

Module 4 – Assistive Technology for Learning

Module Summary Activity

1. UDL stands for "universal design for learning". What does "universal design for learning" mean?

2. Which of the following are principles of UDL?

Multiple means of determination

Multiple means of expression

Multiple means of representation

Multiple means of regeneration

Multiple means of engagement

3. Mary is a student who requires a text reader to help her read her text books and fill in worksheet answers. Which one of these programs do you think Mary should use? Explain your choice.

Boardmaker Plus

Clicker 5

Classroom Suite 4

SOLO

Kurzweil 3000

Popplet

4. David is a student who needs both literacy and numeracy support. From this list, select a program that his school team could consider as a solution. Explain your choice.

Clicker 5

Classroom Suite 4

Kurzweil 3000

SOLO

5. What website(s) do you think will be your “go to” sites for information and/or reviews on software or apps?