



ECSE UDL Communication Initiative Toolkit



Vision: Students will actively learn in classrooms that offer multiple means of engagement and expression.




Project Goal: To raise student achievement of communication standards through utilizing universally designed classroom tools and strategies. Teachers will learn to provide instruction and activities that offer successful learning experiences for children with diverse learning abilities and styles.




This collection of tools can help students learn to communicate more effectively through a variety of means. The table below provides a description of each tool and how the tool can support student achievement of the identified ECSE communication standards.

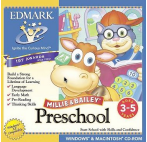




ECSE Power Standards 2009-2010 (Communication Standards)

1. Uses sounds, gestures, (pictures or actions) to express needs and wants
2. Uses sounds, sign (gestures, pictures) or words for a variety of purposes
3. Initiates and sustains a conversation with comments or questions through at least four exchanges

Tool	Description	Promotes Communication
1. Computer Touch Screen www.magictouch.com LCD Mounting Arm www.LCDarms.com 	This Touch Screen promotes easy computer access for kids. Adds tactile, visual & auditory to learning. The mounting arm brings computer access to kids regardless of table height or physical ability	Standards: 1. Uses sounds, sign (gestures, pictures) or words for a variety of purposes 2. Initiates and sustains a conversation with comments or questions through at least four exchanges ELLO Indicators <ul style="list-style-type: none"> ➤ Opportunities for Child Choice and Initiative ➤ Supports Building Vocabulary ➤ Vehicle for Student's Writing An accessible classroom computer can open up a world of learning for students by bringing them an interactive experience with new vocabulary, spoken and printed words, choice, images, video to build language and background knowledge.
2. Talking Symbols Notepad www.ablenet.com 	This portable, inexpensive, versatile talking pad mounts with a magnetic or adhesive strip for communication and comprehension. They can display photos or symbols, with up to 10 sec of voice output that's fun, immediate that can be used by all students	Standards: 1. Uses sounds, gestures, (pictures or actions) to express needs and wants 2. Uses sounds, sign (gestures, pictures) or words for a variety of purposes ELLO Indicators <ul style="list-style-type: none"> ➤ Opportunities for Child Choice and Initiative ➤ Supports Building Vocabulary This tool promotes participation with new vocabulary; Students can make requests, comments and ask a question with this tool. Students can record the symbols to reinforce speech development. These Talking Symbols could be used to teach initiation and turn-taking in

		conversations.
<p>3. Take N Talk Schedule www.tfe.com</p> 	<p>These portable word tiles are easy for students to use. When placed in the vertical holder produce a clear sound for fun, functional, immediate feedback through the course of the day. The Take n Talk helps with transitioning smoothly, can be used by all students</p>	<p>Standards: Uses sounds, sign (gestures, pictures) or words for a variety of purposes ELLO Indicators ➤ Opportunities for Child Choice and Initiative ➤ Supports Building Vocabulary</p> <p>This creative learning tool can help teach expressive language to nonverbal and cognitively challenged students with sequential/predictable, feedback. Students to reinforce speech development and comprehension of words can also record the Take N Talk schedule.</p>
<p>4. GoTalk 9 or 20 www.tfe.com</p> 	<p>This portable, durable, communication system can be used by most all students. This system can be customized for individual students depending on individual needs, interests and abilities. Photos, colored line drawings and words can be displayed for a fun, functional classroom communication tool.</p>	<p>Standards: 1. Uses sounds, gestures, (pictures or actions) to express needs and wants 2. Uses sounds, sign (gestures, pictures) or words for a variety of purposes 3. Initiates and sustains a conversation with comments or questions through at least four exchanges ELLO Indicators ➤ Opportunities for Child Choice and Initiative ➤ Supports Building Vocabulary ➤ Builds Climate for Extended Conversation</p> <p>This talking system can encourage expressive communication, and choice making. This system can provide opportunities to ask and answer questions. It can also be used for teaching initiation and turn taking in conversations.</p>
<p>5. Yada Voice Recorder http://www.target.com/Big-Time-Toys-Checklane-Yada/dp/B001F3EPQQ</p> 	<p>This handheld voice recorder allows kids to record their voices by pressing the 'say' button, play their recording back with the play button, and then distort the recording by pushing the 'warp' button.</p>	<p>Standards: 1. Uses sounds, gestures, (pictures or actions) to express needs and wants 2. Uses sounds, sign (gestures, pictures) or words for a variety of purposes</p> <p>This engaging device can encourage sound production for a variety of purposes. It can also be used for teaching initiation and turn taking in conversation. Kids are encouraged to repeatedly speak and try new words and phrases with the warp feature</p>

