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# WELCOME!

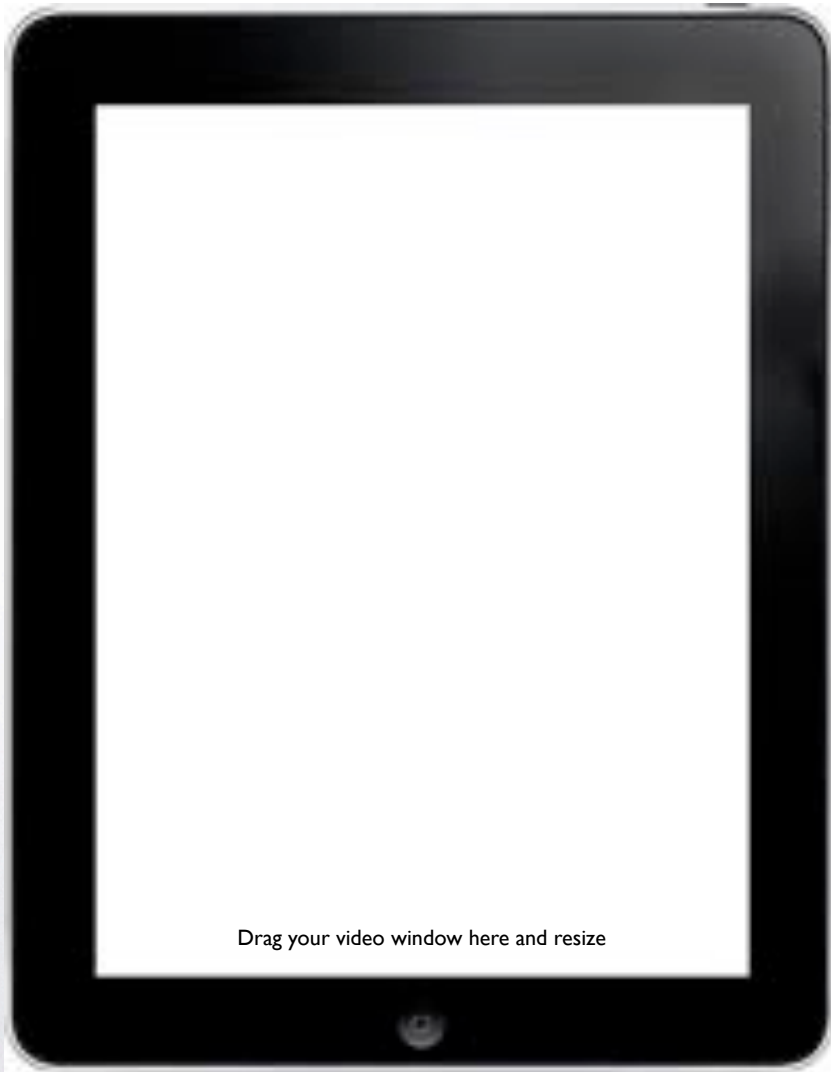
## A Day in the Life of a Boy with Autism Using His iPad and iPod Touch in the Classroom

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

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

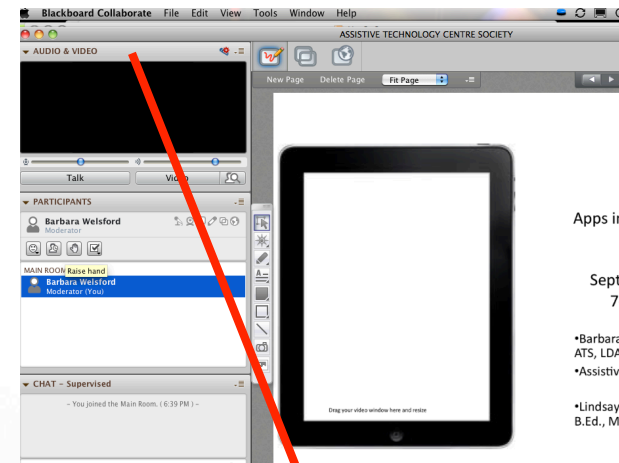


# Enlarge your video window



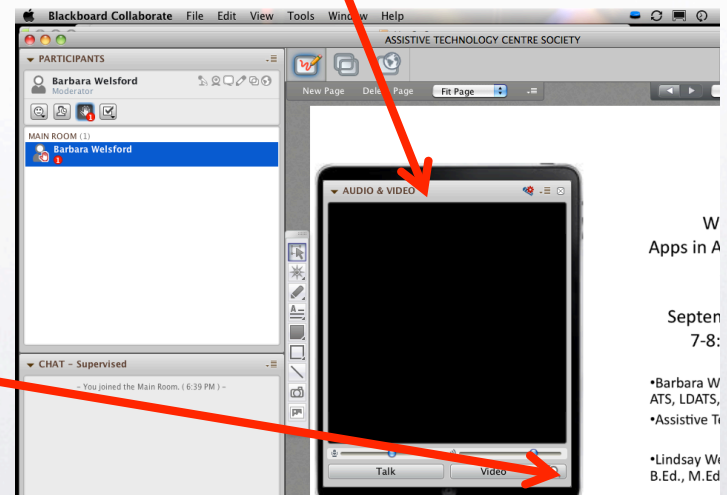
1

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



2

Click on the bottom right hand corner of the video window and drag down to the right to enlarge your view





