

Directions: This form is a tool to facilitate the assistive technology consideration process based on the SETT framework, WATI, and GPAT. Use the Assistive Technology Consideration Companion Guide as a reference for completing the following questions and prompts.

Section 1. Use the AT Consideration Companion Guide to help Identify instructional areas and tasks concerning student IEP goals.

Section 2. Use the AT Consideration Companion Guide to help list accommodations, modifications, and strategies used to address designated instructional areas and tasks.

Section 3. Use the AT Consideration Companion Guide to explore possible assistive technology tools. List all assistive technology discussed as potentially beneficial to instructional areas and tasks, or any AT currently used. *(At least one potential device/service must be listed to demonstrate consideration)*

Section 4.
Does the IEP team determine that current accommodations, modification, and strategies will lead to adequate success within instructional areas and tasks without the use of assistive technology?

- Yes , AT is not required. Document Results in the GSI
- No (Continue to section 5)

Section 5.

- AT is required. The IEP team knows the nature and extent of the AT devices/services needed and will address AT in the student's IEP, attain the device, and create an Implementation plan.
- AT may be required. The IEP determines that additional information is needed and will follow their LEA's policies and procedures to document results in the GSI, request additional AT screening, assessment, and possible AT trials by _____ Date.

Assistive Technology Consideration Companion Guide

The following is a non exhaustive list of potential accommodations, modifications, strategies, and assistive technology according to instructional concerns. Use these examples as a reference when completing the assistive technology consideration form.

Section 1. Instructional Areas and Tasks	Section 2. Accommodations Modifications, and Strategies	Section 3. Assistive Technology
<p>Writing/Written Composition</p> <ul style="list-style-type: none"> ● Fine Motor Writing ● Spatial/Syntax ● Composition 	<ul style="list-style-type: none"> ● Extended Time ● Breaks ● Student writes on test ● Shorten Task ● Copy of notes (teacher notes, class notes) ● Alternative Assignment ● Dictionary/Thesaurus/Spell Checker ● Word Banks ● Sentence Starters ● Graphic Organizers ● Answers Recorded ● Transferred Answers 	<ul style="list-style-type: none"> ● Speech to Text ● Slant Board ● Word-Processor Software ● Alternative Pencils ● Pencil Grip ● Adapted Paper ● Touchscreen ● Stylus ● On Screen Keyboard ● Adapted Keyboard ● Equation Editor ● Word Prediction ● Spell/Grammar Check ● Highlighting ● Voice Recording ● Tracking Aids and Masking (See Vision)
<p>Reading</p> <ul style="list-style-type: none"> ● Identify Letters ● Identify Letter Sounds ● Whole Word Recognition ● Decoding Words ● Comprehension 	<ul style="list-style-type: none"> ● Extended Time ● Read Aloud ● Vocabulary List ● Dictionary ● Symbolized Text ● Graphic Organizers ● Lower Text Complexity 	<ul style="list-style-type: none"> ● Text to Speech <ul style="list-style-type: none"> ○ Optical Character Recognition ○ Highlight Reading ○ Page Reading ● Audio Book ● Digital Book ● Tracking Aids and Masking (See Vision)
<p>Math</p> <ul style="list-style-type: none"> ● Math Word Problems ● Math Organization ● Math Calculation ● Math Expressions/ Writing 	<ul style="list-style-type: none"> ● Extended Time ● Breaks ● Shorten Task ● Graphic Organizer ● Scratch Paper ● Answers Recorded ● Answers Transferred 	<ul style="list-style-type: none"> ● Calculator ● Adapted Paper ● Manipulatives ● Speech to Text ● Equation Builder ● Voice Recording ● Talking Measuring Tools

