App Smackdown
for Curriculum and School Access

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https://www.ocali.org/project/document_archive

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Learning Objectives

1. Identify apps and/or exts to support curriculum access and school participation
2. Identify features of the various apps/exts presented that could be matched to student needs
3. Develop a better understanding of how to select apps/exts to meet the needs of students with disabilities
4. Understand the difference between educational, therapeutic and assistive technologies

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General AT Assessment Process

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AT Services in IDEA

IDEA 2004 - Definition of AT Service

Regulations: Part 300 / A / 300.6

Sec. 300.6 Assistive technology service.

Assistive technology service means any service that directly assists a child with a disability in the selection, acquisition, or use of an assistive technology device. The term includes--

(a) The evaluation of the needs of a child with a disability, including a functional evaluation of the child in the child's customary environment;

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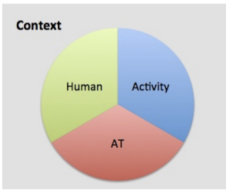
SETT Framework

- Student
- Environment
- Tasks
- Tools

www.joyzabala.com

HAAT



Cook & Hussey

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Steps of the AT Assessment Process

1. Initiate the AT decision-making process
2. Identify the team
3. Gather information: Identify student needs and abilities, environments and tasks

Steps of the AT Assessment Process (Cont.)

4. Solution generation & selection: Feature-matching
5. Equipment trials & acquisition
6. Implementation & ongoing assessment

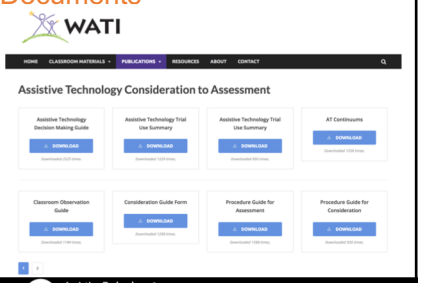
Assistive Technology Internet Modules (ATIM)

- AT Assessment Process in the School Environment
- AT Assessment Tools
- An Overview of Using the WATI Assessment Process

http://atinternetmodules.org

WATI Updated Documents

http://www.wati.org/free-publications/assistive-technology-consideration-to-assessment/



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Device Specific AT Assessment Resources

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Assistive Technology Internet Modules (ATIM)

- Computer Access - WATI - Part 1
- Computer Access - WATI - Part 2
- Mobile Device Access - WATI - Part 1
- Mobile Device Access - WATI - Part 2

ATIM
ASSISTIVE TECHNOLOGY INTERNET MODULES

http://atinternetmodules.org

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Feature-Ma

SIFTS

Student Inventory for Technology Supports
www.atfeaturematching.org

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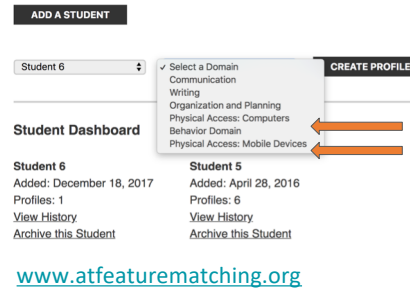
SIFTS



www.atfeaturematching.org

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Device Selection Resources

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Devices & Operating Systems

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Apple iOS

- Created and developed by Apple Inc. in 2007
- Powers iPhone, iPad, and iPod Touch
- 2nd most popular mobile OS globally after Android
- 2.2 million iOS apps, 1 million native for iPads
- Known for extensive built in accessibility features

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Android

- Developed by Google, modified Linux Kernel
- Primarily for touchscreen mobile devices
- Variants for game consoles, digital cameras, PCs and other electronics
- Open source so OS features may be slightly different in various devices

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Chrome OS

- Google designed based on the Linux Kernel.
- Google Chrome web browser is the principal user interface.
- Primarily supports web applications
- Connection to other devices via cloud or in some cases Bluetooth (e.g. Keyboards, Mice, Speakers, Headphones, Headsets (audio only)).
- File sharing through cloud only

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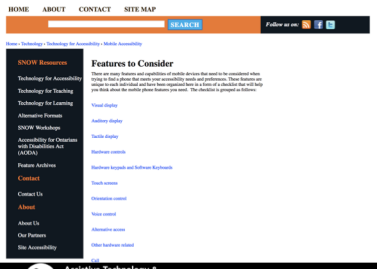
SNOW: Features to Consider for Mobile Devices

https://snow.idrc.ocadu.ca/node/190



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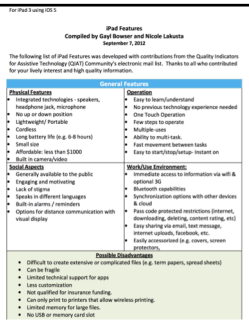
iPad Feature Chart

http://www.qiat.org/docs/resourcebank/QIAT-iPad%20FeaturesChart-9-7-12.pdf



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App/Ext Assessment Resources

