



Assistive Technology Lending Library Catalog

2018 - 2019

Southern Oregon ESD
Assistive Technology Department
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Medford OR 97501

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What is Assistive Technology (AT)?

Assistive Technology (AT) is any item, piece of equipment, or product system – whether acquired commercially off-the-shelf, modified, or customized – that is used to increase, maintain, or improve functional capabilities of students with disabilities.

In simpler terms, anything that makes a task easier to complete is AT. AT can range from low-cost, low-tech adaptations such as pencil grips and jar openers to expensive, state-of-the-art devices such as power wheelchairs and computer software.

An assistive technology service is any service that directly assists a student in the selection, acquisition or use of an assistive technology device. This definition means that any services including evaluation, funding, design, customization, maintenance, repair, training or technical assistance is considered assistive technology service.

You'll find screening documents in the addendum section of this catalog to assist you with determining what devices, services, and additional supports may address the student's AT needs.

AT Lending Library Categories

The SOESD Assistive Technology Lending Library is broken down into the following categories:

- Communication
- Computer Access
- Math
- Motor
- Organization
- Reading
- Resources
- Sensory Equipment
- Switch Access
- Writing



SOESD Short-Term Loan Agreement Assistive Technology Library

Borrowers Rules and Obligations:

1. Loans of equipment from the Assistive Technology Library are made on a first come, first served basis for a period of four (4) weeks. Library items are checked out for the purpose of determining potential solutions to address student specific IEP goals and objectives. No more than three (3) items can be requested per loan.
2. Borrowers are responsible for returning all devices loaned, as well as all related peripheral items. A listing of items contained with each shipment is found in the box. Borrowers must complete the enclosed questionnaire and return all items using the courier label enclosed with their shipment.
3. Borrowers must contact the Special Education Office at (541) 776-8550 if any of the following occur: components listed on the enclosed packing slip are missing upon receipt or an equipment breakage or malfunction occurs during the loan.
4. The District is financially responsible for damage to the loaned equipment due to misuse, abuse, neglect, or loss.
5. It is illegal to copy any software loaned through the Assistive Technology Library.

The SOESD Assistive Technology Library's Obligations To Borrowers:

1. We endeavor to ensure that all loaned devices are fully functional at the time of the loan and that all related peripherals are enclosed.
2. We endeavor to ship requested equipment loan items, if available, to school district within three business days of the initial request. The borrower will be notified if the item is currently out on loan.
3. We endeavor to maintain an inventory of devices meeting the wide array of student needs faced by school districts and be responsive to their questions, concerns, and needs related to the program and assistive technology.

To request materials from the SOESD Assistive Technology Library:

Contact: Kathy Payne
Phone: (541) 776-8550 Email: kathy_payne@soesd.k12.or.us

Include:

- 1) the Item Number and Item Name
- 2) your name and school/office
- 3) a short statement detailing the goal for the student's use of the item
(i.e., What do you want the student to be able to do with the device?)

SOESD Assistive Technology Library Request Form

Date: _____

Name of Borrower: _____

School/District: _____

Email Address: _____

Phone Number: _____

Item Number (from catalog): _____

Item Name: _____

Please provide a brief statement detailing the goal for the student's use of the item:

Send your completed request form to:
Kathy Payne, SOESD Phoenix Office
Phone: (541) 776-8550 Fax: (541) 535-2460
Email: kathy_payne@soesd.k12.or.us



PCS Learning Magnets

Item Number: AT-341

These magnets help teach words and encourage students to make requests. The kit includes 90 magnets each of the most common verbs, nouns, and descriptive words.



Personal Portable Recorder & Cassette Player

Item Number: AT-376

Personal Portable Recorder & Cassette Player



Picture Tote

Item Number: AT-319

The Picture Tote measures 15" x 14" with 6 clear pockets (6-1/4" x 3-1/2") for holding a variety of sized communication symbols. There's plenty of room inside the tote for extra cards, personal items, and more.



Cheap Talk 4 Inline

Item Number: AT-272

Activate by pressing one of the four squares, 5 seconds per message.



Cheap Talk 8

Item Number: AT-295

The Cheap Talk 8 allows you to record and re-record eight messages with 37.5 seconds per message.



Communicator: BIGmack

Item Number: AT-004

Record any single message directly into the BIGmack and press its large activation surface for up to 2 minutes of playback.



Communicator: iTalk2

Item Number: AT-212

Using the iTalk2™ communicator will provide opportunities for students to experience the advantage of two-message communication. They now can be engaged in learning communication skills by commenting, making choices and telling jokes.



Communicator: Little Step-by-Step

Item Number: AT-003

The Little Step-by-Step Communicator is ideal for turn-taking, giving a series of instructions or expressing thoughts in a way more like natural speech.



Eye Pics Organizer

Item Number: AT-227

The front has a screened grid that can be used as a scheduler, a task organizer, or a communication board and book. The back cover has been left blank for those who choose to customize the product for their own unique use.



Eye-Talk Communication Board

Item Number: AT-302

A low-tech eye-gaze communication board from Enabling Devices. It is made with clear shatter resistant plastic and comes with two self-contained adjustable triangle stands.



FL4SH Scanning Communicator

Item Number: AT-176

FL4SH features a vibrant and highly visible light source that literally frames each picture symbol in succession. Four message locations; 16 minutes of recording time with variable message lengths.



Four Compartment Communicator with Speech and Lights

Item Number: AT-292

Place objects, pictures or words in each of the compartments. Activating the switch plate plays the message while turning on one light at a time. Twenty seconds of total recording time.



Go Talk 20+

Item Number: AT-008

This lightweight communication device has a 100 message capacity (20 keys, each 1-inch square, and five recording levels). The first row of five "core messages" stay the same on each level.



Pull-Talk handheld Communicator

Item Number: AT-005

Pull-Talk is a handheld device that features 5 clear pockets (for images, words or photos) and a detachable, retractable belt clip. Benefits include improvements in communication skills, independence and self confidence.



Talking Symbols Notepad (set of 3)

Item Number: AT-236

Developed to help teachers engineer classroom environments that promote learning in every corner. Record a 10-second message, add a matching symbol and mount it on any surface using Velcro® or the notepad's internal magnet.



Totally Tactile Communicator

Item Number: AT-293

This tactile communicator has six levels for a total of 36 messages, with 7 seconds per message. Around the outside are six plates with different large textures where you record and play back your messages.



ChoiceWorks Visual Support System

Item Number: AT-316

Choiceworks is a learning tool that uses a combination of 3 structured boards, visual images and built in choice making opportunities to effectively help children complete daily routines (morning, day & night), understand & control their feelings and improve their waiting skills (taking turns, not interrupting).