Section 1. Instructional Areas and Tasks	Section 2. Accommodations Modifications, and Strategies	Section 3. Assistive Technology
<p>Communication</p> <ul style="list-style-type: none"> ● Receptive Language ● Expressive Language 	<ul style="list-style-type: none"> ● Communication Assistant/Task Description ● Prompting and Redirection ● Interpreter ● Preferential Seating ● Model Use of Communication Device ● Engineering Environment with Core Vocabulary ● Modify/Repeat/Model Directions 	<ul style="list-style-type: none"> ● Alternative & Augmentative Communication <ul style="list-style-type: none"> ○ Dynamic <ul style="list-style-type: none"> ■ Symbolized Motor Plan APP ■ Symbolized Grammatical APP ■ Text Only AAC APP ○ Static <ul style="list-style-type: none"> ■ Printed Core and Fringe Vocabularies ■ Mid-tech voice output device ■ Tactile symbols ● Speech Recognition Software
<p>Computer Access</p> <ul style="list-style-type: none"> ● Physical Interaction <ul style="list-style-type: none"> ○ Mouse/Cursor Movement ○ Keyboard Use 	<ul style="list-style-type: none"> ● Preferential Seating ● Shorten task ● Breaks ● Alter Physical Room Environment 	<ul style="list-style-type: none"> ● Eyegaze ● Switching Scanning ● Joystick ● Alternative Mouse ● Adapted Keyboard ● On Screen Keyboard ● Touch Screen ● Stylus ● Voice Recognition Software
<p>Vision</p> <ul style="list-style-type: none"> ● Media <ul style="list-style-type: none"> ○ Large Print ○ High Tech Screen ○ Braille ● Tactile ● Auditory 	<ul style="list-style-type: none"> ● Preferential Seating <ul style="list-style-type: none"> ○ appropriate lightening ○ Close proximity to the board or teacher ○ Unobstructed View ● Extended time ● Breaks ● Modify/repeat/model directions ● Shorten Task ● Large Print ● Digital Text and Books ● Reduce Visual Distractions 	<ul style="list-style-type: none"> ● Tracking Aids and Masking <ul style="list-style-type: none"> ○ Contrast and Color Saturation ○ Color Overlays ○ Color Tape ○ Masking Tools ● Aapated Paper <ul style="list-style-type: none"> ○ Bold line ○ Raised line ○ Different spacing ○ Colored ○ Graph ● Screen Magnification Software ● CCTV (closed circuit television) ● Low Vision Aids <ul style="list-style-type: none"> ○ Text Magnifier ● Text to Speech <ul style="list-style-type: none"> ○ Optical Character Recognition ○ Highlight Reading

		<ul style="list-style-type: none"> ○ Page Reading ● Voice Recognition Software ● Voice Recording ● Positioning Aids ● Braille Notetaker
Section 1. Instructional Areas and Tasks	Section 2. Accommodations Modifications, and Strategies	Section 3. Assistive Technology
Hearing <ul style="list-style-type: none"> ● Aided ● Unaided 	<ul style="list-style-type: none"> ● Preferential Seating ● Copy of notes (teacher notes, class notes) ● Interpreter ● Modify/repeat/model directions ● Peer note-taker ● Provide a written/text outline of lecture ● Visual Supports 	<ul style="list-style-type: none"> ● Assistive Listening Devices <ul style="list-style-type: none"> ○ FM, UHF, Bluetooth, or Infrared Amplification ○ Classroom Wide Amplification ○ Induction Loop ○ Coupling Accessories ● Alerting Devices and Software ● Telecommunication Devices and Software <ul style="list-style-type: none"> ○ Closed Captioning ○ Relay Services ○ Webcam/Video Calling ● Note Taking Devices and Software <ul style="list-style-type: none"> ○ Smartpen ○ Speech Recognition Software ○ Real Time Captioning
Executive Functioning <ul style="list-style-type: none"> ● Self Management ● Time Management ● Materials Management ● Information Management 	<ul style="list-style-type: none"> ● Allow breaks during work periods, between tasks, during testing ● Extended Time ● Word bank, reduced answer choices on multiple choice test ● Provide assistance/cues for transition between classes, lockers, and home ● Shorten task ● Provide Word bank/Word assistance ● Modify/repeat/model directions ● Visual Schedule and Supports 	<ul style="list-style-type: none"> ● Note Taking Software ● Mind Mapping Software ● Calendars and Reminders ● Focus Apps ● Visual and Digital Timers

