

All-Turn-It® Spinner

Product Manual



Introduction

The All-Turn-It® Spinner allows children and adults with differing abilities to participate in a variety of interactive games. This package includes a dice overlay set and separate instructions for play with numerous games and activities including commercially-available board games. Additional All-Turn-It Spinner game packages are available from AbleNet, Inc. at www.ablenetinc.com or by phone at 800-322-0956 (U.S. & Canada).

The All-Turn-It Spinner components (see Figure 1):

- Spinner housing with built-in switch and external switch jack.
- Large Overlay
- Small Overlay
- Spinner post and arrow
- 7-inch removable clear plastic disc (covers small overlay and arrow)
- Requires two C batteries (not included)
- One dry-erase marker (not shown)

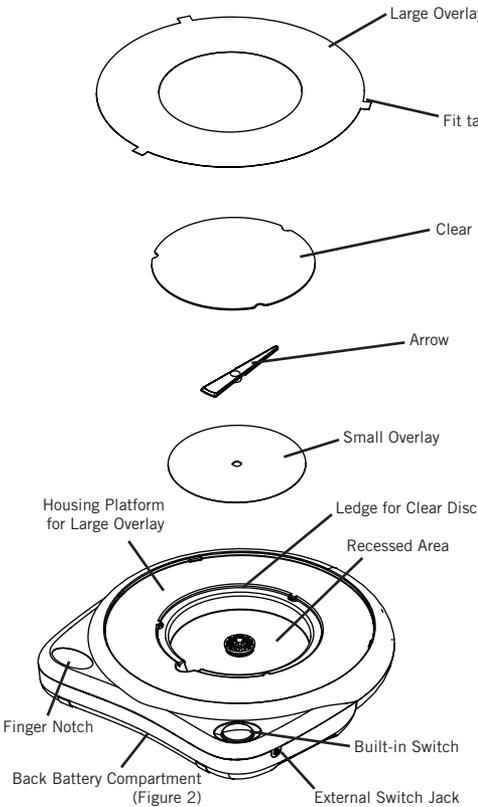


Figure 1.

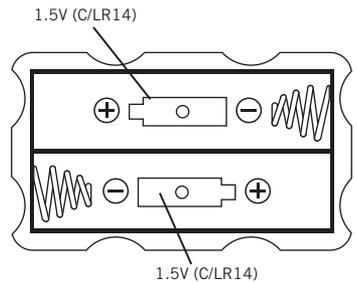


Figure 2.

Accessing the Battery Compartment Back Panel Door

1. Remove screw from back panel door.
2. Insert two C batteries into the battery compartment.
3. Replace the back panel door and screw.

**Note: Do not mix old and new batteries, rechargeable and non-rechargeable batteries, or alkaline and non-alkaline batteries. Non-rechargeable batteries are not to be recharged. Exhausted batteries are to be removed from the product. The supply terminals are not to be short-circuited. Rechargeable batteries are to be removed from the product before being charge. Rechargeable batteries are only to be charged under adult supervision.*

Positioning the Overlays

1. Remove the Clear Plastic Disc and Arrow.
2. Place the small overlay over the plastic spinner wheel.
Make sure the small overlay is firmly in place by fitting the square cutout at the center of the overlay over the square portion of the spinner wheel.
3. Replace the Arrow and Clear Plastic Disc.
4. Place the large overlay on the device, aligning the three tabs into their corresponding slots.

**Note: When using the large overlay alone, use the blank side of the small overlay to provide contrast against the spinner arrow.*

Activating the All-Turn-It Spinner

Players spin the arrow and small overlay by activating the built-in switch or an external switch plugged into the switch jack on the side of the device.

Using an External Switch

Use an external switch with players who have difficulty accessing the built-in switch. An external switch can also be used for better accessibility when there are multiple players. The switch can be moved to each player while the device stays in one spot.

1. Insert a switch with a 1/8-inch (3.5mm) plug into the switch jack located on the side of the device.
2. Activate the external switch to spin the arrow and small overlay.

Important Note: The arrow spins for a brief, factory preset, time period of less than ten seconds. Activating the switch repeatedly in rapid succession, or “laying” on the switch will not impact the outcome of a player’s spin. In addition, once the arrow stops spinning, there is a slight delay time, during which, additional switch activations will not cause the arrow to spin. This ensures that players have time to read the outcome of their spin.

Using Wireless Switch Control

(Jelly Beamer™ receiver and transmitter not included)

To install receiver:

1. Remove screws from back panel.
2. Open back panel.
3. Plug cord of wireless receiver in to internal switch jack.
4. Place wireless receiver in the space provided model form.
5. Close back panel. Replace screw in back panel.
See instructions for wireless receiver and Jelly Beamer Twist or Big Beamer® for wireless instructions.

