

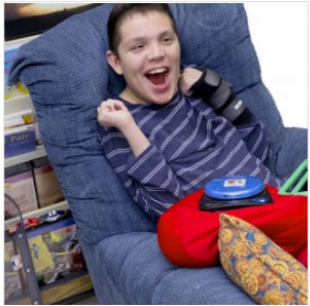
AbleNet Accessible Classroom
go ideas in 50 minutes

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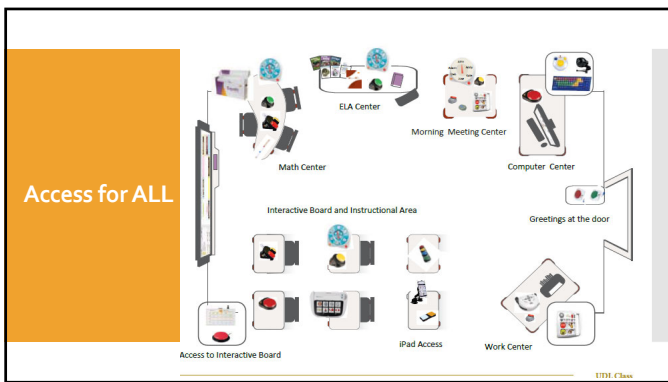
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1

Goal is working towards Independence and active engagement



2




3

Belief System

Under what conditions is it possible ?

- Readers
- Writers
- Mathematicians
- Scientists
- Connected to real world content and experiences





4

Arrival



Record Messages:

- Please open my locker.
- Put away my backpack, please.
- Let's go to class.

5

answer

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6

Enter/Exit the Classroom

7

Action Dictionary

ANSWER

8

Organize & Structure Space

Organize and Structure space

Visual Support

9

Morning News

Current Events

Share Information

Daily News from the area
High school event scores
Teacher / Student Birthday
Project report
Notes from home

10

All students can...

say the pledge of allegiance

11

Identify self

Identify name

Provide response

ANSWER

12

Morning Attendance

I, me, mine	want	have	drink	eat	same	different
play	see	hear	cut	touch	good	bad
he	help	not	give	here	big	small
she	go	stop	look	in	out	more
I	play	turn	make	up	down	some
they	get	open	read	on	off	all done

13

Predictable Activities

14

Organize and Structure space

- create
- number sense

15

Class Jobs

Day of the Week

Weather

Current Events

16

Accessible Classroom

- provide structure and predictability
- follow clear pictures and descriptions
- recognize the order of events
- reduces stress /behavioral problems

17

Access Solutions that you can request

18

Practice makes perfect

sunny cloudy rainy windy

19

Step It Up

Keep chart of weekly weather

Compare

Core words

20

Morning News

Current Events

Share Information

Daily News from the area
High school event scores
Teacher / Student Birthday
Project report
Notes from home

21

All students can...

practice vocabulary

22

All students can...

read

23

All students can...

read

24

All students can...
lead a picture walk

25

Engaging in Literacy

Repeated Line Books

AAC Intervention.com
Books with Repeated Lines
(in addition to experience personal favorites)

- Academic, V: Why Mosquitoes Buzz in People's Ears
- Allen, R.V., ed: Go Tell Aunt Rhody
- Allen, R.V., ed: The Uninhabited Land
- Archambault, J. & Martin, W. Jr.: I Love Ladybugs
- Arch, F.: A Beautiful Feet for a Big King Cat
- Arch, F.: Jump Like Dandelion
- Arch, F.: Here Comes The Cat
- Arch, F.: Moonbear's Book
- Archambault, J.: Old Books Fly
- Bass, G.: The ABC, This, That, Turn-o-Turn-Tut
- Bassett, P.: Friendly Ghosts and Friendly Kids and the Party

- The Very Hungry Caterpillar
but he was still hungry
- Full list - AACintervention.com

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26

Repeated Line:
What do you hear?

27

Making Choices

28

All students can...
retell a story

Access to the CCSS / Standards
Summarize or retell a story

29

Communication Opportunities

Main Character / Read the word each time encountered in text
Turn the page/ Active Participation in reading activity

30

ASK / SAY

Sticky note ?
Turn the page

<http://www.sawyer.pdf>

<https://tarheelreader.org/>

31

On the Path to Independent Reading

32

Language Arts

Read

Find a book

Write a book

33

Language Arts

Access to Worksheets

Partner Assisted Scanning

That's it!

