



In this example, objects were chosen to represent the characters in the story. The objects were attached to switches so when the objects were touched, they activated the switches. This can become a fun way to tell a story. For this activity, the switches were mounted on the outside of a plastic container and the device and cords were enclosed on the inside. We attached the cords to a VoicePal 8, but you can also use a VoicePal Levels or VoicePal 8K.