

AT Spotlight
September 2012

Little Step-by-Step GAME PLAY- This new device has three levels:

Level 1- Random Message- a message is played randomly from a series of messages recorded on that level. Example of use: The switch user can call out a random number, letter, color, etc. to participate in a game (board game with dice, Hangman, Twister, etc.)

Level 2- Random Elimination- Same as level 1, but a message will not be repeated until all the messages on the level have played. Example of use: Perfect for having the switch user take attendance, lunch count, call to line up, etc.

Level 3- Choice- You can advance to the next message in the level if you interrupt the current message by pressing the switch top again. Example of use: The switch user can choose from a series of rec/leisure activities to do. This works best if you state a prompt message in the beginning: "Magazine- I want to read a magazine." "Music- I want to listen to music" "Computer-I want to play a computer game." May be a good choice for some of your auditory learners!



Switch Poser- This device might prove helpful to students who have difficulty activating a switch that is located flat on a desk or table. It allows you to easily adjust the angle of the switch for best access and has a suction grip that holds well on non-porous surfaces.

Apps to Support Core Curriculum- next page!

Apps to Support Core Curriculum

The following apps are now available on the Preschool to 5th grade iPads for download. Remember, you must have an Internet connection to download and update apps!



Starfall ABCs

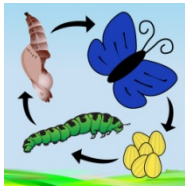


Starfall Learn to Read



Starfall All About Me

The following apps are now available on all Meadowood iPads for download to support the following Science curriculum- the Life Cycle!



A Life Cycle App



Butterfly HD

Please contact Pat if you are interested in trying out either device in your classroom OR if you want to schedule a visit to the AT Closet!