Functional Communication Expressive and Receptive Language Games

Item Number: AT-322

Teach non-verbal students to communicate using Mayer-Johnson Boardmaker Picture Communication Symbols with these amusing, motivating games. The five game formats (Functional World of Communication Game, Spinning with Communication, Communication Bingo, Lotto, and Tic-Tac-Toe) cover daily topics, and allow students with varying motor and verbal skills to participate.



Smart Talk for Vocabulary Development

Item Number: AT-172

The Smart Talk program is designed to help students acquire English language vocabulary. See a photograph, hear the word, and practice the pronunciation. Choose one title: Set 1: Home & Family; Set 2: School & Community; Set 3: Animals and People



Story Time Communication Boards

Item Number: AT-321

WebberStory Time Communication Boards teaches students with limited verbal skills to recognize and use the most important vocabulary words in 20 popular storybooks. This versatile teaching tool allows students with language delays, autism, and other communication disorders to participate in reading activities using Mayer Johnson's BoardmakerPicture Communication Symbols (PCS).



Low tech communication tools

Item Number: AT-001

The GoTalk Button (records one 10-second message). Pocket communication books are also included in this collection of low tech communication tools.



Recorders (Short Messages) Kit A

Item Number: AT-205

A set of recordable communication devices. This kit includes one Go Talk Button, one talking photo card, and one 90 second digital recording unit.



Recorders (Short Messages) Kit B

Item Number: AT-214

A collection of recording devices for short messages. Includes: Voice-Over Recorders, TimeCue/Photo Cue to the time of Day; 2-Channel recorder.



Voice Cue

Item Number: AT-006

Voice Cue is a discrete auditory cueing device. Record up to five messages (60 seconds total recording time) and set the clock to play back messages at preset times.



Kensington Expert Mouse Pro
Item Number: AT-375



Software Trial System
Item Number: AT-242; AT-243

Try the software with a student before you purchase it! We've included BoardMaker, Chooselt Maker, Clicker, Type to Learn, and many more titles on this laptop trial system. See the Software Library addendum at the back of this catalog for details.



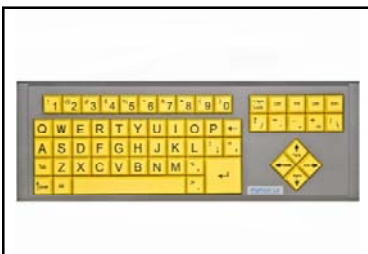
Flexible Keyboard
Item Number: AT-260

A spill proof, portable, flexible keyboard compatible with Windows 98 / 2000 / Me / XP. Dimensions: 19.3 in x 5.34 in x 0.5 in.



Livescribe Pulse Smartpen
Item Number: AT-354

The Livescribe Pulse Smartpen records everything you hear, say, and write, and links your audio recording to your notes based on the dot pattern on a special notebook. Using Livescribe Desktop, you can save notes to your computer and even search for words within your notes.



BigKeys LX with Keyguard
Item Number: AT-363

BigKeys LX keyboards have large, one-inch square keys -- 4 times bigger than the keys on standard keyboards! BigKeys LX is built with a rugged design and includes a 1 year replacement warranty. BigKeys LX works with any Windows-based PC and no special software is required.



Clevy Keyboard
Item Number: AT-263

The Clevy Keyboard's keys are four times bigger than those found on standard keyboards, which in turn allows for larger characters, making them easier to identify. To help students focus on writing and keyboarding skills, all unnecessary keys have been completely eliminated.



Keyboard with keyguard

Item Number: AT-364

The Keyboard with Keyguard isolates the keys, which helps to stabilize and position fingers or pointers. The keyguard is attached to the keyboard eliminating the guesswork of matching up a keyguard to a keyboard. The keyguard is reinforced for stiffness.



Keys U See Keyboard

Item Number: AT-018

These large print keyboards are perfect for those who simply have a hard time seeing the existing commands on their keyboards. With a bigger and bolder typeface, the keys are easier to see.



Little Fingers Keyboard

Item Number: AT-156

The LittleFingers keyboard is sized to fit children's smaller hands. It incorporates a space-saving layout which includes all of the most commonly used keys. Plugs into the USB port on your computer.



BIGtrack Mouse

Item Number: AT-181

Bright large Trackball with oversized buttons allows for second mouse connection. Easy plug and play installation. Windows and Mac compatible. Please specify if you need a PS2 connection.



Chester Mouse

Item Number: AT-325

ChesterMouse is a tiny, single-button mouse with no scroll wheel, made for smaller hands. It's easy to control and made of rugged plastic for strength and durability.



LogiTech Marble Mouse

Item Number: AT-106

Inspired by the human eye, uses an integrated sensor to visually detect the motion of a trackball, then translates that motion into on-screen cursor movement.



Tiny Mouse

Item Number: AT-326

Chester Creek's™ TinyMouse™ is about half the size of a standard computer mouse and just right for a child's small hands. A scroll wheel and colored right and left buttons help kids learn to click and move the cursor with greater comfort and control. And with optical tracking, there is no trackball to become dirty or lost, or to malfunction.



Switch Adapted Mouse

Item Number: AT-182

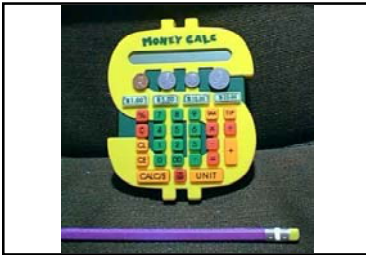
Standard mouse with two standard 1/8" plugs for two switches. Its left and right mouse clicks have been adapted so that you can use a switch for activation.



Coin Calculator

Item Number: AT-023

Instead of standard numbers on a regular calculator, this device uses realistic coin buttons and a dollar bill. The talking Coin-U-Lator says the amount as it is entered, and gives verbal prompts when needed.



Money Calculator

Item Number: AT-022

The Money Calc allows students to 'see' how money math problems are worked. The calculator takes the mystery out of money math and helps students master basic math, coin counting, and 'real-life' money-handling skills.



See-and-Solve Calculator

Item Number: AT-178

A step-by-step visual four-function calculator can be set up vertically or horizontally.



Talking Calculator

Item Number: AT-180

Simplify arithmetic by providing a calculator with speech output. It voices numeric entries and computations in easy-to-understand speech (English only). For totals, choose between the complete number speech, "seventy-eight" or the digit-by-digit, "seven, eight."