34

Language Arts

Access to Worksheets

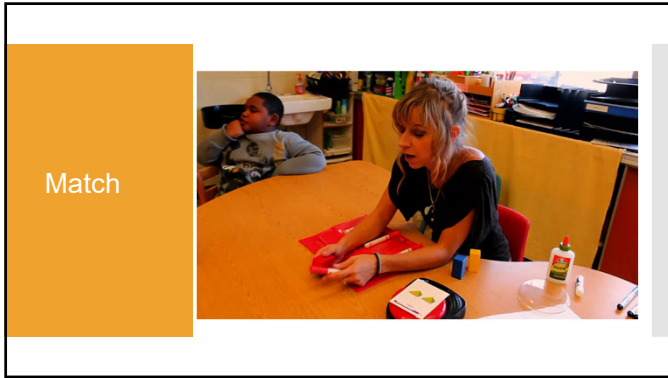
Project to Board

35

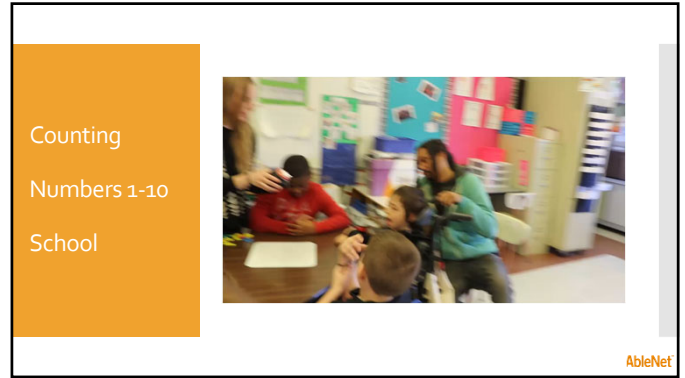
All students can...

engage and learn math

36

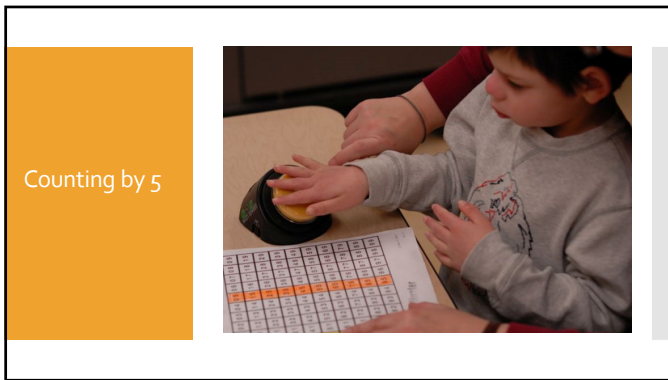


37



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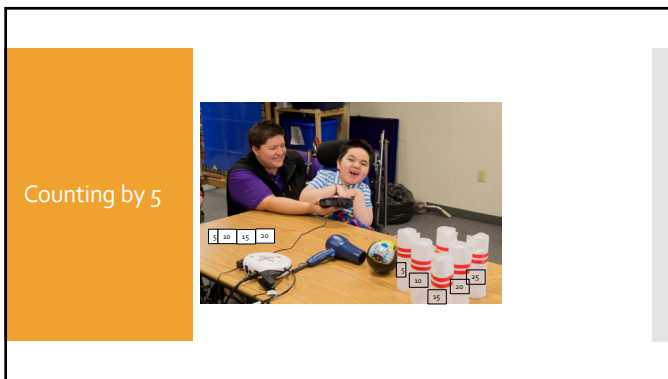
38



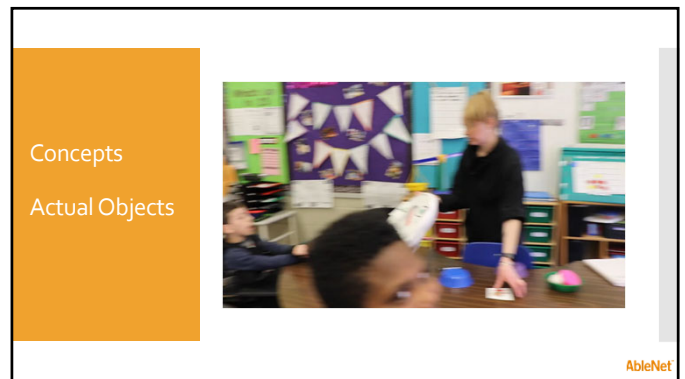
39



40




41



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42


All students can...
play games



43

Games



- Increase initiation skills
- Increase turn-taking skill
- Maintain a topic for several conversational turns
- Increase ability to ask questions
- Increase ability to answer question
- Demonstrate conversational repair skills
- Increase vocabulary
- Increase sentence length
- Demonstrate comprehension of new vocabulary (pronouns, friends, concepts, etc)



