HelpKidzLearn Games & Activities

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HelpKidzLearn is a subscription based website that includes games and activities that are designed for either eye gaze, switch, mouse and keyboard or direct touch access. The software is split into five sections:
Early Years, Games, Stories, Creative and Find Out About.

There are activities to suit different skill levels including cause and effect, errorless choice making and timing skills.

Several different subscription options are available including free user (limited to 10 activities), 1 user, 5 user and Site License.

This resource references the Unlocking Abilities key levels which provide a framework for evaluating a student's eye gaze skills. More information on Keys to Developing Eye Gaze skills can be found here: www.indigosolutions.org.au/.../engaging-in-eye-gaze.

The following are examples of activities to suit the different Western Australian Curriculum areas:

English

Activity	Description	Suited to Eye Gaze Skills Monitoring Sheet	WA Curriculum Content Descriptions
Card Maker - Lite	Students can build a card by making a series of choices such as theme, colour, writing and decorations. This activity is not designed for eye gaze access, but the four choices could be selected using mouse click with mouse emulation software.	Key 4A: Failure free choosing	ACELY1651b ACELY1652b ACELY1654b

Mathematics

Activity	Description	Suited to Eye Gaze Skills Monitoring Sheet	WA Curriculum Content Descriptions
Rockets	The student uses eye gaze to select one of three rocket ships which starts a countdown from 5 to 0 countdown. Within game settings select eye gaze access and adjust the dwell time.	Key 4a: Failure Free Choosing	ACMNA001a ACMNA002a
Soundboard	The student is presented with 8 different shapes. If they look at a shape it will start to animate with sound. Within game settings select eye gaze access and adjust the dwell time.	Key 4a: Failure Free Choosing	ACMMG009a
Five Fat Sausages **And more including:** Five Little Mice Five Trains Five Players Five Singers Five in the Bed Five Speckled Frogs	Each activity helps to reinforce counting from 0 to 5 using song. Songs can be chosen to match the students interests e.g. animals, transport. There are three different levels within each activity: 1. The student dwells on the play button to play the song 2. The student dwells on the image to count up the number line and the song plays as reward 3. The student selects the correct number and image in a 1-5 number line to count up the number line and the song plays as reward Within game settings select eye gaze access and adjust the dwell time.	Key 3b: Dwelling Or Key 4b: Finding the right one	ACMNA001a ACMNA002a ACMNA001b ACMNA002b

Special Delivery	Match and sort shapes, colours and numbers in this multiple choice activity. Requires the student to look at an object to select and look at the destination (door) to drag and drop. Within game settings select eye gaze access and adjust the dwell time.	Key 5: Independently accessing a range of functional activities	ACMMG009c
Giant Mini Calculator	Calculator takes up the whole screen. The activity is not designed for eye gaze access but the large buttons make it accessible with mouse click using mouse emulation software. Suited to students with skills in targeting and dwelling within at least 16 cells.	Key 5: Independently accessing a range of functional activities	ACMNA030

The Arts

Activity	Description	Suited to Eye Gaze Skills Monitoring Sheet	WA Curriculum Content Descriptions
Musicians	The student looks at the musician to start them playing their musical instrument. Within game settings select eye gaze access.	Key 2: Making something happen	VCAMUE001 VCAMUP003 VCAMUP004
Soundboard	The student is presented with 8 different shapes. If they look at a shape it will start to animate with sound. Within game settings select eye gaze access and adjust the dwell time.	Key 4a: Failure Free Choosing	VCAMUE001 VCAMUP003
Pick and Play	The student can make a choice out of three musical instruments to hear it play a tune. Within game settings select eye gaze access and adjust the dwell time.	Key 4a: Failure Free Choosing	VCAMUE001 VCAMUP003 VCAMUP004

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Music Solo	A musician appears in one of three cells. The student must pick the correct cell to make the musician play its instrument. Within game settings select eye gaze access and adjust the dwell time.	Key 4B: Finding the right one	VCAMUE001 VCAMUP004
Magic Painting	An early creative activity where users control where the painting brush moves to paint the whole picture. Picture begins in black and white and colours are preselected. Within game settings select eye gaze access.	Key 2: Making something happen	VCAVAE001 VCAVAP003 VCAVAR004
Early Mouse Movements	Users look at one of the seven colour options on the side of the screen to select a colour. As they look around the screen the colour will follow in a line to create squiggles and swirls. Within game settings select eye gaze access.	Key 2: Making something happen	VCAVAE001 VCAVAP003 VCAVAR004 VCAVAE005
Custard Splodger	Users must target and dwell on the "splodger" at the bottom of the screen to fire different coloured custard on a black screen.	Key 3b: Dwelling	VCAVAE001 VCAVAP003 VCAVAR004 VCAVAE005

