

Performance Technology Toolkit

Things are changing. There are now more technology tools than ever to help increase student performance both in the school setting as well as in the peer/social setting. Consider the questions asked in this post:

"I agree with you about how we look at technology and it's relationship to learning, especially when the technology that comes in the next years will be things we never thought of today. Students that have disabilities seem so comfortable with using it and wanting to use it. How do school systems struggling with funding, often using outdated technology and weary of new technology stay current, excited and understand the possibility of the future of learning: the future that is here today? How do we develop staff development programs that help all to be better users of technology? How do those of us that want to learn and develop our instructional plans with technology convince those that make the decisions that it is the right path to walk? I offer a willing heart and my strong point of view. I know the quality of my instruction improves as I become more comfortable with technology. I also know my students learn more!" Posted by L.M.

As a resource to help answer some of these questions, this toolkit was developed during March, 2008 through an online discussion on the www.fctd.info website, sponsored by the **Family Center on Technology and Disability**.

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Download this document at <http://www.efdlrs.net/docs/fctdToolkit.doc>

Communication / Web 2.0 Tools

While the "first" web was mostly read only the current web is highly interactive. Students can not only look up information, they can write, create videos, record audio, share information and communicate in any number of ways. Emails, blogs, wikis, and twitters can really increase the opportunities for communication. Ellen likens students asking if they can check their email to asking if they "can read and write today."

Information can move freely from cell phones to computers and back. Web 2.0 tools, text messaging, and cell phones provide incredible opportunities for increasing communication and socialization. In some cases it can redefine how what we consider communication devices to be. Here is one example from Janie (posted by Bridget).

"The idea of using Instant Messaging as a strategy for accommodation for students with disabilities is something that I have been playing with for my own daughter (who has Cerebral Palsy and whose speech is not easy to understand) for some time. Cottie has a Sidekick -- that is the kind of cell phone technology that is specifically oriented toward text message (it's actually a little awkward for taking phone calls, but has a full keyboard for typing out messages quickly). At the age of 17, it appears the sucker now is permanently attached to her arm. For her, text messaging and instant messaging is not a message system, it is a communication system (fortunately, I have a plan that allows her unlimited text messages each month. Last month she sent/received 4151 messages).

Depending on which cell phone carrier you use, there are other options available as well. We are on a T-mobile plan. She can text message like crazy, OR she can get online from the phone and send instant messages FROM HER CELL PHONE. Since her whole high school is wired for wireless access to the internet, on several occasions, she has hooked up in an IM conversation with one of her more tech-savvy teachers to have an IM message to ask questions about ongoing class work, or to answer questions being asked of the class -- she sends her answer to the teacher who reads it out to the class. The Sidekick is light, portable (doesn't have to fiddle with setting up a computer in front of her, which in her case would mean having a lap tray on the chair, etc.) and -- best of all -- it is what everyone else who is seventeen either has, or wants to have. She won't use much of the accessible technology that is available, but she will use this (after all, she IS 17!!!).

All this to say that I think Instant Messaging has great potential to promote both communication and independence for some of the students we see."

Text Based Tools

Twitter <http://twitter.com/>

Twitter is a free social messaging service, with short messages but a lot of them. Sometimes called a microblogging service. Students who start using Twitter can quickly end up with a lot of writing and reading practice.

Blogging <https://www.blogger.com/start>

Blogs are great ways for students to quickly "publish" to the web. Teachers can also use blogs to share classroom activities and information with parents and the community.

Example of teacher using blogs <http://www.hpjh.blogspot.com>

Audio / Video

Skype <http://www.skype.com/>

Skype is a free internet calling service that includes video from web cams. You can use it to call people just about anywhere if they also use Skype. Skype to regular phone service is also available.

YouTube <http://www.youtube.com>

Easy way to share digital videos with others and see what others have posted.

TeacherTube <http://www.teachertube.com/>

Similar to YouTube but education based and often allowed by districts when YouTube is blocked.

JOTT <http://www.jott.com>

Jott is a voice to text transcription service. Users can call a number and a short voice message is converted to emails, text, reminders, etc.

VoiceThread <http://voicethread.com/#home>

Interesting web service where students can add information in a variety of modalities, such as text, audio, graphics, video, etc. It creates group conversations around various media posts.

Flip Camera <http://www.theflip.com/>

Inexpensive video camera that comes with software to upload videos to services like YouTube or to email them. Can be found at WalMart.