Section 1. Instructional Areas and Tasks	Section 2. Accommodations Modifications, and Strategies	Section 3. Assistive Technology
<p>Sensory Regulation</p> <ul style="list-style-type: none"> ● Regulation/Reactivity <ul style="list-style-type: none"> ○ Distress in or avoidance of stimulating environments ○ Decreased response to sensory stimuli ● Sensory-motor planning/organization <ul style="list-style-type: none"> ○ Difficulty organizing classroom materials ○ Difficulty planning movement ● Sensory Discrimination <ul style="list-style-type: none"> ○ Difficulty discriminating letters or words ○ Clumsiness and confuse spatial orientation 	<ul style="list-style-type: none"> ● Preferential seating ● Allow movement breaks during work periods, between tasks, during testing ● Access to sensory/calm area ● Provide assistance/cues for transition between classes, lockers, and home ● Shorten task ● Modify/repeat/model direction ● Alter physical room environment ● Modify student's schedule ● Visual Schedules 	<ul style="list-style-type: none"> ● Calming Sounds and Music Applications ● Alternative Seating ● Sensory Regulation Items ● Timers <ul style="list-style-type: none"> ○ Sound Output ○ Visual ● Sensory Toys/Materials <ul style="list-style-type: none"> ○ Lights and Colors ○ Noise Making ○ Texture interactive ○ Scented and Fragrant ○ Chewable
<p>Physical Functioning and Mobility</p> <ul style="list-style-type: none"> ● Moves about/ambulates around the classroom, school, and/or community <ul style="list-style-type: none"> ○ Including drills and emergency situations ● Manipulates educational materials as required in assigned activities ● Maintains appropriate seating/ position for 	<ul style="list-style-type: none"> ● Preferential Seating ● Alter physical room environment ● Modify student's schedule ● Provide ergonomic seating and positioning ● Provide multiple seating and positioning options throughout the day ● Wheelchair accessible classroom set-up 	<ul style="list-style-type: none"> ● Alternative Seating ● Positioning Aids (e.g., prone and supine standers, foot rests, side layers) ● Adapted Classroom Equipment (e.g., tables and desks) ● Lifts for Transfers ● Mounting Systems ● Walkers ● Crutches/Canes ● Wheelchair Support Accessories

<p>participation in relevant activities</p>		
<p>Section 1. Instructional Areas and Tasks</p>	<p>Section 2. Accommodations Modifications, and Strategies</p>	<p>Section 3. Assistive Technology</p>
<p>Fine Motor Manipulation</p> <ul style="list-style-type: none"> ● Grasps and manipulates small objects. ● Maintains coordination during activity. 	<ul style="list-style-type: none"> ● Allow breaks during work periods, between tasks, during testing ● Shorten task ● Model appropriate skills 	<ul style="list-style-type: none"> ● Adapted Fasteners ● Adapted Eating Utensils ● Adapted Scissors ● Rubber Grippers ● Universal Cuffs ● Adapted Fasteners ● Key Turners
<p>Recreation and Leisure</p> <ul style="list-style-type: none"> ● Participate in games and play activities ● Participate in art activities ● Participate in sports and exercise activities ● Listen to music ● Read a book ● Watch TV/Movie ● Play with toys ● Participate in social media/online communities ● Use the computer/internet 	<ul style="list-style-type: none"> ● Change complexity of task ● Model appropriate skills ● Modify games and activities ● Visual Supports 	<ul style="list-style-type: none"> ● Adapted Toys ● Adapted Games ● Adapted Books ● Sensory Supports ● Environmental Controls ● Alternative Pencils ● Adapted Pencils/Colors
<p>Self Help & General Health</p> <ul style="list-style-type: none"> ● Self Care <ul style="list-style-type: none"> ○ Feeding self ○ Dressing self ○ Perform personal hygiene and grooming tasks ○ Toileting Self ● Safety Awareness ● Perform medically necessary procedures ● Maintains stamina to complete tasks 	<ul style="list-style-type: none"> ● Visual Schedule and Supports ● Shorten task ● Increased time ● Modeling appropriate skills ● Needed items within reach 	<ul style="list-style-type: none"> ● Engineering room with core vocabulary ● Visual and Digital Timers ● App Reminders ● Habit-Emotional Tracking Apps ● Adapted utensils (universal cuff, built up handles, weighted utensils) ● Adapted equipment (adapted toilet seats, sliding boards, changing tables) ● Disposable materials (toileting wipes, changing table paper, gloves)

