



H.O.P.E. Grant Application Form 2017-2018

Completed applications should be submitted along with the H.O.P.E. Grant – Application Detail Form to the H.O.P.E. mailbox (heyworthhope@gmail.com) at least 2 weeks prior to the H.O.P.E. review meeting.

Applicant Name(s):

Val Thompson

Project/Proposal Title: Ipad apps for student with special needs.

As a special needs teacher, you face new specific challenges with every student. Whether you work in an inclusive classroom or in specialized groups, each child is unlike any other. They have different needs, different behavioral patterns, different challenges and different talents. That is why employing apps and other digital tools for personalizing your approach is very beneficial. Apps can help you customize your curriculum to the needs of your students without making the process time-consuming and overwhelming. Mr. Bradshaw gave me a budget of \$100 for apps at the beginning of the year. The money went quickly when putting apps on 2 new ipads. In the school setting, EACH ipad has to have its own license for the application and you are not allowed to share between the apps. I have a more diverse caseload that needs more specialized app to help my students with limited motor skills succeed. The ipad and the apps help them to be successful in the regular classroom as well as though out the school.

Target Audience: Special education students K-2.

Number of Students Benefitting: This directly benefits 15 students in my class but many classroom teachers will borrow my ipads for students who are struggling with a certain skill or need to use it as a motivator in the classroom. It will reach many students.

School Year:

2017-2018

Total Dollar Amount of Request (note cap of \$750 for individual classroom needs, \$3,000 for grade level or school-wide programs): \$565.69

If possible, I would like to ask for an \$150 Itunes gift card for when new apps come available that will help my students. I can submit receipts to HOPE when I use this card to show the apps I used.

With the gift card the total is : \$715.69

Applicant Signature(s) & Date:

Valerie Thompson 9/28/17

Principal Signature & Date:

Bob D. Bean 9/28/17



H.O.P.E. Grant – Application Detail

The goal of H.O.P.E.'s grant program is to enable supplementary financial support to Heyworth Elementary staff for the end benefit of student education/enrichment. The below questions should be completed to provide a more detailed description of the grant request. The application form should not exceed one typed page. Completed applications should be submitted along with the Grant Request Application Form to the H.O.P.E. mailbox (heyworthhope@gmail.com) at least 2 weeks prior to the H.O.P.E. review meeting. Completed applications will be made available to H.O.P.E. Membership prior to the review meeting and copies will be on hand at the meeting for additional review prior to voting.

1. Describe the proposed need/project/program and the objectives it would accomplish.

As a special needs teacher, you face new specific challenges with every fresh student. Whether you work in an inclusive classroom or in specialized groups, each child is unlike any other. They have different needs, different behavioral patterns, different challenges and different talents. That is why employing apps and other digital tools for personalizing your approach is very beneficial. Apps can help you customize your curriculum to the needs of your students without making the process time-consuming and overwhelming. Using the iPad with educational and social apps will help with educational goals as well as social. We will be utilizing technology to help the students feel successful in school and do some of the same work, just in a modified format on the iPad. We have one student with cerebral palsy that has very limited motor abilities. These apps help him to participate in the classroom and do the same work, but in a modified way. This grant will help students over many years and in many classrooms. It isn't just for my caseload this year, it will impact many students for years to come. I have already seen such success with a few of my students who have more severe needs with using the iPads. These apps will continue to help all of my students meet their IEP goals and keep making academic progress.

2. What is the estimated cost of the project/program? Please summarize and attach itemized list.

List is attached. Total cost is \$715.69

3. Who and how many would benefit from this project/program? What would be the impact on students/staff?

This grant will help students with special needs in grades K-2. (Teachers in higher levels, have borrowed the iPads if they had a student that needed some reinforcement in a certain skill area, so it could possibly help any students that need it) I am flexible when teachers want to check the iPads out to help a student. It will also benefit other students in the classroom when they are partners with the child with the IEP. Classroom teachers also check out the iPads to help with students who are struggling with academic or social problems. Using these apps, help students feel confident and successful in their work. It helps with social situations and rewarding behaviors. It is very helpful to the teacher to modify and accommodate lessons to each child's learning style. Several of these apps reteach and preteach curriculum, giving the teacher a chance to differentiate learning for all of the lessons.