# Assistive Technology Centre Society



ASSISTIVE TECHNOLOGY CENTRE  
Technology solutions for people with disabilities



Assistive Technology  
Centre Society  
Registered Canadian  
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Providing Assistive  
Technology Services and  
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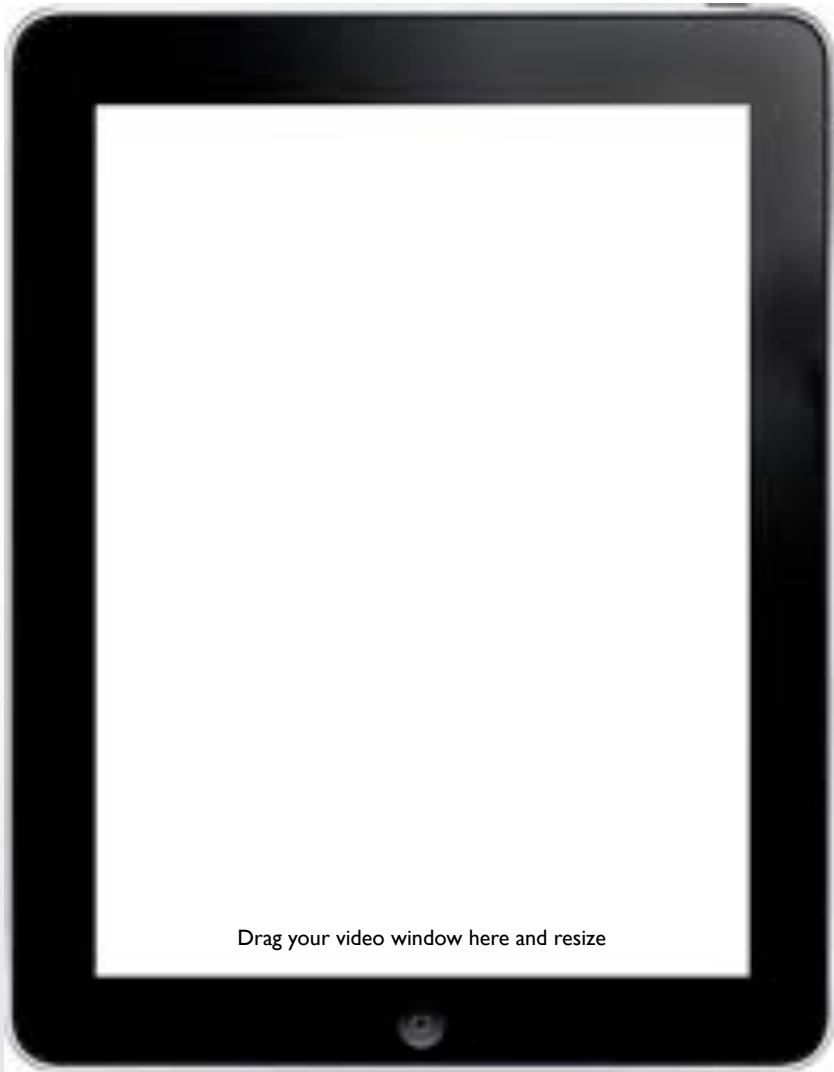


**AUTISM SPEAKS<sup>TM</sup>**  
**CANADA** 

It's time to listen.  
Il faut écouter.

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# Presenter

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

**Assistive Technology Specialist**

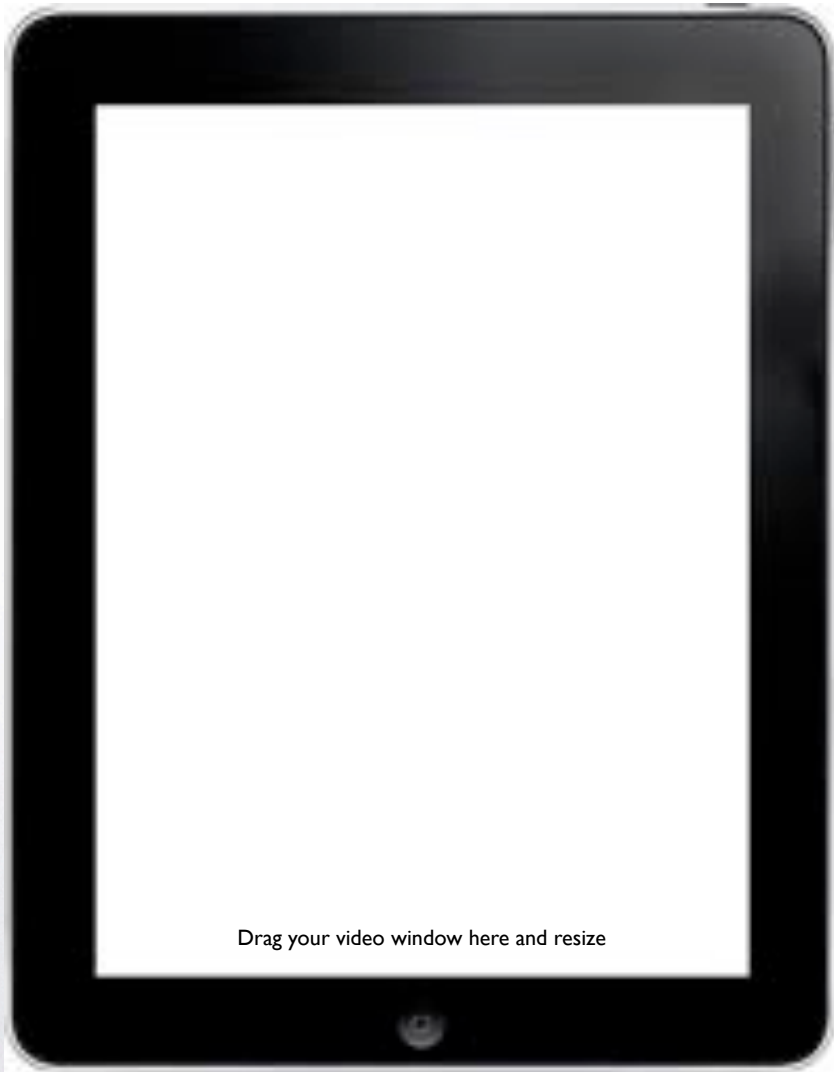
Barbara Welsford, M.Ed., ATP, ATS, LDATS, ADE  
Apple Distinguished Educator 2011  
Proloquo2go Certified Trainer  
Assistive Technology Specialist

