


- Assessment
- Equipment
- Activities - goals
- Implementation

**WILLIAMS EDNET
EDUCATION
ACCOUNT LOGIN**

LOGOUT



ASSISTIVE TECHNOLOGY
INTEGRATED MODULES

Dashboard

Help

ASSISTIVE TECHNOLOGY INTEGRATED MODULES - DASHBOARD

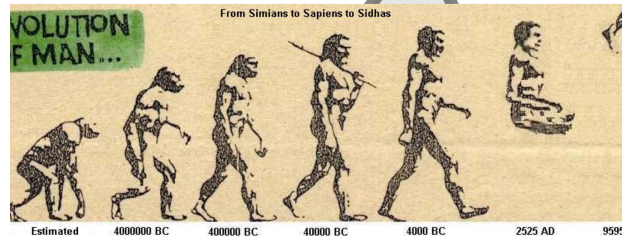
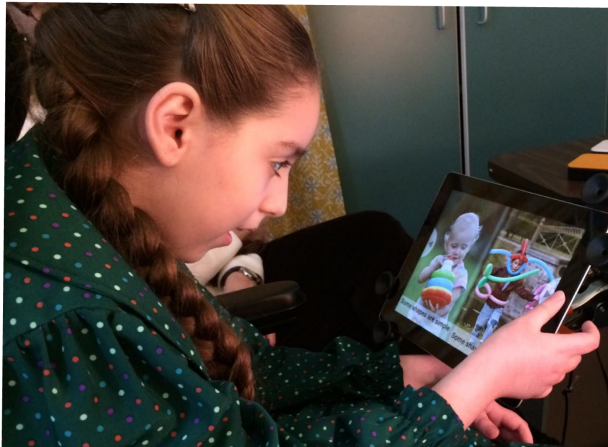
Dashboard

Module Name	Professional Development	Continuing Education Credits	College and University Course Credit
Module Navigator			
<p>Welcome to the Assistive Technology Integrated Modules (ATIM) ATIT is designed to provide high-quality information and professional development on assistive technologies (AT) for educators, professionals, families, parents and disabilities, and others. ATIM modules are available via live webinars or self-paced through case studies, informational videos, and goal worksheets, a glossary, and much more. If you would like to explore further on your own at ATIT, continue and visit options are coming soon, go to the Need Assistance? Visit the Help page.</p>			
<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p>AT IT for Educators</p> <ul style="list-style-type: none"> AT Assessment Process in the Social Environment AT Consideration in the IEP Process AT for Administrators AT Implementation AT Supports and Services in the IEP </div> <div style="width: 45%;"> <p>AT IT for School Age</p> </div> </div>			

<https://tinyurl.com/y8qoaomt>



Video



Staff & Student Learning Continuum

Staff

- Equipment
- Technology
- Mounting & positioning of equipment
- Positioning of student
- Student's likes & dislikes
- Levels of activities
- Student's abilities
- Facilitation strategies
- Implementation

Levels of activities

- Single switch
- Dual switch
- Scanning
- Cause and effect
- Purposeful effect
- Increase switch hits
- Increase response time
- Press and release
- Press, hold and release
- Timing
- Target
- Making choices

Types of Scanning

- Auto scan
- Step scan
- Auditory scan
- Linear scanning
- Row column
- Group

Prompt Hierarchy

- Environment
- Verbal Cue
- Visual Cue
- Motor or (Guided Movement) Cue

Pause!!!

Pause!!!

When to Use your Hands by Dale Gardner-Fox M.S., RPT

Assessment

Decision Making & Data Collection

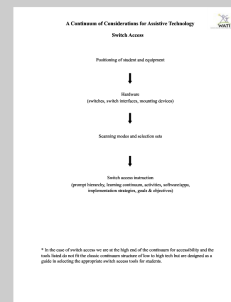
Decision Making Guide

[illegible]

Feature Match

[illegible]

AT Continuum



WATI AT Trial Use Guide

[illegible]