Flexitables: Folding mathematic tables

Item Number: AT-184

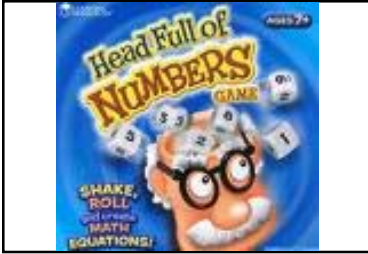
A set of Flexitable grids, 7 3/4" square. Set includes: Addition/Subtraction Grade 1-4; Fraction/Decimal Grade 3 and up; Multiplication/Division.



Hands On Money Kit

Item Number: AT-187

Includes bills from \$1.00 to \$100.00. Coins are full-color, actual size on cardboard, with a generous supply of pennies to gold dollar coins. Packed in an organizer box.



Head Full of Numbers

Item Number: AT-193

This is a fun fast-paced math game. Shake, Roll, and create Math Equations. Race against the clock and create the most math equations to win.



KOOK-ee Jar the Game

Item Number: AT-226

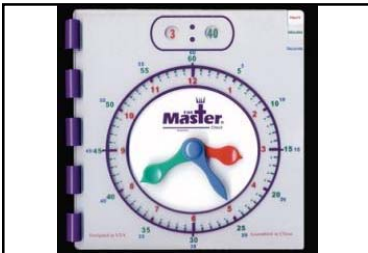
This cookie-themed dice game helps students learn the difference between right and left while they count, graph add, and subtract cookies. Fine motor skills are also developed as students pick up and transfer the round plastic cookies.



Math Stamps

Item Number: AT-183

Fraction Pie Stamp, Numberline Stamp, and Thermometer Stamp



Telling Time

Item Number: AT-024

A collection of tools and workbooks to assist in learning to tell time and basic math calculations



Animal Hopscotch Auditory Feedback Mat

Item Number: AT-265

The Animal Hopscotch Mat is a tool to keep students walking, stepping, jumping, hopping, and listening. Features eight different animal sounds, blinking lights, music keys, and three modes to select.



Foam Bowling Set

Item Number: AT-291

The set includes six thick foam pins and a foam bowling ball.



Magnetic Dart Board Set

Item Number: AT-304

Reversible dart board offers two playing surfaces to choose from. Weighted darts have magnetized ends.



Wii Interactive Game System

Item Number: AT-241

Students can experience bowling, tennis, baseball, golf, and many other games with the Wii Interactive Entertainment System. (Television required).

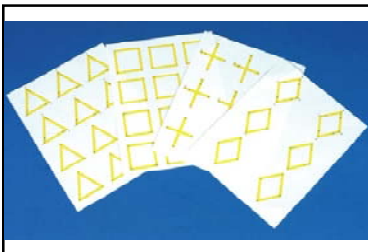
See full description and loan requirements at the back of the catalog.



Hi-Write Doodles and Coloring Pad

Item Number: AT-346

Hi-Write Doodles are designed to provide your emergent writers and writers requiring a bit more design practice with loads of doodles that encourage fine motor control. Each visually attractive page has yellow highlighted areas where the writer can complete the design and practice doodling at the same time. Circles, lines, curves, rectangles and triangles are just a few of the shapes that are used to complete each design.



Hi-Write Pre-Writing Tracking Designs

Item Number: AT-347

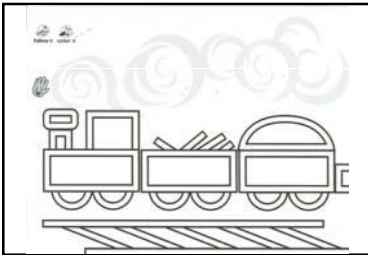
Contains individual sheets of 5 designs (highlighted crosses, circles, vertical lines, horizontal lines and right-to-left downward-sloping diagonal lines) featuring large and small sized versions of each design. Ideal for pre-writing and motor skills.



Hi-Write Uppercase and Lowercase Letters

Item Number: AT-348

Sheets of highlighted uppercase and lowercase letters with the first 3 letters providing directional cues. Each page contains 9 of the same letter.



Mead Writing Fundamentals - Stage 1

Item Number: AT-349

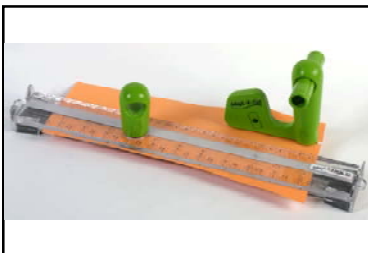
From the Mead Writing Fundamentals Line - Stage 1 for Motor Development. The Color Bound workbook contains a variety of projects for helping young children learn to color within the lines -- which are also raised lines! The Snip It! workbook contains a variety of projects for cutting, coloring, and pasting.



Mead Writing Fundamentals - Stage 2

Item Number: AT-350

Full color writing tablets with pages to teach students how to make capital letters, lowercase letters, and numbers based on a common letter or formation shape. Then students have additional pages with word practice using these letters.



Adaptive Cutting Devices

Item Number: AT-189

Adaptable handle with four different features to allow for many physical abilities. Comes with Adapt-A-Hold to hold paper in place while your student cuts with Adapt-A-Cut.



Magnet Wand Page Turner

Item Number: AT-299

An inexpensive and easy to use way to help students turn pages in a book or workbook. Place one of the large paper clips on the bottom or side of each page. Touch the magnet wand to a paper clip and pull to turn the page in either direction



Switch Adapted Scissors

Item Number: AT-312

These easy-to-use switch-adapted scissors allow students to participate in art and other classroom or home activities. Activate the switch and scissors will easily cut through paper. Easy to remove from special mounting



Hi-Write Mega-Mazes

Item Number: AT-345

Wipe-Erase Hi-Write MegaMazes encourage fine-motor control, writing skills, crossing midline and visual tracking. Twenty-five 8-1/2" x 11" wipe-erase cards, each with a different maze.

The Trace & Copy cards are ideal for tracing and copying basic words in class, at home, or on the go. Each set contains 30 basic words.



Scissors Kit

Item Number: AT-033

A collection of six different kinds of scissors.



Over the Chair Storage Buddy

Item Number: AT-108

Holds and organizes items while draped over a chair.



Audible Time Timer

Item Number: AT-041

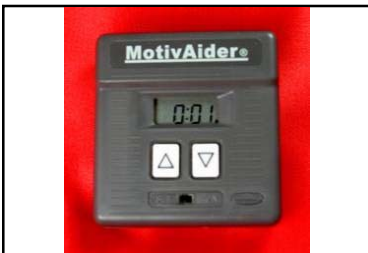
Students can see how much time remains for testing, reading, or other classroom activities. (Optional digital beep)



Light, Sound, and Vibrating Timer

Item Number: AT-288

Small, digital timer for students who need to keep track of time in different ways. This versatile timer includes notifications that vibrate, make a sound, or flash. You can select any single or combination of alarms.