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





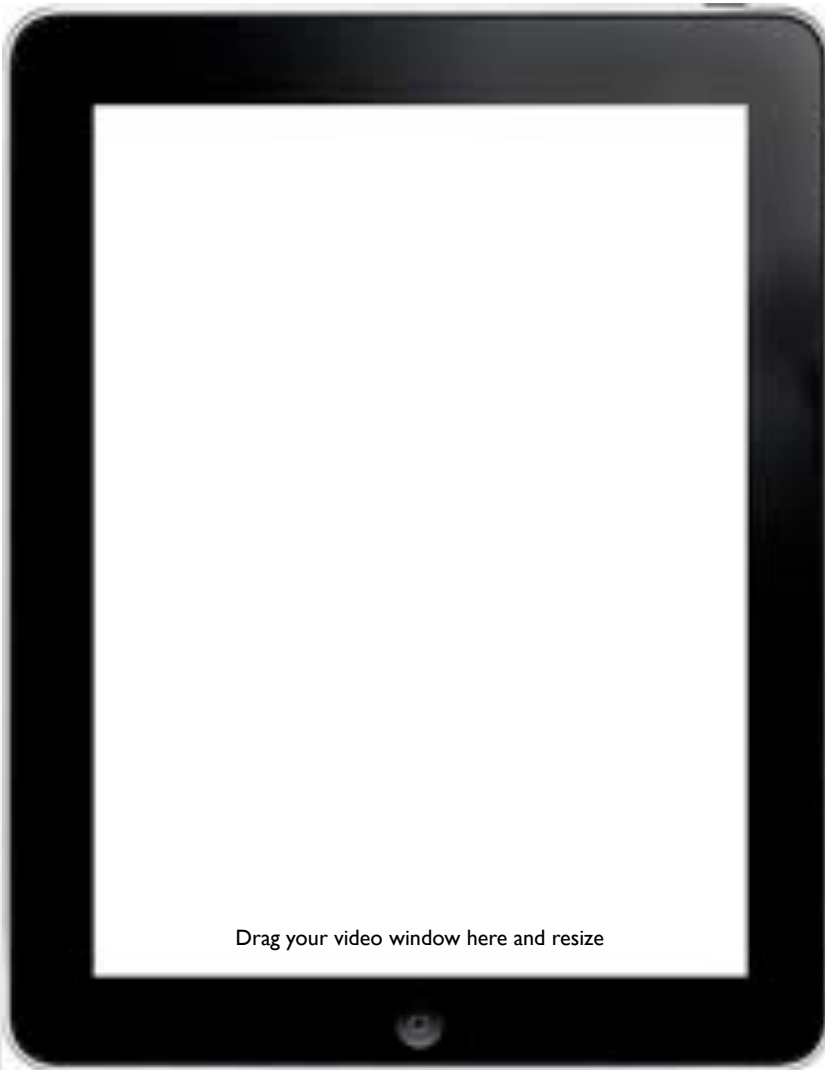
## Presenter

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)



## Background

### **Strengths:**

- Visual learner
- Visual and factual memory is good
- Moderate personal care skills
- Responds well to technology and mobile devices

### **Challenges:**

- Non verbal
- Challenges with expressive and receptive language
- Numeracy and understanding of number concepts is at an early elementary level
- Can decode, but requires additional skills in reading comprehension
- Demonstrates difficulty sequencing events and items, which transfers into his writing skills
- Short attention span
- Focus of his individual plan is on functional skills – communication, academics, self regulation, personal care, fitness

Oscar Background



## Sample Outcomes

- Oscar will add numbers up to 10 with 90% accuracy.
- Oscar will write five or more word sentences with 80% accuracy
- .
- Oscar will purchase items at the store with a verbal or visual prompt.
- Oscar will participate daily in a fitness program with his peers.
- Oscar will correctly ask and respond to who, what, when and where questions with 80% accuracy.

