

List of Possible Low Tech Assistive Technology Page 1 of 2

Note: This list is provided to assist in the consideration of assistive technology for the development, review or revision of a student's educational program. It provides some tools and strategies that teams may want to investigate as possible technology solutions.

A. Motor Aspects of Writing

- Pencil or pen with adaptive grip
- Variety of pens and pencils
- Adapted paper (e.g. raised lines, highlighted lines, and so on)
- Slantboard
- Personal dry erase board
- Non-slip writing surface (e.g. dycem)

B. Computer Access

- Keyboard using accessibility options
- Word predictions, abbreviation/expansion to reduce keystrokes
- Arm support

C. Composing Written Material

- Word cards, word book, or word wall
- Pocket dictionary or thesaurus

D. Communication

- Communication board or book with pictures, objects, letters, or words
- Eye gaze board (Eye gaze communication)

E. Reading

- Changes in text size, spacing, color, or background color
- Use of pictures with text
- Book adapted for page turning (e.g. *page fluffers*, 3-ring binder, cardboard in page protector)
- Predictable books
- Changes in text size, colors, spacing, background
- Use of picture symbols with text
- Color overlays

F. Learning and Studying

- Print or picture schedule
- Low-tech aids to find and organize materials (i.e., color coded folders)
- Tabs, color coded folders, pocket notebooks/binders
- Highlight text (e.g. markers, highlight tape, ruler)

G. Math

- Abacus/Math Line
- Enlarged math worksheets
- Alternatives for answering, explaining or giving examples
- Math "Smart Chart"
- Graph paper to help stay in the line
- Money Calculator/Coinulator
- On-screen calculator
- Output measuring devices (e.g. clock, ruler)

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H. Recreation/Leisure

- Adapted toys and games (e.g. toy with adaptive handle)
- Adaptive sporting equipment (e.g. lighted or bell ball, Velcro mitt)
- Modified utensils (e.g. rollers, stampers, scissors)
- Knobs for puzzles
- Adapted crayon holders
- Adapted books
- Adapted music with symbols
- Spinners for games

I. Activities of Daily Living

- Adaptive eating devices (e.g. foam handle on utensil)
- Adaptive drinking devices (e.g. cup with cut out rim)
- Adaptive dressing equipment (e.g. button hook, reader)
- Nonslip materials
- Color coded items for easier locating

M. Vision

- Magnifier
- Screen color contrast
- Screen magnification software

N. Hearing

- Preferential seating
- Recorded lectures for later play back