COMMUNICATION

I. IMMEDIATE:
No More Waiting!

A. STEP BY STEP
1. Buy
2. Teach Mollie
3. Teach other staff
4. Teach peers

B. EYE GAZE FRAME
1. Make
2. Create symbols
3. Demo for staff
4. Demo for peers

C. CHOICE BOARD:
1. Make
2. Create symbols
3. Demo for staff
4. Demo for peers

II. FUTURE:
Parallel Programming

A. HEADSTICK
1. Design
2. Make
3. Evaluate
4. Design learning activities
5. Teach activities to peers

B. SWITCH
1. Locate mount
2. Design eval games
3. Locate more games
4. Train staff
5. Train peers