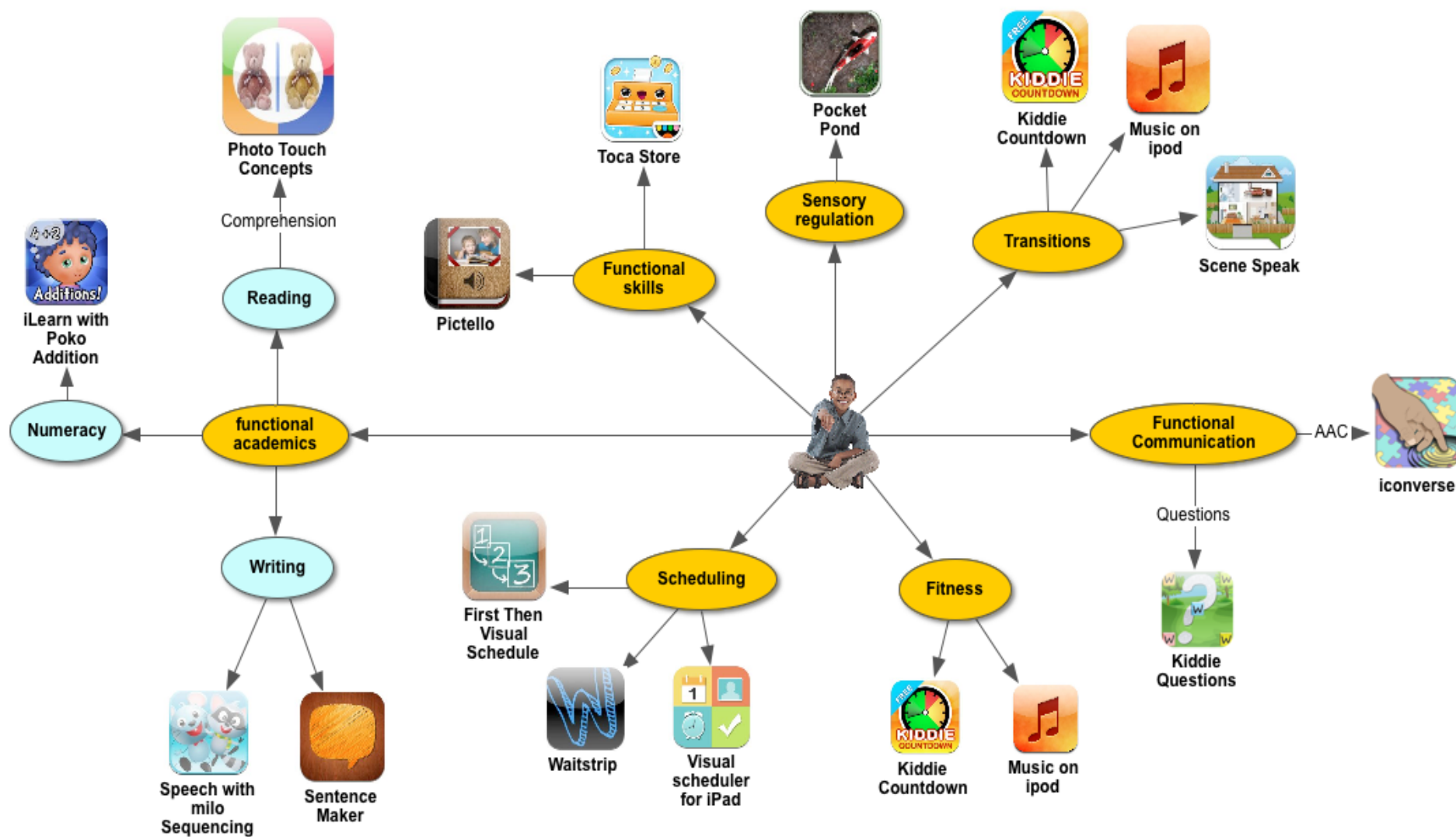
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# Oscar Background