Science

Activity	Description	Suited to Eye Gaze Skills Monitoring Sheet	WA Curriculum Content Descriptions
Mystery Egg	The student looks at the egg to see what animal hatches. Only animals that hatch from eggs are included in the activity: penguin, gecko, parrot, snake or chick.	Key 2: Making something happen	ACSSU002c

Watch Me Grow	A step by step activity allowing users to make choices involved in growing a plant e.g. watering, choosing a location to grow. Some steps require drag and drop skills.	Key 4B: Finding the right one	ACSSU002d
A Rainy Day	A step by step activity which shows the story of a rainy day. The student looks at the central play button to start the story and the arrow in the bottom right corner to move to the part of the story. This activity is not designed for eye gaze access but can be accessed using mouse click with mouse emulation software.	Key 3b: Dwelling	ACSSU004b ACSSU004c ACSSU004d

Health and Physical Education

Activity	Description	Suited to Eye Gaze Skills Monitoring Sheet	WA Curriculum Content Descriptions
Clean Your Teeth	A step by step activity which shows the story of a person brushing their teeth. The student looks at the central play button to start the story and the arrow in the bottom right corner to move to the part of the story. This activity is not designed for eye gaze access but can be accessed using mouse click with mouse emulation software.	Key 3b: Dwelling	VCHPEP048

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Humanities and Social Sciences

Activity	Description	Suited to Eye Gaze Skills Monitoring Sheet	WA Curriculum Content Descriptions
Christmas Presents	In this activity, the student looks at the present to see which Christmas character is hidden inside. There is the choice of 1, 2 or 3 presents on the screen, making this an errorless choice making activity. This activity is not designed for eye gaze access but can be accessed using mouse click with mouse emulation software.	Key 4a: Failure Free Choosing	VCHHK010
How we Used to Wash	A step by step activity which shows the story of a person washing their clothes now and in the olden days. The student looks at the central play button to start the story and the arrow in the bottom right corner to move to the part of the story. This activity is not designed for eye gaze access but can be accessed using mouse click with mouse emulation software.	Key 3b: Dwelling	VCHHK026 VCHHK052

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Curriculum Area	WA Curriculum Content Descriptions	
English	ACELY1651b	Select image to be used in a short text about a special event
	ACELY1652b	Make simple choices during shared construction of personalised multimodal text
Mathematics	ACELY1654b	Use software or applications to select images and sounds for shared texts
	ACMNA001a	Respond to objects being counted and distributed
	ACMNA002a	Respond to situations where counting is involved
	ACMNA001b	Use number names 'one', 'two' and 'three' in sequence to count in everyday situations
	ACMNA002b	Correspond 'one' with a single object
	ACMMG009a	Respond to familiar everyday shapes and objects
	ACMMG009c	Match familiar two dimensional shapes and three dimensional objects
	ACMNA030	Solve simple addition and subtraction problems using a range of efficient mental and written strategies
The Arts	VCAMUE001	Exposure to sound and silence and ways of using voice, movement and/or instruments
	VCAMUP003	Be involved in music performances
	VCAMUP004	React to music
	VCAVAE001	Experience creation of visual artworks
	VCAVAP003	Experience the display of artworks
	VCAVAR004	React to visual artworks
	VCAVAE005	Explore materials to create visual artworks
Science	ACSSU002c	Living things have different names and parts
	ACSSU002d	Living things can be plants or animals
	ACSSU004b	The weather and time of day changes
	ACSSU004c	Weather involves sun, rain, wind, and clouds and can be hot, cold and warm
	ACSSU004d	Events and clothing are affected by weather and time of day
Health and Physical Education	VCHPEP048	Explore what actions promote health, safety and wellbeing
Humanities and Social Sciences	VCHHK010	Commemorate significant events
	VCHHK039	Explore changes in technology and the difference between each
	VCHHK052	Explore technologies of the past and today and what people like and why

School Curriculum and Standards Authority. (2014). *Western Australian Curriculum*. Retrieved from https://k10outline.scsa.wa.edu.au/home/teaching/curriculum-browser