

idea BOOK

World of Boardmaker® Software Family



Mayer-Johnson

HOW TO USE THIS BOOK

Welcome to the Boardmaker® Software Family!

The Boardmaker Software Family is made up of different versions of software products – all designed to meet specific special education and communication needs. **Boardmaker Plus!** has all the same features as Boardmaker for creating print materials, and allows educators to transform lessons into interactive activities for use on the computer! Add voice, sound, animation, video capabilities, and more to engage your students in exciting, on-screen activities for use on classroom and home computers!



WHAT IS THE IDEA BOOK?

Designed to give you tips on how to use, modify and adapt on-screen Boardmaker Plus! activities to suit your students' needs and goals, each activity of the **IDEA Book** includes:

- An on-screen activity to help you develop exciting new curriculum and communication supports.
- A step-by-step guide to the student experience.
- An overview of powerful features of Boardmaker Plus! that support interactivity.
- A list of implementation tips to help you use the activity in your classroom.
- Recommendations for additional tools and products that can be used with that curricular area such as:
 - Print resources
 - Boardmaker Activity Pad examples
 - AdaptedLearning.com posts
 - And more!

IS THE IDEA BOOK RIGHT FOR ME?

- Do you wonder how traditional instructional materials can be brought to life on the computer?...
- Are you looking for activities that align with content-area curriculum and academic standards?...
- Are you new to Boardmaker Software Family, or would you like to broaden the way you use it to meet the unique needs of your students?...

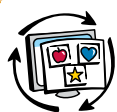
...Then, this **IDEA Book** is for you!

GETTING THE MOST OUT OF YOUR IDEA BOOK

Save valuable time and visit AdaptedLearning.com to download these activities. Use search term **IDEA Book** to find them.

Keep in mind that every activity can be adapted to work with your instructional curriculum and meet the needs and goals of your students. We encourage you to look at each idea with an open mind:

1. Evaluate the immediate idea presented.
2. Consider how the structure or broader idea could benefit your students if used with a different curricular area or content.
3. Capture your favorite activity ideas, including your own ideas on how to adapt them, on the inside back page of this **IDEA Book**.



AdaptedLearning.com

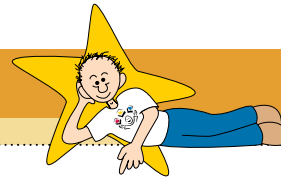
Find what you need. Share what you have.

We recognize how valuable your time is to you and your students. **AdaptedLearning.com**, a free on-line community where valuable learning resources are within easy reach, lets you share and explore interactive materials and activities that promote skill development.

Visit **AdaptedLearning.com** to:

- Download all of these activities using the search term **IDEA Book** to find them.
- Find adapted curriculum, communication boards and Boardmaker activities that have been created by other educators just like you.
- Connect with educators and parents and share the solutions you've created to address curriculum challenges.
- Upload materials you've created and access them later from any computer.

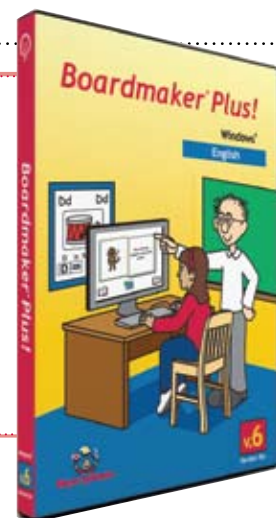
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Boardmaker® Plus! *incorporates all of the senses!*

Use Boardmaker Plus! to engage all of your students' senses, and motivate participation in interactive activities for playing games, writing stories, asking questions, practicing new words, solving math problems, talking about lessons and more!



Creating Adapted and Accessible Science Experiments

Meet a variety of student skill levels in Science by incorporating experiment directions with Symbolate, auditory and visual feedback, vocabulary words and definitions.

Visit AdaptedLearning.com to download this activity! Use search term **IDEA Book** to find it.

