



# The World of A.T. Assistive Technology



Educational Equity For All

February 2016



February 16, 2016, 02:00 am CST - 60-minutes

TITLE: **Accessibility on Mobile Devices: Accessibility Features in iOS 9 and Android-based Devices**

DESCRIPTION: You have a smartphone, or a tablet, or maybe both – but do you really know just how smart it really is? By law, mobile devices must include support for persons with vision, hearing, learning, physical, and motor disabilities. There is a plethora of wonderful (and free!) accessibility features in tablets and mobile devices that are not being used because owners simply don't know the features exist. In this webinar, participants will be guided through the accessibility features offered on iOS9 and Android-based devices. You will learn about the basics of accessibility and easy applications to teaching and learning. You will also be provided with some great resources to assist students in accessing educational content through their tablets and mobile devices.

February 18, 2016, 11:00 am CST - 60-minutes

TITLE: **Getting to Know Speak for Yourself**

DESCRIPTION: Speak for Yourself is an augmentative and alternative communication (AAC) app that is helping thousands of individuals with complex communication needs have a voice. Learn about the evidence-based research and experience-based features that make Speak for Yourself complex enough to be functional for a range of AAC users and simple enough to be supported by parents and professionals.

February 24, 2016, 10:30 am CST - 30-minutes

TITLE: **Let's Look at Chrome: Apps & Extensions for STEAM**

DESCRIPTION: With Chromebooks taking over K-12 education, practitioners and educators need to refill their "toolkit" with a whole new set of supports for ALL learners.

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

## Technology in (Spl) Education

Place to learn about Technology in Education

Apps by Goal – Our guiding principle is **“Bang for the Buck”**. So far we downloaded over 800 Educational apps and went thru almost all of them. This is a result of all the hard work over the past 6 months.

All the apps listed are reviewed by us and are confident they give ‘Bang for the Buck’. There are many more apps that may meet this criteria but we haven't reviewed them. As you can see some of the apps cover more than one Goal/Skill. Make sure you pick the one that covers more than one skill. We will be publishing Goals by App (What goals each app covers) to give you help you decide which apps to buy. **Almost 50% of the apps listed are FREE so there is no need to think, just download them to your computer and sync to your device when you need them. Don't under-estimate these FREE apps. Some of them are as good as their paid counterparts.**

<http://appymall.com/techinspecial/recommended-apps-by-iep-goalsskills-and-some-useful-tools/>



Page Turner: By using this device to hold a book for a student, s/he is then freed to focus on reading & comprehending the

material in the book. A page turns when the students presses a switch.

<http://atto.buffalo.edu/registered/ATBasics/Foundation/intro/introbasic.php>



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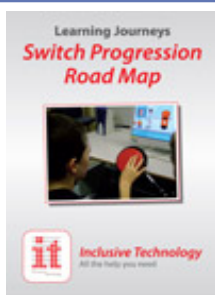
## Idea of the Month



Using Assistive Technology Solutions to Meet Literacy Standards K-3, 4-6, 7-12 Excellent assistance for writing goals and objectives. These books are organized by grade level; K-3, 4-6,

7-12. The books provide AT solutions and sample IEP goals, and cover a wide range of AT options, from digital talkers to slide-on pencil grips. Curriculum areas include reading, writing, written and oral composition, listening and speaking.

[http://www.iltsource.com/USING\\_ASSISTIVE\\_TECHNOLOGY\\_3\\_BOOK\\_SET\\_p/tl-10.htm](http://www.iltsource.com/USING_ASSISTIVE_TECHNOLOGY_3_BOOK_SET_p/tl-10.htm)



FREE Download: Switch Progression Road Map

Introducing Inclusive Technology's Switch Progression Road Map, written by our Special Projects Manager Ian Bean

This booklet draws together over ten years of best practice research and classroom observations from around the world into a comprehensive teaching and assessment document you can use every day. Detailing every stage of switch skills acquisition from cause and effect to confident scanning, this document will help you plan meaningful and motivating routes to success for your learners using switches to access communication, learning and leisure. Packed with practical advice and tons of tried and tested teaching examples, the Switch Progression Road Map will help you assess a learner's baseline, set achievable learning milestones and provide you with all the help you need to teach these important skills in a way which is both meaningful and motivating for your students. At every stage along the way the booklet provides advice on which software and hardware works best and how to set them up to personalise the learning experience.

<http://www.inclusive.co.uk/publications>



Welcome to HelpKidzLearn, a web site full of free software and resources from Inclusive Technology.

Create your FREE HelpKidzLearn account today by simply entering your email address and a password of your choice. <http://www.helpkidzlearn.com/>

## WEBSITES AND RESOURCES

- Priory Woods School provides Switch videos and slide shows set to music, which can be controlled by a range of common assistive access devices. They are designed to help children understand and generalize cause and effect (the action / reaction bond), one of the foundation stones for early learning. All of the videos can be played online or downloaded for use on a PC or Macintosh computer.  
[http://www.priorywoods.middlesbrough.sch.uk/page\\_viewer.asp?page=Switch+%2F+Touch+Screen+Videos&pid=74](http://www.priorywoods.middlesbrough.sch.uk/page_viewer.asp?page=Switch+%2F+Touch+Screen+Videos&pid=74)
- RJ Cooper has a couple of cause and effect programs worth exploring. <http://rjcooper.com/rj%27s-free-games/index.html>
- Sen Software - starts with allowing the user to just watch then builds to using a specific amount of switch clicks to build a picture.  
<http://www.northerngrid.org/ngflwebsite/sen/NetSwitch/index.htm>



### Technology Supports for Struggling Readers

This module will discuss reading strategies that research has determined to assist students in learning to read, and explore the technology tools that will assist in acquiring and practicing those skills.

### Technology Supports for Struggling Readers

- module will explore information to:
- Understand a framework for reading instruction
  - Identify reading strategies that will assist struggling students
  - Locate available technology resources that will assist those struggling readers.

<http://www.texasat.net/default.aspx?name=trainmod.reading>



## Tips for Teachers

Our [Health and Science Games](#) (Web Adventures) can be integrated into the classroom in many different ways.

- The web adventures are FREE!
- Students love the interactivity and storylines.
- The learning objectives are aligned very well with both the Science and Health Standards.
- All the series have excellent science process skill practice.
- Web adventures work well as embedded lessons or standing alone as a unit.

<http://webadventures.rice.edu>