Universal Design for Learning (UDL)

- Multiple means of representation, to give learners various ways of acquiring information and knowledge.
- Multiple means of expression, to provide learners alternatives for demonstrating what they know.
- Multiple means of engagement, to tap into learners' interests, offer appropriate challenges, and increase motivation.

http://www.cast.org/research/udl/index.html

Assistive Technology Meets UDL Principles

- Representation
  - Multi-media features
  - Visuals and virtual manipulatives
- Expression
  - Written and oral communication
  - High-quality products
- Engagement
  - High-interest, motivating media
  - Intuitive instruction and evaluation of skills
AT Options for Characteristics of Emotional and Behavior Disorders

- Learning
- Relationships
- Behaviors or emotions
- Mood
- Symptoms or fears

AT that addresses...
Learning

- Reading tools
- Writing
- Math

How can AT impact...
Reading?

- Low-tech tools such as reading guide, highlighting pens and tape, interactive storybooks, talking dictionary and/or thesaurus, scanning pen
- High-tech tools such as scanning pen, electronic books (Start-to-Finish), scan and read software (Read:OutLoud, Kurzweil, Read & Write)
Low-Tech Reading Tools

High-Tech Reading Tools

How can AT impact…
Writing?

- Low-tech tools such as pencil grips, paper holder, note-taking and graph paper, stamp sets
- High-tech tools such as talking word processors (Write:OutLoud), word prediction (Co:Writer), graphic organizers (Draft:Builder), voice input software (Dragon), portable keyboards, PDA’s
Low-Tech Writing Tools

High-Tech Writing Tools

How can AT impact… Math?

• Low-tech tools such as stamp sets, grid paper, talking calculator/timer/thermometer, coin calculator
• High-tech tools such as math software (MathPad, Access to Math), online tools (Virtual Manipulatives, Create-a-Graph),
How can AT impact…

Relationships?

- Developing social skills with tools such as interactive games and lessons
- Building friendships by playing cooperative and non-competitive games, demonstrating skills and competence, and by leveling the playing field
Tools to develop... Relationships

How can AT impact... Behaviors or Emotions?
- Tools to aid in behavioral control and monitoring
- Tools to aid in expression of feelings
- Tools to aid in attention and activity level

Tools to develop behavior or emotional control
How can AT impact…
Mood?
• Tools that can impact mood and create balance
• Tools that can increase energy
• Tools to increase interest, motivation, and engagement

Tools to develop…
Mood

How can AT impact…
Symptoms or Fears?
• Tools to develop self-confidence, trust, and positive attitude
• Tools to increase engagement, mastery of skills, and continued interest
• Tools to increase accountability, and pride
Tools to develop...
Control over symptoms and fears

EBD Case
- "Charlie"
- Strengths/needs
- Home/school impact
- AT options

http://www.setonhill.edu/academics/IDEA/bd_case.htm