

AT / FYI . . . ©

MN Regions 5 & 7 Assistive Technology Community of Practice

Volume 21, Issue 4

December 2018

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Calendar of Events

2018-2019 REGIONAL MEETINGS

Benton-Stearns Ed District Office, Sartell MN

9:00 A.M. – 11:30 A.M.

September 17

October 17

November 19

December 19

January 16

February 20 (possible project work day)

March 20

April 17

May 15

37th ANNUAL CLOSING THE GAP CONFERENCE

Mystic Lake Center, Prior Lake, MN

September 30-October 1 (Pre-Conference), October 2-4, 2019

CHARTING THE CS CONFERENCE

Arrowwood, Alexandria, MN

April 6 (Family Day), 7 (Pre-Conference), 8 & 9, 2019

AT Information: Listservs

AT Listserv

The AT Listserv is a wonderful resource for educators who work with students who use technology for learning. Members ask questions, share information, and discuss topics that are relevant to our day-to-day work with students ages birth through 21.

How to Join: To subscribe, visit or send a message with the word “subscribe” in it to the request address, mn.at@mailmanlists.us for further instructions.

To Post on the Listserv: Send message to mn.at@mailmanlists.us. Complete the subject line identifying the topic of your post. Type your message and send it. Remember confidentiality when posting!

QIAT Listserv

The Quality Indicators for Assistive Technology (QIAT—pronounced quiet) listserv is a place to share resources, questions ideas, and problem-solving in an on-going email discussion (there are archives and a website of resources to assist you, too). To sign up, go to the following website <http://qiat.org> and follow the links to join the listserv.

Switch Accessible Books and Games

Many students need to access to literacy through the use of a switch that can start/stop reading of a page, turn pages, etc. Not all programs, software, and apps are switch accessible. There are certain elements that need to be present for a switch to work with the story or game.

A switch cannot be connected to a computer or tablet without a switch interface (USB or Bluetooth). Some interfaces require additional software be installed, others do not require installation. The interface allows emulation of the mouse for easier access to the book or game without direct select or key activation.

Switch Interfaces

Computers

Crick USB Switch Box



[Crick Software](#) Automatically sets up with all Crick Software.

Swifty



[Origin Instruments](#)

Switch Interface Pro



[Don Johnston](#)

USB Switch Box



[AMDI](#)

iPads

AbleNet Blue2 Bluetooth Switch



[AbleNet](#)

APPLICator



[inclusive TLC](#)

iClick



[inclusive TLC](#)

iPad/Tablet Bluetooth Switch Interface



[RJ Cooper](#)

TabAccess® Bluetooth Switch Interface



[Zyrobotics](#)

Tapio



[Orin](#)

Switches

There are many different types of switches. An evaluation for positioning of the switch for access, most appropriate body movements for access to the switch, and control of the switch (pressure and release options) should be completed prior to the implementation of switch use.

Some switches are wired (corded) and others are wireless (Bluetooth).

With corded switches and battery operated devices (AA, C, D), you will need a battery interrupter in the device connected to the switch.



With electric appliances and games, you need an interface such as the Powerlink 4 to protect from electric shock, etc.



Button Switches



GlassOuse Finger Switch



Grasp Switch



iPad Voice Over Controller Switch



iSwitch Bluetooth Switch for iDevices



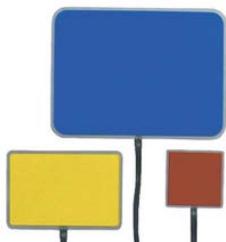
JellyBeamer® Twist Wireless Switch



Micro Lite Switch



Pal Pad Switches



Pillow Switch



Plate Switch



Pneumatic Switch



Rocker Switch



Sip and Puff Switches



String Switch



Companies to Search for Switch Accessible Apps

[Attainment Co.](#)

[Cognable](#)

[Computerade](#)

[Creative Communicating](#)

[Hump Software](#)

[iAccessibility](#)

[Inclusive Technology](#)

[Judy Lynn Software, Inc.](#)

[Knee Bouncers](#)

[LIFEtool Solutions](#)

[Marblesoft](#)

[RJ Cooper](#)

[Special iApps](#)

[Wonderbaby](#)

[Zyrobotics](#)

Websites for Switch Access

[Hiyah](#)

Literacy training downloads for children with attention difficulties.

[Inclusive TLC](#)

Switch access apps for iPad and Android.

[KneeBouncers](#)

Early childhood games—free and paid games.

[Mother Goose](#)

Activities, including games and coloring pages.

[Nanogames](#)

“Nanogames are designed, from the ground up, to be very flexible, accessible and easily adapted.”

[OneSwitch](#)

Switch accessible games/apps for download.

[Papunet](#)

Games of precision—hitting a target using switch.

[Priorywoods](#)

“Switch videos are animations or slideshows set to music, which can be controlled by a range of common assistive access devices. They are designed to help children understand and generalize cause and effect (the action / reaction bond), one of the foundation stones for early learning. The videos can be played online or downloaded for use on a PC or Macintosh computer.”

[SenTeacher](#)

Northern Grid’s popular SenSwitcher have been moved to SenTeacher. You will also find other sensory programs.

SenSwitcher Components

Level 1: experiential (patterns or objects with music)

Level 2: 1 press (patterns or objects with music)

Level 3: 3 press (patterns or objects with music)

Level 4: 5 press (linear patterns, tunneling patterns, scenes that build up)

Level 5: Pop up (must click when shape appears with or without sound, can adjust length)

Level 6: Targeting (must click when shape enters target area, adjust for speed)

Level 7: Scanning (choice of two shape/object, then choice of 2 empty + 1 bomb, adjust for speed)

[Shiny Learning](#)

Free switch access and touch games. There are full versions for purchase.

[Tarheel Reader](#)

“A collection of free, easy-to-read, and accessible books on a wide range of topics. Each book can be speech enabled and accessed with multiple interfaces.”

[TumbleBooks](#)

“**TumbleBookLibrary** is a curated database of children’s e-books, available by subscription to Elementary Schools and Public Libraries around the world.”

“**TeenBookCloud** is a curated database of e-books and other digital content for Middle Schools and High Schools, as well as Public Libraries.”

TumbleMath: “Educators have long known that one of the most effective ways to teach math concepts, especially to reluctant learners, is by using stories and literature.

“TumbleMath has the most comprehensive collection of math stories available anywhere—all in our world famous TumbleBook format which combines animation, narration, and sound to create a compelling and enticing story book for students of all ages.”

“**AudioBookCloud** is a curated database of streaming audio books and is available by subscription to Public Libraries around the world.”