MotivAider

Item Number: AT-297

The MotivAider works by periodically sending the child a silent signal - the entire device gently vibrates. The vibration is used to privately convey a personal message, such as "It pays to pay attention," or "Slow and steady wins the race," that reminds and urges the child to make a desired change.



Personal Time Timer

Item Number: AT-040

Students can see how much time remains for testing, reading, or other classroom activities. (Silent Operation)



Time Timer 12"

Item Number: AT-357

Students can see how much time remains for testing, reading, or other classroom activities. Set these battery-operated timers to the amount of time a task requires; the red indicator moves as time passes and the clock beeps when time is up. (Optional digital beep).



Time Timer 8"

Item Number: AT-356

Students can see how much time remains for testing, reading, or other classroom activities. Set these battery-operated timers to the amount of time a task requires; the red indicator moves as time passes and the clock beeps when time is up. (Optional digital beep).



Wrist Time Timer

Item Number: AT-191

The Time Timer™ Wrist Timer is a time management tool, even for those who can't tell time. In a glance, you will know how much time is left for your task. It is ideal for children with attention issues, autism, learning disabilities, behavioral issues, or sensory processing disorder.



MP3 Player
Item Number: AT-308
2 GB MP3 Player / Flash drive
Omnitech



Desktop Stand w/Magnetic Dry Erase Board
Item Number: AT-146
Triangular shaped stand holds a 12" x 18" magnetic dry erase board.



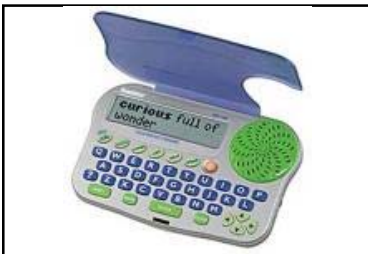
Magnetic Boards and Letters
Item Number: AT-042
A collection of magnetic boards, easels, and thick foam alphabet letter magnets.



Textbook Holder
Item Number: AT-112
Compact lightweight bookstand that opens to 5 different angles, holds books open and stores flat to carry easily. Can also be used to carry papers, pens, and pencils when closed.



Anybook Reader
Item Number: AT-374
Record yourself reading a book, worksheets, communication boards, etc. for your students. You can record any book with this simple touch, record, playback process. Uses recordable, removable stickers



Children's Talking Dictionary
Item Number: AT-026
40,000 word Talking Dictionary. Spelling correction instantly verifies or corrects a student's spelling. Handwriting guide demonstrates how to form letters and words in print or cursive. Formerly known as the Speaking Homework Wiz.



Mark-My-Time Digital Bookmark

Item Number: AT-116

The Mark-My-Time™ digital bookmark lets each child record their reading minutes at the touch of a button. Programmable countdown timer with alarm. Cumulative timer for multi-session reading.



Reading Pen

Item Number: AT-030

A pocket sized reading device that provides immediate word support to the reader.



Interactive Storybooks: All About Me Daily Activities

Item Number: AT-283

Titles: *Follow Me to School; It's Time to Go to Bed; Let's Go Shopping; Happy Birthday to Me!*



Interactive Storybooks: Classic Tales and Times

Item Number: AT-284

Titles: *Jack and the Beanstalk; The 3 Little Pigs; The Gingerbread Man; Goldilocks and the 3 Bears; A Hot and Sunny Day!; A Cold and Snowy Day!*



Interactive Storybooks: Familiar Songs and Rhymes

Item Number: AT-282

Titles: *Old MacDonald Had a Farm; All Around the Busy Town; The Wheels on the Bus; Here and There and Everywhere; 5 Little Monkeys; Ooo - It's Halloween!*



Leap Frog Fridge Talk Wordplay Recorder

Item Number: AT-274

Record and play back words, opposites, rhyming words, and more. Builds vocabulary, language skills, and listening skills.



Leap Frog Fridge Words Magnetic Word Builder

Item Number: AT-276

Fun, interactive games and songs help students understand how to combine letters to form three-letter words. Three Levels: 1) Load a Letter; 2) Word Builder, and 3) Word Hunt



Leap Frog Magnetic Alphabet

Item Number: AT-275

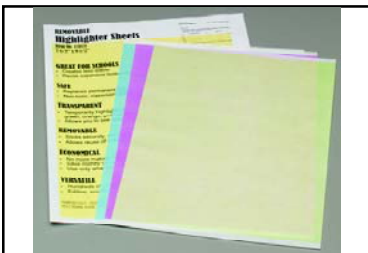
Students place a letter into the reader and press to hear its name, sound, and a phonics song.



Leap Frog Phonics Radio

Item Number: AT-273

Students explore letter names, sounds, and letter/object correlation on the Phonics Radio with 30 songs, rhymes, and a mystery tune game.



Reading Tools

Item Number: AT-028

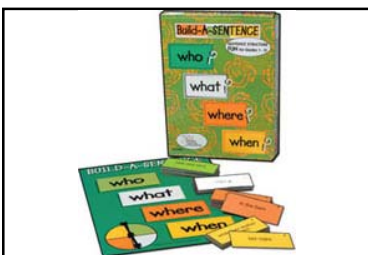
Removable highlighter sheets; LightWedge Mini Magnifier, Easy Focus Frames; EZC Two View Reader



Self-Stick Sight Words and Sentence Strips

Item Number: AT-147

A collection of self-stick notes, sight words, sentence strips, and wipe-off crayons.



Sentence Construction Learning Package

Item Number: AT-234

Students create their own sentences by putting together color-coded Who, What, Where, and When cards on a special sentence construction strip. Activity Picture Symbol Cards are included.



