

# **Assistive Technology**

# Access to Learning

- > Learning outcomes are statements of what students are expected to know and be able to do.
- Assistive technology helps students overcome barriers to achieving learning outcomes.
- > The program planning process is required to identify and utilize appropriate assistive technology to achieve learning outcomes and maximize student participation. (See the *Program Planning: A Team Approach* fact sheet for information about this process.)

> Use of assistive technology is not an activity in itself; rather, it is a means toward achieving learning outcomes. Assistive technology is a range of strategies and resources that include services and tools used to enable a student to meet learning outcomes or to improve or maintain a student's ability to meet outcomes. Assistive technology has the potential to increase a student's control over objects, daily activities, age-appropriate experiences, and subsequent learning.

#### Assistive technology

- considers student's specific strengths and needs based on a functional evaluation in the student's learning environment
- supports access to learning outcomes within various settings
- does not replace instruction in academic and social skills
- relates to task, rather than to a specific disability
- considers the least complex and most efficient intervention
- requires ongoing collaboration in planning, implementing, and monitoring
- requires ongoing professional development to ensure best practices

## **Categories of Assistive Technology**

There are numerous items that can be considered assistive technology. A useful way of categorizing these items is according to the task for which the item may be helpful. Common categories (with some examples) include the following:

- Aids for daily living: book stands, grab bars
- Augmentative or alternative communication: communication displays, speech-generating devices
- Computer access: specialized keyboards, touch screens
- Educational/vocational/cognitive: graphic organizers, word prediction software
- Aids for vision: large print, closed circuit television for magnifying documents
- Aids for hearing: hearing aids, visual and tactile alerting systems
- Recreation and leisure: adaptive sporting equipment, such as lighted or beeping ball
- **Seating and positioning:** custom inserts, cushions
- Mobility aids: wheelchairs, walkers
- Environmental control: switch-operated appliances, door openers
- Home/school/work modifications: custom desks, adapted washrooms
- Prosthetics and orthotics: artificial limbs, splints
- Service animals: animals trained to assist individuals with disabilities
- Sensory integration: weighted vest, gel cushion



## As shown in the table below, the categories of assistive technology cover a wide range of tools, from low to high tech.

Category	Low-Tech Tools	Mid-Tech Tools	High-Tech Tools
Adapted Learning Environments	<ul> <li>Velcro</li> <li>Non-slip materials</li> <li>Adapted scissors</li> <li>Book and page holders</li> <li>Slant boards</li> </ul>	<ul> <li>Touch lamps</li> <li>Switch and interface to turn items off and on</li> <li>Environmental control units</li> <li>Adjustable furniture</li> </ul>	<ul> <li>Sound amplification systems</li> <li>Environmental control systems</li> <li>Adapted electronic items and games</li> <li>Computer adaptations</li> </ul>
Mathematics	<ul> <li>Numbered rubber stamps</li> <li>Graph paper</li> <li>Abacus/math line</li> <li>Enlarged math worksheet</li> <li>Alternatives for answering</li> </ul>	<ul> <li>Talking calculators</li> <li>Calculator with or without printout</li> <li>Calculator with large keys and displays</li> <li>Talking measuring tape</li> </ul>	<ul> <li>Calculators with special features</li> <li>On-screen scanning calculators</li> <li>Mathematics software</li> <li>Software for manipulation of objects</li> </ul>
Organization	<ul> <li>Highlighters/highlighting tape</li> <li>Colour-coded items</li> <li>Pocket folders</li> <li>Calendars/planners</li> <li>Check-off charts</li> </ul>	<ul> <li>Timers</li> <li>Graphic organizer worksheets</li> <li>Digital voice or variable- speed recorders</li> <li>Pagers/electronic reminders</li> </ul>	<ul> <li>Personal digital assistants</li> <li>Hand-held personal computers</li> <li>Electronic markers</li> <li>Outlining and brainstorming programs</li> </ul>
Reading	<ul> <li>Picture symbols</li> <li>Adapted books</li> <li>Line guide</li> <li>Predictable books</li> <li>Changes to text size, spacing, and colour</li> </ul>	<ul> <li>Digital recorders</li> <li>Books adapted for page turning</li> <li>Pictures/symbols with text</li> <li>Scanning pens</li> </ul>	<ul> <li>Talking word processors</li> <li>Electronic books</li> <li>Multimedia software</li> <li>Scanners with optical character recognition (OCR) software</li> </ul>
Writing and Spelling	<ul> <li>Pocket dictionary/thesaurus</li> <li>Variety of pencils and pens</li> <li>Adaptive pencil grips</li> <li>Adapted paper (e.g., raised/highlighted lines)</li> <li>Word cards/books</li> </ul>	<ul> <li>Portable word processors</li> <li>Talking spell checkers</li> <li>Tape recorders</li> <li>Books on tape</li> </ul>	<ul><li>Word processor software</li><li>Adapted keyboard/mouse</li><li>Word prediction software</li><li>Voice recognition software</li></ul>

For more information about assistive technology, or print copies of Department of Education resources, please contact

**School:** School Principal

**School Board:** Student Services Coordinator

#### **Department of Education:**

**Student Services** (902) 424-7454



Additional information can be obtained from the Assistive Technology guide (Nova Scotia Department of Education 2006), available at http://studentservices.ednet.ns.ca, and the Assistive Technology DVD (Nova Scotia Department of Education 2009), available from your school board Student Services Coordinator or the Department of Education.

> This is one of a series of seven Supporting Student Success fact sheets. Other topics in the series include Adaptations, Autism Spectrum Disorder, Enrichment, Inclusion, Program Planning, and Transition.