Assessment tools



Compas software



<https://www.enablemart.com/compass-access-assessment-software>

Everymove Counts and Clicks

by Jane Korsten

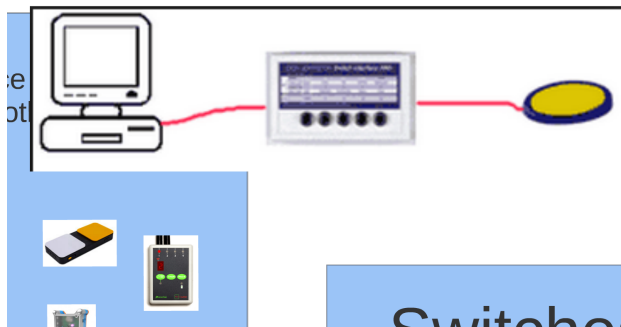


<http://everymovecounts.net>

Positioning

Hardware

- Device
- Interface
- Switch
- Mount



Device



Switch Interface Wired or Bluetooth

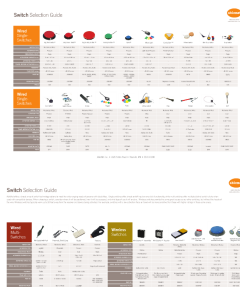


Switches

Mechanical
lever
plate
mercury
proximity
infra red



Ablenet Switch Selection Guide



Switch Selection Guide

Wired Single-Switches			
	Big Red Switch®	Jelly Bean Twist™	Big Buddy Button
SWITCH TYPE	Mechanical, Wired	Mechanical, Wired	Mechanical, Wire
ACTIVATION TYPE	Pressure	Pressure	Pressure
SINGLE/DUAL MULTI	Single	Single	Single
ACTIVATION SURFACE in/cm	5 dia / 12.7 dia	2.5 dia / 6.35 dia	4.5 dia / 11.5 dia
ACTIVATING FORCE oz/g	5.5 / 156	2.5 / 71	5.3 / 150
TRAVEL BEFORE ACTIVATION in/cm	0.045 / 0.1143	0.025 / 0.0635	0.06 / 0.17
FEEDBACK	Auditory click, Tactile	Auditory click, Tactile	Auditory click, Tact
PLUG SIZE in/mm	1/8 / 3.5 mono	1/8 / 3.5 mono	1/8 / 3.5 mono
PART NO	10033500	10033400	56100, 56200, 56556600
MOUNTING PLATE	100LTMP	100STMP	100SCMP

Mounting Systems



Switch Accessible Activities

Inclusive TLC Switch Progression Roadmap



Experiential

Pop the Bubbles



Click a mouse, touch the screen or press a switch (Spacebar) to pop a bubble and catch a star. How many stars can you catch?

Timing

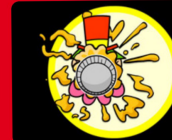
Gophers Down a Drainpipe



Watch the gopher slide down the drainpipe. Press the switch (Spacebar or Enter), click the mouse or touch the screen to whack him with your newspaper when he reaches the bottom. This activity exercises anticipation skills and is ideal for learning to wait and press the switch at the right time.

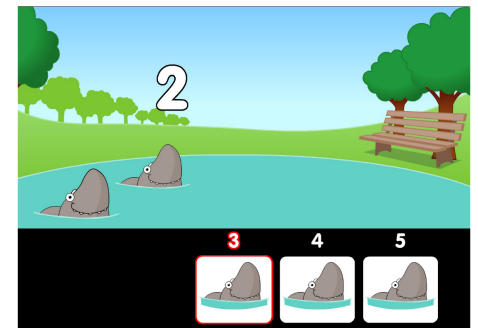
Target

Splat the Clowns



Wait for the clown to reach the target. Press the switch (Spacebar or Enter) to splat him with a custard pie, tomato or snotty sponge! Choose from five different speeds. In 'Easy play' mode, the clown waits at the target until you press your switch.

Increase switch hits



Scanning

Treasure Island



Click the mouse, touch the screen or press a switch (Spacebar or Enter) to explore the treasure island. Choose a square on your map and see what happens there. Can you find the treasure and avoid the pirate, parrot or skeleton?

choosing

Matching Cards



At the start of the game, two cards are displayed face down. When the first is revealed, select the second card and wait for a matching card. If you press the big "snap" button or a switch when there is a picture match, you will get a reward.

scanning

Sunny Street



Use one or two switches (Spacebar and Enter) to build up a street scene with different forms of transport. Select four forms of transport to watch the street come to life!

Tools/Activities



<http://helpkidzlearn.com>

Tools/Activities

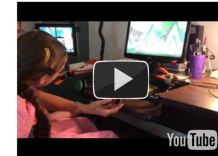


<http://helpkidzlearn.com>

Activities

<http://www.pandora.com>

<http://www.youtube.com>



Demo

Helpkidzlearn
Youtube
Pandora

Implementation



IEP Documentation

Student will press and release a switch to achieve a desired effect with physical prompting (hand-over-hand).		
Student will press and release a switch to produce a desired effect with minimal physical prompting.		
Student can press and release a switch to produce a desired effect.		

Classroom Documentation

STUDENT: _____

SWITCH DATA COLLECTION

Directions: Note students switch activity or inactivity and reason a minimum of 1x/day. Circle items in each column. Observe for a five-minute period and tally number of switch hits. Add comments, recommendations, and equipment failures. Prompt Key (Independent) (VC) Verbal Cue (M) Motor (HCH) Hand Over Hand. Return to _____

Date Time Initial	Location	Task	Positioning	State of Being	5 Min. Tally
	Classroom Sensory room Other	Music Toy Vibrator Computer Class activity-smart board	W/C Stander Floor Table/chair	Smile/Grin Intable Sleeping Crying Laughing Other...	Observe and tally for a five-minute Period indicate prompt (i) (VC) (M) (HCH)
Comments					
	Classroom Sensory room Other	Music Toy Vibrator Computer Class activity-smart board	W/C Stander Floor Table/chair	Smile/Grin Intable Sleeping Crying Laughing Other...	Observe and tally for a five-minute Period (i) (VC) (M) (HCH)
Comments					

Cindy Nankwe OTRL, ATP

Activity Log

Student: _____

Date/Initial	Total time	Activity (computer/Pad/task)	Success/Difficulties

<http://universaltech4learning.com>

iOS Switch Control

Video Tutorial