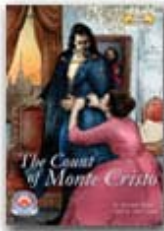
Start to Finish Books: Jane Goodall and the Chimpanzees of Gombe
Item Number: AT-200

This Start-to-Finish book tells the story of Jane Goodall's extraordinary journey from quiet schoolgirl to preeminent chimpanzee expert and global activist. Professionally narrated computer book set, paperback book and audio book. Grade 4-5 Readability



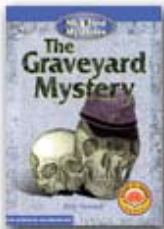
Start to Finish Books: Kidnapped
Item Number: AT-198

The story of a young man trying to learn the true meaning of pride and courage from an older man who sometimes seems to have a bit too much of both! Professionally narrated computer book set, paperback book and audio book. Grade 4-5 Readability



Start to Finish Books: The Count of Monte Cristo
Item Number: AT-201

Edmond Dantes seeks revenge for his wrongful imprisonment in this classic. Professionally narrated computer book set, paperback book and audio book. Grade 4-5 Readability



Start to Finish Books: The Graveyard Mystery
Item Number: AT-199

This mystery story introduces the reader to the geography of Missouri, the Civil War, Mark Twain and his celebrated characters, Tom Sawyer and Huck Finn. Professionally narrated computer book set, paperback book and audio book. Grade 2-3 Readability



Start to Finish Books: The Secret of Old Mexico
Item Number: AT-202

This mystery story introduces the reader to elements and facts of Mayan culture, the geography of Mexico, Day of the Dead, Spain's conquest of Mexico, and the peso as a unit of monetary exchange. Professionally narrated computer book set, paperback book and audio book. Grade 2-3 Readability



Textured Alphabet Cards
Item Number: AT-213

Each letter has a textured feel including hard, soft, bumpy, smooth, or rough.



Zingo!

Item Number: AT-195

A fast-paced, simple variant of Bingo. Players try to fill their image cards with matching tiles from the "Zingo Master"; first player to fill his/her card wins! Zingo teaches shape and pattern recognition, as well as observation, and short-term memory.



Intel Reader and Portable Capture Station

Item Number: AT-317

The Intel® Reader is a mobile handheld device designed to increase independence for people who struggle with reading standard print. A high-resolution camera and processor converts printed text to digital text, and then reads it aloud while highlighting the text onscreen.



Nook Electronic Reader

Item Number: AT-329

The Barnes and Noble Nook e-reader is a slim-line reading device. It stores hundreds of books, and allows you to bookmark, note, and keep track of selected parts of a book. The Nook is loaned upon approval by the Assistive Technology Specialist. To request this item, please complete the request form at the back of the catalog.



BookWorm Reading Machine

Item Number: AT-204

A voice output reading machine designed for use by children with cognitive, severe physical, or vision disabilities. The reading material is clipped to the BookWorm unit and the book is adapted with the included stickers and page detectors.



Telex Scholar Digital Talking Book

Item Number: AT-032

Designed for people who have a visual impairment or learning disability, this DAISY CD Player also accepts standard audio and talking book CDs and MP3 CDs.



Victor Reader Classic +

Item Number: AT-171

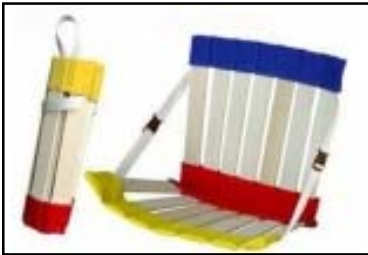
Digital talking book player designed to play highly structured books, such as reference works and text books, as well as for leisure reading.



HowdaHUG Seat Ages 7-12

Item Number: AT-361

The smooth rocking and cradle like comfort make for a calm and peaceful seating experience. Benefits range from better focus, less fidgeting, increased eye contact, more concentration and all around peaceful sitting on ground or chair. SIZE: Recommended for children aged 7-12, teens. Weight comfort: up to approximately 125lbs.



HowdaHUG2 Seat Ages 5 to 10

Item Number: AT-362

HowdaHUG2 is narrower for taller children. The smooth rocking and cradle like comfort make for a calm and peaceful seating experience. SIZE recommendation for weight comfort: For children aged 5- 10 up to 100lbs. HowdaHUG measurements: 14" wide top X 15.5" high X 13.5D" (hinge width).



PowerLink 2

Item Number: AT-309

PowerLink 2 delivers all the power pupils need to run most electrical appliances with a single switch. Four modes of control let you match individual needs to activities.



PowerLink 3

Item Number: AT-309

PowerLink 3 delivers all the power pupils need to run most electrical appliances with a single switch. Four modes of control let you match individual needs to activities.



Pressure Vest (S, M, L)

Item Number: AT-358

This Pressure Vest is made from neoprene to be exceptionally strong and adjustable. Please indicate size when ordering.

- Small up to 19" chest 10" long
- Medium up to 26" chest 13" long
- Large up to 32" chest 16" long



Resistance Tunnel (Centsory)

Item Number: AT-365

Students can crawl through or push a ball through this sensory tunnel. Measures 10' long and features sturdy handle straps on each end.



Weighted Neoprene Pressure Vest (S, M, L)

Item Number: AT-359

The Weighted Neoprene Pressure Vest primarily provides deep pressure evenly around the core of the body. Please indicate size when ordering.

- Small up to 19" chest 12" long
- Medium up to 26" chest 15" long
- Large up to 32" chest 18" long



Weighted Pressure Belt (S, M, L)

Item Number: AT-360

The Pressure Belt primarily provides deep pressure evenly around the core of the body. Please indicate size when ordering.

- Small up to 23" waist
- Medium up to 33" waist
- Large up to 47" waist



Body Sox (Medium)

Item Number: AT-038

Body Sox are designed specifically for spatial awareness and interaction.



Bubble Blower

Item Number: AT-327

This bubble blower is easily activated by pulling down on its chunky handle. The friendly whale pops out of the aquarium and blows endless bubbles from his spout. No Spill motorized bubble blower stimulates cause & effect learning.



CatchVest Game Pack

Item Number: AT-211

Depending on the activity, CatchVests can be worn with its VELCRO® strips toward the front or back. The VELCRO® side is worn forward for soccer chest trap practice and skill development and backward for tag games involving the use of Softee Balls and Flag Football Flags. Adapted activity guide included.



Chewelry Bracelet Set

Item Number: AT-128

Chewelry is a way to keep children from chewing on their clothes, while letting them work through their chewing tendencies.



Disc O Sit, 15"

Item Number: AT-167

The Disc'O'Sit is a 15" (38.1cm) diameter inflatable disk with smooth tactile bumps that enables your students to work on postural training while seated, or balance activities in seated or standing positions. Ideal for all ages of students who require dynamic seated activities.



Flexi-Cutlery

Item Number: AT-216

Flexi-Cutlery is ideal for anyone with limited hand movement or grip. The design allows the user to wrap the flexible forearm handles around their hand, wrist or arm. Kit includes a spoon, fork, and played spoon.



Grabballs

Item Number: AT-185

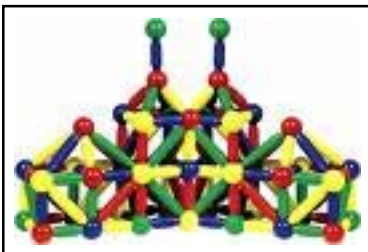
Open matrix ball that is soft, flexible and 8-1/2" in diameter. Their geometric design allows them to be caught, thrown and rolled in virtually every conceivable way even with non-moving, extended or spastic fingers. Set of 3



LESSNoise Earphones

Item Number: AT-320

LESSNoise Earphones are designed for children with noise sensitivity. These noise reduction earphones are comfortable and user-friendly. A terrific tool for children who need quiet for sensitivity or for focused activities.



