



# The World of A.T. Assistive Technology



Educational Equity For All

March 2017



March 01, 2017, 11:00 am CST - 45-minutes  
TITLE: UDL Webinar Session 2: Expanding Opportunities for Student Action and Response Supported with UDL Application

March 15, 2017, 11:00 am CST - 45-minutes  
TITLE: Executive Function Series: Session 2 Developing Cognitive Flexibility – for Students with Autism and Intellectual Disabilities

March 21, 2017, 11:00 am CST - 60-minutes  
TITLE: Play, Pause, Stop, Rewind: The Impact of Video in Instruction – Session 1

March 28, 2017, 11:00 am CST - 45-minutes  
TITLE: Executive Function Series: Session 3 Strengthening Self-Regulation – for Students with Autism and Intellectual Disabilities

[https://www.ablenetinc.com/resources/live\\_webinars/](https://www.ablenetinc.com/resources/live_webinars/)



## AbleNet Hook+ iOS Switch Interface

The Hook+ iOS Switch on-screen interface allows students with physical

their device without having to physically touch the screen. This Apple-certified switch interface also provides a wired connection to an iPad, iPhone or iPod touch for one to four individual switches.

<https://goo.gl/OKgpyv>



## Free Online Book in Multiple Languages

**Unite for Literacy** – Over 120 free picture books narrated in: Arabic, ASL, Burmese, Cherokee, Chinese, Cup'ik, English, French, German, Hindi, Italian, Japanese, Karen, Karenni, Kekchi, Korean, Mopan, Navajo, Polish, Portuguese, Q'anjob'al, Russian, Swetswana, Slovak, Somali, Spanish, Tagalog, Turkish & Vietnamese.

<http://www.uniteforliteracy.com/>



## Ideas for Teens and Young Adults Pop Music



Teach and/or reinforce scanning skills by recording sound clips of favorite music artists. The VoicePal Levels was configured for three-choice scanning and programmed with both visual and auditory cues.



<https://goo.gl/KXEwKb>

The VoicePal Levels is a four-level, customizable, natural-voice communication aid for anyone experiencing communication challenges.



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## FEATURED IDEA OF THE MONTH



Tap cow for  
Direct Touch

Catch the Cow™  
Scanning Trainer

Long ago in the early days of Apple II, Catch the Cow Scanning Trainer was designed as a game that could help persons with severe orthopedic impairment learn how to control a computer by switch-controlled scanning. <http://www.computerade.com/catchthecow/CTCuserguide.html>

### Alternative Keyboards and Mice Provide Connected Opportunities for People with MS

By Ellen Kampel & **John M. Williams**

There are a variety of assistive technologies available, including foot pedals, head-tracking pointers, joy sticks, tracking balls and other hands-free options. Alternative input devices are designed to utilize the strongest muscle groups to give people maximum control and minimize stress on weaker muscle groups.

Below are descriptions of input devices that can be used either alone or in combination to make the computer easier to use and in some circumstances, control other appliances.

-- **Foot pedals** allow hands-free activation commands that otherwise require a keyboard stroke or mouse click. Using their feet, users learn to use frequently assigned keys, key combinations, or macros.

-- **Head-tracking pointers** use a camera and allow users to control a mouse pointer with head and facial movements.

-- **Joy-sticks** control computer games and can control the cursor on other computer applications.

-- **Track balls** are another way to move the cursor and execute other mouse functions by moving or rotating the ball.

Descriptions of other alternative keyboards, such as a touch screen keyboard, on-screen keyboard and speech recognition are available on the **MYMSMYWAY** website. There are also **no cost ways to adjust the computer operating system** to accommodate an individual's dexterity needs.

**Nouse™** is another example of a hands-free input device.

<http://www.atechnews.com/altkeybrdmicearticle.html>

## WEBSITES AND RESOURCES

<http://www.judylynn.com/ipad/>

<http://www.oneswitch.org.uk/>

<https://goo.gl/bxEzFv>



## PROFESSIONAL DEVELOPMENT

*Communicare, LLC*

Classroom-Based Assistive Technology that Emphasizes Augmentative Communication - 10 HR PDP



This is a comprehensive, self-guided online course that reviews augmentative and alternative communication and

assistive technology. The focus is specifically on classroom implementation and this frames the discussion AAC, AT, universal design for learning, differentiated instruction, intervention and more.

<http://www.aacommunicare.com/professionaldevelopment>



 **AssistiveWare®**



### How to support a switch user

You may have a new or returning student with access issues. Here are 5 resources to review so you can be prepared to support your student:

- [Everything You Wanted to Know about Switches and More - Part 1](#) and [Part 2](#)

Karen Kangas, OTR/L, been in the field of assistive technology since 1989. In this full-day workshop she talks about switches and everything around it, such as seating and sensory processing.

- [Switch Access - Sample Goals for Children who have Severe Multiple Disabilities](#) (PDF)

Linda Burkhart is an internationally known pioneer in the field of simplified technology for children with severe challenges who developed numerous adapted switches. In this document she shares sample IEP goals for using switches for access.

- [Switch Control Overview](#)

In this video, switch user guru, Christopher Hills, demonstrates an overview of three ways Switch Control can work for different users.

- [Two Switches for Success: Access for Children with Severe Physical and/or Multiple Challenges](#) (PDF)

Another great resource from Linda Burkhart that describes the stepping stones to Switch Access.

<http://www.assistiveware.com/how-support-switch-user>