CamStudio <http://camstudio.org/>

Free screen capture video software. Teachers or students can capture what they are doing on a computer screen. Could be used to create quick tutorials, make videos to upload to services like Teachertube, or used by students to record work for an electronic portfolio.

Camtasia <http://www.techsmith.com/camtasia.asp>

High end screen capturing software. Has lots of features and can be complex to use but very handy.

SnapzPro <http://www.ambrosiasw.com/utilities/snapzprox/>

High end screen capturing software for the Macintosh.

Jing <http://www.jingproject.com/>

Free screen capturing software for Win or Mac. Can capture still shots or video.

Virtual Meetings

Yugma <http://www.yugma.com/>

Free online desktop sharing. Enables a person at one computer to log into and see what is happening on another computer (with permission). Great for distance learning and home bound situations.

ooVoo <http://www.oovoo.com/>

Free video conferencing software that will also allow calls from computer to regular phones.

Illuminate <http://www.illuminate.com/vroom/>

Virtual meeting room software that includes video, audio, interactive whiteboards. The vRoom version is free for up to 3 computers at a time.

News story on using distance learning tools

http://www.kare11.com/news/local/mornings/sunrise_article.aspx?storyid=500959

dimdim <http://www.dimdim.com>

Virtual meeting room service with audio, video, and interactive whiteboards. You can sign up for a free beta account for up to 20 people/computers at a time.

Social Networks

"It seems clear that students are expected to use a specific linguistic shorthand when communicating with friends (and strangers) on networks such as Facebook or MySpace. Those environments seem to be grammar-free, spelling-free zones. Obviously we have a different standard for written communication in school." Posted by Roger

MySpace <http://www.myspace.com/>

Premiere social networking site with email, communities, videos, and weblogs.

Facebook <http://www.facebook.com/>

Highly popular social networking site that helps people keep up with friends.

Ning <http://www.ning.com/>

An online service you can use to create a customized social network.

Resources

"Years ago a special script was used to shorten text and speed up documentation in writing. It was called "short hand." It was even taught in school as a subject. Now, the same idea is used on cell phones and it is called "texting." What is the difference? What are the similarities? I believe that students who have difficulty writing should be encouraged to text. We now have technology that we can use to expand the shortened text. That will give our special needs children a means to "be cool," with their peers and it will give them a means to communicate." Posted by Nancy Parker

Text Messaging Abbreviations http://www.webopedia.com/quick_ref/textmessageabbreviations.asp

Learn basic text messaging with this "dictionary".

Text Message Translator <http://lingo2word.com/translate.php>

Type in English and convert it to text lingo, or type in a text message and convert it to English.

AT & UDL <http://teachingeverystudent.blogspot.com>

Excellent online resource on AT, UDL, and Web 2.0 tools.

Commoncraft <http://www.commoncraft.com/>

Great, common language explanations of many Web 2.0 tools and services.

Communication / Writing / Information Organization

"Some of my students love to send emails and write in a BLOG. They have a variety of tools in their technology toolbox. Some of them used Clicker 5. They like the auditory feedback they get as they type. They also use it to help them figure out words they don't know. Some of my students use Co:Writer word prediction software with Clicker 5 or in the body of their email. For my students who physically cannot use a pencil or traditional writing tool we set up a switch. We create writing templates in Clicker 5. In scanning mode it scans through the choices. When they pick a choice (for example who they want to write to) it automatically advances to the next page. For some of them it is the first time they have interacted with text. To help some of my students better navigate their device we also have them use their AAC device as their writing tool.

One of my favorite ideas for giving writing a purpose is Project 365." Posted by Bridget

"As far as some writing favorites; I have used Co: Writer with a variety of students and often their writing was of higher quality than their reading. I like Kidspiration to help students who struggle with initiating and staying on topic. I have been using Windows speech to text with great success with a student who previously struggled with Dragon

9.5. *I love technology and all it can do but it is much more than a full time job keeping abreast of the latest trends, selling staff and then training.” Posted by L.O.*

Software

Productivity (word processing, etc.)

There is no reason not to have good word processors, spreadsheets, and presentation software. Here you will find free software you can download or use online, as well as support and tutorials for commercial programs like Microsoft Office.

Microsoft WORD <http://office.microsoft.com/en-us/word/default.aspx>

WORD Talk <http://www.wordtalk.org.uk/>

Adds text to speech to WORD.

Wonders of WORD <http://www.efdlrs.com/%7Esunrise/wondersofword/>

Online tutorial on features of WORD that can help students with disabilities.