Using the Stand

Pull out legs from back of All-Turn-It® Spinner to place in upright position.

Troubleshooting Tips

If the All-Turn-It Spinner fails to operate properly, check the following:

1. Make sure the batteries are properly positioned: the positive (+) and negative (-) ends are aligned with those in the battery compartment.
2. Make sure both ends of the batteries are touching the metal contacts in the battery compartment, and that the batteries being used have a full charge.
3. Make sure the small overlay is properly aligned on the spinner post and that the arrow is pushed down as far as it will go.
4. Be sure no obstructions are present which would prevent proper placement or operation of the arrow and spinner post.

*Note: If you are experiencing any of the following, your batteries may be low: a decrease in the speed or duration of spins.
an increase in the amount of time you need to wait between activations.*

Guarantee

AbleNet offers a 30-day money-back guarantee if our products do not meet your expectations. Products must be in new condition to honor this service. Contact AbleNet or an authorized reseller before returning a product.

Warranty/Repair/Return Information

AbleNet offers a limited two-year warranty on products. For full warranty details, visit www.ablenetinc.com.

For more information on AbleNet products and services:

AbleNet, Inc., Minneapolis/St. Paul, MN

800-322-0956 (US & Canada)

Internet: www.ablenetinc.com

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WARNING:
CHOKING HAZARD - Small parts.
Not for children under 3 years.

Instructions for Using the Dice Overlay Set



The Dice Overlay

Two dice overlays make up your set: a large donut-shaped overlay and a small circular overlay. Each overlay contains six segments representing the six sides of a die. Used together, the two overlays are the same as shaking a single die. The game or activity you are playing will determine whether you use one or both dice overlays.

The Blank Overlay

The reverse side of each dice overlay is blank. Refer to the sections on Matching Games, Trivia Games, and Other Activities for ideas about how to create your own games for fun and learning.

The surface of the blank overlay is a high-gloss write-on/wipe-off surface. If you use a dry-erase marker to make your “final” overlay, you may write or draw directly on the overlay. Dry-erase colored markers add interest and can be wiped off with a damp cloth at the end of the game. You may also attach pictures, cards, photos or other lightweight objects to the overlays with double-sided tape or small pieces of reusable adhesive. Peel-off stickers and symbols create professional looking overlays.

What You Need to Play a Game

The All-Turn-It® Spinner can be used as a simple alternative for shaking dice or selecting a random number. To play, you will need the game of your choice and the All-Turn-It Spinner with the dice overlay. If you are playing a game that requires two dice or randomly selected numbers between 1 and 12, use both the large and the small dice overlays. If you only need to simulate the roll of a single die or generate a random number between 1 and 6, you may use either the large or small dice overlay.

Play with Commercial Games

The dice overlay set can be used with a wide variety of commercially-available board games that require one die, two dice, or a spinner. Table 1 is a partial list of common board games which use dice or spinners.

Game	Number of Dice Required
Backgammon	2 dice
Clue® by Parker Brothers	1 die
Life® by Milton Bradley	10 location spinner (use 2 dice to simulate)
Monopoly® by Parker Brothers	2 dice
Parcheesi® by Milton Bradley	2 dice
PayDay® by Parker Brothers	1 die
Sorry® by Parker Brothers	2 dice
Trivial Pursuit® by Parker Brothers	1 die
Trouble® by Milton Bradley	2 dice
Yahtzee® by Milton Bradley	5 dice (3 spins equal 1 turn)

Table 1. Examples of commercially-available games and the number of dice used.

There are also a variety of commercially-available games where color or picture matching determines a player's move. Many of these games are easy to play using the All-Turn-It Spinner and a "create-your-own" overlay. Here are two examples:

Candyland® Game

Playing this game requires the separate purchase of Candyland by Milton Bradley.

Separate and shuffle the 12 double color-block cards, six picture game cards, and the six single color-block game cards that come with the Candyland game. Place the cards on the spinner platform according to the diagram below:

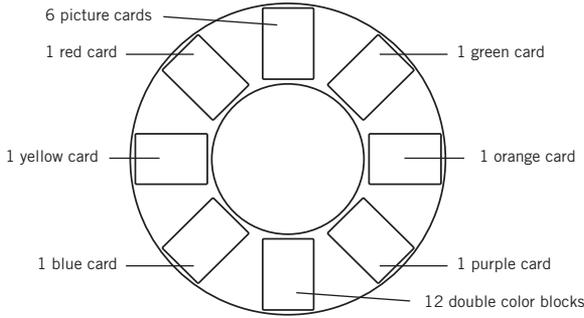


Figure 1. Card layout for Candyland game.

