


Instructions: This week you learned about several types of AT/IT.

Below is a list of topics from the [UDL Tech Toolkit](#).

You are to click on each topic area and complete 1 graphic organizer below for 5 topics of your choice.

Example:

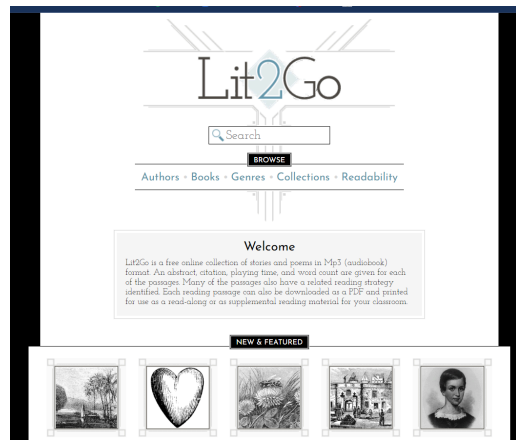
<p>Name and hyperlink</p>	<p>Checklists (in the Additional Tools menu)</p> <p>http://pblchecklist.4teachers.org/checklist.shtml</p>
<p>Picture/graphic of the technology identified</p>	 <p>The image shows three screenshots of the pblchecklist.4teachers.org website. The first screenshot is for the 'Laboratory Safety' category, listing items like wearing safety glasses and using equipment carefully. The second screenshot is for the 'Experimental Research' category, listing items like observing something interesting, developing a hypothesis, and controlling variables. The third screenshot is for the 'Laboratory Work' category, listing items like creating a storyboard, answering lab questions, and following the scientific method.</p>
<p>Cost</p>	<p>Free!</p>

<p>How could you implement this tool in <u>your own classroom/content area</u>?</p>	<p>This website has a series of checklists for writing, science, presentations, and media projects. They break down tasks for each type of project. Teachers can create the checklist and print them up for students to use to self-monitor their activity and tasks in a given project.</p> <p>I could use this in my science class. For instance, I can have students use the lab safety checklist to have students check off that they did all the required activities before/during/after a lab activity. They can also be used digitally.</p>	
<p>Pros/Cons?</p>	<p>Pros</p>	<p>Cons</p>
	<p>Having premade checklists makes this really easy to implement. Students can even create their own checklist items and print them up and put them in their lab book.</p>	<p>Does not keep data to track whether or not students are using it and doesn't give students a notification that they completed all the tasks (like a light or sound). Would need to print up these lists ahead of time before the lab and have students paste them into their lab books.</p>

Audio Books

<p>Name and hyperlink</p>	<p>Lit2Go https://etc.usf.edu/lit2go/</p>
---------------------------	--

Picture/graphic of the technology identified



Home Page

The Adventures of Sherlock Holmes by Sir Arthur Conan Doyle

ADVENTURE I: "A SCANDAL IN BOHEMIA"

Additional Information

Year Published: 1892
Language: English
Country of Origin: England
Source: Doyle, A.C. (1892). *The Adventures of Sherlock Holmes*. London, England: George Newnes Ltd.

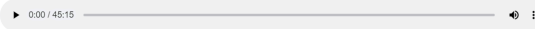
Readability:
Fleish-Kincaid Level: 6.0
Word Count: 9,245

Genre: Mystery
Keywords: 20th century literature, British literature, mystery, sherlock holmes, sir arthur conan doyle, the adventures of sherlock holmes
[Cite This](#)
[Share](#) | [Facebook](#) | [Twitter](#) | [LinkedIn](#) | [Google+](#)

DOWNLOADS

[Audio](#) | [Passage PDF](#) | [Student Activity](#)

NEXT →



I.

View when reading/listening to a book. Audio and text are provided.

