

George Mason University
Assistive Technology Certificate Program
Kellar Institute for Human disAbilities
Summer 2004

Software for Individuals with Special Needs
(EDSE/EDIT 525) (2 Credit Hours)

SCHEDULE

Class Time: 7:20-10 PM
Class Sessions: July 6, 8, 12, 14, 16 and August 20
Class Location: Thompson Hall 221

INSTRUCTOR

Marci Kinas Jerome, M.Ed.
703-993-3670
Krug Hall 105

mkinas@gmu.edu
Office Hours: by appointment

COURSE DESCRIPTION

This course focuses on software evaluation and design for individuals with disabilities. Students have the opportunity to explore existing software resources and identify design features to meet an individual's special needs. Students create a software program for a person with disabilities.

REQUIRED READING

- The instructor will provide handouts and Internet sites.

COURSE OBJECTIVES

At the completion of this course, students will be able to:

- Identify key factors in selecting software for individuals with disabilities
- Evaluate and match appropriate software to individual learning and access needs
- Develop and design software programs for individuals with disabilities

RELATIONSHIP OF COURSE TO PROGRAM GOALS AND PROFESSIONAL ORGANIZATIONS

This course is part of the George Mason University, Graduate School of Education, and Special Education Program for teacher licensure in the commonwealth of Virginia in the special

education areas of emotional Disturbance and Learning Disabilities. This program complies with the standards for teacher licensure established by the Council for Exceptional Children, the major special education professional organization. As such the learning objectives for this course cover many of the competencies for curriculum and methods for teaching individuals with emotional disturbances and learning disabilities kindergarten through grade 12.

COURSE OUTLINE

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| July 6 | Introduction to Special Needs Software <ul style="list-style-type: none">• Identifying key software features• Software review |
| July 8 | Integrating Software into the Curriculum <ul style="list-style-type: none">• Switch software• Functional academics• Reading, language arts, math, and science software• Creating online/offline connections |
| July 12 | Creating Your Own Software: Part 1 <ul style="list-style-type: none">• Copyright and image capturing• PowerPoint• Clicker 4• Kid Pix |
| July 14 | Creating Your Own Software: Part 2 <ul style="list-style-type: none">• Overlay Maker• IntelliPics• IntelliTalk II |
| July 16 | Creating Your Own Software: Part 3 <ul style="list-style-type: none">• Hyperstudio 4• Open (to decide as a class) |
| August 20 | Student Presentations |

ASSIGNMENTS

Assignment 1: In-Class Assignments (25 points)

Due: Each Class Session

Complete the in-class assignments for each of the five class sessions. Assignments will be due at the end of each class session. Each assignment will be worth 5 points for a total of 25 points.

Assignment 2: Software Review (35 points)

Due: July 16th

Students will select a software title to review. Software programs may include titles specifically designed for individuals with disabilities or general educational software. Programs can include those demonstrated during class. Using a software review form (one given to you in class or your own), students are to write a 1-2 page review that includes an 1) overview of the program, 2) recommended age, pre-requisite skills, and appropriate disabilities 3) available access methods, 4) key program features (both student and teacher), 5) overall strengths and limitations, 6) vendor information, and 7) price. Students will be expected to provide enough copies of their handout for other students in the class.

Assignment 3: Software Implementation Project (40 points)

Due: August 20

For the final project, students will apply their knowledge of software for individuals with special needs. Since students' professional interests and technical knowledge vary, students will choose to complete one of two possible final project options that best meet their interests. Furthermore, students will present their project to their peers on the final day of class.

Option 1: Develop a software program

Students will design and develop a software program that is appropriate for individuals with disabilities. Students can choose to use one of several authoring programs, which include PowerPoint, Clicker 4, Hyperstudio, IntelliTools products, and Macromedia products (Authorware or Director). Software programs will be evaluated based on layout quality and consistency, program content, appropriate use of student and teacher features, and accessibility through alternate access methods. Students will also create an offline activity that can be used in conjunction with the software program. Students will present their software program and offline activity on August 20.

The final project will be evaluated based on the following criteria.

• Rationale/Storyboard (due July 30)	5 pts.
• Software Program	20 pts.
• Offline Activity	10 pts.
• Presentation	5 pts.
TOTAL	40 pts.

Option 2: Software assessment

Students will identify an individual with a disability to conduct a software assessment. Based on the individual's learning needs, students will select 1-3 pieces of software to use with the individual over a 3-5 day period. Using a developed data collection method, students will instruct, observe, and evaluate the individual using the software program. Students will then write an assessment report identifying the strengths and limitation of the software programs (including access methods, data reporting options, and other software features). The report will also include 1-3 recommendation for other software programs that would be appropriate for the

individual. The recommendations should include a brief program description, vendor information, and price. Students will also create an offline activity for at least one of the software programs used during the assessment. Students will present the highlights of their software assessment and their offline activity on August 20.

- Rationale/data collection method (due July 30) **5 pts.**
- Assessment Report **20 pts.**
- Offline Activity **10 pts.**
- Presentation **5 pts.**
- TOTAL** **40 pts.**

GRADING CRITERIA

Evaluation will be based upon a point system. The point value for each assignment is as follows:

- Assignment 1: Class Participation 25 points
- Assignment 2: Software Review 35 points
- Assignment 3: Implementation Project 40 points

Total Possible Points 100 points

Grading Scale	
100-90	A
89-80	B
79-70	C
69 & Less	F

The instructor reserves the right to request that a student recycle a product that is not satisfactory. In such cases a response cost of 10 percent may be assessed.

Grades for late assignments will reflect a 20% response cost.

All assignments must be completed to receive a final grade.