Assistive Technology (AT) in Early Childhood

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Today's Agenda

- AT Myths & Truths
- Defining AT and AT Services
- AT & Individualized Family Service Plans (IFSPs)
- AT Continuum & AT Examples
- Benefits of AT



Assistive Technology (AT): True or False

Assistive Technology = Computers & Tablets There are prerequisite skills that a child must have before using AT Parents can request an AT evaluation at any time 3. AT makes children dependent on technology and prevents them from learning to do tasks on their own

AT: True or False cont'd

Children who use AT are getting an unfair 5. advantage, which is like cheating The use of Augmentative and Alternative Communication (AAC) devices will increase a child's 6. speech development Using AT decreases a child's engagement and motivation to learn Children won't have AT in the real world, so there is no reason to provide it in school

Definition: Assistive Technology (AT)

Individuals with Disabilities Education Act (IDEA) Sec. 303.13 (b) (1) (i)

"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 an infant or toddler with a disability."



Definition: Assistive Technology Service

IDEA Sec. 303.13 (b) (1) (ii)

"Any service that directly assists an infant or toddler with a disability in the selection, acquisition, or use of an assistive technology device."

- **Evaluation** of needs including a functional evaluation in the child's customary environment
- Purchasing, leasing, acquiring AT devices
- Selecting, designing, fitting, customizing, adapting, applying, maintaining, repairing or replacing AT devices
- Coordinating and using other therapies, interventions, or services with AT devices
- Training or technical assistance for child, family, professionals, employers, or other support service providers

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Why Include , T?

 Considering AT is a legal requirement for every child with an Individualized Family Service Plan (IFSP)

It is best practice and good for kids!



Determining Need for AT in IFSP

WHO

 All members of the IFSP team including the parent

WHEN

- Initial IFSP Development
- 6 Month Review
- Annual Review
- Any other time where IFSP is reviewed and amended

HOW

- Documented observation
- Current data

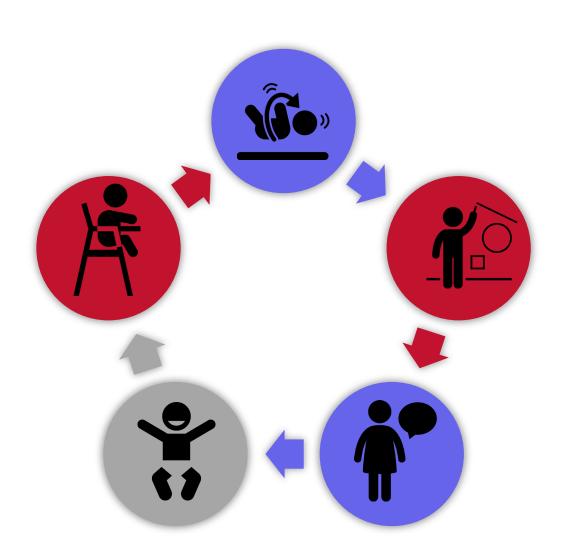


OSEP Part C Clarification Letter

AT must serve a developmental purpose by supporting the child's ability to participate in everyday activities.



5 Developmental Domains





Physical

Ability to interact with the world around them, including mastering movement and balance



Cognitive

Ability to think, react and learn about the world around them



Communication

Ability to exchange information, understand and express ideas



Social or Emotional

Ability to interact with others and self-regulate emotions



Adaptive

Ability to adapt to various demands of normal daily living



Assistive Technology Continuum

No or low tech

Medium tech

High tech









AT: Interacting with the World

Movement, Balance, Motor, Vision & Hearing

LOW TECH

- Boppy Pillow
- Towel Roll
- Seat cushion
- Wedge

- Magnifiers
- Braille display

MEDIUM TECH

- Walker
- Stander
- Adapted Bicycle
- Wheelchair
- Switches

- Lighted Visual Display
- Talking Devices
- Screen Reading Software
- Pull Ball



Physical Domain

HIGH TECH

- Power chair
- OT Apps
- Talking Devices
- Text-to-speech system



AT: Thinking, Reacting, and Learning about the World

LOW TECH

- Sorting trays
- Stamps
- Textured books
- Adapted writing materials

- Manipulatives
- Alphabet blocks
- No spill paint cup
- Dot painters
- Counting cube

MEDIUM TECH

- Audiobooks
- Switch adapted toys
- Mini popper toy

HIGH TECH

Electronic Device with apps



Cognitive Domain



AT: Exchange Information, Understand and Express Ideas

LOW TECH

- Communication Key Chain
- Visual Stories
- Picture Symbols
- Core Vocabulary Boards

MEDIUM TECH

- Single Message Device
- Voice amplification systems

HIGH TECH

- Dynamic AAC Device
- Speech Recognition Software





AT: Interaction with Others and Self-Regulation of Emotions

LOW TECH

- Fidget toys
- Emotion visual cards
- Visual social stories
- Mirror to identify emotions

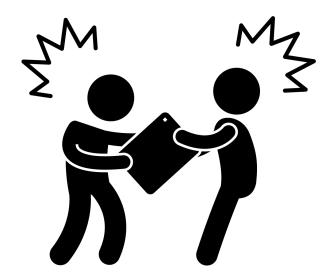
MEDIUM TECH

- Video modeling
- Visual timers
- Vibrating cushions/gadgets

HIGH TECH

- Electronic device apps
- Robots

• Swings/Trampolines



Social/Emotional Domain



AT: Adapting to Various Demands of Daily Living Dressing, Eating, Toileting, Washing

LOW TECH

- Bowls/cups with suction
- Adapted grip utensils
- Elastic shoelaces
- Velcro belt
- Stickers for shoes

- Adaptive openers (jars/bottles)
- Nonslip mats
- Adapted brushes/sponges

MEDIUM TECH

Automatic soap dispenser



- Voice/motion activated lighting
- Obi (adaptive eating tool)
- Smart bathing/faucets



Adaptive Domain

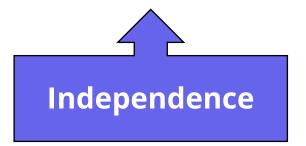


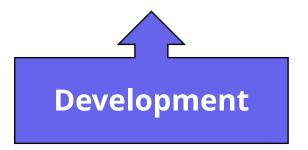
Benefits of Assistive Technology



















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