Section 1. Instructional Areas and Tasks	Section 2. Accommodations Modifications, and Strategies	Section 3. Assistive Technology
<p>Vocational</p> <ul style="list-style-type: none"> ● Completes assigned tasks within designated timelines ● Utilize tools and/or equipment to complete tasks ● Completes single and multiple step tasks ● Stays on task until work is complete ● Stays on task without supervision ● Self-advocates to get needs met ● Procurement of accessible educational materials (AEMs) ● Contacts post-secondary service providers to obtain assistance ● Manages finances ● Safely navigates community and local environments ● Completes steps to obtain a job 	<ul style="list-style-type: none"> ● Break tasks into smaller steps/segments ● Cooperative participation with peers and adults ● Daily planner book ● Determine and teach regularly traveled routes to students with visual impairments ● Follow a picture task analysis ● Individualized task and material modifications to meet student needs ● Location identifiers ● Modification of task length and complexity ● Orientation to unfamiliar environments ● Show a model of the end product ● Sighted guide for visually impaired ● Student self-monitoring ● Verbal and/or visual cues ● Modeling 	<ul style="list-style-type: none"> ● Sensory supports ● Watches, timers or alarms ● Device, Software or App <ul style="list-style-type: none"> ○ Auditory reminders ○ Speech prompting ○ Daily planners ○ Outlining/graphic organizers ○ Financial management software ○ Screen enlargement ○ Document scanner ○ OCR scanning software ○ Braille translation software ○ Braille note taker with refreshable display ○ Braille embosser ○ Digital recorder/player ○ white cane ○ GPS for students with visual impairments ○ Smartphone with appropriate apps ● Augmentative & Alternative Communication (AAC) solutions ● Alternate access/accessibility features <ul style="list-style-type: none"> ○ Alternative Mouse ○ Adapted keyboards ○ Switch access ○ Eyegaze ○ Screen readers ○ Magnifiers

Glossary of Important Terms

Section 1 Terminology

- **Aided Hearing**
 - This refers to the use of external devices or aids, such as hearing aids or cochlear implants, to enhance a person's ability to hear and understand sounds. These devices amplify sound for individuals with hearing impairments.
- **Auditory (Vision)**
 - For vision, auditory refers to utilizing sound-based information as a supplementary means to convey information or facilitate understanding. Auditory methods include spoken descriptions, audio recordings, or assistive technology like screen readers to provide access to educational materials and help students with low vision grasp content through their sense of hearing.
- **Composition**
 - The process of creating a written piece of work that conveys a message, expresses thoughts, shares information, or tells a story. It involves using language, grammar, and structure to communicate effectively and engage the reader.
- **Expressive Language**
 - Expressive language refers to the ability to convey thoughts, emotions, and ideas through spoken or written communication. It involves using words, sentences, and gestures to express oneself effectively.
- **Fine Motor Manipulation**
 - The intricate and coordinated use of small muscles, particularly those in the hands and fingers, to manipulate objects in a coordinated manner.
- **Fine Motor Writing**
 - The ability to use the fingers and hand to physically write, draw, and/or color in a coordinated manner.
- **Information Management**
 - It involves the proficient handling, organization, and utilization of data and knowledge to support effective decision-making, problem-solving, and goal achievement. This skill entails planning how information is acquired, stored, retrieved, and shared, while also ensuring accuracy, relevance, and timely access for improved cognitive flexibility and strategic thinking.
- **Materials Management**
 - The skill of strategically organizing, acquiring, using, and distributing physical resources, tools, and assets to efficiently accomplish tasks and goals. It involves planning, attention to detail, time management, and adaptive decision-making to optimize resource utilization and enhance productivity.
- **Math Expressions/Writing**

