More Resources

- www.ada.gov
- www.ed.gov/idea
- www.gpat.org
- www.cast.org
- www.greatschools.org





Universal design for learning (UDL) is a framework to improve and optimize teaching and learning for all people based on scientific insights into how humans learn.

The 3 Principles of UDL

Engagement - tap into learners' interests, challenge them appropriately, and motivate them to learn

Representation -give learners various ways of acquiring information and knowledge

Action & Expression - provide learners alternatives for demonstrating what they know

Office for Students with Disabilities
Building 2 - Room 102
Phone: 407-299-5000 x4167

Tutoring Lab

Assistive Technology

Resources



Minimize Barriers

Maximize Learning

Understanding Common Terms

Assistive technology (AT) is any item, piece of equipment, software program, or product system that is used to increase, maintain, or improve the functional capabilities of persons with disabilities.

The Individuals with Disabilities Education Act (IDEA) is a federal law that requires schools to serve the educational needs of eligible students with disabilities.

The Americans with Disabilities Act (ADA) is a civil rights law that prohibits discrimination based on disability.

The IEP, Individualized Education Program, is a written document that's developed for each public school child who is eligible for special education.



TUTORING LAB ACCOMMODATIONS

- Lab hours can be extended beyond normal time periods.
- Flexible workstations, including standing desks.
- Every student is provided with their own supplies bin.
- Noise canceling headphones can be checked out.
- Weekly assessment meetings with students and instructors.



AVAILABLE ASSISTIVE TECHNOLOGY

- Graphic Organizer Paper Handouts -Organize your thoughts and ideas while improving your writing
- FM Systems- Our instructor will be wearing a microphone. Students can check out a receiver.
- Ginger Software -Assistance with spelling and grammar.
- MathTalk Software- Use this speech recognition program to improve math skills.
- Highlighters, markers and other tools for organization.
- Handheld magnifiers