**Switch Adapted Toy Name (same as the website name)**

The Toy Name Adaptation comprises instructions and files to adapt a commercially available Toy Name toy for use with an assistive switch. The toy is modified so that it has a 3.5 mm jack in place of the original button. When a standard assistive switch with a 3.5 mm mono jack is attached and activated, the toy will activate.

Toy Image – take photo from website if we do not have an image of the adapted toy

**More Info at**

Link to the toy on the website

Note – this section will be commented out if the toy is not currently available to purchase

**How to Obtain a Switch Adapted Toy Name**

**1. Do it Yourself (DIY) or Do it Together (DIT)**

This is an open-source assistive technology, so anyone is free to build it. All of the files and instructions required to build the Switch Adapted Toy Name are contained within this folder.

**2. Request a build of this device**

If you would like to obtain a Switch Adapted Toy Name, you may submit a build request through the [MMC Library Page](https://www.makersmakingchange.com/request-a-device?id=01tJR000000694VYAQ). The requestor is responsible for the cost of materials and any shipping.

**3. How to build this device for someone else**

If you have the skills and equipment to build this device, and would like to donate your time to create the switch for someone who needs it, visit the [MMC Maker Wanted](https://makersmakingchange.com/maker-wanted/) section.

Note – this section will be commented out if the toy is not currently available to purchase

**Getting Started**

**For Toys with Multiple Files:**

**1. Read the Makers Checklist**

The Makers Checklist contains a list of tasks to complete to build the device.

2. Order the Off-The-Shelf Components

The [Bill of Materials](https://github.com/makersmakingchange/Adapted-Toys/blob/main/Documentation/Switch_Adapted_Nerf_Gun_BOM_V1.0.xlsx) lists all of the parts and components required to switch adapt the toy.

3. Print the 3D Printable Components

All of the files and individual print files can be in the [Print](https://github.com/makersmakingchange/Adapted-Toys/blob/main/Build_Files/3D_Printing_Files) Files.

Delete if there are no 3D printed components

4. Assemble the Switch Adapted Toy Name

Reference the [Assembly Guide](https://github.com/makersmakingchange/Adapted-Toys/blob/main/Documentation/Switch_Adapted_Nerf_Gun_Assembly_Guide_V1.0.pdf) for the tools and steps required to build each portion.

**For Toys with one file:**

1. Open the Assembly Guide

The Assembly Guide contains the required components, tools and detailed instructions for how to switch adapt the toy.

2. Gather Equipment

Refer to the Toy List, Tool List and Component List for where to purchase all equipment needed to adapt toys.

3. Print the 3D Printable Components

All individual print files can be in the Print Files.

Delete if there are no 3D printed components

4. Switch Adapt the Toy

Reference the [Assembly Guide](https://github.com/makersmakingchange/Adapted-Toys/blob/main/Documentation/Switch_Adapted_Nerf_Gun_Assembly_Guide_V1.0.pdf) for the tools and steps required to build each portion.

**Files**

**Documentation**

| **Document** | **Version** | **Link** |
| --- | --- | --- |
| Assembly Guide | 1.0 | Link |
| Additional files as needed |  |  |

**Design Files**

* [CAD Files](https://github.com/makersmakingchange/Adapted-Toys/blob/main/Design_Files/CAD_Files)

**Build Files**

* [3D Printing Files](https://github.com/makersmakingchange/Adapted-Toys/blob/main/Build_Files/3D_Printing_Files)

**Attribution**

Modification method and documentation created by Neil Squire Society/Makers Making Change.

**Licenses**

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Any accompanying 3D printable accessory files are licensed under the [CERN Open Hardware Licence Version 2 – Weakly Reciprocal (CERN OHL-W)](<https://ohwr.org/cern_ohl_w_v2.txt).> You may use, modify, and distribute the design files, provided that any modifications or derivative works are released under the same license. (Only needed if there are 3d printed components)

All trademarks, trade names, and brand names of the original toy and its manufacturer remain the property of their respective owners. This documentation is an independent work and is not affiliated with, endorsed by, or sponsored by the original manufacturer.

**About Makers Making Change**

A close-up of a logo

AI-generated content may be incorrect.

Makers Making Change is a program of [Neil Squire](https://www.neilsquire.ca/), a Canadian non-profit that uses technology, knowledge, and passion to empower people with disabilities.

Makers Making Change leverages the capacity of community based Makers, Disability Professionals and Volunteers to develop and deliver affordable Open Source Assistive Technologies.

* Website: [www.MakersMakingChange.com](https://www.makersmakingchange.com/)
* GitHub: [makersmakingchange](https://github.com/makersmakingchange)
* Bluesky: [@makersmakingchange.bsky.social](https://bsky.app/profile/makersmakingchange.bsky.social)
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