# Oscar's Apps



OSCAR



## OSCAR'S SCHEDULE TODAY

Transition Time

Reading

Circle Time

Numeracy

Sensory Room

Snack

Functional skills

Sensory Room

Writing

Fitness

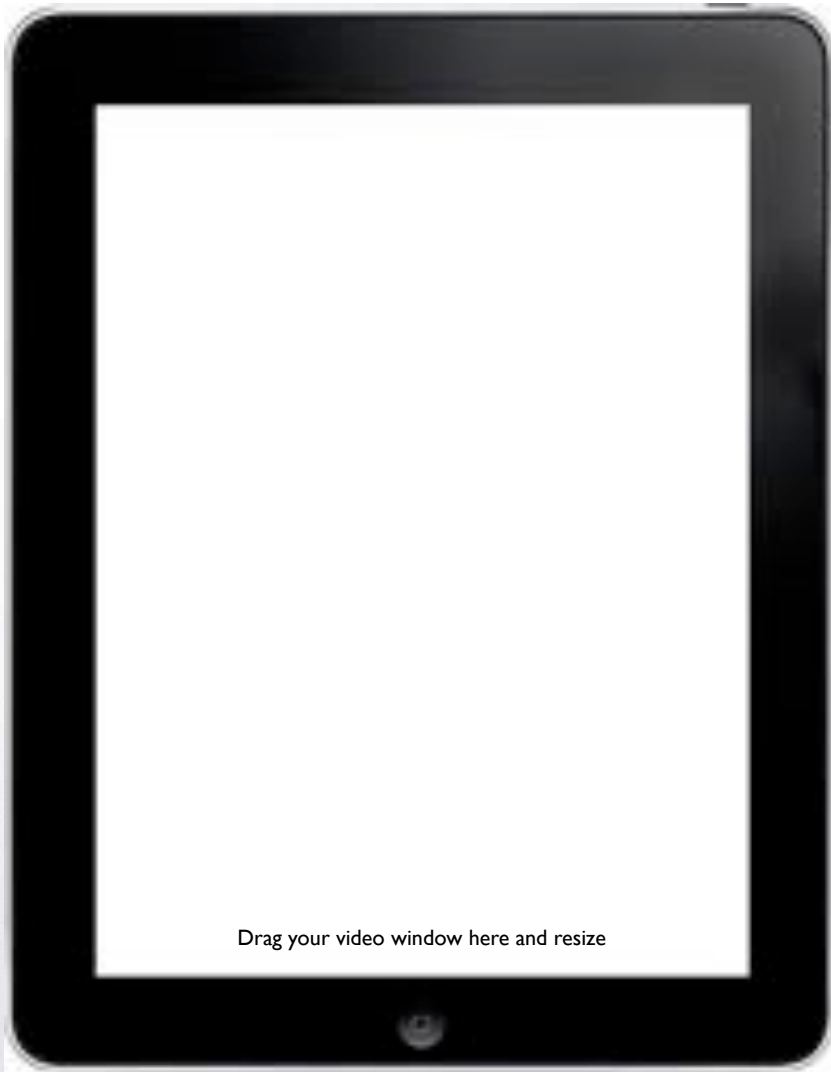
Lunch

Sensory Room

Communication

Functional Skills

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**Scene Speak**

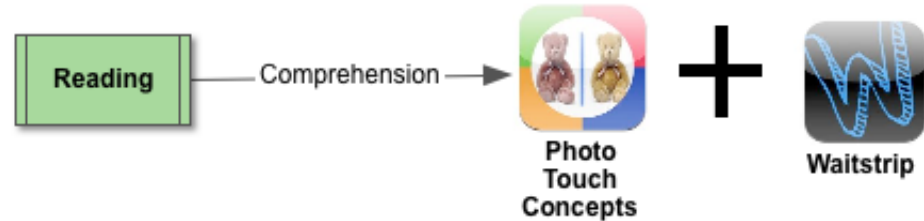
## **Scene Speak (\$9.99)**

- Oscar's teacher has taken a photo of her learning centre and other rooms in the school.
- Oscar will refer to the photos and touch each area to confirm what the expectations are for that area.

Scene Speak



## Reading Comprehension



### **Photo Touch Concepts (\$0.99)**

- Oscar is improving his reading comprehension by practicing concepts such as above and below, directions, left and right, shortest middle tallest, etc.
- He works with his aide to record the number of correct responses.

### **Waitstrip (\$0.99)**

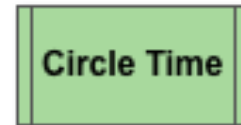
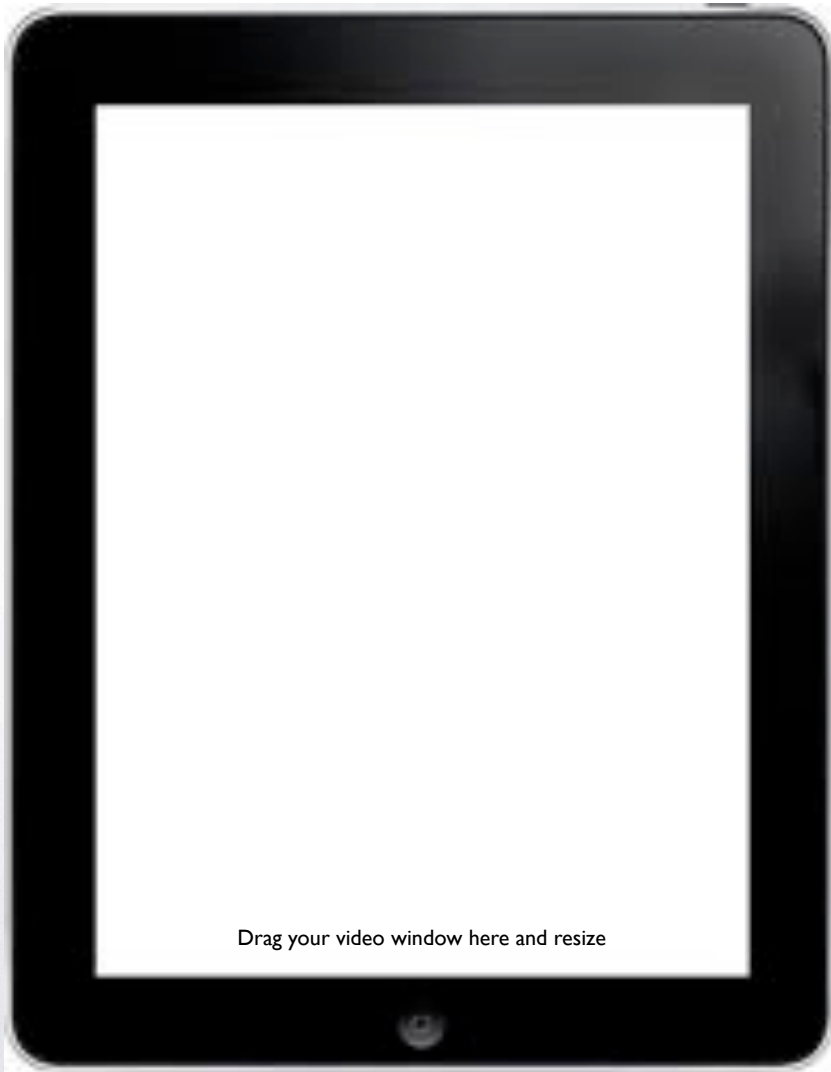
- Oscar must answer 10 concept questions, which he marks off using waitstrip.
- Once he reaches 10, waitstrip reminds him that he is finished.