WHAT HAPPENS AND FEATURES USED:

1. Student selects Directions button to listen to directions, and how to use the pages.
 - **Speak Message** speaks a message when a button is selected to allow the student to hear directions.
2. Student reads Science topic with the assistance of text paired with symbols.
 - **Symbolate** provides varying levels of symbol-supported text for struggling readers.
3. Student selects Next button to move through each page of the activity.
 - **Change Board** allows the student to move independently to the next activity page.
4. Student selects vocabulary words.
 - **Pop-up Boards** present additional information on the screen temporarily, so the student can review vocabulary and definitions.
 - **Type Message** allows the student to see the spelling of the words as they appear in the Message Display.
5. Student listens to each step of the experiment.
 - **Spoken Preview** allows the student to hear a spoken message before selecting a button.
6. Student selects button at each step of the experiment to indicate completion of the step.
 - **Set Button Properties** provides visual feedback by changing the appearance of a button, border or text, primarily using color, to represent the completion of each step.
7. Student continues to the next two experiments using the same tools as in the first experiment.
 - **Spoken Preview** allows the student to hear a spoken message before selecting a button.
8. Student participates in discussion and final conclusions by selecting the correct answers.
 - **Set Button Properties** provides visual feedback by changing the appearance of a button, border or text, primarily using color, to represent the selection of the correct answer.

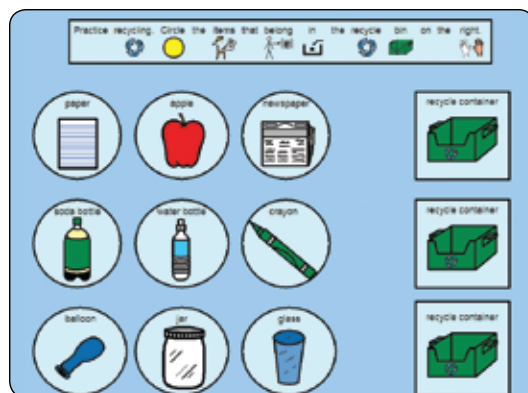
IMPLEMENTATION TIPS:

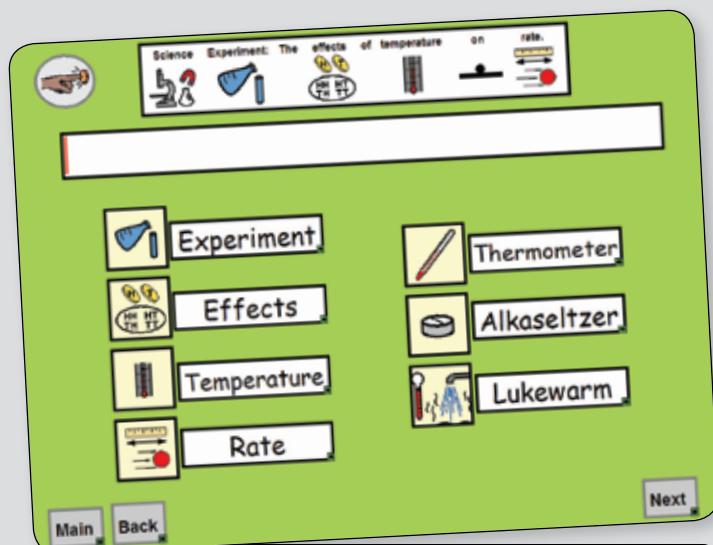
- Include students in science experiments who typically cannot follow directions without significant repetition or prompts.
- Help students learn science vocabulary.
- Support logic and reasoning skills to hypothesize about what might happen.
- Encourage active learning through hands-on experiments.
- Modify activities by adding more verbal prompts and sounds for reinforcement.
- Adapt the activity to meet the needs of students requiring scanning options by clicking on Dynamic Boards - Access Methods.
- Use this experiment as a template and create additional activities focused on other science topics.

Additional Ideas

Print

Reinforce environmental stewardship with recycling worksheets using PCS.





AUDIENCE:

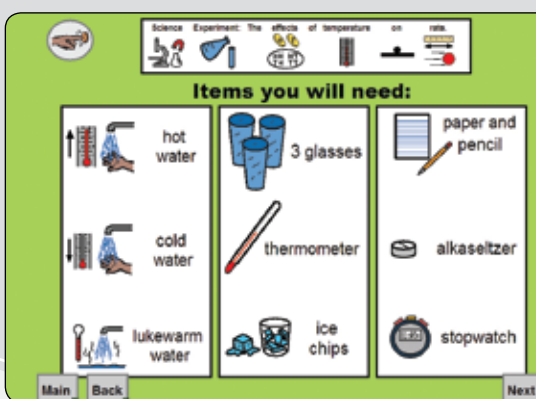
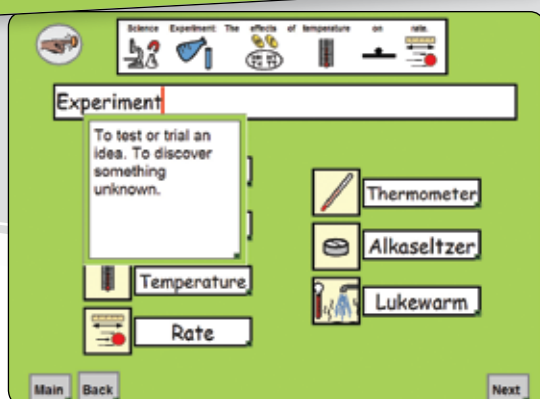
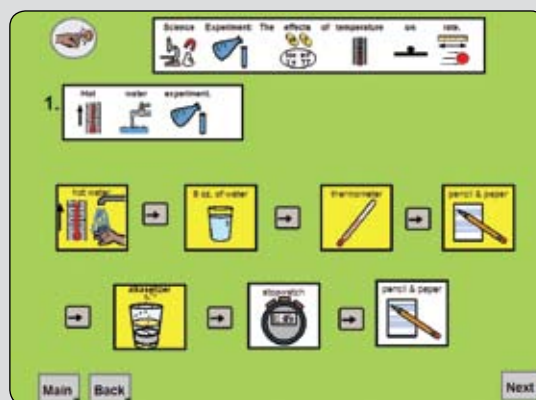
Grades: 7-12

