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

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;
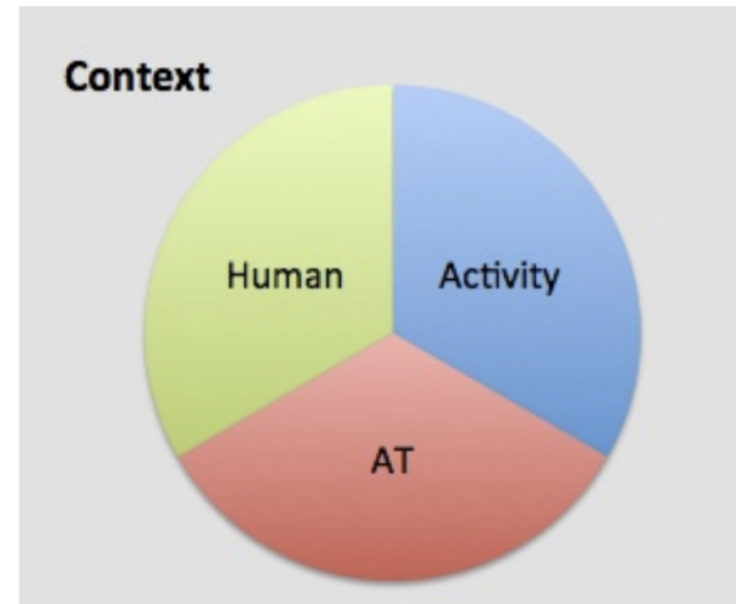
SETT Framework

Student

Environment

Tasks

Tools

HAAT

Context

Human

Activity

AT

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

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Steps of the AT Assessment Process (Cont.)

4. Solution generation & selection: Feature-matching

5. Equipment trials & acquisition

6. Implementation & ongoing assessment

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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

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WATI Updated Documents

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

Assistive Technology Consideration to Assessment

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Assistive Technology Decision Making Guide

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Assistive Technology Trial Use Summary

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Procedure Guide for Assessment

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Procedure Guide for Consideration

📥 DOWNLOAD

Downloaded 950 times.

1 2

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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

ASSISTIVE TECHNOLOGY
INTERNET MODULES

http://atinternetmodules.org

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Feature-Ma

Student Inventory for Technology Supports

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SIFTS

ADD A STUDENT

Student 6 ▲▼   ✓ Select a Domain   **CREATE PROFILE**

Communication

Writing

Organization and Planning

Physical Access: Computers

Student Dashboard

Behavior Domain

Physical Access: Mobile Devices

Student 6

Added: December 18, 2017

Profiles: 1

View History

Archive this Student

Student 5

Added: April 28, 2016

Profiles: 6

View History

Archive this Student

www.atfeaturematching.org

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Device Selection Resources

Devices & Operating Systems

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

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

SNOW: Features to Consider for Mobile Devices

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

iPad Feature Chart

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

For iPad 3 using iOS 5

iPad Features
Compiled by Gayl Bowser and Nicole Lakusta
September 7, 2012

The following list of iPad Features was developed with contributions from the Quality Indicators for Assistive Technology (QIAT) Community's electronic mail list. Thanks to all who contributed for your lively interest and high quality information.

General Features	
Physical Features	**Operation**
• Integrated technologies - speakers, headphone jack, microphone	• Easy to learn/understand
• No up or down position	• No previous technology experience needed
• Lightweight/ Portable	• One Touch Operation
• Cordless	• Few steps to operate
• Long battery life (e.g. 6-8 hours)	• Multiple-uses
• Small size	• Ability to multi-task.
• Affordable: less than $1000	• Fast movement between tasks
• Built in camera/video	• Easy to start/stop/setup- Instant on
Social Aspects	**Work/Use Environment:**
• Generally available to the public	• Immediate access to information via wifi & optional 3G
• Engaging and motivating	• Bluetooth capabilities
• Lack of stigma	• Synchronization options with other devices & cloud
• Speaks in different languages	
• Built-in alarms / reminders	• Pass code protected restrictions (internet, downloading, deleting, content rating, etc)
• Options for distance communication with visual display	• Easy sharing via email, text message, internet uploads, facebook, etc.
	• Easily accessorized (e.g. covers, screen protectors,

Possible Disadvantages
- Difficult to create extensive or complicated files (e.g. term papers, spread sheets)
- Can be fragile
- Limited technical support for apps
- Less customization
- Not qualified for insurance funding.
- Can only print to printers that allow wireless printing.
- Limited memory for large files.
- No USB or memory card slot

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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

http://atinternetmodules.org

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Feature Matching

Student Inventory for Technology Supports
www.atfeaturematching.org

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SIFTS

ADD A STUDENT

| Student 6 | ⬍ |

CREATE PROFILE

✓ Select a Domain
Communication ⟵
Writing ⟵
Organization and Planning ⟵
Physical Access: Computers
Behavior Domain ⟵
Physical Access: Mobile Devices

Student Dashboard

Student 6
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App/Ext Selection Resources

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

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")

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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

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App Search Tools

https://ataem.org/at-tools

AT Tools (Apps, Software, Hardware)

AT Selection

Once the feature-matching process has concluded (see AT Assessment), a list of potential features of assistive technology (AT) devices is generated. These links provide information on AT tools for team as they match features to specific devices that can be trialled.

LINK

AbleData

Provides objective information about AT and rehabilitation equipment including a database of 40,000 products with descriptions and contact information.

LINK

TechMatrix

Search over 400 AT products by content area, grade level, IDEA disability category, instructional support categories, or keywords.

LEARN

Apps Selection Tools

A collection of apps selection tools to help determine appropriate apps once the features have been identified.