- The representation of mathematical concepts using symbols, numbers, and mathematical notation. It includes the ability to write equations and formulas to express mathematical relationships.
- **Math Organization**
 - Math organization refers to the structured arrangement of mathematical concepts, processes, and information. It involves categorizing, sequencing, and arranging mathematical content in a logical manner when solving problems.
- **Media**
 - Specialized formats and tools to facilitate written communication and expression for individuals with limited or no vision. This includes braille, large print, accessible electronic devices, screen readers that convert written content into auditory or tactile formats.
- **Physical Interaction**
 - The process of engaging with digital devices using various input methods. The goal is to facilitate effective communication between users and computers by translating physical actions into digital commands.
- **Receptive Language**
 - The ability to understand and interpret spoken or written language. It involves processing and comprehending the information conveyed by others.
- **Regulation/Reactivity**
 - The ability to manage and appropriately respond to sensory input from the environment to maintain an optimal level of arousal and attention.
- **Self Management**
 - The ability to regulate and control one's behavior, emotions, and actions in a purposeful and adaptive manner to achieve goals, make decisions, and navigate various situations.
- **Spatial/Syntax**
 - The arrangement and structure of written content on the page. It involves understanding how to organize words, sentences, paragraphs, and overall text in a coherent and visual way.
- **Sensory Discrimination**
 - This skill refers to sensory needs causing clumsiness, deficits in spatial orientation, and difficulties when identifying letters and numbers.
- **Sensory-motor planning/organization**
 - The ability to plan and perform the necessary movements to keep up with physical and organizational tasks.
- **Sensory Regulation**
 - The ability to select and process sensory information to plan and perform appropriate behaviors during functional tasks.
- **Tactile**
 - Sensory experiences and information that are accessible through the sense of touch. Tactile learning involves textured or raised lines, surface, or marking, tactile graphics, braille and other physical attributes to convey information and facilitate understanding of concepts, objects, or surroundings.
- **Time Management**

- The skill of effectively planning, organizing, and allocating time to tasks and activities in order to achieve goals and priorities while balancing various responsibilities.
- **Unaided Hearing**
 - An individual's natural ability to hear and perceive sounds without the use of external hearing aids, cochlear implants, or other amplification devices. It pertains to the auditory sense functioning without any additional technological assistance to enhance or restore hearing ability.

Section 2 Terminology

- **Alternative Assignment**
 - A different task or project provided to a student as an accommodation, tailored to their needs and abilities.
- **Answers Recorded**
 - Allowing a student to provide responses orally while an aide writes them down on their behalf.
- **Alter Physical Room Environment**
 - Making changes to the classroom environment to accommodate physical needs, such as providing ergonomic furniture or wheelchair accessibility.
- **Breaks**
 - Scheduled pauses during tasks or activities to provide students with rest and sensory regulation opportunities.
- **Communication Assistant/Task Description**
 - A support tool or clear instructions provided to help students understand and complete tasks.
- **Engineering Environment with Core Vocabulary**
 - Creating a learning space enriched with essential vocabulary and communication aids to support language development.
- **Extended Time**
 - Granting additional time for completing assignments, assessments, or tasks to account for processing speed or other needs.
- **Habit-Emotional Tracking Apps**
 - An application that collects data regarding emotion, behavior, and habits throughout the day.
- **Interpreter**
 - A professional who facilitates communication between a student and others by translating spoken language into sign language or vice versa.
- **Lower Text Complexity**
 - Providing reading materials with simplified language and content to match a student's reading level.
- **Model Use of Communication Device**
 - Demonstrating how to use communication devices, such as AAC (Augmentative and Alternative Communication) tools, to encourage student participation.