Director of Technology Signature (if applicable) & Date:

 9-28-17

****To Be Completed by H.O.P.E. Exec Board****

Date of H.O.P.E. Review Meeting:

Date Invoice Received:

Approved/Denied (Score):

Date Payment Provided:

Comments:

Apps for Special Needs

As a special needs teacher, you face new specific challenges with every fresh student. Whether you work in an inclusive classroom or in specialized groups, each child is unlike any other. They have different needs, different behavioral patterns, different challenges and different talents. That is why employing apps and other digital tools for personalizing your approach is very beneficial. Apps can help you customize your curriculum to the needs of your students without making the process time-consuming and overwhelming.

- 1) **SymbolSupport**: This assistive word processor automatically translates words into pictures and symbols, a task that is especially helpful for students with cognitive disabilities. Users can create new documents or copy and paste work from other apps into SymbolSupport, and the program will convert the text into symbols. The developer, Attainment Company, also markets a free SymbolSupport Viewer app that allows users to receive, read, store, and print documents created by the full version of the program. \$39.99. Suggested grade level: all ages.
- 2) **iReward**: Anyone who has worked in the field of special education has probably seen motivational earning charts (sometimes called point sheets). These teacher-created charts sometimes feature stick-on Velcro pictures or whiteboard checklists. While they can be highly motivating and effective, traditional earning charts are also stigmatizing, especially for mainstreamed students. There is no mistaking that the child carrying the chart to class is “different”

from the rest of the students. iReward changes all that. Using an iPod, iPad, or iPhone, teachers can set up a variety of different earning charts for one student or many students—all of which can be kept as private as the student wishes. An extra plus for the teacher: Gone are the days of laminating and cutting out photos to attach to an earning chart. With iReward, educators simply use the internal camera or Google Images search to find an appropriate image. \$2.99. Suggested grade level: elementary school.

- 3) Read2Go: To understand Read2Go, you must first understand what Bookshare is all about. Bookshare.org provides electronic copies of books and periodicals for readers with print disabilities. The books are downloaded in an electronic form that can be easily modified to meet the needs of readers with diverse disabilities. This can mean altering font, size, color, and even using text-to-speech technology to provide read-aloud capability. Bookshare is currently available free of charge for US students with qualifying disabilities, thanks to a grant by the Department of Education. Read2Go is an assistive technology book reader that uses text-to-speech technology to read books aloud. Read2Go's integration with Bookshare makes locating and downloading electronic textbooks easy, provided you have a qualifying Bookshare account. \$19.99. Suggested grade level: elementary school and up.
- 4) Bob books reading magic bundle: Teachers your child how to make the connection between letters and sounds; sound out simple words; and spell the words they've read. \$8.99
- 5) Injini: (\$29.99) - Play-based learning exercises and games that are well suited for children with cognitive, language and fine motor delays. Originally designed for and tested by children with autism, cerebral palsy, and Down syndrome as well as general preschool aged kids.
- 6) Teach me \$0.99, includes spelling as well) - Teaches age-appropriate math skills. Rosa votes this one as "most functional"

