

Using a Digital Timer

Directions for Staff

Students who have learned to use a work system can easily learn to set a timer. Introduce the timer using graduated guidance: the approach used to introduce the work system. Help the student point to the picture of the timer, pick up the timer and visual board, carry these to the location where the activity will be completed, press the “M” button the number of times indicated, press the “start/stop” button, start the activity, etc.

Stop the activity as soon as the timer rings by guiding the student to turn off the timer, put the materials away (or, if working on a large puzzle, the student would leave the puzzle as is), put the timer and visual board back in the basket and continue to the next scheduled activity.

As the student becomes successful in the procedure of using a timer, fade the level of support.

To set up the “Using a Timer” visual board:

1. Print and laminate the board. Numerals can be mounted with Velcro to the back of the board, or can be written in the box with an erasable marker.
2. Determine the activity and mount the picture in the “Do your activity” box.
3. Place or write the numeral in the first box. Ensure the set time does not surpass the student’s ability to sustain attention to the task.
4. Place the timer and the visual board in a work basket. The materials will be located in the area where the activity will occur (computer, listening centre, puzzle table, play house...).

Visual Board

Using a Timer



Press

times.

A panel showing a close-up of a grey button with the letter 'M' on it. A hand is shown pressing the button. Below the button is a white square box.

Press

A panel showing a close-up of a grey button with the text 'START/STOP' on it. A hand is shown pressing the button.

Do your activity

A panel with the text 'Do your activity' and a blue circular sticker with the text 'Velcro activity here' in the center.

Timer rings

Press

A panel showing a timer with sound waves around it, indicating it is ringing. Below the timer is a grey button with the text 'START/STOP' on it. A hand is shown pressing the button.

Press

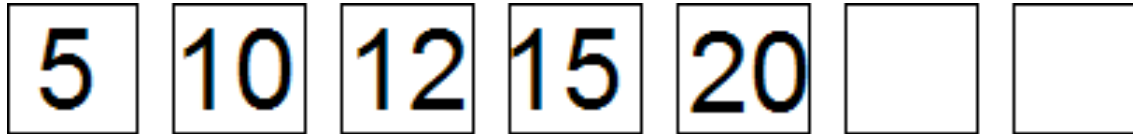
at same time

A panel showing a close-up of a timer with three buttons: 'M', 'START/STOP', and 'S'. Two hands are shown pressing the 'M' and 'S' buttons simultaneously.

Finished

A panel with the text 'Finished' in the center.

Numerals



Activity Cards (Samples)