44

Play Games
Spin

Game	Number of Dice Required
Backgammon	2 dice
Clue® by Parker Brothers	1 die
Life® by Milton Bradley	2 dice
Monopoly® by Parker Brothers	2 dice
Parcheesi® by Milton Bradley	2 dice
PayDay® by Parker Brothers	1 die
Sorry® by Parker Brothers	2 dice
Trouble® by Milton Bradley	2 dice
Yahtzee® by Milton Bradley	5 dice (3 spins equal 1 turn)

45

Game
Candyland
Spin
Move player


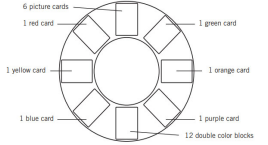
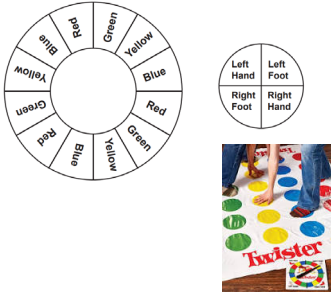



Figure 1. Card layout for Candyland game.

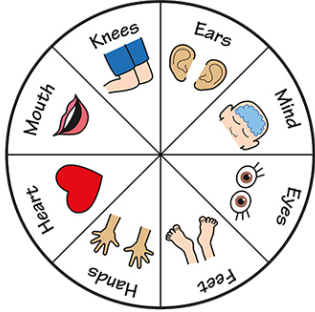
46

Game
Twister
Spin
Place hand or foot on color



47

Game
Body Parts
Spin
Locate body part on self or picture



48

Game
Simon Says
Spin
Complete Action

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49

Sing a verse in a motor song
Teddy bear
Teddy bear
touch the ground

50

Student activity engaged!
Cannot happen without a request or guiding the activity

Verbal Script:
What do you need?
What can I do for you?
Ok, now what?

Recorded Messages:
I need some help.
Please cut out the ____
Glue it on my sheet.

51

Science
Person or a Plant?

52


All students can...
make choices

53

Lunch Choices
Be prepared.

54

Increase initiation skills
 Increase turn-taking skill
 Maintain a topic for several conversational turns
 Increase ability to ask questions
 Increase ability to answer question
 Demonstrate conversational repair skills
 Increase vocabulary
 Increase sentence length
 Demonstrate comprehension of new vocabulary, (pronouns, friends, concepts, etc)




55

Pixaw\$nk\$rn\$
 Irm}\$syw\$ ier\$
 Gls{ \$ns{ r2
 Fsr\$ettim\$




- More
- All done

- I want
- Help
- All done
- More



56

Daily Activities
 Independence
 Responsibilities



57

Active Participation in School Events





58

Music at School Or at Home
 Let's Watch Amber!

*Community Music Center
 Amber and Ian
 Music using the Switch*

1:02

include songs as part of the schedule

59

Often forgotten...

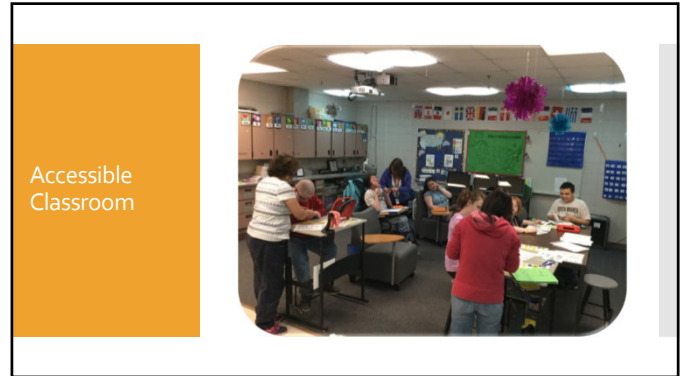
Mounting of switches and AAC
 Table Top



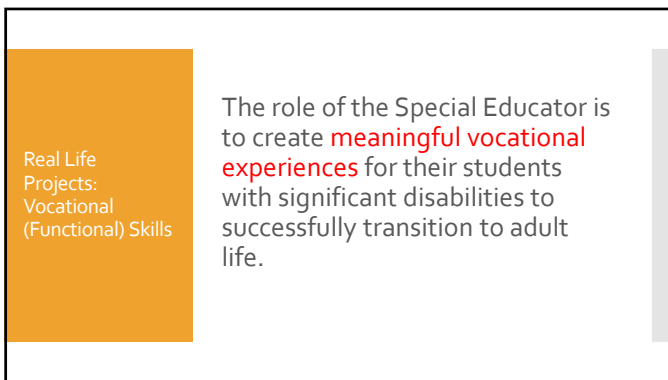
60



61



62



63



64



65



66

Accessible Set Up

- ✓ communication skills
- ✓ social skills
- ✓ problem solving skills
- ✓ independence

