

WELCOME!

Apps for Pre-Math Skills

Barbara Welsford, M.Ed., ATP, ATS, LDATS, ADE Assistive Technology Specialist

Lindsay Welsford, BSc., B.Ed, M.Ed.

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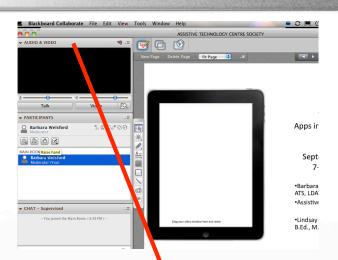


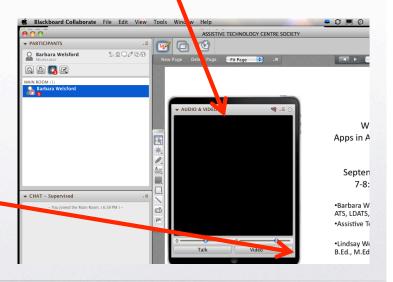
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Hold down your mouse on the Audio and Video window toolbar and drag the window down to the iPad on the whiteboard

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Assistive Technology Centre Society





Assistive Technology Centre Society Registered Canadian Charity

Providing Assistive
Technology Services and
Supports to individuals
with disabilities since 1993





Presenter

Barbara Welsford, M.Ed., ATP, ATS, LDATS, ADE

Assistive Technology Specialist

Barbara Welsford, M.Ed., ATP, ATS, LDATS, ADE Apple Distinguished Educator 2011 Proloquo2go Certified Trainer Assistive Technology Specialist

In the field of AT for over 25 years Assistive Technology Specialist SSRSB

Works with students from K-12 and Early Intervention Program
1 year prior to entering school. All abilities. All AT.
Designs and teaches Graduate courses in Assistive Technology
for Acadia University and St.Fx University

Cofounder of the ATCS 1993

Distinguished Educators





Presenter

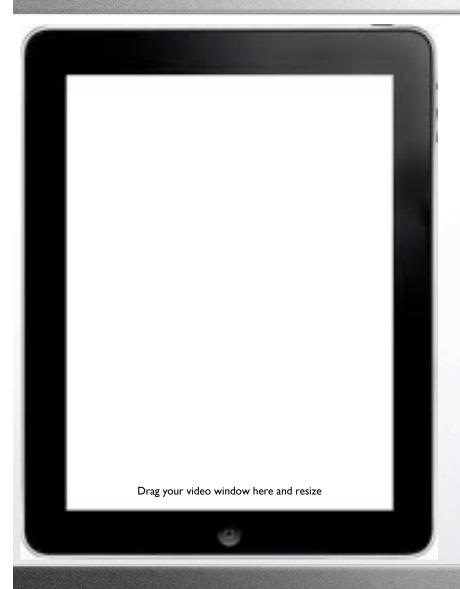
Lindsay Welsford, B.Sc., B.A., B.Ed., M.Ed.

Program Support Teacher/ Learning Centre
Teacher Forest Heights Community School
Currently works with highest needs students in a
Learning Centre environment, including numerous
students with severe autism
grades 10-12

Previous employment with the University of New Brunswick as the Assistive Technology Mentor

Has also worked in a recreation capacity with the Queen Alexandra Centre for Children's Health, Victoria, BC (ages 6-19)

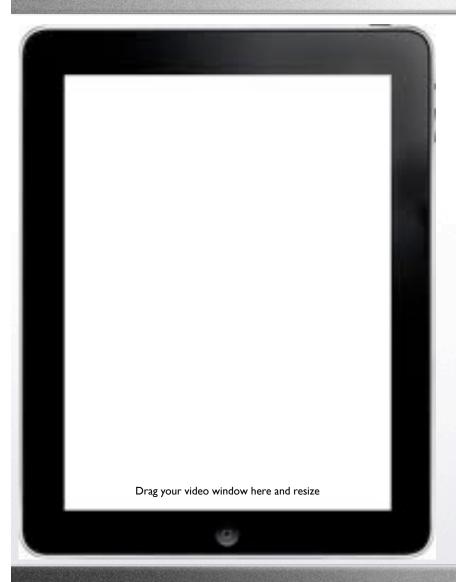




WEBINETTE OVERVIEW

- Shape Up!
- Autism Colors
- Alien Buddies
- Clean Up: Category Sort
- Drawing Pad
- ABA Problem Solving what does not belong

