Specially Designed Instruction Part 2

Dearborn Public Schools March 29,2017

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"Specially Designed Instruction"

means

adapting...the **content**, **methodology**, or **delivery** of instruction

- to address the unique needs of the child that result from the child's disability
- to ensure access of the child to the general curriculum, so that the child can meet the educational standards that apply to all children

"Specially designed instruction is the instruction provided to a student with a disability who has an IEP in order to help him/her master IEP goals/objectives. Specially designed instruction is not a part of the Response to Intervention (Rtl) or Section 504 of the American's with Disabilities Act processes, but is specific to a student who qualifies for special education services in order to help him/her master IEP goals/objectives and ensure access to and progress in the general curriculum. Specially designed instruction goes beyond differentiated instruction and addresses the unique needs that exist because of a student's disability. **Specially designed instruction should be implemented in addition to, not in place of, differentiated instruction**."

ESC Region 20, TX, Specially Designed Instruction: A Resource for Teachers

Executive Functions

Executive Function	Examples
Organization	
Planning and prioritizing	
Goal Directed Persistence	
Attention	
Metacognition	
Sustain/Disengage	
Time management	
Task Initiation	
Task Completion	
Memory	
Working	
Long-Term	
Behavior and Emotion	
Response Inhibition	
Self-Regulation	





Levine (1994)

Material-spatial disorganization

Temporal-sequential disorganization

Transitional disorganization

Prospective retrieval disorganization

Attention

Alert



Orient

Control

Active Listening Stop Moving Eyes on Person Lips Closed Focus Interested Ears Open

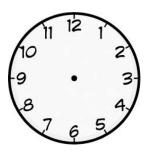
Time Management

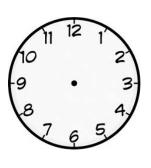


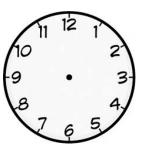
Initiation

Perseverance

Completion



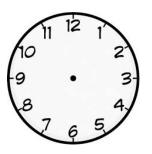




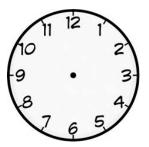
Start

Start

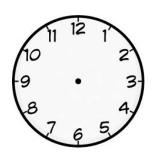
Start



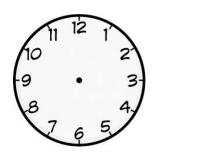
Halfway



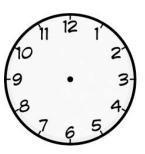
Halfway

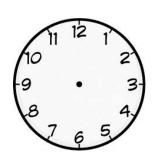


Halfway



Finish





Finish

Finish



Memory Sprenger, 1999, 2005 Willis, 2007 Foer, 2012

Short Term

Working

Long Term

- Semantic
- Episodic
- Automatic
- Emotional
- Procedural

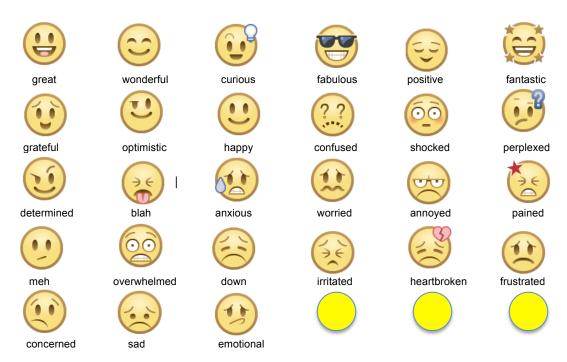


Awareness

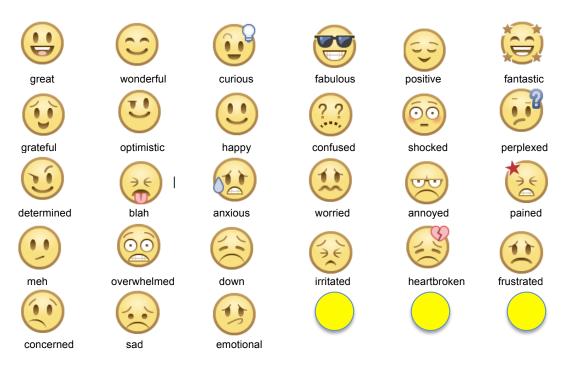
Communication

Self-Regulation

I am feeling...