- 7) Telling Time for Kids (\$1.99) Features include a free-play talking clock, a digital clock alongside the analog one, three levels of difficulty for each activity, and the chance to win prizes.
- 8) Montessori Math bundle: This app is for students who have difficulties understanding the relationship between quantities and the numbers that signify them. It builds basic math competencies and introduces numeric order, the decimal system, counting up to 1000, comparing quantities, addition and subtraction. The app has nice, almost palpable visual representation of quantities and allows experimenting with them. Additionally, it can pronounce numbers for better understanding and memorizing. \$9.99
- 9) The Sounding out machine: This app is very beneficial for learners that struggle with decoding. It sounds out difficult words and models how to pronounce them syllable by syllable. It is also very helpful if so-called tricky words and rule-breakers keep confusing your student. In a nutshell, it provides aid similar to that of the teacher sitting next to a student, listening, correcting and prompting. The Sounding Out Machine is very helpful in class, because it can work with books—a student just has to take a snap of a page. The handy window allows isolating challenging words from the rest of the text if the entire page is too overwhelming. There is also a typing mode, where a student can type in a particularly puzzling word. \$3.99
- 10) Super Why Bundle: Super Why offers interactive literacy games and engaging activities with words, letters, rhyming and spelling that improve reading and writing skills. What is more important, they also help to achieve better comprehension for students with splinter skills in reading. I more than once worked with children who could read very fast and then reproduce the text word-for-word without a proper understanding of what it was about. Exercises with filling the gaps and choosing an ending to a story help to solve this particular problem.
Digital tools, if chosen carefully, can be very effective in bridging developmental and achievement gaps. Some general-purpose apps

or apps for young learners can work wonders for special-needs students. The key is to look for the strengths that balance the challenges of every child. \$7.99

- 11) **Motion Math** Motion Math: Hungry Fish is based on the concept of mental math, providing a fun, simple, game of feeding the fish by doing addition. This is great, untraditional practice for kids with learning disabilities, who may have trouble maintaining focus in a traditional classroom setting. A unique factor of this math game is that it contains 18 levels of addition difficulty, making it easy to adapt to a child's individual learning level. There are also in-app purchases available with levels on subtraction and negative numbers. \$5.99
- 12) **Rainbow sentences** This app is designed to help teach sentence building for younger kids, but kids with learning disabilities could benefit from its adaptable style. This app is unique because of the versatility of customization. The app uses pictures and color-coding to give, to those who need it, a visual cue that matches up with the sentence. Kids can master simple and complex sentences alike while adults track progression. If your child would benefit from fun, visual, guidance in sentence building, this app would be an excellent choice for you.
- 13) **Kids Math Ace:** Lots of kids with educational disabilities have an especially hard time with math concepts. This app provides visual stimulation based on math problems. The most important aspect of this app, for our purposes, is that each skill level can be adjusted individually based on the child's expertise in the topic. This fun app may just be the ticket to helping your child learn math concepts that they have not quite grasped yet.
- 14) **Spell Better:** Spell Better was created for those who struggle with writing confidence as a result of trouble spelling or forming sentences. Basically, it is an advanced form of the spell-checker that we use in text messaging, in a word processor form. The app was designed with dyslexia in mind, affecting the font choice and the predictive way that it corrects words. It also offers text-to-speech with words highlighted as they're being read to improve visual recognition. This app can provide the confidence your young writer needs to assist them in writing assignments. The app can

- provide suggestions from phonetic spelling errors, skipped letter errors, and more, based on the context in which the word appears.
- 15) **First then scheduler:** The First Then Visual Schedule app is a task manager app created for pre-readers. It provides a picture for each task to be completed, and a caregiver provides the order of events for the day so that a child can interpret it on the app. Knowing what to expect throughout the day is sometimes especially important to those on the Autism spectrum, and this app is especially designed to lower anxiety about the unexpected for those who do not read yet. Users can even add custom photos to represent each task and print off a paper copy of the schedule if the child prefers it. There are also several different formats (icons in order of occurrence or a list form) that can be used according to the preferences or needs of the child. The price is a little higher for a task-manager app, but if it reduces anxieties for your non-verbal child, it's priceless.
 - 16) **See touch learn pro** See.Touch.Learn Pro is unique because of the sheer amount of lessons you can use with the app for your child with special needs. The lessons contain picture flash cards designed to teach vocabulary, and new forms of self-expression. Since ABA therapy for those with special needs largely depends on flash cards to represent new concepts, this app puts all of those flash cards in one place. There is an entire peer-based community that shares the lessons they have created, which the user can download. These downloads, plus the 2,200 exercises included in the Pro version of the app, you should never run out of lessons for your child.
 - 17) **Fluidity:** Fluidity HD is another app designed to be a calming experience for those who may feel over-stimulated in their current environment. The interface is a constantly moving liquid, which can be controlled by touching the screen. The flow of the liquid and of course, color, can be altered, making this app therapeutic for anybody in need of a good calming session. In-app purchases allow you to include ambient sound, which can be important for some children with sensory processing disorders. Users can also purchase the option to output the calming visual to a different screen, if necessary.
 - 18) **My word wall;** This app was designed to improve budding reading skills for young learners. Four games in this app can improve reading