Magneatos

Item Number: AT-179

A magnetic construction kit designed for small hands and big imaginations.



Medium Lap Lander

Item Number: AT-036

Weighted Medium Lap Lander provides gentle pressure on muscles and joints. 9" x 18" (23 x 46cm), 4 lb (1.8Kg) weighted lap pillow designed for kids.



Motorized Squiggle Wiggle Writer Pen

Item Number: AT-296

Creates squiggle-writing loops with replaceable color points. Also when the vinyl cap covers the vibrating pen it becomes an oral stimulator. Ages 4 years and up.



Therapy Ball Chair

Item Number: AT-125

For seating, exercise, and therapy. Please specify size: 35 cm (under 4'8")



What's in Ned's Head?

Item Number: AT-197

What's in Ned's Head? Reach inside Ned's ears or nostrils and find out! This icky game will make you giggle and is sure to gross you out! Players feel around to find the object on their card. This game helps your child develop their sense of touch.



Wireless Personal Pager

Item Number: AT-034

Teacher's Hands is a student pager that vibrates when the teacher needs a child to attend to a task.



Animated i-Dog with Sound and Light Show

Item Number: AT-303

Press the puppy's 'nose' to activate a sound and light show. When connected to a music player, the i-Dog plays music through its built-in speakers. He taps his paw to the beat, bobs his head, wags his tail, and gets his ears movin' and groovin'!



Blink

Item Number: AT-194

Blink® is the lightning fast game where two players race to be the first to play all of their cards. Using sharp eyes and fast hands, players quickly try to match the shape, count, or color on the cards. The first player out of cards wins!



Colorama

Item Number: AT-196

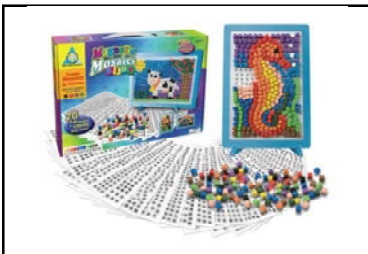
This classic board game is a highly enjoyable introduction to colors and shapes. It encourages students to look carefully, compare, name, and arrange.



Jumbo Knob Puzzles (Set of 3)

Item Number: AT-339

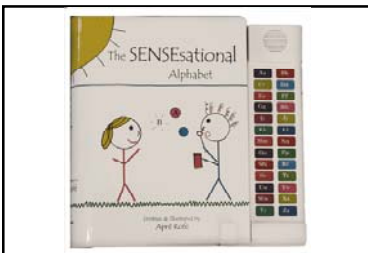
A set of three charming wooden puzzles with jumbo knobs. Full-color, matching pictures appear underneath each piece. A great activity to encourage hand-eye and visual perception skills.



Magnetic Mosaic Kids

Item Number: AT-324

Place colorful tiles onto the black and white numbered templates. Included are 20 fun designs, or create your own mosaic masterpieces. Includes 600 magnetic foam cubes, 20 re-usable templates, and 12" x 17" (30 x 43cm) easel and easel stand. Ideal for improving fine motor, motor planning, color recognition and visual perception skills.



SENSEsational Alphabet

Item Number: AT-318

The SENSEsational Alphabet is an interactive ABC picture book focusing on integrated sensory methods to learning. The book incorporates visual stimuli, movement, touch, smell, sound, Braille and Sign language, with each page having a unique feature.



Sesame Street Giggling Music Makers and Giggling Ball

Item Number: AT-277

Hear Elmo and Cookie Monster giggle, hear silly sounds, and musical instrument sounds.



Digital Musical Keyboard

Item Number: AT-305

A digital musical keyboard with 37 keys, 8 tones and 8 rhythms. Record function lets your students play back the songs they create. Features individual volume control and power-saving sleep mode.



Workbook Window Board

Item Number: AT-377

Instantly transforms any workbook into a wipe off practice book



Jelly Bean Twist Cap
Item Number: AT-307

Classic Jelly Bean Switch comes with twist-off caps in multiple colors



Wireless Appliance Control Unit
Item Number: AT-342

Plug the Wireless Appliance Control Unit into an appliance and connect your switch to the remote control. Activate your switch and you turn the appliance on. Activate it again and you turn it off. Does not require that the switch be depressed continuously.



All-Turn-It Spinner
Item Number: AT-222

The switch-activated All-Turn-It spinner enables random selections and is perfect for choosing groups or playing games of chance. Includes Bingo, Math-In-Motion, Spin 'n Spell, and reusable numbers, colors, shapes, pictures, and words stickers.



Jelly Beamer Wireless Switch
Item Number: AT-238

A wireless switch that is rugged, reliable and easy to use. The Jelly Beamer performs just like a traditional switch - without the hassle of cables.



LocLine Modular Hose Switch Mount
Item Number: AT-344

The LocLine Modular Hose is a flexible hose that can be mounted to a wheelchair for switch access. The hose is flexible, yet stable. You can easily move it around, yet it won't bend back like a gooseneck mount can.



Paint 'N' Swirl
Item Number: AT-225

Encourage your students to participate in cooperative projects by creating colorful splatterpaint pictures for classroom decorations, gifts and more.



Pererro iPad Switch Interface

Item Number: AT-371

Pererro is an advanced interface device which allows access to Apple iOS devices via a switch, permitting you to utilize the majority of features on the device such as Phone, Messaging, Email & Social Networking applications, without the need to touch the screen.



Pretorian APPLICATOR Switch Interface

Item Number: AT-369

Access switch accessible apps with up to 4 switches. Works with i-Pad, i-Pod (3rd & 4th generations), i-Phone (4 & 3 GS). The Applicator provides switch access to Apps that were developed to support switches.



RJ Cooper iPad Switch Interface

Item Number: AT-370

From RJ Cooper for the iPad, plug switch(es) into the interface for cause/effect, switch timing practice, AAC auto-scan and step-scan, spelling, and any other apps that are switch friendly.



Slide Toy and Switch Plate

Item Number: AT-280

An adapted slide toy and 5x8 switch plate. Watch the Dalmatians chase and race around the slide and up the staircase. Great for teaching cause and effect, develop visual tracking, object identification and independent play.



