

Draft

Every Kid Can: Technology Supports for Young Children

Side 1: Natural Routines

About This Product

All young children need to participate in everyday activities – it’s how they grow. Technology supports can help children with disabilities to not only participate but to do so independently. This resource can be used by families, service providers and other caregivers when considering technology items for young children. Items are listed by daily home and school routines as well as by general AT categories. As no two children are alike, the supports they need will be different and will change as they develop. Technology examples on the wheel make it easier for children to move, communicate and interact with materials—to participate! Be sure to consider options on both sides; technology items for specific routines and general technology for use across routines.

Technology Definitions: Assistive Technology is guaranteed by law to be included when appropriate on service plans for young children with disabilities. **IDEA, 2004 (Section 619)**

AT Device is “any item, piece of equipment, or product system, whether acquired commercially off the shelf, modified, or customized, that is used to increase, maintain, or improve functional capabilities of a child with a disability. The term does not include a medical device that is surgically implanted, or the replacement of such device.”

AT Service is “any service that directly assists a child with a disability in the selection, acquisition, or use of an assistive technology device.”

Side 2: General Technology Use

Beginning Steps in Using Technology

- Start with a single routine and ask “could the child be participating more?” or “more independently?”
- Include all team members in technology decision making
- Consider a range of technology options
- Ask if the technology is helping the child “do more ” in the routine.

Keep in mind that ...

- less may be more. Ask, “is there something simpler, easier to use, that we could select?”
- starting with what the child can and wants to do is best.
- Technology use enhances, not hinders, development.
- Technology can be used for other purposes across routines.
- Technology use is a dynamic process. Children, technology and life routines are constantly changing.

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Side 1: Natural Routines

Meal Time & Snacking	Bath Time & Grooming	Play Time	Bed Time & Dressing	Early Reading
<ul style="list-style-type: none"> • Adaptive bottles & cups (special nipple, cup cut-out) • Adaptive utensil (curved handle) & dish (plate guard) • Sandwich holder • Hand wrap/universal cuff for holding • Switch-operated feeding device • CS for food choices, manners and "blessing" 	<ul style="list-style-type: none"> • Adaptive tub seating (chair, inflatable tub) • Adaptive bathing aid (mitt, scrub brush) • Toys: floating, suction cups • Adaptive hair and tooth brush (curved, enlarged handle) • Switch adapted toothbrush • Adaptive toothpaste dispenser • Adaptive stool, potty chair • Laminated CS for body parts and play choices 	<ul style="list-style-type: none"> • Toys with large buttons, knobs, dials; multi-sensory features • Toy adapted with Velcro, suction cups, magnets, etc. • Toy/game adapted for single switch use • Switch interface (timer, appliance, latch) • Adaptive toy (beeping balls, glitter roll) • Adaptive swing, riding toy • Software: cause/effect, drawing, games • CS for play choices, comments + interactions 	<ul style="list-style-type: none"> • Dressing Aid (zipper pulls, Velcro closures, elastic shoelaces) • Room Adaptation (single touch/clapper light, dresser pull grip, labeled drawers) • Adaptive bedding (sleep positioner, weighted blanket) • Mounted CS to notify, "I'm up!", family routines 	<ul style="list-style-type: none"> • Apron/vest with story pictures, symbols • Book: cardboard, Big Books, talking, tactile, scented & object books, book on tape/CD • Book adapted with page turner, texture, text label (symbols, Braille) • Book holder • Switch-operated recordable device (book, single phrase) • Portable touch activated reading & learning system • Interactive TV software • Software: nursery rhymes, stories; • CS for story choice, re-telling, participating