Cost


Free

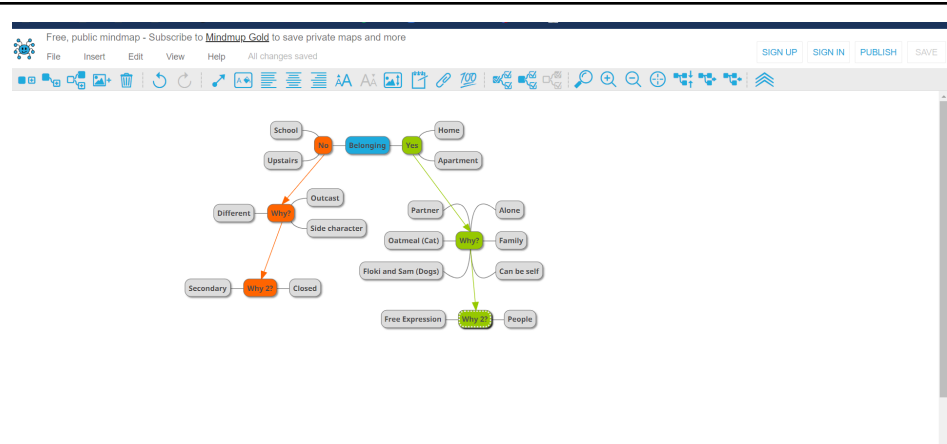
How could you implement this tool in your own classroom/content area?

This could be useful for an illustration unit. Students may pick a book and illustrate it after listening. There are a variety of books and this may be an incentive to listen to a book during work time. Many of the books include a small illustration and may also be used for research. There are many units that this website may be used for.

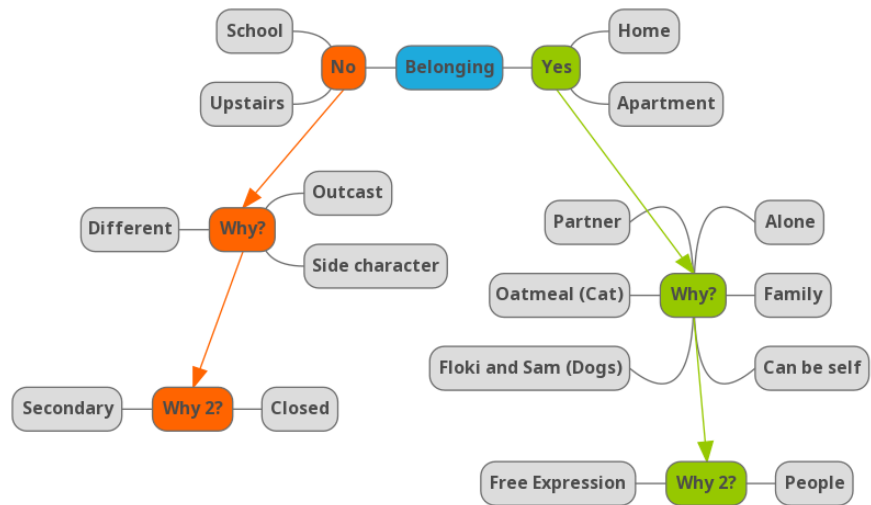
Pros/Cons?	Pros	Cons
	<ul style="list-style-type: none"> • Easy to use • Has many interesting books • Would be good for older students • It is easy to use audio and text to follow along with 	<ul style="list-style-type: none"> • Although there are many books, there are not many new books. A lot of the books are classics and could not interest some students.