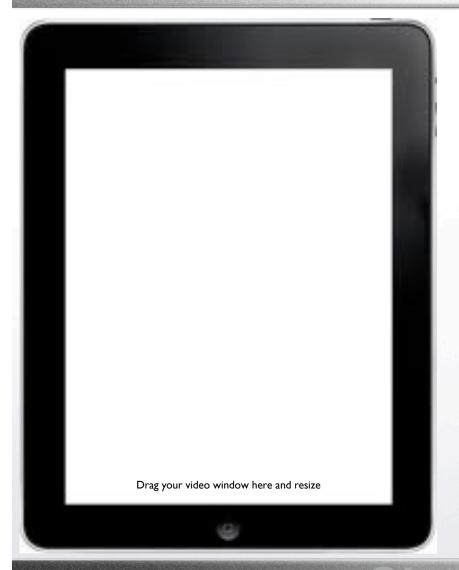




List of Pre-Math Skills by Topic

- •Data Analysis and Probability
 - Match Objects to duplicates
 - Match Objects by colour
 - Sort objects by colour
 - Identify primary colours
- Geometry
 - Match duplicate 2D shapes
 - Sort duplicate 2D shapes
 - Sort similar 2D shapes
 - Choose I attribute to sort
- Numbers and Operations
 - Attend to math
 - Touch and explore manipulatives
 - Make a choice
 - Understanding of cause and effect





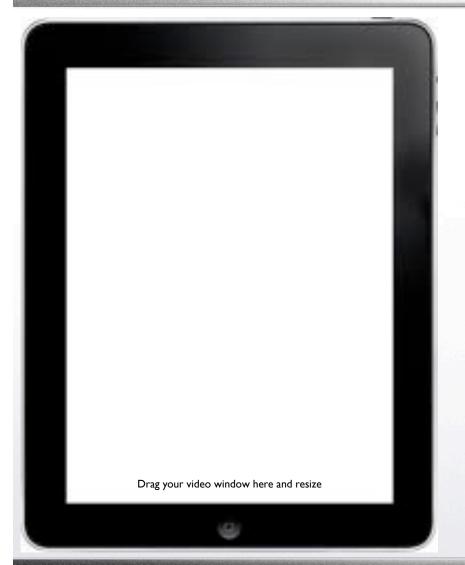
Shape Up!

\$ 2.99



- Four little cows Bluebell, Violet, Rosie and Buttercup bored of their square meadow, want to escape. To do so they will need help to remove the posts at the corners of the meadow.
- Draw shapes, in which children learn how to draw basic shapes and are rewarded with stamps of our little cows
- Spot the Difference, that requires dexterity and care from the little fingers to complete.
- Assessment Idea: Check list (which shapes, on request, were they able choose and draw independently);





Autism Colors

\$13.99



- Discrete Trial Training
- Fully automated and has been tested with children with autism at The Children's Treatment Center
- Very simple with no distracting stimuli
- Not designed to be a general purpose game, but rather a clinically tested training approach for children with a specific type of disability.

Autism Colors





Alien Buddies

\$1.99



- Matching: color, shape, letter and number recognition (audio and visual modes)
- Visual and audio Matching games: the cast of cute and quirky characters will lead your child on an engaging journey to reinforce fundamental skills: recognizing colors, shapes, numbers and uppercase and lowercase letters
- Turn music/ sound effects on/of and reset completed games under "Parents" button
- Assessment Idea:

Alien Buddies





Clean Up: Category Sort

Free



- Students sort items, according to where they would be kept
- Assessment: Limit the number of objects, then use the percentage on the top right

Drawing Pad \$ 1.99



- Primarily an art program
- Access "stamps", which are easily moveable
- Student can sort them according to specific features, colour, etc.
- Save or email finished image

Clean Up & Drawing Pad







ABA- Problem Solving – What does not belong



Free

- Customizable: Voice, Images, Concepts
- Dynamic game play adjust difficulty automatically to keep kids both challenged and entertained. If you select progressive game play then the game starts with easy concepts (e.g. touch the circle) and proceeds to advanced concepts (touch the bigger circle) automatically.
- Implementation Idea: With a partner, students can discuss each item and decide which doesn't belong (noticing lines, colour, direction, etc.). The students could also discuss this with a teacher.

ABA Problem Solving