

ASSISTIVE/ AUGMENTATIVE TECHNOLOGY:

Assisting Students with ASD

What is Assistive/ Augmentative Technology?

Assistive Technology is “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 a child with a disability” (IDEA, 2017).

1. Notes

- **Low Tech:** This level refers to assistive tools that are low cost, easy to procure, and do not involve complex training to administer.



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- An example of low-tech assistive technology for students with ASD are visual aids, such as pictures of items placed on the front of a notebook or a post-it note stuck to a page, can help students remember materials. People with ASD often have impaired executive functioning, so additional visual aids are a great way to help them stay organized.

2. Speech Generating Devices

- **Mid-Tech:** This level of assistance refers to assistive tools that are moderate in cost, usually battery-powered, and require some training to use.



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- An example of mid-tech assistive technology for students with ASD are speech generating devices. These technologies are small, battery-powered tablets that assist students with ASD who cannot communicate effectively through verbalization. The tablets have a fixed board with picture buttons and overlays, and they are a moderately-priced support that is portable and effective.

3. Virtual Manipulatives

- **High-Tech:** This level of assistance refers to assistive tools that are higher in cost, usually involve computers or are electrically or structurally complex, and require significant training to utilize.

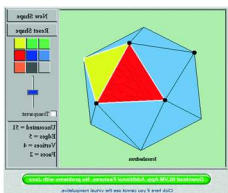


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- An example of high-tech assistive technology for students with ASD are virtual math manipulatives. These technologies are computer applications that allow students to virtually construct models for deepening mathematical understanding. Students with ASD usually have strengths in visual-spatial ability, though poor motor coordination, and multiple sensory integration dysfunctions. The 3D virtual modelling apps allow students to learn and explore mathematical curriculum in a way that utilizes their strengths.

References

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