At only \$165, the SmoothTalker gives you significantly more device for your dollar!

SHOP NOW

## Community Collaboration

When we say we're a community, we mean that. We want to hear from you! Did you do something great in your classroom (or have you heard about another teacher that did) and you want to share your ideas with others? Do you have an idea for a theme or is there something specific you want to get more ideas on? Teaching is a cooperative profession - let's learn from each other! Email your comments or ideas to [info@inclusivetlc.com](mailto:info@inclusivetlc.com) and start sharing!

## Quote of the Week

"We will know that inclusive education has really become embedded in our culture when the term becomes obsolete"

Inclusive TLC | 704-243-3622 | [info@inclusivetlc.com](mailto:info@inclusivetlc.com) | [www.inclusivetlc.com](http://www.inclusivetlc.com)

STAY CONNECTED

