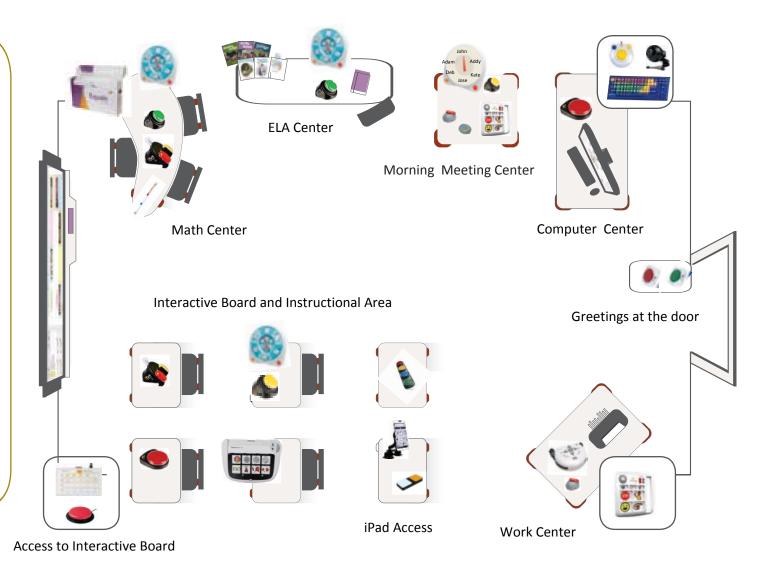
AbleNet Technology Tools to Access Classroom Instruction

For over 30-years, AbleNet has been guided by the philosophy that every student, regardless of ability, can communicate, engage in learning, and show measurable progress.

Creating a classroom environment that offers a variety of accessible classroomready solutions will provide opportunities to increase communication, social skills, and problem solving skills while building independence,

Imagine the Possibilites!



UDL Class

PRODUCTS		ENGAGEMENT SKILLS ADDRESSED	ACTION
	BIGmack [®]	Answer question during active instruction / Say repetitive story line Greet Peers and Adults / Make a request Ask for help Continue an activity Acknowledge comprehension of information	Record a single message. Activate surface for playback.
	Step-by-Step ^{™ w levels}	Recite items in a sequence - Count, days of week, vocabulary words, instructions, etc. Engage in conversational exchanges Practice conversational responses Exchange personal details with a conversation partner Give simple, verbal, step by step directions to a peer Share an event Recite a poem	Record a sequence of messages on each step. Continually activate surface for playback.
	iTalk2 [™] with levels	Explore opposing core words (Yes No, Go Stop, etc.) Answer Yes and No questions during active instruction Answer questions during live instruction Engage in early conversation with two responses Make a choice between two options	Record a single message on each location. Activate individual location surface for playback.
	TalkingBrix™ -	Quick Ready Messages I want help. I need a break. I am ready. I want more. I'm finished. I know the answer. I don't understand. That was great!	Record a single message. Activate surface for playback. Internal magnet allows for securing around the classroom.
0-117	QuickTalker 7	Greeting Use with Core words to answer during instructional periods Conversational	
© 6	QuickTalker 12	Turn Taking Listening Skills Requesting Assistance Sharing/Requesting Information Give Opinions Combine core words to increase complexity of message	Record a single message on each location. Activate individual location surface for playback. Record all levels. Combine individual symbols to create a novel idea.
	QuickTalker 23		
	SuperTalker™	Initiate conversation Respond to questions Comment Affirm Negate Greet Describe Direct others Construct a narrative Request	Record a single message on each location. Activate individual location surface for playback. Record all levels. Combine individual symbols to create a novel idea.
	iTalk4 [™] with levels	Access four choices during instructional lessons, reading activities and add core messages. on a level Level 1- Weather messages - sunny, rainy, windy, cloudy. Lecel 2 - Reading Messages: Turn page, Please read, Look at this, I know the answer. Level 3 - Core Messages: want, more. help, all done	Record a single message on each location. Activate individual location surface for playback.
	All-Turn-It [®] Spinner	Daily Attendance with student photo Choose student to answer Practice content skills. i.e, vocabulary, numbers, colors, etc. Random selection of art materials Select game cards	Place a picture/symbol on the spinner. Activate to make a random selection.