



A Special way of looking at Common Core Standards for Students with Disabilities

A Newsletter for Special Education Teachers Addressing Common Core Challenges
Educational Equity For All

March 2019

Science Supports and Strategies

History/Social Studies Supports and Strategies

<http://www.digitalhistory.uh.edu/era.cfm?eraID=1&smtID=11>

Math Supports and Strategies



Get FREE math help on topics such as: Perimeter and Area of Polygons; Circumference and Area of Circles; Fractions and Mixed Numbers; Decimals; Integers; Probability; Pre-Algebra; Mean Median Mode; Set Theory; and Statistics. Each unit includes [interactive lessons](#), [worksheets](#), [games](#) and fun [puzzles](#).



THE MATH GOODIES CD

Our CD has 168 in-depth math lessons organized into instructional units. For each unit, there is a corresponding set of [worksheets](#) and [puzzles](#) and learning [games](#). <https://www.mathgoodies.com/>

English Supports and Strategies



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Universal Design for Learning

UNIVERSAL DESIGN, PLAY TIME AND MOTOR LEARNING

Universal design is the idea that activities should be accessible to all people including those with disabilities. When there are multiple ways to present, use and play with a toy, it can help benefit all children to play regardless of their abilities.

In short, toys need to engage many senses and require variability of play. During play time is when children learn many cognitive, social and physical skills. This is a young child's true classroom.

Here are 5 suggestions to combine universal design, play and motor learning to allow play to be accessible to all children.

- Make sure the toys fit the skill level of the children.
- Adapt the play area.
- Modify the rules of games.
- Encourage small group play.
- Demonstrate proper play techniques to all children.

<https://goo.gl/45aju7>

21st Century Learning



Playing Games Can Build 21st-Century Skills. Research Explains How.

This article is part of the guide Game-Based Learning: Preparing Students for The Future.

Research hasn't shown much evidence that games—in general—lead to increased learning outcomes. Even getting good at a game is no guarantee those skills will transfer to other tasks in our lives. Instead, learning through play appears to be context specific.

A highly-competitive game, for example, can build persistence and even collaboration as anxious players work through solutions in order to win. Likewise, a multiplayer role-playing game poses challenges that require players to work together, setting the stage for collaborative problem solving. And kids who, say, design their own cities using simulation games may show stronger problem-solving abilities than peers learning about cities in more traditional ways.

<https://goo.gl/PMcz9c>



Individual Educational Plan Connections The Teacher Dress Code

IEP Resources <https://goo.gl/2Qt1b5>

The collage features several educational tools:

- CASEMANAGER TOOLS**: Includes 'EDITABLE: case - long term program monitoring assessment' and 'data collection - EDITABLE: any Priority Data Collection Sheet'.
- SPECIAL EDUCATION IEP Meeting Agenda**: A document for tracking IEP meetings.
- THE TEACHER DRESS CODE**: A resource for tracking behavior data in general education settings.

WEBSITES AND RESOURCES

- <https://goo.gl/WZQeGf>
- <https://www.einsteinsworkshop.com/resources>
- https://store.steampowered.com/app/623340/Stars_End/

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Study SKILLS, Tips & Tricks Episode 1: Tapping for Test Anxiety

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By using entertaining magic, dance lessons and learning songs that are easy to watch and learn from, Johan will help children understand concepts such as:

- **Social - Emotional Support and Development**
- **Tapping (The Emotional Freedom Technique has a calming effect) to help reduce test anxiety.**
- **Learning Skills**
- **Developing mindfulness**
- **Proper behavior**
- **Coping with disappointment**
- **The challenges of empathy and sibling relations**
- **How to focus on others**
- **Positively dealing with negativity**
- **How to live healthy and happy**
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