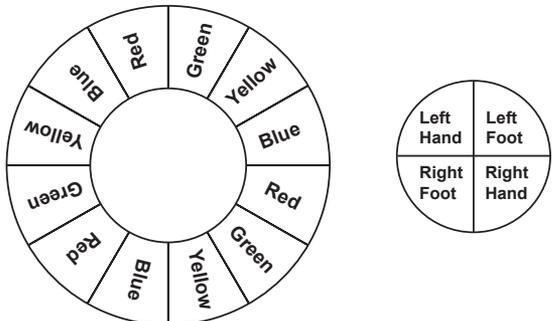
Follow the instructions that come with Candyland, but have players “spin” versus draw a card. When the arrow lands on one of the single color-block cards, the player moves his or her game piece to the next matching colored space on the game board. When the arrow lands on either the double color block or the picture cards, the player picks the top card off the pile and moves his or her game piece accordingly. Players return their cards to the bottom of the pile when their turn is over.

Twister® Game

Playing this game requires the separate purchase of Twister by Milton Bradley.

Make an overlay according to the diagram in Figure 2. Color the segments of the large blank overlay with a dry-erase marker or attach pieces of colored paper or stickers. Play the game according to the instructions that come with Twister, using the All-Turn-It Spinner to define the combination of body part and color.

Figure 2. Sample overlay for Twister



Dice Games

In addition to board games, there are numerous dice games that are fun to play. Here are examples of three dice games. To find out about other dice games, check your local library or look on-line for ideas.

Chicago Dice Game: The object of the game is to score the highest number of points at the end of twelve rounds.

Chicago is played with two dice so you will use both the large and small dice overlays. Write the players' names on the score card (see example in Figure 3). Players must score points in sequence from 2 to 12. In the first round of turns, 2 is the "key" number. Each round, the key number increases by one, moving from 2 to 3 to 4 and on up to 12.

In each round, all players get one chance to spin and come up with the key number for that round. The key number may be scored by spinning the number itself, or the two dice may be added to equal the number. For example, if the key number is 5, scoring combinations would be 4 and 1, 3 and 2, or 5 and any other number. (Note: Doubles do not score extra points.) If a player does not spin a key number in a particular round, they do not score for that round and "0" is placed on their score card.

Chicago Score Card (Sample)

Name	2	3	4	5	6	7	8	9	10	11	12	Total
Tom	2	0	0	0	6	0	8	0	0	11	0	27
Jane	0	0	4	5	6	7	8	0	19	0	0	40
Annie	0	3	0	5	6	7	8	9	0	11	0	49

Figure 3. Sample score card for the game Chicago. Highest total points wins.

Matterhorn Dice Game: The object of the game is to be the first player to spin numbers in sequence from 1 to 12 and then from 12 to 1. Two dice are used, so you will need the large and small overlays. In addition, you will also need a score card for each player (see example in Figure 4). In Matterhorn, the numbers must be scored in order and they may be used independently or in combination to score more than one number. For example, if a player spins a 1 and 2 on their first turn, they score the 1, the 2, and the 3 with that roll. If another player spins a 1 and 5 on their first turn, they only score a 1 for that roll. Each player gets one spin per turn. The first player to go up the Matterhorn and back down again wins the game.

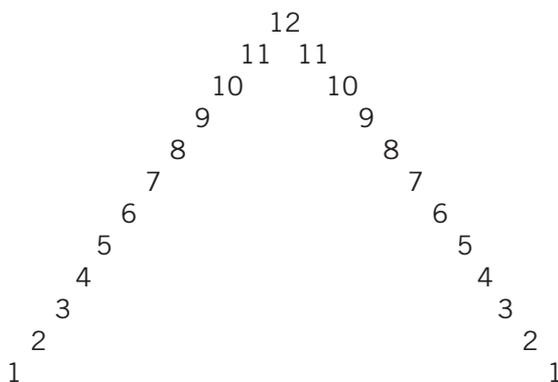


Figure 4. Sample score card for Matterhorn.

Wipe Out!: The object of the game is to be the first player to score 100 points. Two dice are used to play Wipe Out!, so you will need the large and small dice overlays. On each turn, a player can spin the dice as many times as she or he wants, totaling up their score as they go. However, if a player spins a 1, before they complete their turn, they lose all of the points they accumulated during that turn. If a player spins a pair of 1s, they “wipe out” and lose all of the points they have accumulated thus far in the game, taking their score down to 0.