#### **Follow up activity:**

Work with the student to conduct a scavenger hunt for the concepts practiced in Photo Touch Concepts. Have the student set up each scenario (ie the pencil is above the paper) and video the process.

# Photo Touch Concepts, Waitstrip

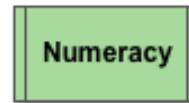




**Pocket  
Pond**

## **Pocket Pond (Free)**

- Oscar needs to fidget and touch to stay and participate in circle time.
- He manipulates the water while his teacher proceeds to lead the guided meditation.



iLearn with  
Poko  
Addition



Kiddie  
Countdown

## **iLearn with Poko Addition (\$2.99)**

- Oscar practices adding in each of the three categories.
- The level of difficulty of the questions are automatically set based on his responses.

### **Follow up activity:**

Build with MegaBlocks. The student might start with 2 blocks, then add 3 blocks. Then the student starts with 4 blocks and adds 6 blocks. Work with classmates to build different sized towers. Compare to see which tower is taller. Take a photo of the towers and make a report in Pictello.

# iLearn with Poko Addition, Kiddie Countdown



Pocket Pond



Kiddie Countdown

## **Pocket Pond (Free)**

- Oscar sits on an oversized beanbag chair in the sensory room with the ipad on his lap.
- He swirls the water and listens to the calming nature sounds while he returns to a calm state
- Oscar will be calm and ready to learn for his next activity.

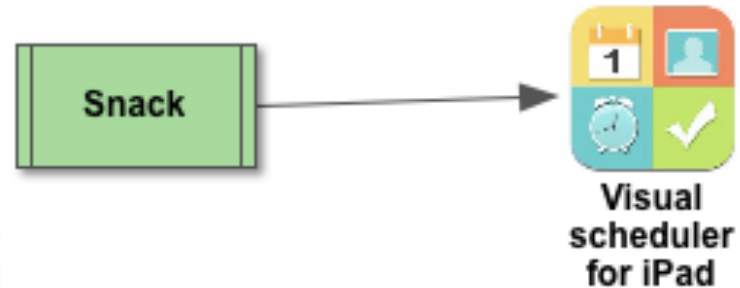
## **Kiddie Countdown (Free)**

- Oscar can check the visual timer to know how much longer he will be in the sensory room. When the alarm sounds, he will know it is time to transition to the next activity

# Pocket Pond, Kiddie Countdown



Snack



### **Visual Scheduler (\$14.99)**

- Oscar reviews the Activity Schedule for snack time.
- After a while Oscar will not need this prompt to proceed through snack time and it will be faded out.

# Visual Scheduler





## Functional Skills



Functional skills



First Then  
Visual  
Schedule



Toca Store



Kiddie  
Countdown



Pictello

### **Toca Store (\$1.99)**

- Oscar sets up his store, then invites a classmate to purchase items from the selection.
- They follow the visual prompts to pay, take money, and put the item in the bag.

### **Pictello (\$18.99)**

- Oscar reviews the video model he and his aid created for going shopping in his local grocery store.
- They have been role playing and tomorrow they will go to the store.

# Toca Store, Pictello



## Sensory Room



Pocket  
Pond



Kiddie  
Countdown

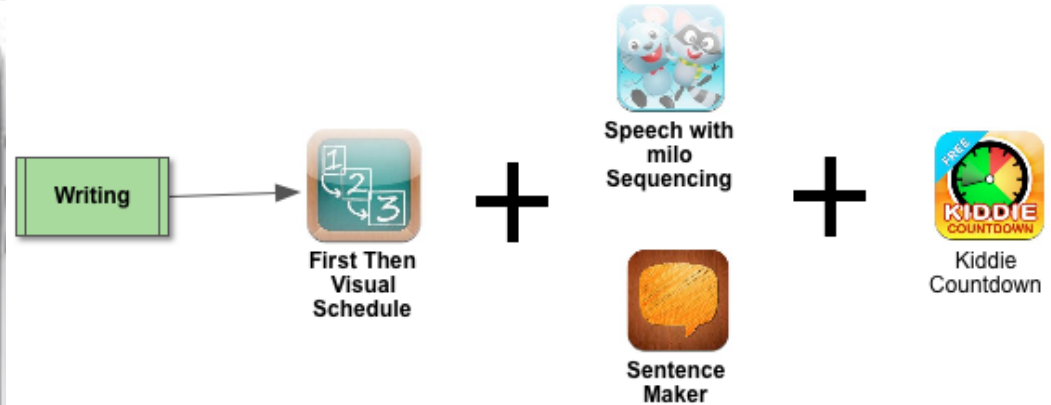
### **Pocket Pond (Free)**

- Oscar sits on an oversized beanbag chair in the sensory room with the ipad on his lap.
- He swirls the water and listens to the calming nature sounds while he returns to a calm state.
- Oscar will be calm and ready to learn for his next activity.

