NORTHEAST WYOMING BOCES

Assistive Technology Overview

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AT Services Provided

- Northeast Wyoming BOCES currently provides 1:1 and group assistive technology services to approximately 25 students for a total of 32 hours per week in the school's AT Lab, as well as more hours in classroom computer labs using online curriculum. The students have access to a variety of AT solutions, including but not limited to AAC devices, touch screen computing, switch based activities, assistive software/online education resources, SMART Board/Table and iTunes/iPad interactive applications as well as the newly implemented Soundbeam system, which helps facilitate expression and communication for physically or learning impaired individuals using music and sound.

Communication

- Augmentative and alternative communication (AAC) is any method that supplements or replaces speech and writing when these are temporarily or permanently impaired and inadequate to meet all or some of a person's communication needs. (www.asha.org. 2005)

  NEW BOCES AT department offers a variety of devices and solutions for students who have difficulty communicating with others.

NEW BOCES AAC Devices

Pocket Go Talk, Go Talk 9, Go Talk 20, Hummingbird and Super Talker

NEW BOCES AAC Devices

FL4SH Scanning Communicator &
iPad w/ Proloquo 2 Go

NEW BOCES AT Computer Applications

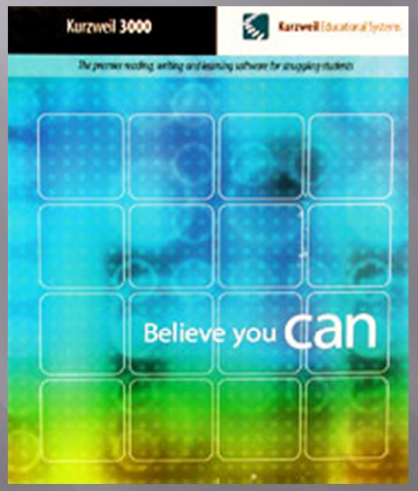
The Assistive Technology Lab at NEW BOCES offers a wide variety of computer hardware and software for accessibility. Students have access to touch screen computing using ELO monitors, SMART Board & Table activities, speech-to-text and scan/read applications.

We also use CompassLearning Odyssey, a software-based curriculum that assesses each student's understanding of key objectives. Based on this assessment, a student is automatically prescribed a personalized learning path filled with engaging activities. With CompassLearning's unlimited-user access, NEW BOCES can offer Odyssey anytime, anywhere, for all students with Internet access.

http://www.compasslearning.com/tour.htm

NEW BOCES AT Computer Applications

DRAGON
NATURALLYSPEAKING



Keyboard Classroom

Keyboarding program especially effective for a child who is having trouble in school, or students with special education needs or learning disabilities like those with ADD/ADHD, Dyslexia, Dysgraphia, Asperger Syndrome and some other forms of Autism.

Keyboard Classroom

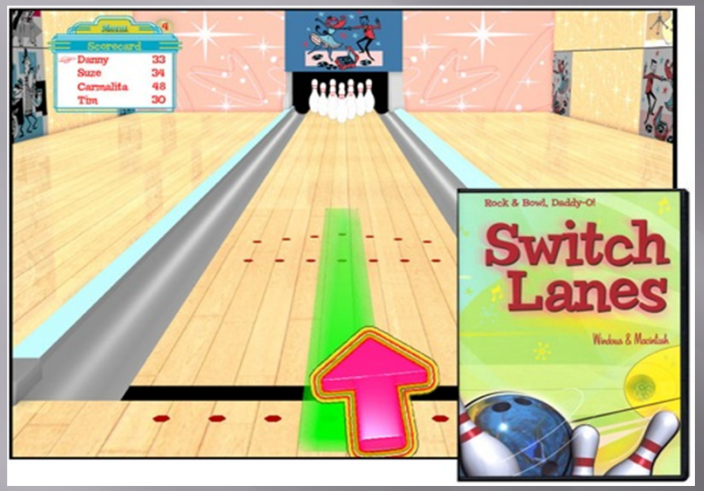
- One minute fluency exercises build muscle memory and cater to students with limited attention spans.
- Keyboard Classroom works at a systematic pace. Students cannot go to the next level of difficulty without mastering an easier level.
- The program stresses returning fingers to the "home position," the key to touch typing proficiency.
- As students advance, they earn tokens, redeemable for playing a series of games built into the program as incentives.
- It's the only typing program conceived as a result of 20 years of research with children between the ages of 7 and 14. **The average student can become a proficient typist (35 words/minute with a maximum of 4 errors) within 6 months, practicing just 15 minutes per day.**
- And finally, unique finger guides assure that a child's fingers will always be on the correct keys, allowing them to learn touch-typing without incorrect, error-prone moves.

Gaggle Email

- What is Gaggle?

Gaggle was launched in 1999 and was one of the pioneering companies to provide a safe student email solution. Since then Gaggle has grown to offer so much more. We have grown to be a leader in "safe technology" within the K-12 market. Gaggle currently provides safe student communication tools to more than 15,000 schools in 57 countries, while managing over 2 million accounts and storing more than 750 million emails. Our online tools include safe student email, shared calendars, homework drop boxes, message boards, blogs, digital lockers, online document editing and collaborative, safe SMS Texting and filtered YouTube access.

Switch In Time
Accessible Switch Games



http://www.switchintime.com

SoundBeam 2

Soundbeam has been most extensively and thoroughly evaluated with children with Severe Learning Difficulties and Profound and Multiple Learning Disabilities. However, it has also been documented as providing benefits to individuals with a range of conditions and syndromes including Autism, ADHD, dementia, Down's Syndrome, depression, Alzheimer's Disease and challenging behaviors.

Soundbeam provides a medium through which even profoundly physically or learning impaired individuals can become expressive and communicative using music and sound. The sense of control and independence which this provides can be a powerful motivator, stimulating learning and interaction in other areas.

Soundbeam 2

[Demonstration Video]

Assistive Technology Goals & Data Collection

Kristina Dorman

IEP Goals/Objectives

- IEP goals can be challenging to write for AT as it involves the use of devices. The easiest way to write IEP goals is to consider the behavior that will be exhibited by the student in using the device.
  - Independently touching a touch screen
  - Independently using a switch
  - Correctly identifying icons on a GoTalk or iPad
  - Typing goals on a keyboard (correct finger placement, identification of the "home row," etc.)

IEP Goals/Objectives

- Every district has different requirements in terms of writing IEP goals and objectives. How the goals are written is dependent on the expectations of individual districts.
  - Ex. NEWBOCES: Jordan will learn typing skills in order to communicate his needs more effectively. He presently identifies 0 letters/numbers on a keyboard diagram and places his fingers correctly on the "home row" 0% of opportunities.
  - Obj 1. Jordan will correctly identify 10 keys on the keyboard across 2 recording periods at 80% accuracy.
  - Obj. 2 Jordan will correctly place his fingers correctly on the "home row" 100% of opportunities across 2 recording periods.

Data Collection

- **Student: Jordan Month: _____**
- Obj 1. Jordan will correctly identify 10 keys on the keyboard across 2 recording periods at 80% accuracy (a, s, d, f, g, h, j, k, l, ;).

Date: % correct:	Date: % correct:	Date: % correct:	(Optional) Weekly Avg:

Data Collection

- **Student: Jordan Month: _____**
- **Obj 1: Jordan will be able to place his fingers correctly on the "home row“ 100% opportunities as measured by opportunity data across 2 recording periods.**

Date: Goal Met Y N	Date: Goal Met Y N	Date: Goal Met Y N	Date: Goal Met Y N