












Touch Screen Games

Item	Description	Photo	Price
1 User IT-SW19	SwitchIt! Christmas Extra All the joys of the festive season in one fun-packed, switch accessible program! Enjoy building a snowman, pulling a cracker and decorating the tree, all on-screen with sound and animation rewards.		1 User \$118.00 5 Users \$299.00
5 Users IT-SW20	Can be used in 3 different ways: <i>Event Sequences:</i> 12 little animations each based upon a simple theme such as decorating the Christmas tree. Each sequence has 5 steps, carefully chosen to maximize speaking and listening. <i>Picture Building:</i> build pictures and see them animate, or use the one-step option for basic cause and effect. <i>Flash Cards:</i> flip through a selection of large pictures that relate to the theme		
Details	Access: 1 or 2 switches ; a touchscreen ; a mouse; an IntelliKeys keyboard; or a Concept Keyboard.		
Bundle	Minimum System Requirements: Win 95-XP Mac Classic		
			
1 User IT-SW16	SwitchIt! Farm Extra Develop thinking and language skills around farm animals, their young and where they live. Cow and calf, hen and chicken, plus many more to motivate your learners. Develop and demonstrate understanding of cause and effect and simple scanning activities through pressing a switch (or other input device) to build a scene. Animated rewards motivate success.		1 User \$118.00 5 Users \$299.00
5 Users IT-SW17	Minimum System Requirements: Win 95-XP Mac Classic		
Details	SwitchIt! Hygiene Extra		1 User \$118.00 5 Users \$299.00
1 User IT-SW21	Can be used in 3 different ways: <i>Event Sequences:</i> 12 little animations each based upon a simple theme such as cleaning teeth. Each sequence has 5 steps, carefully chosen to maximize speaking and listening. <i>Picture Building:</i> build pictures and see them animate, or use the one-step option for basic cause and effect. <i>Flash Cards:</i> flip through a selection of large pictures that relate to the theme. Also included is a new Picture Menu. This will allow non-literate students to choose which story or picture they would like to play, from a selection chosen by the teacher or caregiver.		
5 Users IT-SW22	Win 98/NT/ME/2000/XP Mac OSX	Details	
			

1 User
IT-SW12

SwitchIt! People Extra

Part of the SwitchIt! Extra Series with Event Sequences, Picture Building, and electronic Flash Cards

5 Users
IT-SW13

- SwitchIt! People encourages students to think and talk about the people they see in their everyday lives.
- Press the switch and see how the nurse, crossing guard, postman and supermarket cashier do their jobs. Also covers emergency services and a big burly garbage collector.

Win 95-XP, Pentium 90MHz, RAM - 16MB (Win 95) or 32MB (Win 98/ME), SVGA suggested, sound card, 4x CD ROM
Mac OS 7.5.5/OSX, Power Mac 7200/90, 11MB RAM, 256 colors suggested, 4x CD ROM



[Details](#)

1 User
\$118.00

5 Users
\$299.00

[Details](#)

[Bundle](#)



1 User
IT-SW14

SwitchIt! Weather Extra



5 Users
IT-SW15

- Explores the weather theme with a group of characters designed to appeal to both young and older children.
- Covers sun, wind, rain and snow and their effects - keeping warm, keeping cool and a selection of meteorological phenomena such as thunderstorms and rainbows. You can even go sledding or jump in the big puddle.

Win 95-XP, Pentium 90MHz, RAM - 16MB (Win 95) or 32MB (Win 98/ME), SVGA suggested, sound card, 4x CD ROM
Mac OS 7.5.5/OSX, Power Mac 7200/90, 11MB RAM, 256 colors suggested, 4x CD ROM



[Details](#)

1 User
\$118.00

5 Users
\$299.00

[Details](#)

[Bundle](#)

1 User
IT-TO01

Touch!

Uses visual discrimination skills to help develop touch or mouse skills

5 Users
IT-TO05

The student has to touch or click on colorful shapes to see/hear the reward.

3 configurable games:

- touch the shape or shapes
- touch the shape when it "peeps" from the edge for a set length of time
- touch the correct shape to discriminate a shape or color.

For the musically minded, the sound reward is tailored to the shape in question - 4 beats for the square, 3 beats for the triangle and 5 beats for the star. The circles have sort of round, bubbly music!

Win 95-XP



1 User
\$54.00

5 Users
\$174.00

1 User
IT-TB01

Touch Balloons

Fun for all ages! Develop eye-hand coordination skills by popping balloons as they float past.

5 Users
IT-TB05

An extensive menu allows you to choose direction of travel - up, down, left, right or, a real challenge, random! For the real expert you can also change the speed of travel and the number of balloons. You can change the background.