OpenOffice <http://why.openoffice.org>

Free suite of productivity software that is compatible with Microsoft Office.

Zoho <http://www.zoho.com>

Free online suite of productivity software.

Google Calendar & Documents <http://www.google.com>

Free online suite of productivity software.

SOLO <http://www.donjohnston.com/products/solo/index.html>

Reading and writing support, with information organization features to help students complete writing assignments.

Classroom Suite <http://www.intellitools.com>

Text to speech and graphic rich writing environment that includes switch access and integration with Intellikeys systems.

Outlining / Organization

Tools to help organize information can make all the difference in successful writing. Try some of these out.

MORE <ftp://ftp.paec.org/itrk/organization/More/>

Excellent outlining program for older Macs.

OmniOutliner <http://www.omnigroup.com/applications/omnioutliner/>

Excellent outlining program for new Macs.

EverNote <http://www.evernote.com>

Information management software for Win and Macintosh with optical character recognition built in.

NoteTaker <http://www.aquaminds.com>

Information management software for Macs.

Kidspiration <http://www.kidspiration.com>

Information organization for young students.

Inspiration <http://www.inspiration.com>

Information organization software for older students. Includes extensive clip art library.

Rationale <http://austhink.com/rationale>

Excellent software supporting writing critical analysis papers.

Schoolhouse 2 <http://www.loganscollins.com/schoolhouse/>

Homework management software.

Text to Speech Aids

Text to speech can make a big difference in writing. Students can hear what they have written, providing another layer of proofing. Start by trying out the built in text to speech tools in the Windows and Macintosh operating systems.

ReadPlease 2003 <http://www.readplease.com>

Simple talking word processor for Windows.

Natural Reader <http://www.naturalreaders.com/>

Free utility for Windows. Just select text on the screen and click on a button to hear the text read aloud.

ClaroRead <http://www.clarosoftware.com/>

Selection of text to speech and writing supports that runs in a floating toolbar and is usable in a variety of software programs on a Windows system.

Clicker5 <http://www.cricksoft.com/us/products/clicker/default.aspx>

Text to speech and graphic rich writing support software.

Writing Aids

Co:Writer <http://www.donjohnston.com/products/cowriter/index.html>

Word prediction software that can help students who type slowly and students who have

problems with spelling. The computer predicts what word they will type next and offers a list of choices.

wordQ <http://www.wordq.com/index.html>

Another word prediction utility.

Dragon Naturally Speaking <http://www.nuance.com/naturallyspeaking/>

Speech to text software so students can say what they want to write and the computer will convert it to text.

Writing Engagement

Sometimes students need a writing environment that increases their focus and captures their interest. Here are some examples.

ScreenWriter <http://www.screenplay.com/default.aspx>

Professional screenplay writing support that will format writing correctly for an actual play.

Hollywood High <http://www.tomsnyder.com/products/product.asp?SKU=HOLHIG>

Kid friendly writing software.

Narrator <http://www.dejal.com/narrator/>

Software that enables students to assign various voices to different phrases, sentences, or paragraphs, Great for writing plays.

Kreative Komix <http://www.kreativekomix.com/>

Students can create their own comics.

Websites

Free Graphic Organizers <http://www.teachervision.fen.com/graphic-organizers/printable/6293.html?s2>

Incredible selection of free, online graphic organizers.

Assignment Calculator <http://www.lib.umn.edu/help/calculator/>

Students can type in a set of dates and this will give them a list of actions they need to complete to finish a writing assignment.

Resources

Report Outline <http://everyschool.org/u/global/rdc Curry/bookreportform.htm>

A simple report outline that can be printed out or downloaded.

Microsoft Office Writing Templates <http://office.microsoft.com/en-us/templates/CT101439681033.aspx>

Writing templates for WORD.

Cleverkeys <http://www.cleverkeys.com/ck.html?p=home>

Provides instant access to definitions, synonyms, and facts. Great writing support.
Project 365 <http://alltogether.wordpress.com/2008/01/24/project-365-er6/>
Writing engagement through taking a picture each day of the year.

Reading

These reading performance supports focus primarily on digital text tools, such as text to speech, scanning printed text and converting it to digital text, and digital books.

Software

Kurzweil <http://www.kurzweiledu.com/kurz3000.aspx>

Excellent printed to digital text conversion software with writing and study tools.