The game ends when one player reaches or exceeds 100 points, however, all players get an equal number of turns in this game. For example, in a game with three players, if player A is the first to reach 100 points, players B and C still get one last turn, giving each of them the chance to go over 100 points. The player with the highest point total wins the game.

Number Games

Use the dice overlay set to teach or reinforce a variety of math concepts. Players can add, subtract, multiply or divide the two numbers they spin. There are numerous variations which can be used with this activity.

Variation 1: Use the large and small dice overlays together. Each player or team gets two spins per turn. On the first spin, players add the two dice together to get one number; on the second spin they subtract the two dice to get a new number. Players then multiple number one by number two to come up with their score for that turn. The player or team with the highest score after ten turns wins the game.

Variation 2: Use the large dice overlay and the small blank overlay. Divide the small blank overlay into four segments and write a math function sign (+, -, \times , or \div) in each section. Players spin two times per turn and get a number and a function sign on each spin. They perform the selected functions, and then

add the total of the two functions to determine their score. For example, if Sue spins a 10, and a + on her first spin, and a 2 and a ÷ on her second spin, her total score will be 17: $(10 + 2) + (10 \div 2) = 17$. For a simpler game, perform only one math operation or use only addition and subtraction function signs on the small overlay.

Matching Games

Use your All-Turn-It® Spinner with the blank overlays to create your own matching games. Collect sets of pictures or images for use in matching games. Picture sets may be identical or they may represent objects that “go together” such as a ball and a bat. Divide one of the blank overlays into the number of segments you choose. (Hint: the large overlay typically works best when playing matching games.) Place one picture of each matched set on the overlay and divide the remaining pictures among the players or teams. Players or teams take turns spinning. When the arrow stops, the player or team with the matching picture lays that card down in front of them. The first player or team to lay down all of their pictures wins the game.

Make your own game boards for matching games by photocopying a number of pictures onto a sheet of paper. Each player should have a unique combination of pictures. Cut out matching photocopied pictures and place them on the overlay. Players spin and use a chip or game piece to cover a match on their paper game board. The first player or team to cover all of their pictures wins. Stickers purchased in book and stationery stores work very well for this variation.

Trivia Games

Use a dry-erase marker to divide the large and small blank overlays into the number of segments you choose. Write letters in the segments on the large overlay and categories on the segments of the small overlay (suggestions: sports, cartoons, cities, famous people, etc.) You may also use symbols or pictures to represent categories. Players or teams spin to get a letter and category combination. If the player or team can give an answer (such as a famous person that starts with the letter G) within a designated time period, they receive one point. The player or team with the most points at the end of a set number of rounds wins.

Other Activities

Birthdays are a perfect time for group games such as those described in this guide. Use the spinner at “present time” to decide the order in which the gifts will be opened. Write each child’s name on the large blank overlay. Children hold the gift they brought until the birthday child spins their name.

Choices can be made easier when compromises are necessary, or more fun when there are too many options. Write the names of the individuals involved with dry-erase marker on either the large or small blank overlay. Spin to determine who gets to pick the next TV show, computer game, etc. Place pictures, photos or small objects directly on the spinner platform and spin to decide what treat to eat after school, what to wear to school or who to invite over to play.

Taking turns provides a variation on making choices. Use the All-Turn-It Spinner® to take turns in a fun activity (shooting baskets, blowing bubbles, spraying water) by writing each child's name on the large blank overlay. Participants (perhaps the individual with a disability) spin to determine who goes next.

Helping hands are more willing when an element of surprise is attached to the job assignments. Write the name of a task or chore or place a representative photo on sections of the large blank overlay. Individuals spin for their assignment.

Strategies for Success

The following suggestions were collected from teachers, therapists, families and care providers who have enjoyed using the All-Turn-It Spinner in home, school, and community settings:

1. Limit the number of players or teams to shorten “wait” times and keep the game moving at a desirable pace. Many suggest a maximum of four players/teams.
2. Involve a mix of player with differing abilities in the same game. It will be easier to assign a variety of roles in this situation and you will likely see more interaction and communication among all of the participants.
3. Add an element of anticipation or surprise to your games to capture and hold attention. Some people have used a voice output communication aid to add sound effects (ex., crowd cheers for a lucky move). We have provided the “Turn About” game pieces as another option (see separate instructions in this game package).
4. Modify the rules if necessary to make the game faster or easier to play. Children naturally enjoy making up their own rules and are a great resource for ways to involve players with differing abilities.
5. Find ways for players to have more active involvement during the game. For example, if the game requires a score card, make copies so each player can keep track of his or her own score during the game. You may also want to pass around the All-Turn-It Spinner so it is accessible to each player during their turn.