Switch Adapted Singing Dog

Item Number: AT-285

Puppy sings "BINGO" when switch is activated



Switch Adapted Singing Elephant

Item Number: AT-287

Elephant sings and moves to "Do Your Ears Hang Low?" when switch is activated.



Switch Adapted Singing Pig

Item Number: AT-286

Pig sings "Old MacDonald Had a Farm" when switch is activated.



Switch Collection

Item Number: AT-207

A switch kit containing a **Crick USB Switch Interface** and two Jelly Bean switches.



Switch Collection (Deluxe)

Item Number: AT-219

A deluxe switch kit containing a Crick USB Switch Interface and eight assorted switches.



Accent Acoustics-Amplified Speaker System

Item Number: AT-379

Amplified Speaker System



Labtec-Spin 75 Stereo Speakers

Item Number: AT-378

Multipurpose Stereo Speakers/Acoustically engineered



Flip Digital Video Camera

Item Number: AT-262

The Flip video is a tiny, easy to use digital video camera with up to 60 minutes of recording time. It requires no additional software and has a built-in USB jack which you just hook up to your computer to download the video you've taken.



Look'N Cook

Item Number: AT-188

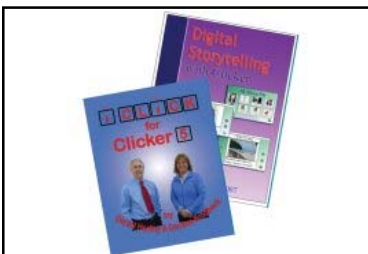
This colorful cookbook features 62 step-by-step basic recipes that create a great foundation for cooking independence. Illustrations are clear, concise and easy to "read." Includes cookbook, lesson plans, and DVD set.



Art For Me Too!

Item Number: AT-228

Art For Me, Too! invites all children to participate in wonderfully motivating arts and crafts projects! This 400+ page book contains 45 art projects each related to a given theme.



iClick for Clicker 5

Item Number: AT-217

Written to provide you with a balance of both basic ideas to help you quickly understand and start creating activities with Clicker 5 as well as to take you beyond the basics in ways you may never have thought of. A companion CD of activities and templates for Clicker 5 is included.



Play & Learn Motor-Based Curriculum

Item Number: AT-229

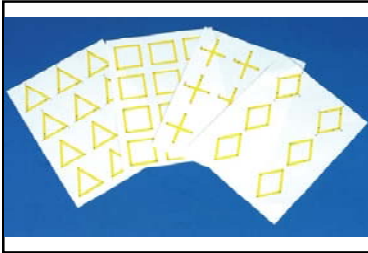
The spiral bound book is packed with more than 300 pages of theme-based activities that are highly engaging, and relevant to young children. Meaningful activities focus on basic routines, music, play, and social interaction with lots of repetition.



Hi-Write Doodles and Coloring Pad

Item Number: AT-346

Hi-Write Doodles are designed to provide your emergent writers and writers requiring a bit more design practice with loads of doodles that encourage fine motor control. Each visually attractive page has yellow highlighted areas where the writer can complete the design and practice doodling at the same time. Circles, lines, curves, rectangles and triangles are just a few of the shapes that are used to complete each design.



Hi-Write Pre-Writing Tracking Designs

Item Number: AT-347

Contains individual sheets of 5 designs (highlighted crosses, circles, vertical lines, horizontal lines and right-to-left downward-sloping diagonal lines) featuring large and small sized versions of each design. Ideal for pre-writing and motor skills.



Hi-Write Uppercase and Lowercase Letters

Item Number: AT-348

Sheets of highlighted uppercase and lowercase letters with the first 3 letters providing directional cues. Each page contains 9 of the same letter.



Lap Desk Assistant, Jumbo

Item Number: AT-051

Portable ergonomic work station that conforms to your lap.



Pencil and Grip Set (beginner)

Item Number: AT-046

Includes a set of pencils, grips, and spacers designed for young, beginning writers.



Pencil and Grip Set, Non-Skid Clipboard

Item Number: AT-048

Includes a set of pencils, pens, grips, and spacers. Also includes a non-skid clipboard coated with a surface that provides resistance which may help a student who presses too hard or soft.



Writing Tools

Item Number: AT-109

A collection of writing paper, printing practice materials, magnetic writing board, and easy focus frame.



Hi-Write Trace & Copy and Mega-Mazes

Item Number: AT-345

Wipe-Erase Hi-Write MegaMazes encourage fine-motor control, writing skills, crossing midline and visual tracking. Twenty-five 8-1/2" x 11" wipe-erase cards, each with a different maze.

The Trace & Copy cards are ideal for tracing and copying basic words in class, at home, or on the go. Each set contains 30 basic words.



Tactile Alphabet Cards

Item Number: AT-343

Tactile Cards feature special ink that raises the letters off the card surface. Each letter is annotated with numbered arrows that provide a visual guide to the proper direction and formation of the letter. The background of the letters are on writing paper which reinforces placement on the correct lines. Kit includes lowercase and uppercase letters.



AlphaSmart 3000

Item Number: AT-158

The AlphaSmart's eight files make it easy to organize your work. Up to 100 pages of text, spell checker, cut/copy/paste, and features for special needs make the AlphaSmart a powerful tool for a wide range of purposes.



Fusion Writer Text to Speech Package

Item Number: AT-136

A portable text-to-speech keyboard with features designed to help increase literacy skills.



Writer Keyboard

Item Number: AT-173

A portable keyboard with word prediction and other features designed to help increase literacy skills.



Digital Voice Recorder (Olympus)

Item Number: AT-044

Digital voice recorder provides capacity for 16+ hours of recordings. Stores up to 100 files in each of its four folders.



Digital Voice Recorder (Sony)

Item Number: AT-045

Digital voice recorder provides up to 251 hours recording time.



Microcassette Recorder

Item Number: AT-175

Clear Voice Plus recording system from Sony. 3-digit tape counter; 2 speed record/playback.

Wii Interactive System for Adaptive PE



Wii Interactive System (Television required)
Item Number: AT-241

Students can experience bowling, tennis, baseball, golf, exercise, fitness, and many other activities with the Wii Interactive System. The Wii Fit features four main categories to choose from: Strength Training, Aerobics, Yoga, and Balance.

Loan Requirements:

1. Complete the loan questionnaire at the back of this section describing how you will evaluate or use the Wii to meet a student's specific IEP goals.
2. Have an OT, PT, or a member of your district's AT team sign off on the request.
3. Please forward your loan questionnaire to Kathy Payne by e-mail or courier to SOESD Phoenix office.