67

Accessible Classroom

- ✓ communication skills
- ✓ social skills
- ✓ problem solving skills
- ✓ independence

68

Accessible Set Up

- ✓ communication skills
- ✓ social skills
- ✓ problem solving skills
- ✓ independence

69

Industrial Arts Class

70

Accessible Classroom

independent

- ✓ communication skills
- ✓ social skills
- ✓ problem solving skills
- ✓ independence

71

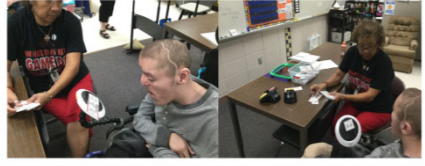
Partially supported

- ✓ communication skills
- ✓ social skills
- ✓ problem solving skills
- ✓ independence

72

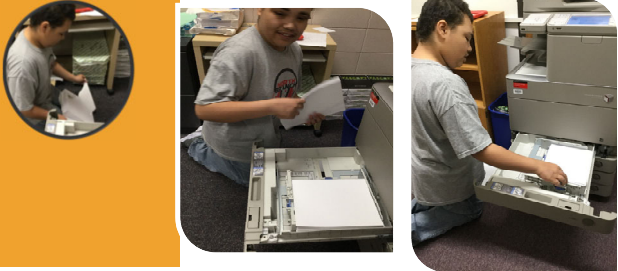
Fully supported

- ✓ communication skills
- ✓ social skills
- ✓ problem solving skills
- ✓ independence




73

Real Life Projects: Vocational Jobs



74

Real Life Projects: Vocational Jobs



75


Real Life Projects: Vocational Jobs



76


Coffee Cart

Builds social skills communication



77

Watering Plants



78

Vocational

Independence Responsibilities



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79

	Schedule	Activity	AT Tool	Josh	Samuel
Accessible Instruction Plan	Date:				
	Opening	Attendance: Identify self Identify name Provide response	All- Turn it Spinner BIGmack* Switch	Activity Leader	Finder
	Morning News:	Share information Increase vocabulary Identify weather symbol	Step by Step SuperTalker	Current Events	Weather Report
Activity Student Role AT Tool	Lunch Menu:				

80

Higher Expectations

Ideas

Lots of Practice

101+
Ideas for Sequential Message Communication Device Use


Reading Comprehension

101+
Ideas for Single Message Communication Device Use


- The BIGmack can be used for games such as Chasey and Hide-and-Seek. Store the messages - "You can't catch me!" or "Ready or not here I come!"
- The Step-by-Step is great for Duck, Duck, Goose
- For young children, you can use messages to initiate physical contact such as: "bounce me", "kiss me", "rub my back", "brush my hair". (Obviously, you need to be conscious of whether they like this type of touch or not.)
- Have a BIGmack by the door so people can tell you when they are leaving to go to the bathroom. E.g. "I will be right back", or "I need to use the bathroom" or whatever the teacher feels is most appropriate.

81


AbleNet Eco-system of Solutions



ableCARE App







ableSAFE™



ableSTRONG™

Sole source

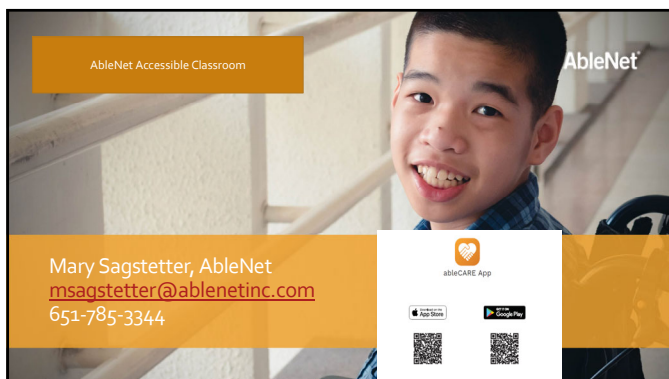




82

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ableCARE App

83