<p>6. Kids Non-Powered Listening Center https://www.schooloutfitters.com/catalog/product_info/pfam_id/PFAM2685/products_id/PRO8674</p> 	<p>These kid-friendly headphones can turn a computer into a fun listening center. The ear pads are washable and durable.</p>	<p>Standards:</p> <ol style="list-style-type: none"> 1. Uses sounds, sign (gestures, pictures) or words for a variety of purposes 2. Initiates and sustains a conversation with comments or questions through at least four exchanges <p>ELLO Indicators</p> <ul style="list-style-type: none"> ➤ Opportunities for Child Choice and Initiative ➤ Supports Building Vocabulary ➤ Builds Climate for Extended Conversation <p>With engaging software and interactive on-line activities, headphones can be used to provide an experience rich with turn-taking, joint attention, vocabulary development, story listening and scene creation.</p>
<p>7. My Own Bookshelf Software www.softtouch.com</p> 	<p>This software program is an electronic book making tool that is easy to use. It also provides a customizable bookshelf for students to independently select and listen to books regardless of physical ability. This program can be used to make books to learn new content, engage students in describing, reading, social interaction and communication.</p>	<p>Standards:</p> <ol style="list-style-type: none"> 1. Uses sounds, gestures, (pictures or actions to express needs and wants 2. Uses sounds, sign (gestures, pictures) or words for a variety of purposes 3. Initiates and sustains a conversation with comments or questions through at least four exchanges <p>Students can record their voice in book-making tools to build vocabulary and expressive language skills. Students can ask for turns and ask questions about books. Students can choose books to read from a classroom or individual library.</p>
<p>8. KidPix Deluxe 4 Software http://www.amazon.com/Learning-Company-Kid-Deluxe-Version/dp/B0006N99K8</p> 	<p>This program gives students endless ways to draw, create, and animate in fun activities. Kid Pix Deluxe 4 invites students to paint, stamp, scribble, write, imagine, explore.</p> <ul style="list-style-type: none"> ➤ Text-to-speech ➤ Expanded sound library ➤ Bilingual version - English and Spanish ➤ Small Kids Mode 	<p>Standards:</p> <ol style="list-style-type: none"> 1. Uses sounds, gestures, (pictures or actions to express needs and wants 2. Uses sounds, sign (gestures, pictures) or words for a variety of purposes 3. Initiates and sustains a conversation with comments or questions through at least four exchanges <p>ELLO Indicators</p> <ul style="list-style-type: none"> ➤ Opportunities for Child Choice and Initiative <p>Supports Building Vocabulary</p> <p>In the Sound Art activity, students can Paint using the sound of their voice with microphone.</p>
<p>9. Millie's and Bailey's Preschool Software http://www.smartkidssoftware.com/ndee/m18.htm</p>	<p>This software program offers ready-made activities to learn in these areas:</p> <ul style="list-style-type: none"> * Rhyming * Early Math Numbers * Thinking Skills * Practice Counting 	<p>Standards:</p> <ol style="list-style-type: none"> 1. Uses sounds, gestures, (pictures or actions to express needs and wants 2. Uses sounds, sign (gestures, pictures) or words for a variety of

	<ul style="list-style-type: none"> * Compose a Story * Explore Quantities * Compare and Match Sizes * Experiment with Shapes * Learn the Alphabet: Phonics, Letters <p>Universal Access features include Touch Window and Single Switch compatibility to address a variety of learning styles and abilities.</p>	<p>purposes</p> <p>3. Initiates and sustains a conversation with comments or questions through at least four exchanges</p> <p>Students can express a choice about which activity to do. Students can compose a story with pictures and words then see or hear their story.</p>
<p>10. Peanut Butter Software http://www.peanutbuttersoftware.com</p> 	<p>Peanut Butter creates a straightforward, kid-friendly interface for the PC. It provides an easy on-screen desktop for kids to access select programs safely to focus their attention on key software programs</p>	<p>This program allows staff to teach students to access and navigate the computer more independently while keeping internal controls and other important files safe.</p>
<p>11. Communication Book Supplies Velcro & 3 ring Binders http://feinersupply.com</p> 	<p>The Picture Exchange Communication System (PECS) is a low tech augmentative communication system developed to help individuals quickly learn a useable means of communication. When a child hands you a picture or sentence strip, the request or comment is quickly understood. From the start, the child initiates communication. Communication is meaningful and highly motivating. Reinforcement for communication is natural and strongly rewarding. Materials are cheap, easy to prepare, durable and portable.</p>	<p>Standards:</p> <ol style="list-style-type: none"> 1. Uses sounds, gestures, (pictures or actions to express needs and wants 2. Uses sounds, sign (gestures, pictures) or words for a variety of purposes <p>ELLO Indicators</p> <ul style="list-style-type: none"> ➤ Opportunities for Child Choice and Initiative ➤ Supports Building Vocabulary <p>With the picture exchange communication symbols, students can learn to, initiate communication of wants/needs, produce multi-word sentences, and build their receptive and expressive vocabularies.</p>
<p>12. Trackball or Joystick www.tfe.com</p> 	<p>The Betray roller mouse provides good computer access for students with motor/physical challenges (lack of upper body strength, cerebral palsy, abbreviated limbs, hand deformities, etc.)</p>	<p>This accessible switch/mouse allows computer access for some of our more physically impaired students</p> <p>ELLO Indicators</p> <ul style="list-style-type: none"> ➤ Opportunities for Child Choice and Initiative ➤ Supports Building Vocabulary
<p>13. USB Microphone</p> 	<p>The Logitech USB Microphone is an easy plug in and use. It provides digital quality and a noise-canceling technology to filter out unwanted background noise for better voice recording.</p>	<p>This microphone will allow students and staff to record sounds, words, and sentences. These sound clips can let students paint with their voices using KidPix software. It is also needed to record the pages of electronic books in the My Own Bookshelf software.</p>
<p>13. Batteries</p>	<p>Batteries are required for the Talking Symbols Notepad, GoTalk9 and the Take N Talk Schedule.</p>	<p>See standards that apply the items 2,3 and 4</p>