Graphic Organizers

Name and hyperlink	<p>MindMup</p> <p>https://www.mindmup.com/</p>
Picture/graphic of the technology identified	<p>Opening page</p>  <p>View when making map</p>



Downloaded final map



Cost

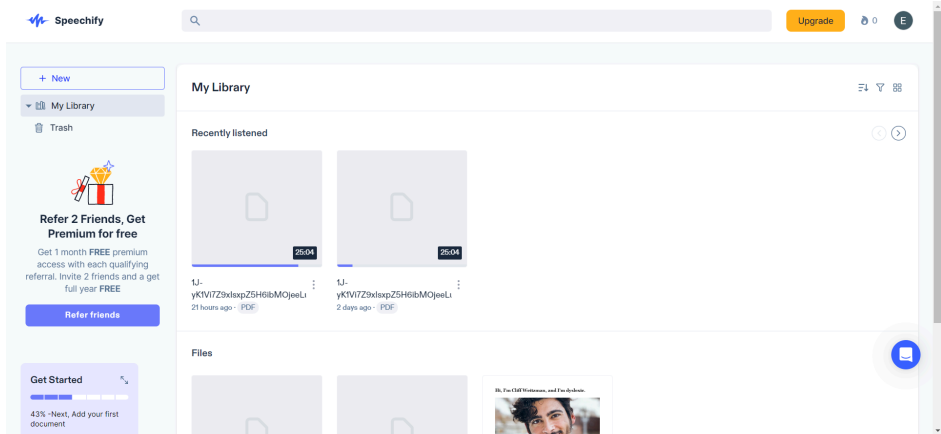
Free and paid upgraded versions


How could you implement this tool in your own classroom/content area?

Many units start with a mindmap to inspire and generate ideas. I created a mindmap following the theme of belonging as it is a unit that is currently working on and will be used for HOIC. This initial mindmap is to help create a definition of belonging that's personal to each student. Since it is easy to save and share, it would be useful for assignments and is organized.

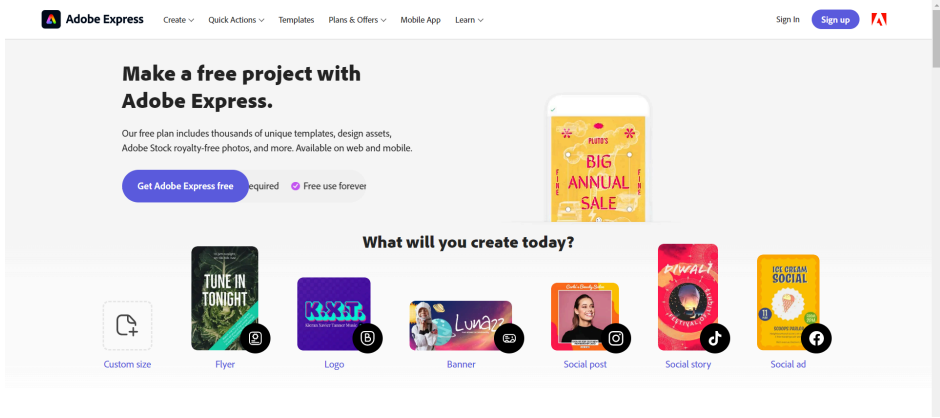
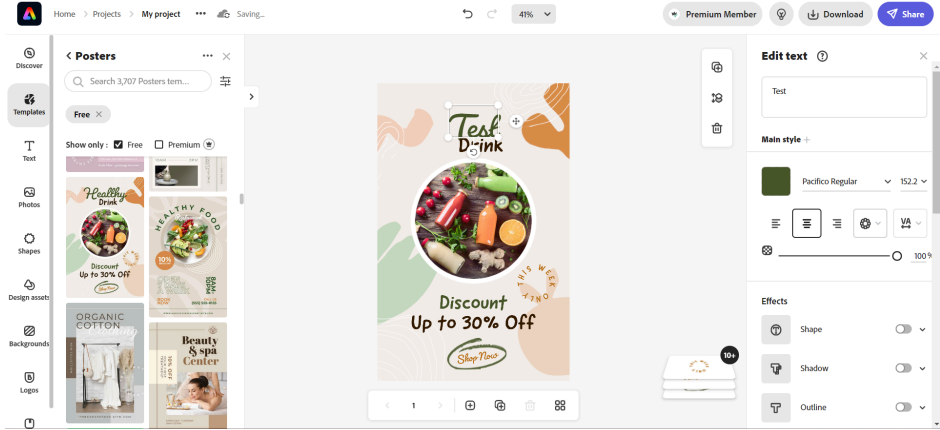
Pros/Cons?	Pros	Cons
	<ul style="list-style-type: none"> • Easy to use and save • Free version dosnt need students to sign up • Color and font are easy to change • Clean and organized • Can use on mobile devices 	<ul style="list-style-type: none"> • Although you can save it, there are more steps than just clicking “save” • It is difficult to save on mobile

