Using Technology to Support Students Who Struggle With Emotions and Behaviors

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Welcome!

I am Cassie Frost

I am an Assistive Technology Specialist, Behavior Specialist, Problem Solver, Collector of Things That May Come in Handy, and Believer That Everyone Can Learn

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Objectives

- Identify at least 3 benefits of low tech and high tech supports
- Identify at least 3 methods for increasing expected behaviors while using technology
- Identify at least 3 technologies that can help students with elevated emotions

Agenda

- Defining Behavior
- Behavior and Independence
- Defining Emotions
- Emotional Regulation in School
- Tools to Support Independence
- Tools for Engagement
- Tools for Emotional Regulation

Basic Behavior Principles

- •Every child wakes up wanting to be successful
- ·All people exhibit behavior to get what they need or want

What is Behavior?

- · What we do to get what we need
 - · Smile at people
 - Wave
 - Avoid people
 - Go to work
 - · Call a friend



Student behavior is communicating a need

Student Independence • Independence: Free from outside control or support; the state of being independent · Synonyms: · Self-sufficient · Self-dependence · Self-reliance **Technology and Independence** Decreases Unexpected Behavior o No need to act out, "save face," or shut down • Increases Independence o Practice skills they need throughout life o Power to do things on their own Goal #1 Use Technology that promotes independence

Why are Emotions Important? Escalation · Shut Down Avoidance Fear Goal #2 Use Technology to de-escalate students and help them regulate emotions.

Avoiding Technology Pitfalls

Technology can be an escape.

Adding technology without a plan can result in significant increases in unexpected behaviors and emotional dysregulation.

Routines • Routines and Patterns are Comforting Lining up Going through the lunch line Raising your hand Handing in papers What about technology? Goal #3 Integrate Technology in ways that it does not cause disruption. Classroom Clear spaces for tasks Visuals • Line of sight to screens • Consequences- both positive and negative Consistency

Goal # 4 Use technology to create engaging classrooms and lessons.

Padlet		
https://padlet.com/cfrost/science		
A free p	place to house all of your links, brainstorm, &	

Explain Everything iOS app Recording Whiteboard Basics for Education 13.99

Pear Deck

- Free & Paid
- Guided Presentations
- InteractiveVocabulary



QR Codes

- Links for students
- Enrichment links on worksheets
- Remediation or review
- Audio recordings
- Incentives for student motivation
- Create <u>engaging quizzes</u> and review opportunities

Bouncy Balls

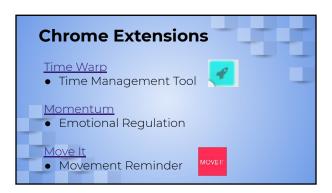
- Volume Monitor
- Balls bounce based on volume in classroom



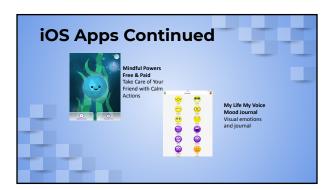
https://bouncyballs.org/











The Pip • The Pip • Students who struggle with self-regulation • Calming before tests • De-escalation • Video: The Pip- Manage Your Stress

Engagement Tools Osmo Learning platform in IOS Augmented Reality IOS Apps Catchy Words AR Chromewille Tiltball for MERGE Cube Sphero Sprk IPad controlled-sphere-shaped robot

