COMMUNICATION
IMMEDIATE:
No More Waiting!
FUTURE:
Parallel
Programming
STEP BY STEP
1. Buy
2. Teach Mollie
3. Teach other staff
4. Teach peers
EYE GAZE FRAME
1. Make
2. Create symbols
3. Demo for staff
4. Demo for peers
CHOICE BOARD:
1. Make
2. Create symbols
3. Demo for staff
4. Demo for peers
HEADSTICK
1. Design
2. Make
3. Evaluate
4. Design learning activities
5. Teach activities to peers
SWITCH
1. Locate mount
2. Design eval games
3. Locate more games
4. Train staff
5. Train peers