

Assistive Technology Consideration Resource Guide

Instructional or Access Area: Activities of Daily Living	Standard Tools	Accommodations	Assistive Technology Solutions			
<p style="text-align: center;">Sample Tasks:</p> <ul style="list-style-type: none"> • Feed self using appropriate utensils • Drink using appropriate utensils • Prepare simple snack • Prepare basic meal • Dress and/or undress self using appropriate tools • Complete personal hygiene tasks (e.g., toileting, bathing, hand washing) • Complete grooming tasks (e.g., brushing teeth, hair) • Perform simple household chores 	<ul style="list-style-type: none"> • Eating utensils (e.g., spoon, cup) • Personal hygiene tools (e.g., toothbrush, comb, brush) • Bathroom rails and adaptive faucet handles • Cleaning materials and appliances 	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td data-bbox="1096 305 1493 508"> <ul style="list-style-type: none"> • Provide verbal prompts • Model appropriate skills • Use picture cues and prompts • Give additional time to complete tasks </td> </tr> <tr> <td data-bbox="1096 508 1493 618" style="text-align: center;"> Modifications </td> </tr> <tr> <td data-bbox="1096 618 1493 836"> <ul style="list-style-type: none"> • Modify task length and complexity • Have student complete only part of task independently • Have task performed by health aide </td> </tr> </table>	<ul style="list-style-type: none"> • Provide verbal prompts • Model appropriate skills • Use picture cues and prompts • Give additional time to complete tasks 	Modifications	<ul style="list-style-type: none"> • Modify task length and complexity • Have student complete only part of task independently • Have task performed by health aide 	<ul style="list-style-type: none"> • Adapted eating aids (e.g., grips for standard eating utensils, adapted cups/glasses), feeding machines • Adapted dressing aids (e.g., buttonholers, pulls for zippers, Velcro fasteners) • Adapted cooking and food preparation aids (e.g., blender attached to power control unit, adapted pouring handles) • Adapted household cleaning tools and appliances
<ul style="list-style-type: none"> • Provide verbal prompts • Model appropriate skills • Use picture cues and prompts • Give additional time to complete tasks 						
Modifications						
<ul style="list-style-type: none"> • Modify task length and complexity • Have student complete only part of task independently • Have task performed by health aide 						
Instructional or Access Area: Recreation and Leisure	Standard Tools	Accommodations	Assistive Technology Solutions			
<p style="text-align: center;">Sample Tasks:</p> <ul style="list-style-type: none"> • Participate in play activities • Participate in leisure activities (e.g., look at/read book or magazine, listen to music) • Manipulate and/or operate toys, tools, and/or electronic appliances required for participation in leisure activities 	<ul style="list-style-type: none"> • Puzzles • Games • Toys • Music—mobile devices (e.g., iPod, MP3 player) • Television • DVD player 	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td data-bbox="1096 943 1493 1105"> <ul style="list-style-type: none"> • Use verbal prompts • Provide adult peer assistance • Model appropriate skills </td> </tr> <tr> <td data-bbox="1096 1105 1493 1187" style="text-align: center;"> Modifications </td> </tr> <tr> <td data-bbox="1096 1187 1493 1427"> <ul style="list-style-type: none"> • Modify games • Change/simplify rules </td> </tr> </table>	<ul style="list-style-type: none"> • Use verbal prompts • Provide adult peer assistance • Model appropriate skills 	Modifications	<ul style="list-style-type: none"> • Modify games • Change/simplify rules 	<ul style="list-style-type: none"> • Knobs for puzzles • Adapted crayon holders • Adapted books • Adapted music with symbols • Raised line coloring sheets • Spinners for games • Switch accessible toys (commercially available or switch accessible through switch interface) • Environmental control devices • Power control units and battery adapter devices • Adaptive sports equipment • Computers with adaptive input devices as needed and appropriate software to address leisure skills
<ul style="list-style-type: none"> • Use verbal prompts • Provide adult peer assistance • Model appropriate skills 						
Modifications						
<ul style="list-style-type: none"> • Modify games • Change/simplify rules 						