Text to Speech

<p>Name and hyperlink</p>	<p>Speechify</p> <p>https://speechify.com/</p>
<p>Picture/graphic of the technology identified</p>	<p>Home screen after logging in</p> 

	<p>Screen in document</p> 	
<p>Cost</p>	<p>Free with paid upgraded versions</p>	
<p>How could you implement this tool in <u>your own classroom/content area</u>?</p>	<p>I used this for the reading assignments this week. Although there are not many reading assignments in art, there are some for learning about content and artists. This app would help with research and reading texts. During class, we could read articles together but would benefit those who missed class or need to read the information again.</p>	
<p>Pros/Cons?</p>	<p>Pros</p>	<p>Cons</p>
	<ul style="list-style-type: none"> ● Easy to use ● Free version works well ● Reads pdfs, docs, and articles 	<ul style="list-style-type: none"> ● The more “normal” sounded voices need to be paid for ● When wanting to read an article I had to important it rather than staying on the website

Multimedia and Digital Story Telling Tools

<p>Name and hyperlink</p>	<p>Adobe Spark https://www.adobe.com/express/</p>
<p>Picture/graphic of the technology identified</p>	<p>Opening page</p>  <p>Editing a document</p> 
<p>Cost</p>	<p>Free with paid upgraded versions</p>

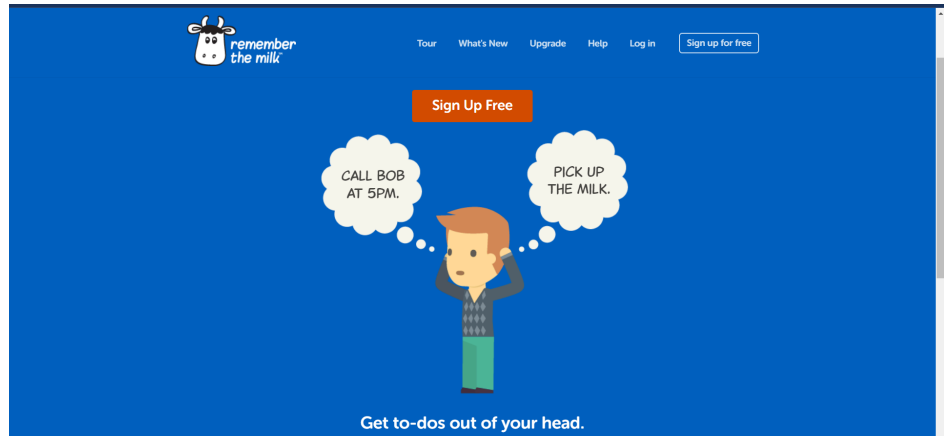
<p>How could you implement this tool in <u>your own classroom/content area</u>?</p>	<p>This tool would be good for idea generation, posters, and other creative projects. This tool would be good for idea generation as there are templates and easy-to-upload images. Students could have this be an option for turning in assignments and synthesizing information.</p>	
<p>Pros/Cons?</p>	<p>Pros</p>	<p>Cons</p>
	<ul style="list-style-type: none"> • Easy to use and free • Many free templates • Easy to edit and save 	<ul style="list-style-type: none"> • Requires students to log in • This is similar to canva which is free as well. Adobe is notoriously expensive