Early Writing	Early Math	Expressive Arts		
<ul style="list-style-type: none"> • Variety of large (omit) crayons, markers, pencils • Adaptive writing tool (grips, weights) • Hand wrap/universal cuff for holding, arm support • Adaptive paper/outlines (raised, color lines) • Tracing template • Slant board/clipboard, easel • Adaptive rubber stamp • Software: word + picture, large letters, create books • CS for requests and comments 	<ul style="list-style-type: none"> • Manipulative: large beads and counters, blocks (Velcro, magnetic), pegboards and puzzles • Adapted measuring tool • Abacus • Large button/display talking calculator • Interactive TV program • Computer Play-set: kitchen, building • Software: building, sorting, counting • CS for counting, requests and comments 	<p>Drawing</p> <ul style="list-style-type: none"> • Variety of large crayons, markers, brushes, rollers • Adapted grips, weights • Adaptive easel, spill-proof containers • Adaptive scissors • Switch adapted spin art, electronic scissors • Software: drawing, stamping, graphics <p>Music</p> <ul style="list-style-type: none"> • Musical blocks, mat & adapted instrument • Switch adapted music player • Software: music, songs with slow rate <p>Dramatic Play</p> <ul style="list-style-type: none"> • Accessible toy, puppet, environment • Adaptive dress-up clothing; Velcro closure 		

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Side 2: General AT Use

Positioning	Mobility	Communication	Going Places	Computer Use
<ul style="list-style-type: none"> • On Back: mat, wedge, boppy, beanbag chair • On Tummy: wedge, cylindrical pillows • On Side: wedge, rolled towel, side-lyer • Sitting Up: boppy, booster chair, adaptive chair, floor table; foam, non-slip material, foot block • Standing Up: exer-saucer, stander • Custom fitted chair, stander • Adjustable aids: neck/head rest, lap belt, foot strap, chest harness 	<ul style="list-style-type: none"> • Crawling: padded, textured flooring; crawling support frame • Walking: walkers/gait device, wheeled stander; weighted vest, ankle-foot brace • Riding: stroller, manual & electric wheelchair, switch controlled motorized scooter, adaptive bicycle • Switch adapted rider/scooter 	<ul style="list-style-type: none"> • Visual schedule, calendar, lists • Boards with objects, photos, pictures, symbols • Wallet, vest, eye-gaze frame • Auditory listening device <p>Voice Output Devices</p> <ul style="list-style-type: none"> • Single message device; recordable picture frame • Multi-message (2,4,8, 12, 32) device for choice making, activity specific • Device with levels • Device with dynamic screen, direct +scanning • Software: develop communication overlays, systems 	<ul style="list-style-type: none"> • Adaptive carrier, car seat, bed, tray, footrest • Adaptive stroller (lightweight, all-terrain) • Wheel chair lift, ramp • Accessible book, toy for car play • Mounting system for bottle, cup, switch, device • Portable CS for comments, questions, songs 	<ul style="list-style-type: none"> • Keyboard: pointing aid, keyguard, key labels (large, braille letters), play-set, alternate and customized keyboard, keyboard overlay with objects /pictures/words, switch + switch interface • Mouse: adapted mouse, touch screen, trackball, joystick, mouse keyboard <ul style="list-style-type: none"> ▪ Large computer monitor, speakers, microphone, color printer, Graphic/ Braille embosser ▪ Digital microscope • Child and computer positioning aids

Hearing	Vision	Adaptive Materials
<ul style="list-style-type: none"> • Materials with visual and tactile features • Headphones, speakers at computer • TV, phone amplifier • Assistive listening device; hearing aid • FM or loop system 	<ul style="list-style-type: none"> • Magnifying glass, sheet • Glasses, tinted glasses • Materials with large print, lights, sound + texture • Backgrounds for high contrast • Easels (stand, desktop) • Adaptive pre-cane mobility (push cart) • Books on tape/CD • Labeled item; tactile materials and Braille labeler • Light box • Raised line drawings • Video magnifier 	<ul style="list-style-type: none"> • Attach: links, cuff with Velcro to pick items up, colored Velcro strap, shoelace, magnet • Confine: boxtop, basket, tray, hula hoop • Enlarge: adapted page turner, cylindrical foam tubing, puzzle knob • Label: textures, colors, pictures, picture symbols, words • Stabilize: Velcro/showloop, dycem, non-slip, clamp, suction cup

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