Wynn <http://www.freedomscientific.com/LSG/products/wynn.asp>

Another text to digital text conversion software program with writing and study tools.

Read and Write Gold http://www.texthelp.com/page.asp?pg_id=10002

A suite of reading, writing, and study supports that include text to digital text conversion.

ReadingBar <http://www.readplease.com/english/readingbar.php>

Add-on to Internet Explorer that reads text aloud and highlights each word as it is read.

Ghostreader <http://www.convenienceware.com/ghostreader.php>

Text to speech software for Macintosh that highlights each word as it is read.

ClozePro <http://www.cricksoft.com/us/products/clozepro/default.aspx>

Reading comprehension software support.

Classroom Suite <http://www.intellitools.com>

Provides text to speech with switch access and alternative keyboard support.

SOLO <http://www.donjohnston.com/products/solo/index.html>

Full featured set of text to speech and reading comprehension tools.

ClaroRead <http://www.clarosoftware.com/>

Text to speech and text to digital text conversion tools.

Websites

Wikipedia <http://en.wikipedia.org>

An online encyclopedia. Great to use text to speech tools with.

CAST Bookbuilder <http://bookbuilder.cast.org/>

Create your own online books.

Resources

Region2 Digital Lending Library <http://region2library.org/>

Collection of PowerPoint books and other digital resources.

Bookshare <http://www.bookshare.org/web/Welcome.html>

Resource for digital books.

ebook Resources <http://www.edtech-associates.com/ebooks-etexts-and-readers.htm>

Collection of digital book resources.

PowerPoint Book Template http://www.paec.org/fdlrstech/files/make_a_book02.zip

Template for creating you own PowerPoint books. Check the last slide for instructions.

Described and Captioned Media <http://www.dcmp.org>

Resource for captioned media.

Route 66 Literacy <http://www.route66literacy.org/>

Literacy support and resources for reading intervention.

Math

Below is a selection of various math tools. Math is one area where having a collection of tools can really help in problem solving, homework, real life activities, etc.

Software

Classroom Suite <http://www.intellitools.com>

Great virtual manipulatives to support an understanding of math concepts.

Big Calculator (Win) <http://www.sensorysoftware.com/bigcalculator.html>

Free, really big calculator for Windows.

KoalaCalc (Mac) <http://www.macropodsoftware.com/koalacalc/index.html>

Free simple and scientific mode calculator.

Calc Thingy (Mac) <http://liquidbinary.com/software/>

Simple interface but powerful calculator.

MoffSoft FreeCalc (Win) <http://www.moffsoft.com/freecalc.htm>

Basic calculator with a "paper" tape display.

Microsoft Math (Win) <http://www.microsoft.com/math/default.aspx>

Incredible higher math calculator with graphing and algebraic problem solving.

GraphTablet (Win) <http://www.graphtablet.com/graphtablet.html>

Free program for creating custom graph paper.

Websites

Metacalc <http://www.metacalc.com/>

Free basic online calculator that can be adjusted for larger buttons.

Free Online Graph Paper <http://incompetech.com/graphpaper/>

Incredible collection of free graph paper.

WebMath <http://www.webmath.com/>

Online tools to help students solve problems.

Algebra Help <http://www.algebrahelp.com/calculators>

Online algebra calculators and help.

Resources

Ask Dr. Math <http://www.mathforum.org/dr.math/>

Math support site where you can ask questions and get them answered.

Art / Graphics

There are some incredible graphics and art software tools available. One of the tricks is to look for the features that enhance performance, and by performance we are talking about extending abilities beyond our own. For example, I don't know color theory very well and would need help coming up with a color palette for a newsletter, poster, scrapbook, etc. But there are lots of tools that help with that. If you use Microsoft Publisher you can choose from a variety of preset color palettes and see what each one looks like. Many scrapbook programs have themes to choose from so the layout and graphics look good. These are all performance supports.

Software

TuxPaint (Win . Mac) <http://www.tuxpaint.org/>

Free paint program with extensive collection of stamps. Great for younger students.

Kid Pix (Win . Mac) <http://www.learningcompany.com/jump.jsp?itemID=87&itemType=CATEGORY>

A classic paint program with extremely creative tools and sound effects.

ArtRage (Win . Mac) <http://www.ambientdesign.com/artrage.html>

Free natural media painting software. One of my favorites.

Sketch Studio (Win) <http://www.sketchandsmudge.com/>

Great paint software interface and it includes drawing tutorials. Uses basic chalk and smudge stick tools.