### **Kiddie Countdown (Free)**

- Oscar can check the visual timer to know how much longer he will be in the sensory room. When the alarm sounds, he will know it is time to transition to the next activity.

# Pocket Pond, Kiddie Countdown



## **First Then Visual Schedule (\$9.99)**

- Oscar's aide reminds Oscar that today he will First he will use Milo, then they will make sentences.

## **Speech with Milo Sequencing (\$2.99)**

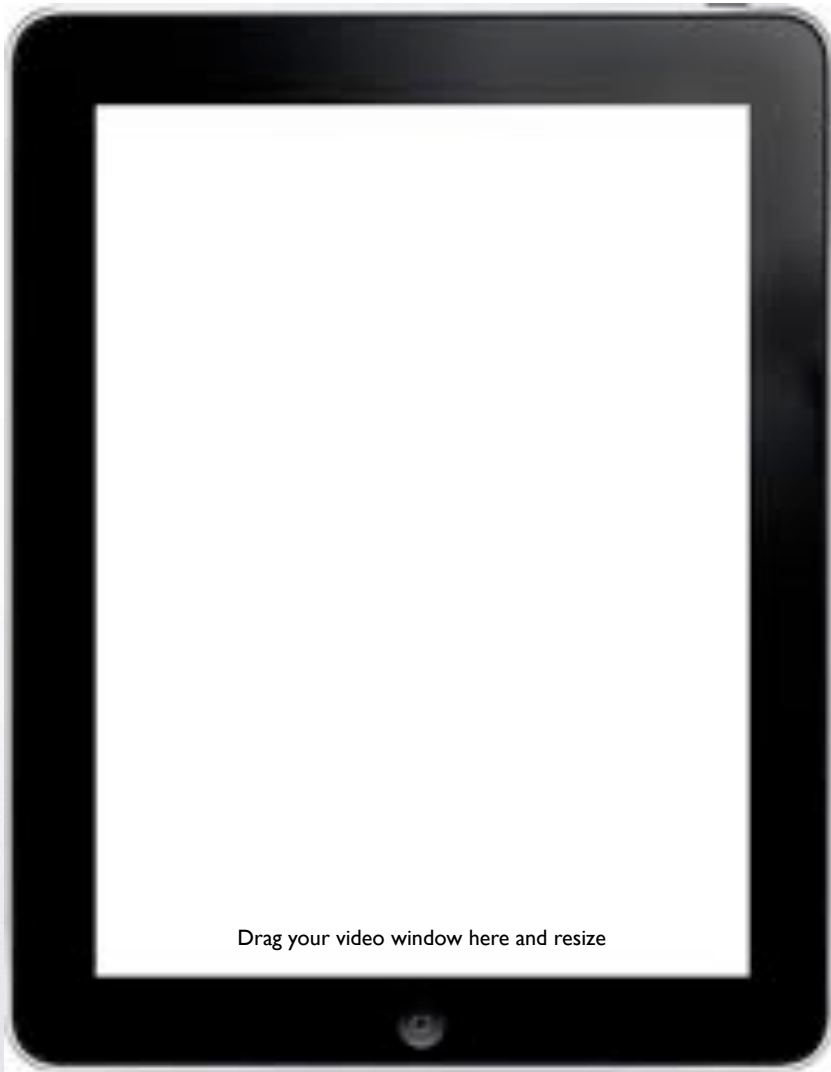
- Oscar has been practicing the idea that things go in a certain order. He plays this game to remind himself.

## **Sentence Maker (Free)**

- Oscar sequences the words to make sentences with visual and verbal prompts.

# Milo, Sentence Maker





## Kiddie Countdown (Free)

- Oscar and his partner first run on the treadmill, then lift weights together.
- They set the timer so they know when they get to switch activities.

## Music (Free app + songs)

- Oscar has made a playlist just for fitness to get him in the mood to move around.





Lunch



### **Visual Scheduler (\$14.99)**

- Oscar checks his Activity Schedule for lunch.
- Once he becomes familiar with the routine, he can fade out the lunch activity schedule.

### **Music (Free app + songs)**

- Oscar eats with headphones and music on so that he can block out distractions and fully taste his food.

### **Frog Checkers (\$ 0.99)**

- Once Oscar is finished eating, he plays Frog Checkers with his friend.

# Visual Scheduler, Music, Frog Checkers



Sensory Room



Pocket Pond



Kiddie Countdown

## **Pocket Pond (Free)**

- Oscar sits on an oversized beanbag chair in the sensory room with the ipad on his lap.
- He swirls the water and listens to the calming nature sounds while he returns to a calm state.
- Oscar will be calm and ready to learn for his next activity.

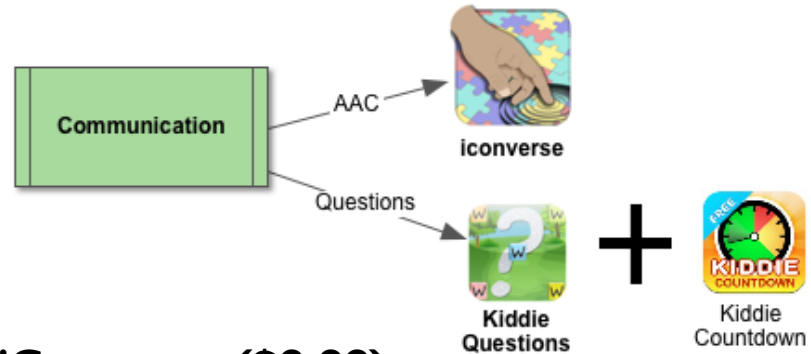
## **Kiddie Countdown (Free)**

- Oscar can check the visual timer to know how much longer he will be in the sensory room. When the alarm sounds, he will know it is time to transition to the next activity.