- **Modify/Repeat/Model Directions**
 - Adjusting instructions, repeating them, or demonstrating the steps to ensure students comprehend and follow directions.
- **Preferential Seating**
 - Placing a student in a specific location in the classroom, such as closer to the teacher, to optimize their learning environment.
- **Prompting and Redirecting**
 - Providing cues or reminders to guide a student's behavior or actions back on track during tasks.
- **Reduce Visual Distractions**
 - Minimizing visual clutter and distractions in the learning environment to help students focus.
- **Sentence Starters**
 - Providing introductory phrases or sentence beginnings to assist students in initiating their writing.
- **Shorten Task**
 - Providing introductory phrases or sentence beginnings to assist students in initiating their writing.
- **Symbolized Text**
 - Using symbols, icons, or images alongside text to aid comprehension for students with communication difficulties.
- **Transferred Answers**
 - Allowing students to respond to assessments or assignments through means other than traditional writing, which are recorded by an aide.

Section 3 Terminology

- **Adapted Books**
 - Printed materials modified with tactile features, symbols, or interactive elements to make them accessible to individuals with disabilities.
- **Adapted Classroom Equipment**
 - Adjusted tools and furniture in the classroom to accommodate the needs of students with disabilities.
- **Adapted Games**
 - Games that have been modified to include sensory or tactile components, allowing individuals with disabilities to participate.
- **Adapted Eating Utensils**
 - A eating utensil that is modified for alternative gripping, and or has the ability to prevent spills and shaking of food items.
- **Adapted Fasteners**
 - A tool that makes zipping and buttoning of clothing easier.
- **Adapted Keyboard**
 - A keyboard customized with larger keys, color-coded keys, or other modifications for easier use by individuals with motor challenges.
- **Adapted Paper**

- Paper with specialized features such as larger lines, raised lines, or textures for improved writing and drawing for those with fine motor difficulties.
- Adapted Toy
 - A toy that has been modified to be accessible and engaging for individuals with disabilities.
- Alternative & Augmentative Communication
 - A set of tools and strategies that assist individuals with communication difficulties, including devices, apps, and systems.
- Alternative & Augmentative Communication Dynamic Device
 - A High Tech form of AAC that involves access to a series of vocabulary on multiple pages on one device.
 - Symbolized Motor Plan APP
 - AAC Apps contain symbolized vocabulary that are arranged primarily on location, and the least amount of navigation to access words.
 - Symbolized Grammatical APP
 - AAC Apps containing symbolized vocabulary that are arranged primarily on the organization of the parts of speech, and folder categories.
 - Text Only AAC APP
 - AAC Apps containing printed text without any symbolization. These apps allow students to store entire words, phrases, and type out sentences to be vocalized through the device.
- Alternative & Augmentative Communication Static Device
 - A Low or Mid Tech form of AAC where students access singular pages of vocabulary at a time that require manual effort to exchange
 - Printed Core and Fringe Vocabularies
 - A printed selection of core vocabulary words that never change unless replaced with another printed copy.
 - Mid-tech voice output device
 - A printed selection of core vocabulary words that never change unless replaced with another printed copy. However, it is placed in a battery operated device that will vocalize students' responses upon pressing the vocabulary word.
 - Tactile Symbols
 - Constructed tiles that contain a variety of textures, shapes, and physical patterns that represent specific vocabulary words.
- Alternative Mouse
 - A modified computer mouse or a tool that functions essentially like a mouse designed for ease of use by individuals with motor impairments.
- Alternative Pencils
 - An alternate form of writing for students that cannot use writing tools or keyboards involving the selection of letters and numbers through partner assisted scanning.
- Alternative Seating
 - Furniture designed to provide comfortable and supportive seating options for individuals with postural or sensory needs.
- Altering Devices and Software