skills by allowing them to hear the word vocalized while visualizing the word written on the screen, being prompted to say the word aloud. The games are presented on a colorful, interesting background, making it fun for children. Sight words and word families are emphasized, and the app caters to multiple learning styles with the four game options. This app is an excellent value for the price, encouraging young readers in a fun way.

19) Social Stories for Problem Behaviors: These five great apps all have social stories and other tools and supports to help improve challenging problem behaviors. Buy these apps as a bundle and save 33% off of the list price! All five of these apps were developed by a BCBA (board certified behavior analysis) to help teach different strategies for managing problem behaviors. Calm Counter includes a social story and a visual/audio tool that walks children through self-calming strategies when they are angry or anxious. Wait Timer includes an illustrated social story about waiting, and a colorful audio/visual timer that can be set to any amount of time & runs in the background of other apps. Turn Taker teaches taking turns & good sharing behavior with an illustrated social story, a customizable sharing timer and a prompting tool. Going Shopping includes a social story and visual tool to help reduce problem behaviors caused by children wanting to pick out a toy or treat for themselves when in a shop or store. Running Social Story teaches children about not running away, and running safety. It includes a visual tool to cue children when it is safe to run and when it is not safe to run. \$9.99

20) Endless School Bundle: \$59.99 Set the stage for early reading success and numeracy skills with the Endless School Bundle! Kids will have a blast learning letters, words, numbers, and simple addition with the adorable Endless Monsters.

Endless Alphabet Features:

- 75 words to learn and play with.
- Delightful animations teach children the definitions of the words in a fun and engaging way.
- Word game teaches children letters.

Endless Reader Features:

- 341 sight words to learn and play with.

- Delightful animations reinforce sight recognition of words in a fun and interactive way.

- Word puzzles reinforce spelling using lower-case letters and the sentence puzzles teach definition and usage (in addition to sight recognition).

Endless Numbers Features:

- Numbers 1 through 100 to explore and learn.
- Delightful animations reinforce number recognition, quantity, and counting.
- Interactive number puzzles reinforce basic numeracy skills.

Endless Wordplay Features:

- 30 spelling lessons (90 words). 60 more lessons (180 words) will be added as part of a free app update later in 2015.
- Lessons presented by Alphabot reinforce spelling and phonetic patterns in a fun and interactive way.
- Animations bring the rhyming words to life and reinforce definitions and usage.

Endless Alphabet, Endless Reader, Endless Numbers, and Endless Wordplay were designed with your children in mind. There are no high scores, failures, limits or stress. Your children can interact with the apps at their own pace.

ipad
1

ipad
2

Rainbow Sentences	5.99	5.99	
Motion Math	5.99	5.99	
Super Why bundle	7.99	7.99	
Social stories	9.99	9.99	
sounding out machine	3.99	3.99	
Ireward	2.99	2.99	297.84
Read to go	19.99	19.99	267.85
Bob books bundle	8.99	8.99	565.69 - total
Injini	29.99		
Telling Time for kids	1.99	1.99	
Montessori bundle	9.99	9.99	
First then	14.99	14.99	
Endless School bundle	59.99	59.99	
See Teach Learn	49.99	49.99	
Spell better	24.99	24.99	
Symbol support	39.99	39.99	
	297.84	267.85	