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Assistive Technology Internet Modules (ATIM)

Using the WATI AT Assessment Process (a few examples)

- Reading
- Writing
- Organization
- Math

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http://atinternetmodules.org

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Feature Matching

SIFTS

Student Inventory for Technology Supports
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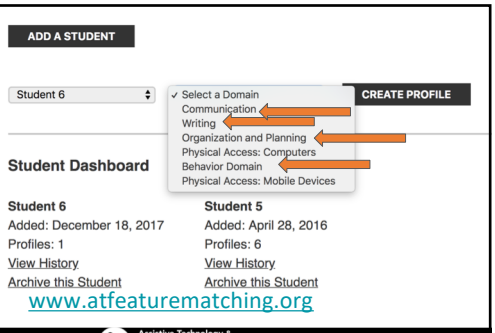
SIFTS



www.atfeaturematching.org

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App/Ext Selection Resources

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What's the difference between plugins, extensions, and apps?

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Plugins

- provide some additional functionality to a web browser
- phased out due to development of apps and extensions
- function of some plugins being incorporated into the settings of browsers.

Extensions

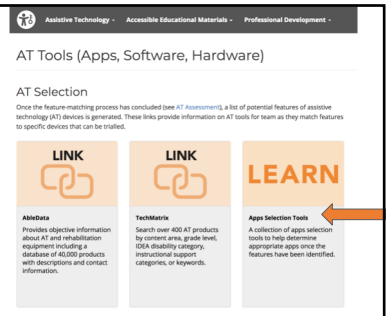
- Little or no user interface (UI) component.
- Extends the functionality of browsers and the websites
  - Adds a new button to the address bar (e.g. ever-present currency converter, pinterest button)
  - Adds buttons on any web page viewed within the browser (e.g. “Mail It” or “BrowseAloud”)

Apps

- work within a browser or stand alone within an operating system (Chrome vs Apple & Android)
- typically have a dedicated user interface and, rich user interaction
- more rich and interactive than a website
- less cumbersome than a desktop application on a computer operating system but less feature rich

App Search Tools

https://ataem.org/at-tools



Bridging Apps

http://bridgingapps.org/

Understood Tech Finder

https://www.understood.org/en/tools/tech-finder

Smart Apps for Kids

http://www.smartappsforkids.com/

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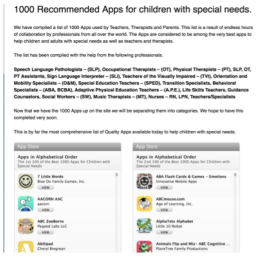
Apps for Children with Special Needs

http://a4cwsn.com/



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iEvaluate App Rubric

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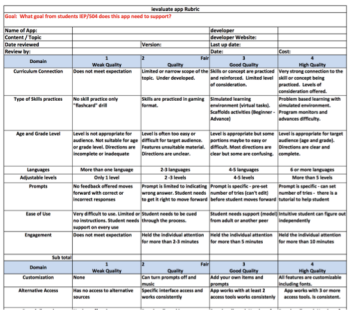

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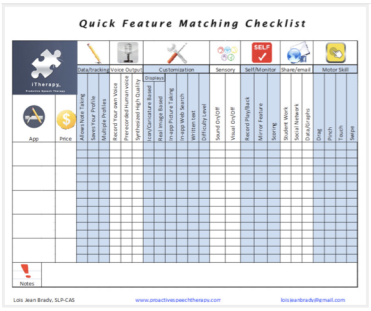
Quick Feature Matching Checklist

https://proactivespeech.wordpress.com/2012/07/24/quick-feature-matching-checklist-for-ipad-apps/



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App/Ext Smackdown

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http://bit.ly/AppSmackSPS2018

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Rules of Engagement

- Showcase no more than 3 apps/exts at a time
- Provide name of app/ext
- Describe the app/ext and features
- Describe the app/ext use (AT, educational, therapeutic)

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Rules of Engagement

- Indicate who benefits from the app/ext
- Provide the app/ext cost
- Provide app/ext link
- Indicate the app/ext platform/s

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App/Ext Use - Educational

- Technology used to **support learning and teaching**.
- Sometimes educational technology can be assistive technology if it is needed by a student to perform in the education setting

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App/Ext Use - Therapeutic

- Used to develop **the skills** needed to improve, increase, maintain, the functional capabilities of an individual

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App/Ext Use - Assistive Technology

- Used to increase, maintain, or improve the **functional capabilities** of an individual.
- Often times provides access during skill development.
- Is defined by need.

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Let the fun begin!!!!!

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