PD Particles (Win) <http://www.thebest3d.com/pdp/index.html>

Easily "paint" grass, trees, skies, and other landscape elements.

Sketch (Win . Mac) <http://akvis.com/en/sketch/index.php>

Converts photos into drawings and paintings.

Painter Essentials 4 (Win . Mac) <http://www.corel.com/servlet/Satellite/us/en/Product/1190317151777>

Full featured image editing and paint software. Great tools for converting photos into drawings and paintings.

UltraFractal (Win) <http://www.ultrafractal.com/index.html>

Software for creating fractal art.

Bryce (Win . Mac) <http://www.daz3d.com/i.x/software/bryce/>

Professional landscape modeling software.

Websites

Color Calculator http://www.sessions.edu/career_center/design_tools/color_calculator/index.asp#

Great tool for developing professional color combinations for posters, drawings, web art, etc.

Color Smart <http://www.behr.com/behrx/workbook/index.jsp>

An example of a free online tool you will find at many hardware store websites. You can select a primary color and it will give recommendations for additional colors to use in a color palette.

Resources

Clip Art Resources <http://www.fsdb.k12.fl.us/rmc/tutorials/multimedia.html>

Scroll down on this web page and you will find a lot of resources for free clip art.

Audio / Music

Audio and music tools are great for developing music skills and musical intelligence. These tools are also excellent Universal Design for Learning tools as they support different modes of representation, engagement, and expression.

Software

TextAloud (Win) <http://www.nextup.com/>

Converts text to audio. Quick way to make audio books from digital text. Audio files can be used on mp3 players or burned to an audio CD.

Readingbar (Win) <http://www.readplease.com/english/readingbar.php>

Add in for Internet Explorer that includes the ability to convert the text on a web page to an audio file.

Audacity (Win . Mac) <http://audacity.sourceforge.net/>

Free audio editor.

Music Toolkit (Win) <http://www.2simple.com/music/>

Excellent music exploration software and it includes patterning activities that prepare students for loop based music creation.

Music Factory (Win) <http://www.widgit.com/products/musicfactory/index.htm>

An accessible introduction to the concept of loop based music. Includes settings for switch access.

Super Duper Music Looper (Win) <http://www.sonycreativesoftware.com/products/showproduct.asp?PID=535>

One of my all time favorite loop based music creation programs. It has the best and easiest interface (in my opinion). Very inexpensive and you can try the online flash demo to get a feel for how to use it. Look for the link to the Flash demo on the right side of the screen.

Garage Band (Mac) <http://www.apple.com/ilife/garageband/>

Great loop based music creation program and it is free on Macintosh systems.

Notepad (Win . Mac) <http://www.finalemusic.com/notepad/>

Free music notation. Students can write standard music on the onscreen "paper" and the program will play the music back using the instruments selected by the student. The notation, or scores, can also be printed out to be played by other musicians. The interface has a steep learning curve.

Dancing Dots (Win) <http://www.dancingdots.com/main/index.htm>

Braille music notation software. Also scans printed music into braille.

Reason (Win . Mac) <http://www.propellerheads.se/index.cfm>

High end digital music creation program. It does not record audio but is great for electronic music creation.

Websites

Mashup Music Machine <http://www.taketheleadmovie.com/mashup/>

Free online music DJ software that is a lot of fun to use.

Resources

TalkingTabs <http://www.talkingtabs.com/>

Audio based music instruction programs. No reading, tactile, or video materials.

Music AT Article <http://garritan.com/drake.html>

Using small clips of audio, or samples, can be a very effective strategy to enable students to "play" instruments. Here is a resource article.

Audio Clips <http://www.freeaudioclips.com/>

Free resource for sound clips.

PodBean <http://www.podbean.com>

Free podcasting service.

How to Podcast <http://www.how-to-podcast-tutorial.com/17-audacity-tutorial.htm>

Video tutorials on podcasting.

Games

Virtual 3D worlds and games are becoming a part of our everyday culture and technology experience. More and more our students will be working in virtual environments and as a result we will see stronger visual spatial skills being developed over the coming years.

Software

JumpStart World <http://www.knowledgeadventure.com/jumpstartworld/>

Early learning and curriculum activities in a 3D environment. For K-2.

Edusim 3D <http://edusim3d.com/>

Free virtual world for interactive whiteboards. Can be used on a regular computer without the whiteboard.

MTV's Virtual World <http://www.vmtv.com/>

Virtual skateboarding anyone?

