



Priory Woods activities – User instructions.

These activities can be downloaded from the Priory Woods School website. They are simple cause and effect activities using pictures and music that will be familiar to children.

Double click on the program you want to run. Some of the activities need 'maximising' to fill the screen.

To exit an activity while it is running, press the esc key and then 'x' to close window.

Each activity starts slightly differently. You can usually choose between switch access or pointing device (which can be a mouse or touchscreen / interactive whiteboard).

If you are using a Crick USB box for switch input, make sure you are using the input that is set up for spacebar (usually input 2).

Most of the activities show a large yellow button with a pointing finger, this is the point at which pupils can start the activity themselves with their switch / mouse. Once the activity has finished, use the switch / mouse to run it again or click on the 'x' to close the activity.