The Wii system includes the following components:

- 1 - Wii Console
- 1 - Wii Fit balance board
- 1 - Console Stand
- 1 - Sensor Bar
- 1 - AC Adapter
- 1 - AV Cable
- 2 - Remotes
- 2 - Nunchuks
- 1 - Battery Charger



Evaluation Laptop and Specialized Software



Category: Software Trial
Item Number: AT-242; AT-243
Software Trial Laptop System

Evaluate the student using the software before you purchase it. We have a computer laptop system available for checkout with a collection of AT software titles installed.

Loan Requirements:

Complete the loan questionnaire at the back of this section describing how you will use the laptop and software to meet your student's specific IEP goals.

Software Category:

DragonNaturally Speaking

With Dragon Naturally Speaking you can talk to your computer and watch your spoken words instantly appear in documents, email and instant messages. You can even surf the web just by speaking.

Kurzweil 1000

Kurzweil 1000 is a PC-based reading tool that makes printed material accessible to people who are blind or have limited vision. It is easy to use for beginners, yet powerful and flexible enough for advanced users.

Kurzweil 3000 (Macintosh)

This software, from Kurzweil Educational Systems, is designed to help people with learning disabilities or visual impairments increase their reading speed and comprehension. It has Scan/Read, Read Station, and writing components.

Kurzweil 3000 (Windows)

This software, from Kurzweil Educational Systems, is designed to help people with learning disabilities or visual impairments increase their reading speed and comprehension. It has Scan/Read, Read Station, and writing components.

Kurzweil 3000 (Windows)

This software, from Kurzweil Educational Systems, is designed to help people with learning disabilities or visual impairments increase their reading speed and comprehension. It has Scan/Read, Read Station, and writing components.

Software Category: ***Boardmaker***

2008 PCS™ Addendum Library for Boardmaker

Over 1300 more Picture Communication Symbols for Boardmaker. This collection covers topics including science, vocabulary, body parts, special holidays, animals, and sports.

Cooking Up Fun! for use with Boardmaker

Addresses and targets the many benefits and instructional value of incorporating cooking into the classroom or therapy.

Software Category: ***Clicker 5***

Clicker Animations

The Clicker Animations CD includes 100 original animations to use in your own Clicker Grids, and six themed sets of ready-made Clicker Grids.

Clicker Grids For Learning

The Clicker Grids for Learning CD set contains 200 high quality Clicker Grids ready to use in your classroom. All the materials have been created either by CrickSoft's curriculum team or by practicing teachers who have contributed their files.

Find Out & Write About Series

Find Out & Write About Series enables children to use the computer for independent research and then write about it using Clicker Grids. Titles include: Ancient Egyptians; Animals of Cold Lands, Animals of Hot Lands, Dinosaurs, Explorers, and Life Cycles.

Planet Wobble

Planet Wobble is a series of literacy materials for early readers and writers. The animated talking books and related on-screen activities offer rich and engaging resources for early reading and writing skills. (Requires Clicker 4 or 5)

Software Category: ***Communication***

American Sign Language Clip and Create 5

Includes 5,555 clipart signs for making crossword puzzles, posters, postcards and more. Print clipart alone, with the English word equivalent and/or with graphics. Signs are accessed alphabetically or by category. Includes six customizable templates, four games and 16 game and activity ideas.

Software Category: ***Keyboarding***

Type to Learn 3

With the 25 animated lessons in Type to Learn 3, students embark on zany time-travel missions to learn keyboarding skills.

Type to Learn 4: Agents of Information

Type to Learn 4: Agents of Information is built on a research-based method of sequential, cumulative touch-typing instruction, with an all-new curriculum of over 100 leveled lessons and activities.

Type to Learn Jr.

The small size of young students' hands is kept in mind in this animated program that takes students from keyboard awareness to typing carefully selected words into short sentences.

Software Category: *Math*

Dollars and Cents Series

Dollars and Cents is a money management series that progresses in difficulty, and includes engaging graphics and human quality speech. Each title - First Money, Spending Money, and Making Change - teaches essential money skills by merging life experiences and math instruction.

Making Sense with Numbers

Provides practice in early number work with delightful graphics and sound. Number recognition (1-9), counting, dot-to-dot, dominoes, memory activities, and painting by numbers. Configurable. Use a mouse, keyboard, switch(es) or touchscreen.

Software Category: *Reading*

CueLine ED

CueLine® ED is a program to use with electronic text. It allows control of the file's presentation on the computer screen. You can change font, background, text box and margin colors. You decide on the number of lines per screen, the distance between those lines, and the number of words per line.

Interactive Reading Software Library

Software reads books aloud with highlighted text and lets the student click on words for identification. Features picture-to-picture and picture-to-word matching exercises with a speech recording option. Management system lets you specify books and activities per student and store performance results.

Software Category: *Switch Access*

1-2-3 Paint

High contrast mode and four difficulty levels. With lots of sound to add motivation. Includes an activity which rewards you for copying an image correctly. Switch(es), mouse, IntelliKeys or touchscreen.

Cause & Effect and Sights & Sounds

Mix and match these musical themes and three new animated activities to go beyond the ultimate in cause & effect software. Three separate switch modes teach momentary, timed and latching switch activation.

Chooselt! Maker 2

Create switch activated decision making activities and quizzes. It's great for helping switch users learn to make choices using scanning techniques.

Super Switch Puzzles

Students get to assemble puzzles by pressing a switch or switches. Select from 5, 10, or 15 switch activations to complete each puzzle.

SwitchIt! Maker 2

Create your own switch accessible stories and slide shows. A selection of ready made activities is provided to get you started.

Touch Games

Simple games for non-readers using a touch screen or mouse for the first time.

Two by Two from Inclusive Technology

150 pairs matching games around colors, shapes, animals, vehicles, flags, and much more. Match words, word with picture, sounds, or sound with picture. Configurable options and you can create your own activities. Mouse, touchscreen, or switch(es).

Assistive Technology Library Loan Request
Evaluation Laptop with Specialized Software, eReaders, iPad, or the Wii

Your Name _____ Date _____

School _____

Phone/Email _____

Which item would you like to borrow?

☐ Evaluation Laptop ☐ iPad ☐ iPod Touch ☐ Netbook ☐ Kindle ☐ Nook

☐ Wii (requires OT/PT/AT approval) _____
Signature of OT, PT, or AT for Wii

What is the IEP task or goal the student needs to accomplish?

In what environments?

What is the student's present level of performance on this task?

Are there environmental concerns or other issues that need to be taken into consideration?

Are there specific tools or strategies that a team member believes might be helpful with this functional life skill?

Send your completed loan request to:
Kathy Payne, SOESD Phoenix Office
Phone: (541) 776-8550 Fax: (541) 535-2460
Email: kathy_payne@soesd.k12.or.us