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Bridging Apps

http://bridgingapps.org/

Understood Tech Finder

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Smart Apps for Kids

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Apps for Children with Special Needs

http://a4cwsn.com/

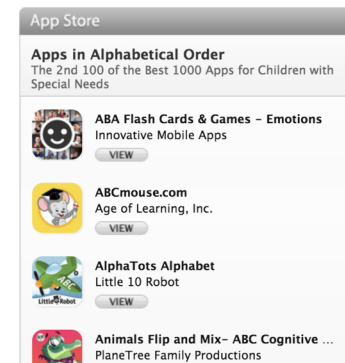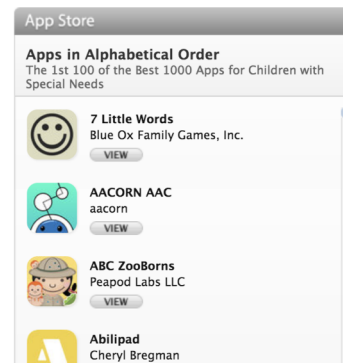### 1000 Recommended Apps for children with special needs.

We have compiled a list of 1000 Apps used by Teachers, Therapists and Parents. This list is a result of endless hours of collaboration by professionals from all over the world. The Apps are considered to be among the very best apps to help children and adults with special needs as well as teachers and therapists.

The list has been compiled with the help from the following professionals.

Speech Language Pathologists – (SLP), Occupational Therapists – (OT), Physical Therapists – (PT), SLP, OT, PT Assistants, Sign Language Interpreter – (SLI), Teachers of the Visually Impaired – (TVI), Orientation and Mobility Specialists – (O&M), Special Education Teachers – (SPED), Transition Specialists, Behavioral Specialists – (ABA, BCBA), Adaptive Physical Education Teachers – (A.P.E.), Life Skills Teachers, Guidance Counselors, Social Workers – (SW), Music Therapists – (MT), Nurses – RN, LPN, Teachers/Specialists

Now that we have the 1000 Apps up on the site we will be separating them into categories. We hope to have this completed very soon.

This is by far the most comprehensive list of Quality Apps available today to help children with special needs.

App Store	App Store
Apps in Alphabetical Order The 1st 100 of the Best 1000 Apps for Children with Special Needs	**Apps in Alphabetical Order** The 2nd 100 of the Best 1000 Apps for Children with Special Needs
7 Little Words Blue Ox Family Games, Inc. VIEW	**ABA Flash Cards & Games – Emotions** Innovative Mobile Apps VIEW
AACORN AAC aacorn VIEW	**ABCmouse.com** Age of Learning, Inc. VIEW
ABC ZooBorns Peapod Labs LLC VIEW	**AlphaTots Alphabet** Little 10 Robot VIEW
Abilipad Cheryl Bregman	**Animals Flip and Mix– ABC Cognitive ...** PlaneTree Family Productions

iEvaluate App Rubric

https://static.squarespace.com/static/50eca855e4b0939ae8bb12d9/50ecb58ee4b0b16f176a9e7d/50ecb593e4b0b16f176aa97b/1330388174777/JeanetteVanHoutenRubric.pdf

ievaluate app Rubric

Goal: What goal from students IEP/504 does this app need to support?

Name of App:			developer	
Content / Topic			developer Website:	
Date reviewed		Version:	Last up date:	
Review by:			Date:	Cost:

Domain	1 Weak Quality	2 Fair Quality	3 Good Quality	4 High Quality
Curriculum Connection	Does not meet expectation	Limited or narrow scope of the topic. Under developed.	Skills or concept are practiced and reinforced. Limited level of consideration.	Very strong connection to the skill or concept being practiced. Levels of consideration offered.
Type of Skills practices	No skill practice only "flashcard" drill	Skills are practiced in gaming format.	Simulated learning environment (virtual tasks). Scaffolds activities (Beginner - Advance)	Problem based learning with simulated environment. Program monitors and advances difficulty.
Age and Grade Level	Level is not appropriate for audience. Not suitable for age or grade level. Directions are incomplete or inadequate	Level is often too easy or difficult for target audience. Features unsuitable material. Directions are unclear.	Level is appropriate but some portions maybe to easy or difficult. Most directions are clear but some are confusing.	Level is appropriate for target audience (age and grade). Directions are clear and complete.
Languages	More than one language	2-3 languages	4-5 languages	6 or more languages
Adjustable levels	Only 1 level	2 -3 levels	4-5 levels	More than 5 levels
Prompts	No feedback offered moves forward with correct or incorrect responses	Prompt is limited to indicating wrong answer. Student needs to get it right to move forward	Prompt is specific - pre-set number of tries (can't edit) before student moves forward	Prompt is specific - can set number of tries - there is a tutorial to help student
Ease of Use	Very difficult to use. Limited or no instructions. Student needs support on every use	Student needs to be cued through the process.	Student needs support (model) from adult or another peer	Intuitive student can figure out independently
Engagement	Does not meet expectation	Held the individual attention for more than 2-3 minutes	Held the individual attention for more than 5 minutes	Held the individual attention for more than 10 minutes
Sub total				

Domain	1 Weak Quality	2 Fair Quality	3 Good Quality	4 High Quality
Customization	None	Can turn prompts off and music	Add your own items and prompts	All features are customizable including fonts.
Alternative Access	Has no access to alternative sources	Specific interface access and works consistently	App works with at least 2 access tools works consistently	App works with 3 or more access tools. Is consistent.

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Quick Feature Matching Checklist

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

App/Ext Smackdown

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http://bit.ly/AppSmackSPS2018

Scan me

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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)

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

App/Ext Use - Therapeutic

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

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.

Let the fun begin!!!!!

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