Study Skills Tools

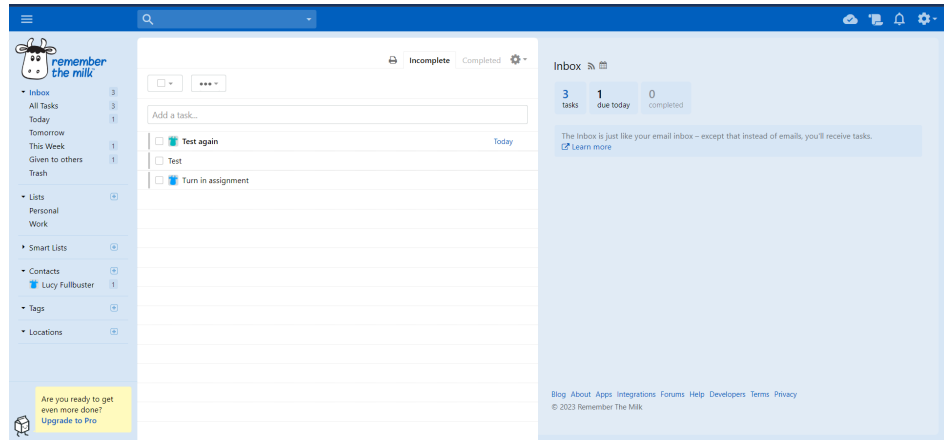
<p>Name and hyperlink</p>	<p>Remember the Milk https://www.rememberthemilk.com/</p>
---------------------------	---

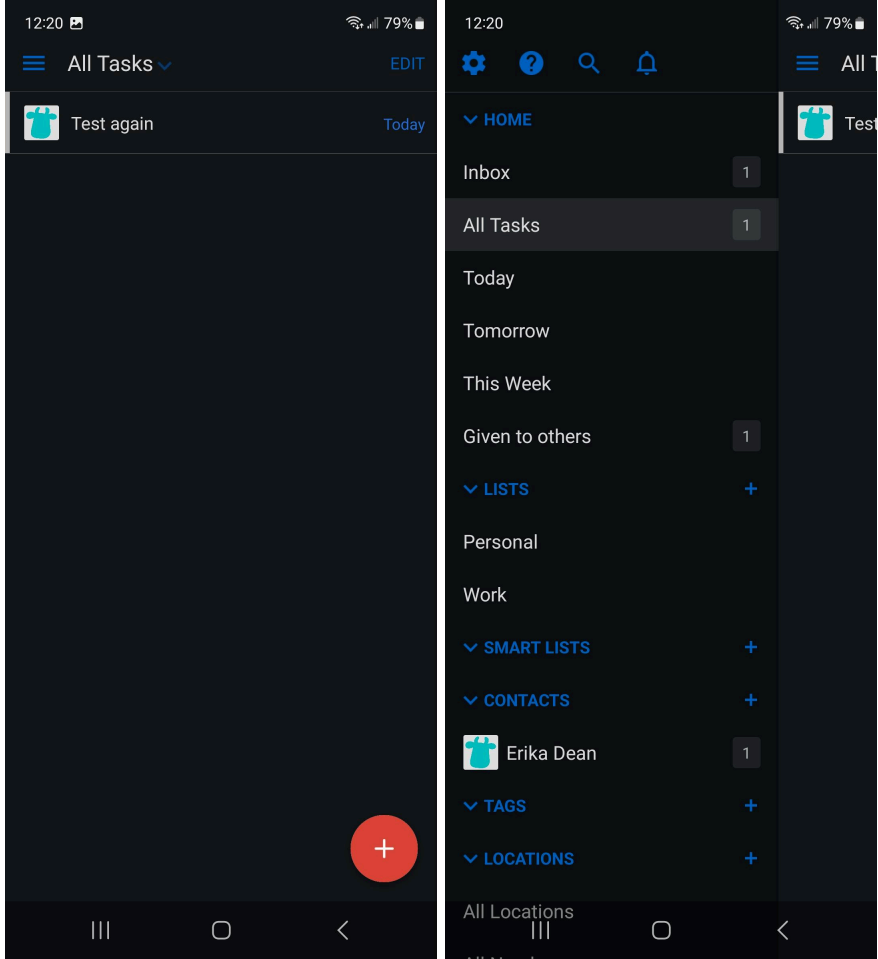
Picture/graphic of the technology identified