I am feeling...



Executive Function and Processing Apps

Has Been FREE	Errands Errands is a task manager with a pleasing design and is easy to learn and use. Crafted with a blend of basic and advanced features.
Has Been \$2.99	Picture Scheduler Picture Scheduler is a task organizer that uses visual and auditory supports. Optional alarms can be added to tasks. Great for individual student schedules or "first this, then that" routines.
Has Been \$4.99	Visual Routine Originally designed for students with autism, easily create a simple visual schedule. Routines can be tailored to their needs with audio feedback, and customizable pictures, audio, and text.
Has Been FREE	Timer+ Set multiple timers at once! Time by the second, minute or hour. Runs in the background so you're free to use other apps. Comes with 7 alarms.
Has Been FREE	SimpleMind+ Mind mapping tool that turns your iPad into a brainstorming, idea device. Once thought bubbles have been created, they can easily be dragged to different locations for prioritizing or ordering.
Has Been FREE	Touch and Learn Emotions This app helps children read body language and understand emotions by looking at gorgeous pictures and figuring out which person is expressing a given emotion.

	II. D	The Stars or Effect
STROOP	Has Been	The Stroop Effect
EFFECT	\$0.99	See if you can train your brain to ignore
		interference.
		CoachMyVideo
	Has Been	This app uses videos you take with your iPad.
	FREE	You can review and analyze videos in slow
		motion, draw, mark or write notes on videos.
		Show two videos side by side for compare and
		contrast. Use to view academic or social
		behaviors, or physical skills.
		Dyslexia Quest
	Has Been	The games are designed to provide practice
	\$1.99	with working memory, phonological awareness,
	ψ1.77	processing speed, visual memory, auditory
		memory and sequencing skills.
DANK		P.O.V
POV	Has Been	A set of 3 activities designed to teach spatial
	\$4.99	reasoning skills through challenging, interactive
	ψτ.))	activities. Includes automatic tracking and
		reporting features. Ages 10 +
		Avokiddo Emotions
	Has Been	Create emotional reactions with a zany zebra,
		shy sheep and jolly giraffe. Discover these
	\$1.99	emotions and more by dressing up, feeding,
		sharing toys and interacting with them using
		over 100 uniquely themed props. Appears just
		like fun, but can be a great discussion starter for
		feelings.
		Odd 1 Out
	Has Been	Scan and select specified objects from a moving
	\$0.99	field. Various difficulty levels, lots of bright
		colors and verbal reinforcement.

FUN	Has Been \$0.99	Fun with Directions Lite This app is designed to provide a fun and engaging way to practice listening, following directions, working memory and the auditory processing of language. From the simplest of directions ("Touch the cat") to more complex.
		Ruby Repeat
	Has Been FREE	RubyRepeat is a simple game of memory and recall. It plays an increasing sequence of facets on the game board, and the player attempts to repeat those facets from memory. A great way to exercise your short-term memory and visual tracking skills.
	Has Been FREE	Bubble Focus Bubble will keep moving across color blocks and it will stop and disappear suddenly. You objective is to focus on the bubble and see if you can remember the last location of the bubble.
Goregames	Has Been \$3.99	GoGo Games Go Go Games is a suite of games to support children with ASD or visual perception/attention challenges in learning to quickly notice multiple features of the objects in the world around them – a specific perceptual skill that is essential to learning.
db qp	Has Been \$2.99	LetterReflex LetterReflex provides a fun way to help overcome common letter reversals. The first activity, Tilt It, uses kinesthetic learning to teach left from right. The second activity, Flip It, allows practice on number and letter discrimination skills.

Top **3** "To Dos"

1.

2.

3.