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## LOW- OR NO-TECH ASSISTIVE TECHNOLOGY OPTIONS

Assistive technology doesn't have to be high-tech! Here are 5 great examples of easy-to-use, low-tech or no-tech AT tools that help build children's communication skills.

### AT TOOL

#### Communication photographs

#### WHAT IT IS

Individual digital photos of actual items, people, actions, places, and feelings of child's environment.

#### HOW TO USE IT

Select the appropriate number and size of photos for the child.

Position photo in front of object to link symbol and object.

#### HOW IT HELPS

Links to objects in environment to build communicative intent.

Reinforces familiar receptive vocabulary and introduces novel words.

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### AT TOOL

#### Visual scene

#### WHAT IT IS

Large photograph of a familiar environment (laminated or preserved with page protector)

#### HOW TO USE IT

Introduce the photo prior to an activity

Preview what the child will see, do, and experience

Review after the activity to create a "story" about it

#### HOW IT HELPS

Depicts actions, people, and interactions in context, to help the child build vocabulary beyond nouns.

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### AT TOOL

#### Communication icons with printed label

#### WHAT IT IS

Individual icons printed on single laminated cards

#### HOW TO USE IT

Select the appropriate icon cards for the child.

Position card in front of object to link icon and object.

#### HOW IT HELPS

Represents objects, actions, people, and other vocabulary in a higher level of symbolic representation.

3

### AT TOOL

#### Activity board

#### WHAT IT IS

Various sizes and numbers of photos and icons displayed on a board

#### HOW TO USE IT

Position core words in the same place on repeated boards to show steps of activities in sequence

Use aided language stimulation to highlight words

Wait for child's response

#### HOW IT HELPS

Supports comprehension and expressive language

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### AT TOOL

#### Clock scanning communicators

#### WHAT IT IS

Visual display of communication choices on a clear plastic clock face.

#### HOW TO USE IT

Attach selected objects/photos/icons on clock face.

Child controls the pointer with the touch of a switch until the desired symbol is reached.

#### HOW IT HELPS

Great way to communicate choices and desires

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