Choose from a range of colors and sky effects or use your own pictures - have the balloons float across a picture of your school! The program has bold or pastel color choices which allow you to design activities that develop visual and tracking skills. Use the mouse, [touchscreen](#) or [switch](#) to burst the balloons.

Win 95-XP



1 User
\$74.00

5 Users
\$214.00

TF-2065

[Details](#)

Touch Games 1

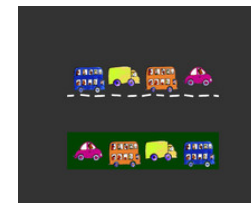
Special Education

The Touch Games series is designed for students using a mouse or touch screen for the first time. Those with visual or learning impairments will be pleased with the program's simplicity. Non-readers and readers alike can enjoy the games and animated rewards. At the easier level, children touch an object on the screen and are rewarded with noise and animation. Color and number matching, as well as activities testing short-term memory skills, are great for more advanced users. Ideal for use by individuals, small groups, or in a free play setting.

Minimum system requirements

Win 3.1 or later, 486

Mac OS 7+



[Details](#)

1 User
\$59.95

Network License
\$449.95

[Other Options](#)

TF-2066**Touch Games 2**[Details](#)

Special Education

The Touch Games series is designed for students using a mouse or touch screen for the first time. Those with visual or learning impairments will be pleased with the program's simplicity. Non-readers and readers alike can enjoy the games and animated rewards. At the easier level, children touch an object on the screen and are rewarded with noise and animation. Color and number matching, as well as activities testing short-term memory skills, are great for more advanced users. Ideal for use by individuals, small groups, or in a free play setting.

Minimum system requirements

Win 3.1 or later, 486

Mac OS 7+

[Details](#)1 User
\$59.95Network License
\$449.95[Other Options](#)**TF-2064****Touch Funfair**[Details](#)

Special Education

Students using a mouse or touch screen for the first time will feel like they are at the carnival as they play the 6 games in this program. Those with visual or learning impairments will be pleased with the program's simple yet lively design. Non-readers and readers alike can enjoy the games and animated rewards. In Ghost Train, click on doors to see a dancing spider, squeaking bat, flying witch, and more. Click or touch the screen to make a number of balls smash into a row of coconuts. Darts is set up in the same way as Coconut Shy, but is designed for older users. Dancing goldfish are the reward in Ring Toss when students drag rings and drop them around a fish bowl. Prizes pop out of barrels and make pleasing sounds in Grab Bag. The Bumper Cars activity is sure to be a hit with kids as they place animated children in cars and then watch them glide and collide around a rink. Fun carnival music accompanies each activity. Teachers and students can choose from 2 levels of difficulty for each activity. At the easier level, children touch an object on the screen and are rewarded with noise and animation. Color and number matching, as well as activities testing short-term memory skills, are great for more advanced users. Ideal for use by individuals, small groups, or in a free play setting.

Minimum system requirements

Win 3.1 or later, 486

Mac OS 7+

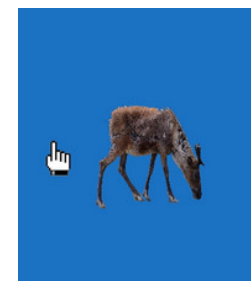
[Details](#)1 User
\$59.955 Users
\$179.85Network License
\$449.95[Other Options](#)**TF-2087****Touch It Animals**[Details](#)

Special Education

The bold, bright, text-free screens of the Touch It series will delight students of all ages. Early learners and those with moderate to severe difficulties will develop hand-eye coordination skills by touching animals to eliminate them, as they travel across the screen. Using the mouse, touch monitor, or even an interactive whiteboard, students target and explode the objects.

Minimum system requirements

Win 98+, Pentium 200MHz, 64MB RAM, 24 bit color

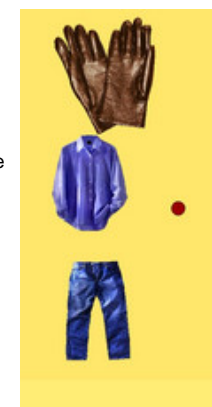
[Details](#)1 User
\$49.955 Users
\$149.85Network License
\$379.95[Details](#)**TF-2088****Touch It Clothes**[Details](#)

Special Education

The bold, bright, text-free screens of the Touch It series will delight students of all ages. Early learners and those with moderate to severe difficulties will develop hand-eye coordination skills by touching objects to eliminate them, as they travel across the screen. Using the mouse, touch monitor, or even an interactive whiteboard, students target and explode the objects. The speed, size and color of every object can be controlled by the teacher or therapist. Adjust the pointer size, number of objects, and even designate random selection. The program has color choices to allow you to design activities to develop visual and tracking skills. Scoring and timing are set for individual or group play. Ideal for developing targeting skills, gross motor control, anticipation skills, visual stimulation skills, and cause and effect.