- Tools and software that alert an individual of occurrences, events, hazards, or anything else that a person with hearing difficulties may not notice.
- **Assistive Listening Device**
 - A device that amplifies sound for individuals with hearing impairments, aiding in better understanding of spoken information.
- **Braille Note Taker**
 - A portable electronic device used by blind individuals to take notes in Braille.
- **CCTV**
 - Closed-circuit television system that magnifies and displays printed material on a screen for those with low vision.
- **Environmental Controls**
 - Devices that enable individuals with limited mobility to control household items like lights, appliances, and doors.
- **Equation Editor**
 - Software that helps create and format mathematical equations for individuals with writing or typing challenges commonly allows for dictation.
- **Eyegaze**
 - Technology that allows individuals to control a computer or device by using eye movements.
- **Highlighting**
 - Tools that emphasize text or digital content to aid reading and focus
- **Joystick**
 - Input device often used by individuals with mobility challenges to control computers or games.
- **Lifts**
 - Equipment designed to lift and transfer individuals with mobility difficulties, ensuring safe movement.
- **Low Vision Aids**
 - Device or tool designed to assist individuals with limited sight, which is a significant visual impairment that cannot be fully corrected by eyeglasses, contact lenses, or medical treatment.
- **Mounting Systems**
 - Equipment to securely position devices or tools, accommodating different physical abilities.
- **Note Taking Devices and Software**
 - Tools that assist in capturing and organizing notes for individuals who struggle with traditional note-taking methods.
- **On Screen Keyboard**
 - A software-based keyboard displayed on the screen, useful for those who have difficulty using physical keyboards or tracking from the screen to an external keyboard.
- **Position Aides**
 - Supports that help individuals maintain a comfortable and supportive position for tasks.

- **Screen Magnification Software**
 - Software that enlarges on-screen content for individuals with visual impairments.
- **Screen Reader**
 - Software that converts digital text into spoken words, enabling those with visual impairments to access written information.
- **Sensory Regulation Item**
 - Any tool or piece of equipment that helps a student manage sensory input from their environment to improve focus, comfort, and participation. to be prescribed by an occupational therapist.
- **Sensory Toys/materials**
 - Play items/tools designed to provide sensory stimulation and engagement. Recommended to be prescribed by an occupational therapist.
- **Slant Board**
 - A surface tilted at an angle to assist individuals with fine motor or visual challenges while reading, writing, or drawing.
- **Speech to Text**
 - Technology that converts spoken language into written text.
- **Switching Scanning**
 - A method for individuals with motor difficulties to interact with devices by using switches to navigate through options.
- **Telecommunication Devices and Software**
 - Tools and software that enable communication via text, video, or other means.
- **Text to Speech**
 - TEchnology that converts written text into spoken Language
 - **Optical Character Recognition**
 - Technology that converts printed or handwritten text into machine-readable digital text.
 - **Highlight Reading**
 - Software that reads text only when selected
 - **Page Reading**
 - Software that reads an entire page of text at a time
- **Timers**
 - Devices or software that assist individuals in managing time and tasks, which includes sounds and/or visuals.
- **Tracking Aides and Masking**
 - Tools that assist individuals in maintaining focus while reading or tracking lines of text.
- **Universal Cuffs**
 - A tool that straps to the hand and binds different objects which may include eating or writing utensils.
- **Voice Assistant**
 - Digital tools that respond to voice commands, often used to perform tasks or answer questions.
- **Voice Recognition**
 - Technology that converts spoken words into text or commands.

- **Voice Recording**
 - Devices or software that allow individuals to record and store spoken messages.
- **Wheelchair Support Accessories**
 - Equipment that enhances comfort, positioning, and accessibility for individuals using wheelchairs such as trays or head rests.
- **Word Prediction**
 - Software that suggests words or phrases as individuals type, aiding those with writing challenges.
- **Word Processor Software**
 - Computer software designed for creating and editing written documents.