

Accommodations and Assistive Technology Considerations

Accommodations are important for students with disabilities. Students use accommodations to increase, maintain or improve academic performance. Refer to the [FLDOE Accommodations Manual](#) for in-depth information on the accommodations process.

Accommodations are changes that are made in how the student accesses information and demonstrates performance (Rule 6A-6.03411 (1) (a), Florida Administrative Code [F.A.C.]).

Assistive technology is any accommodation provided that compensates a cognitive or physical deficit for people with disabilities by providing equal access to information, tasks, or activities.

Assistive technology helps people who have difficulty speaking, walking, talking, remembering, seeing, hearing, learning, and many other things. Each person is unique, and different challenges require different AT.

Assistive technology device means 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 the 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. IDEA Sec. 300.5

Accommodations and assistive technology can be provided in four areas:

- **Presentation** – how students receive information
- **Responding** – how students show what they know
- **Setting** – how the environment is made accessible for instruction and assessment
- **Scheduling** – how time demands and schedules may be adjusted

Presentation Accommodations and Assistive Technology

Students may need presentation supports to facilitate their ability to read, observe and listen in the classroom. Students with disabilities who cannot read standard print effectively may need accessible educational materials (AEM).

Response Accommodations and Assistive Technology

Students typically respond to classroom tasks by speaking, writing, drawing or other means of expression. Response accommodations may enable students to use different ways to complete assignments, tests, and activities.

Students with disabilities unable to respond in standard ways may need to use an alternate response mode. This may include students who have sensory or language impairments, as well as students who have motor impairments that result in difficulty with handwriting or speaking.

Setting Accommodations

Setting accommodations involve changes in the location or conditions of the educational environment. Accommodations can address accessibility issues, behavior and attention, and organization of space and materials. Students who use accommodations that distract other students, such as a reader or scribe, may also need setting accommodations.

Scheduling Accommodations

Scheduling accommodations involve changes in how time is allocated, scheduled and managed. Students may need scheduling accommodations to address issues related to effort, rate of performance, attention, and their own ability to monitor and manage time.

Accommodations Manual – Florida Department of Education. (2018).

<https://www.fldoe.org/core/fileparse.php/7690/urlt/0070069-accomm-educator.pdf>

Assistive Technology Examples

Presentation:

Listening Supports

- Picture Communication Systems (PCS)
- Core Language Boards used by teacher
- Visual schedule
- Visual Steps to complete an activity
- Closed Captions
- Video Modeling
- Amplification systems
- Note-taking assistance

Visual Enhancement

- Large Print Text
- Magnification equipment
- Auditory recordings
- Equipment with auditory output: talking clocks, calculators, timer

Tactile Enhancement:

- Real objects instead of printed images
- Tools and equipment with tactile symbols

Communication:

- Real objects/Tangible Symbols
- Gestures and facial expressions
- Pointing to photos, pictures, or written words
- Writing, drawing, spelling words by pointing to letters
- Symbol boards (Core Language Boards)
- Eye gaze systems
- Single message/static display with overlays
- speech generating device
- Speech generating device with levels
- Speech generating device/app with icon sequencing
- Speech generating device/app with dynamic display
- Text based device with speech synthesis

Writing:

Motor

- Seating adaptations
- Adapted pen/pencil
- Adapted cuff to hold crayons, brushes, tools
- Slant board
- Adapted paper
- Writing template/ guide
- Prewritten letters/ word/ phrases
- Computer/iPad/mobile device
- Device using accessibility features
- Alternative keyboards
- Word prediction software
- Dictation/ Speech to Text software

Composition:

- Picture supports to write from/about
- Pictures with words
- Word cards / Word banks
- Electronic worksheets
- Word processing app
- Word prediction (Ease of Access – Win 10)
- Dictation /Speech to Text app

Reading:

- Book adapted for access
- Use of pictures/symbols with text
- Reading guides for tracking and focus
- Larger print
- Recorded books/texts
- Electronic text / E-Textbooks
- Text to Speech / text reader
- Learning Ally/Bookshare
- Immersive Reader (Canvas, Word, Edge, Nearpod)
- Reading Pen
- Scanner device/app with OCR and text reader (Office Lens)

Computer/Device Access:

- Special positioning for student or equipment
- Alternative keyboard (i.e., large key, color-coded, high contrast)
- Keyguard
- Onscreen keyboard
- Alternative mouse (i.e., 1-click mouse, joystick, track ball, track pad)
- Accessibility features in operating system for vision, motor, hearing (i.e., enlarged mouse cursor)
- Touch screen
- On screen keyboard
- Standard keyboard /mouse
- Switch Access
- Eye gaze
- Voice control

Organization:

Self-Management:

Sensory regulation tools

Information Management:

Task Analysis

Time Management:

Visual schedule

Visual / adapted timers

Calendars

Material Management:

Checklists (paper, electronic)

Organizers

Color coding aids

Math:

- Real objects
- Adapted math paper
- Physical/Virtual Manipulatives
- Adapted math tools: talking clocks, large key calculators
- Specialized math app
- Windows tools (Ink to Math)
- Speech recognition math application