

1 **App Smackdown**

for Curriculum and School Access

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

3 **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

4 **General AT Assessment Process**

5 **AT Services in IDEA**

[IDEA 2004 - Definition of AT Service](#)

6 **SETT Framework**

1 www.joyzabala.com

2 Cook & Hussey

3 HAAT

7 **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

8 **Steps of the AT Assessment Process (Cont.)**

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

9 **Assistive Technology Internet Modules (ATIM)**

1 <http://atinternetmodules.org>

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

10 **WATI Updated Documents**

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

11 **Device Specific AT Assessment Resources**

12 **Assistive Technology Internet Modules (ATIM)**

1 <http://atinternetmodules.org>

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

13 **Feature-Matching**

1 www.atfeaturematching.org

2 Student Inventory for Technology Supports

14 **SIFTS**

www.atfeaturematching.org

15 **Device Selection Resources**

16 **Devices & Operating Systems**

17 **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

18 **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

19 **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

20 **SNOW: Features to Consider for Mobile Devices**

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

21 **iPad Feature Chart**

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

22 **App/Ext Assessment Resources**23 **Assistive Technology Internet Modules (ATIM)**1 Using the WATI AT Assessment Process (a few examples)

Reading

Writing

Organization

Math

2 <http://atinternetmodules.org>24 **Feature Matching**1 www.atfeaturematching.org2 Student Inventory for Technology Supports25 **SIFTS**www.atfeaturematching.org26 **App/Ext Selection Resources**27 **What's the difference between plugins, extensions, and apps?**28 **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.

29 **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")

30 **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

31 **App Search Tools**

<https://ataem.org/at-tools>

32 **Bridging Apps**

<http://bridgingapps.org/>

33 **Understood Tech Finder**

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

34 **Smart Apps for Kids**

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

35 **Apps for Children with Special Needs**

<http://a4cwsn.com/>

36 **iEvaluate App Rubric**

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

37 **Quick Feature Matching Checklist**

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

38 **App/Ext Smackdown**

39 <http://bit.ly/AppSmackSPS2018>

40 **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)

41 **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

42 **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

43 **App/Ext Use - Therapeutic**

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

44 **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.

45 **Let the fun begin!!!!**46 **Learning Objectives**

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