

Individualized Education Program Goals for Assistive Technology

Considerations to Discuss With the Team

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Example Goals for Assistive Technology

Technology and Concepts (skill 4)

By (date), Troy will demonstrate a beginning working knowledge of the QWERTY keyboard 3 out of 5 sessions.

- Student will locate and place fingers/hands in correct position on the home row.
- Student will locate and type letters of the home row without looking at the keyboard using one or more of the following: LP keyboard, joystick, stylus/iOS, adaptive switch.

Student will type up to 7 wpm using preferred method to access **the keyboard**.

Communication and Collaboration (skill 1, 4,5)

By (date), Troy will use an ATD to locate and read/listen to 2 or more pages of a story or for 20 minutes.

- Student will select a format/method (Bookshare*VDR/iBooks/BookCreator/LP) to locate a story for silent reading assignment(s) or for a leisure reading assignment.
- After choosing preferred format, student will select the correct tool/device (computer, tablet, Video Magnifier/CCTV/Book) to read/listen to 2 or more pages of a story or for 20 minutes.

Critical Thinking, Problem Solving and Decision Making (skill 3)

By (date) Troy will use a tangible coding system to work on logic and problem-solving skills.

- Student will complete 5 – 10 lessons using a tangible coding system to work on problem solving and logic skills.
- Student will independently place all pieces in the correct storage containers, 3 out of 5 sessions without prompting.