# Pocket Pond, Kiddie Countdown



## Communication



### **iConverse (\$9.99)**

- Throughout the day, Oscar uses iConverse to interact with those around him.
- In this activity he will respond to the questions using iConverse.

### **Kidde Questions (\$2.99)**

- Oscar takes turns with his partner, answering who, what, when, where, and why questions.

#### **Follow Up Activity:**

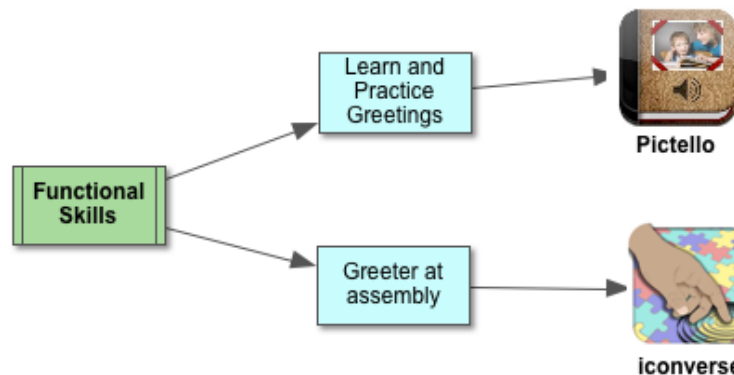
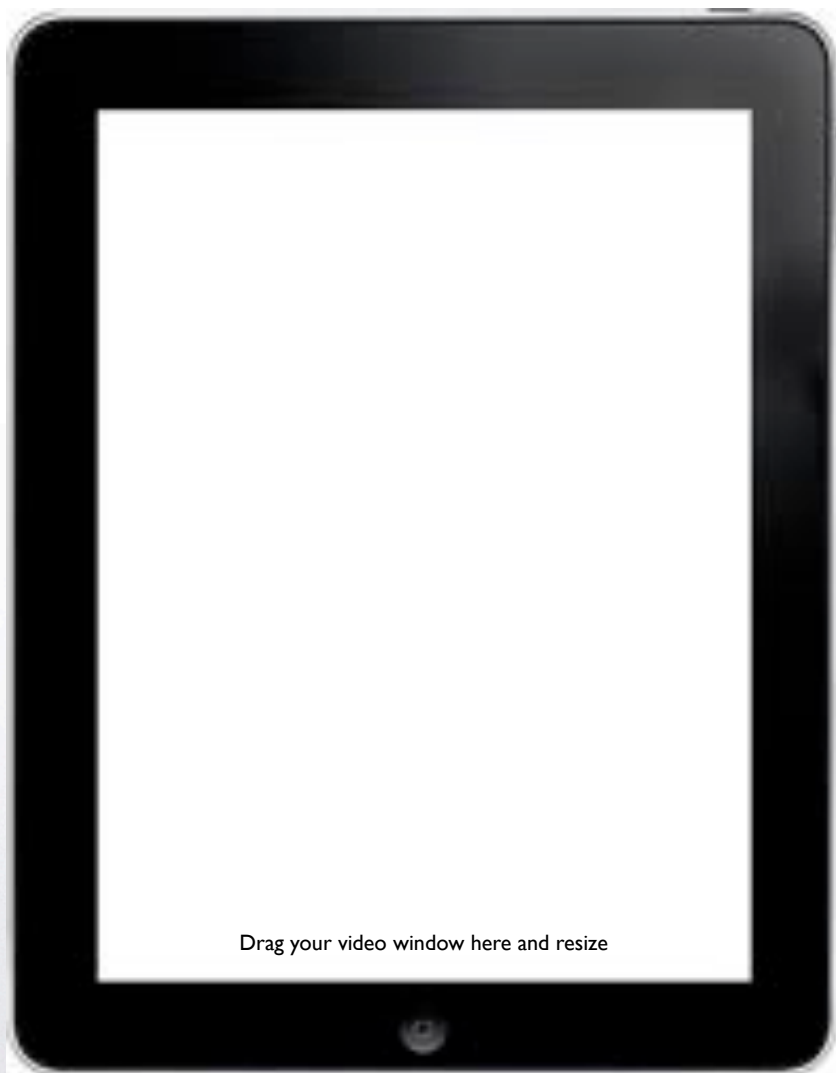
The student conducts an interview using who, what, when, where, why questions. The student will preprogram the questions into iConverse, then ask a classmate.

# iConverse, Kiddie Questions





## Functional Skills



### **Pictello (\$18.99)**

- Oscar reviews the video model for greetings and role plays them with his classmates, aide, and teacher.

### **iConverse (\$9.99)**

- Oscar preprograms greetings into iConverse and greets the special guests at the assembly today.
- Working with his teacher, he tries to predict what questions they might ask him. He preprograms some answers into iConverse.

# Pictello, iConverse





## Evaluation Survey

<http://app.fluidsurveys.com/surveys/bwelsford/a-day-in-the-life-of-oscar-and-his-ipad/>

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