Opening screen



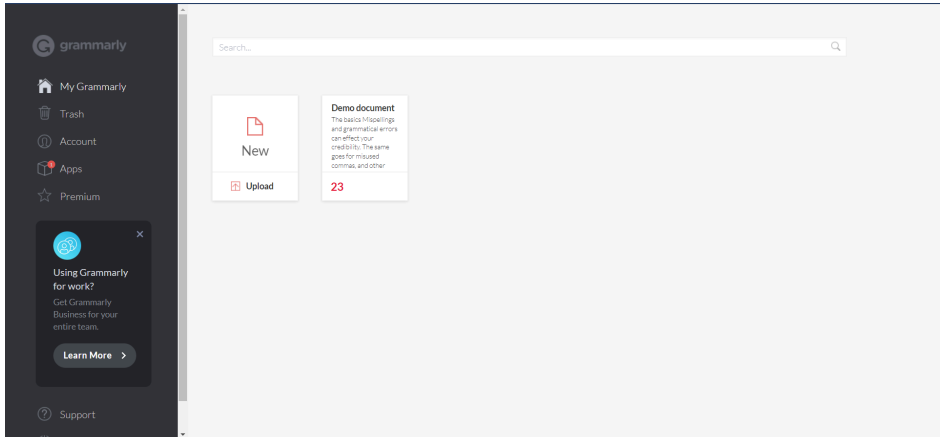
Task pages

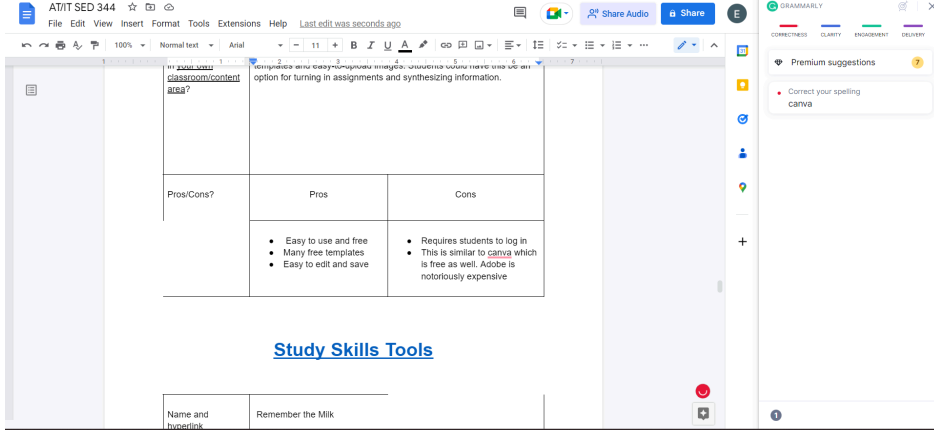


	 <p>Mobile View</p>	
<p>Cost</p>	<p>Free with paid upgraded versions</p>	
<p>How could you implement this tool in <u>your own classroom/content area</u>?</p>	<p>This tool can be used to keep students on track with tasks. I can assign a task to students and send it to them and they can check it off when they complete it. This can remind students of upcoming assignments. This can be used throughout the year for each unit to give an overview and progress check of assignments turned in.</p>	
<p>Pros/Cons?</p>	<p>Pros</p>	<p>Cons</p>