Minimum system requirements

Win 98+, Pentium 200MHz, 64MB RAM, 24 bit color

[Details](#)1 User
\$49.955 Users
\$149.85Network License
\$379.95[Details](#)

TF-2089

[Details](#)

Touch It Everyday Objects

Special Education

The bold, bright, text-free screens of the Touch It series will delight students of all ages. Early learners and those with moderate to severe difficulties will develop hand-eye coordination skills by touching everyday objects to eliminate them, as they travel across the screen. Using the mouse, touch monitor, or even an interactive whiteboard, students target and explode the objects. The speed, size and color of every object can be controlled by the teacher or therapist. Adjust the pointer size, number of objects, and even designate random selection. The program has color choices to allow you to design activities to develop visual and tracking skills. Scoring and timing are set for individual or group play. Ideal for developing targeting skills, gross motor control, anticipation skills, visual stimulation skills, and cause and effect.

Minimum system requirements

Win 98+, Pentium 200MHz, 64 MB RAM, 24 bit color

TF-2090

Touch It Food

Special Education

The bold, bright, text-free screens of the Touch It series will delight students of all ages. Early learners and those with moderate to severe difficulties will develop hand-eye coordination skills by touching various foods to eliminate them, as they travel across the screen. Using the mouse, touch monitor, or even an interactive whiteboard, students target and explode each food item. The speed, size and color of every item can be controlled by the teacher or therapist. Adjust the pointer size, number of foods, and even designate random selection. The program has color choices to allow you to design activities to develop visual and tracking skills. Scoring and timing are set for individual or group play. Ideal for developing targeting skills, gross motor control, anticipation skills, visual stimulation skills, and cause and effect. You'll be hungry after playing!

Minimum system requirements

Win 98+, Pentium 200MHz, 64MB RAM, 24 bit color

TF-2091



Touch It Series

Includes all 4 games above

Special Ed.

Early learners and those with moderate to severe difficulties will develop hand-eye coordination skills by touching objects to eliminate them as they travel across the screen. Adjust the pointer size, number of objects, speed, and even designate random selection.

Touch It Food

Food objects include: apple, fries, orange, pie, grapes, carrots, bread, bananas, milk, tomato, potato, muffins, juice, onion, and cheese. You'll be hungry after playing!

Touch It Everyday Objects

Develop hand-eye coordination by touching articles of clothing to explode them, as they travel across the screen. Adjust the pointer size, speed, number of objects, and even designate random selection. Every day objects include: bulb, bag, basket, table, phone, flowers, computer, chair, washer, comb, sofa, guitar, book, microwave, and iron.

Touch It Clothes

Develop hand-eye coordination by touching articles of clothing to explode them, as they travel across the screen. Adjust the pointer size, speed, number of objects, and even designate random selection. Articles of clothing include: gloves, jeans, sweater, skirt, t-shirt, hat, shoes, jacket, baseball cap, sandal, trainers, boots, coat, shirt, and dress.

Touch It Animals

Students develop hand-eye coordination skills by touching animals to eliminate them, as they travel across the screen. Adjust the pointer size, speed, number of objects, and even designate random selection. Wild and farm animals included. Animals include elephant, dog, owl, giraffe, gorilla, sea lion, bison, rhino, rabbit, pigeon, reindeer, seagull, crab, sheep, and llama.

Win 98+ Pentium 200MHz, 64MB RAM, 24 bit color

[Details](#)



[Details](#)

1 User

\$49.95

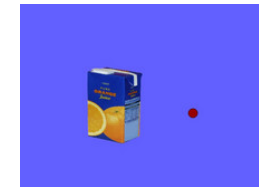
5 Users

\$149.85

Network License

\$379.95

[Details](#)



1 User

\$49.95

5 Users

\$149.85

Network License

\$379.95



1 User

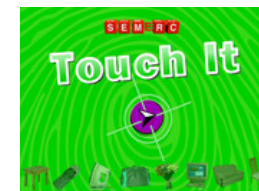
\$199.95

5 Users

\$479.85

Network

\$1249.95





Contact Us

Turning Point Therapy & Technology, Inc.
PO Box 310945
New Braunfels, TX 78131-0945

Member of ATIA

Toll Free: 877-608-9812
Phone//Fax: 830-608-9812//830-608-0882
Support: support@turningpointtechnology.com
Sales: sales@turningpointtechnology.com
Website: sales@turningpointtechnology.com
webmaster@turningpointtechnology.com
turningpointtechnology.com

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