Second Life for Teens <http://teen.secondlife.com/>

Popular immersive world that is for teens only.

Second Life <http://secondlife.com/>

One of the most popular and feature rich immersive 3D environments for adults. Free.

SIMS2 <http://thesims2.ea.com/>

Create your own world and watch it evolve and grow.

Spore <http://www.spore.com/>

A new game from the creator of the SIMS; coming out around September 2008. Promises to be hugely popular.

Portal <http://www.steampowered.com/v/index.php?area=game&AppId=400&cc=US>

A 3D game with some unique twists on visual spatial skills.

World of Warcraft <http://www.worldofwarcraft.com/>

One of the most popular role playing games today.

Websites

These "pet" games are examples of how very young children are moving into the online 3D world. Kids are learning to take care of virtual pets, "purchase" virtual items with virtual dollars, and complete online learning activities.

Webkinz <http://www.webkinz.com/>

ePets <http://www.myepets.com/>

Neopets <http://www.neopets.com/>

Resources

Handout on 3D Worlds http://www.paec.org/fdlrstech/handouts/3d_magic.htm

A handout with a basic glossary and additional resources for supporting visual spatial skill development.

Hardware

Input Devices / Keyboards

"Other useful writing tools for some students are electronic writing tablets, such as those made by Wacom.com. These can be helpful for students who need the flexibility of digital input when required to do tasks that involve handwriting.

I have been working with a high school student with a learning disability who has been using a writing tablet for writing out Japanese characters. The tablet hooked up to a computer allows him to edit and correct his work more easily so that his final product is much more polished vs. using a pencil/paper method." Posted Anonymous

Frogpad <http://www.frogpad.com/information/iFrogWearable.asp>

BigKeys <http://www.bigkeys.com/>

Intellikeys <http://www.intellitools.com/>

Adhesive Keyboard Labels http://www.infogrip.com/product_view.asp?RecordNumber=83

Graphics tablets <http://www.wacom.com/bambootablet/>

Ergo Arm Rest <http://www.ergo-items.com/armrests/ergorest/ergorest.htm>

Text Readers

Hardware to help with digital books.

Classmate Reader <http://www.donjohnston.com/products/portables/classmate/index.html>

Communication Devices

Devices to help with communication.

Sidekick <http://www.sidekick.com/>

Tobii <http://assistivetech.com>

Say it Sam http://www.words-plus.com/website/products/syst/say_it_sam.htm

Interactive Whiteboards

Interactive whiteboards are one of the most useful tools in the classroom. Some of these providers, such as the SMARTboard folks, allow the software to be installed on all the computers in a room if there is a SMARTboard there, which is great for the students. The software is very useful with or without the interactive whiteboard.

SMARTboard / Interactive Whiteboards <http://www.fsdb.k12.fl.us/rmc/tutorials/whiteboards.html>

Interactive whiteboard resources <http://www.fsdb.k12.fl.us/rmc/tutorials/whiteboards.html>

Mobile Computing

Computing devices that are lightweight and easy to carry around.

DANA <http://www.alphasmart.com>

Palm Pilots <http://www.palm.com/us/>

Palm training for educators <http://www.edteck.com/palm/software.htm>

Resources

Finally we have a list of resources that support the use of assistive technology in the classroom; including assessment team resources, online guides to assistive technology, and low or simple technology tools.

- QIAT list serv <http://www.qiat.org>
- AT Assessment/Teams <http://atto.buffalo.edu>
- FCTD AT Resources <http://www.fctd.info/resources/search.php>
- FCTD Family Information Guide to AT http://www.fctd.info/resources/fig_summary.php
- UDL <http://www.cast.org>
- Online IT for AT "CD" http://www.paec.org/fdlrstech/itforat/start_here.html
- Onion Mountain Tech <http://www.onionmountaintech.com>
- Teacher Magazine article
http://www.teachermagazine.org/tm/articles/2008/03/05/23tln_norton_web.h19.html?tmp=248575175

- Article on wiki <http://www.slate.com/id/2184487/?GT1=10935>
- Wikipedia on curriculum <http://en.wikipedia.org/wiki/Curriculum>
- No and Low Tech Literacy Tools http://www.teachertube.com/view_video.php?viewkey=5ff317aecdc367009447
- Windows Accessibility Features <http://www.washington.edu/accessit/articles?1012>
- Did You Know: video of change <http://www.youtube.com/watch?v=pMcfrLYDm2U&feature=related>