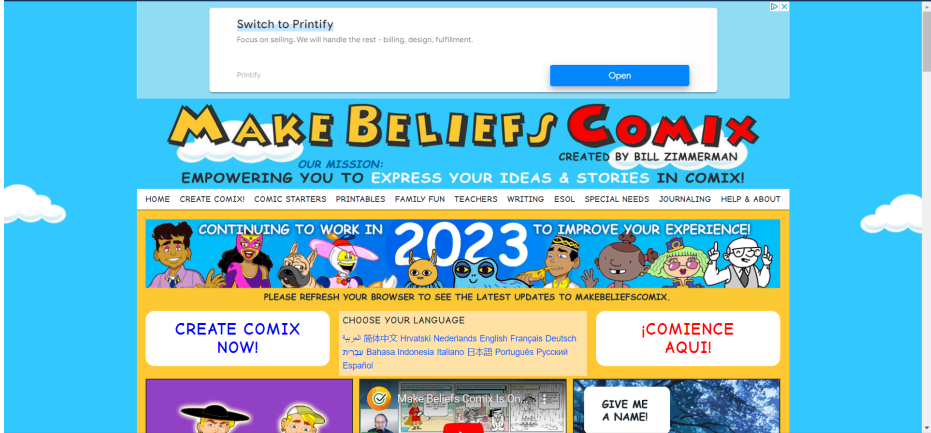

	<ul style="list-style-type: none"> ● Free and easy to use ● Can send tasks to others ● Mobile version ● Visual list 	<ul style="list-style-type: none"> ● This can also be accomplished with google classroom. More students would also be familiar with google classroom. ● Difficult to accept tasks on mobile ● Have to accept a task given to you
--	---	---

Literacy Tools

<p>Name and hyperlink</p>	<p>Grammarly</p> <p>https://app.grammarly.com/</p>
<p>Picture/graphic of the technology identified</p>	<p>Site page</p> 

	<p>View in document</p>  <p>The screenshot shows a Grammarly interface with a document titled 'AT/IT SED 344'. The document content includes a table with columns 'Pros' and 'Cons', and a link 'Study Skills Tools'. The Grammarly sidebar on the right shows a 'Premium suggestions' section with a note: 'Correct your spelling carva'.</p>	
<p>Cost</p>	<p>Free with paid upgraded versions</p>	
<p>How could you implement this tool in <u>your own classroom/content area</u></p>	<p>This tool is useful for everyday writing and basic checking. Students may use this to check their assignments and emails before turning them in. Student responses are important throughout units in art classrooms. Students may check their responses and artist statements before turning them in.</p>	
<p>Pros/Cons?</p>	<p>Pros</p>	<p>Cons</p>
	<ul style="list-style-type: none"> ● Easy to use ● Have been using for years and is good for basic writing checks ● Can build writing confidence without someone looking at their work 	<ul style="list-style-type: none"> ● Not perfect, still need to check work as it can miss some ● Need to log in ● Strip generator on the UDL Tech Toolkit page nearly gave me a virus.

Writing Tools

<p>Name and hyperlink</p>	<p>Make Beliefs Comix</p> <p>https://makebeliefscomix.com/</p>
<p>Picture/graphic of the technology identified</p>	<p>Home page</p>  <p>View when making comic</p> 

	<p>Comic I made with program</p>	
<p>Cost</p>	<p>Free</p>	
<p>How could you implement this tool in <u>your own classroom/content area</u>?</p>	<p>This tool would be easy to use for storyboarding and idea generation. This is also a good accommodation for those who might not be able to draw well but want to share their ideas. This can also be used as a warm-up for idea generation. I can give them a prompt to use a specific number of panels and characters and have them experiment with the website.</p>	
<p>Pros/Cons?</p>	<p>Pros</p> <ul style="list-style-type: none"> ● Easy to use ● Has premade characters, backgrounds, and accessories ● Easy to save and don't need to log in to save ● There are categories for writing and journaling ● Multiple language options 	<p>Cons</p> <ul style="list-style-type: none"> ● Student may feel limited as they have to use the options provided