School Curriculum: Science

Therapy Tools:

Listening/Auditory

Cognitive Skills: Sequencing, Logic and Reasoning

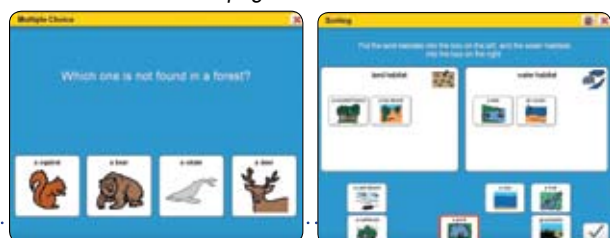


Curriculum Companions

Curriculum Companions are topic-specific Boardmaker Plus! activities designed to supplement your curriculum. They provide opportunities for students to practice and demonstrate what they've learned through classification and sorting activities.

Curriculum Companions also assess learning through randomized multiple choice activities. Adjust the number of foils or prompting support offered by the computer to increase or decrease the complexity of the activity.

HOW TO ORDER: See page 28 for item numbers.



Additional Supports

Stimulate the senses with scientific concepts!

Science Activities A to Z explores scientific concepts, with activities focused on topics like the environment and chemistry, to motivate students.

Science activities in PCS!

Exploring Science through Symbols and Words Bundle includes three full-color readers that provide access to standards-based earth, life and physical science!

Description

Science Activities A to Z

Exploring Science through Symbols and Words Bundle

Catalog Item Number

X3TM104

R3AT114

Teaching Elements of a Story Plot

Teach and assess students' understanding of elements that create a story plot with this on-screen activity that includes a graphic organizer, multiple choice options and support with sequencing skills.

Visit AdaptedLearning.com to download this activity! Use search term **IDEA Book** to find it.

WHAT HAPPENS AND FEATURES USED:

1. Student selects the question mark to hear the directions of the activity.
 - **Speak Message** speaks a message when a button is selected to allow the student to hear directions.
2. Student scrolls over each button on the chart to hear the elements of a story plot.
 - **Spoken Preview** allows the student to hear a spoken message before selecting a button.
3. Student selects an element and its definition pops up.
 - **Pop-up Boards** present additional information on the screen temporarily, so the student can review definitions.
4. Student selects the button on the Pop-up Board, hears the definition and is linked to a multiple choice activity.
 - **Change Board** allows the student to move independently to the next activity page.
5. Student selects the correct answer, and the button changes color before linking the student to a sequencing activity.
 - **Set Button Properties** provides visual feedback by changing the appearance of a button, border or text, primarily using color, to represent the selection of the correct answer.
6. Student selects the symbol-supported text to hear the directions of the activity. After completion of the activity, the student is linked to another sequencing activity.
 - **Symbolate** provides varying levels of symbol-supported text for struggling readers.
7. Student places the symbolized parts of the story, Little Red Riding Hood, in the correct order on the chart.
 - **Movable Buttons** allow the student to manipulate items on the screen to sequence buttons in the correct order.
8. Student participates in discussion and final conclusions by selecting the correct answers.
 - **Play Recorded Message** plays sounds from a recording, the included sound library, or imported sound files from other sources to reinforce selection of the correct answer.
9. Student chooses the option for more practice, and is linked to a similar sequencing activity with a Help button that provides a visual cue to aid with the correct placement of elements on the chart.
 - **Set Button Picture** changes the picture on a button when it is selected.

IMPLEMENTATION TIPS:

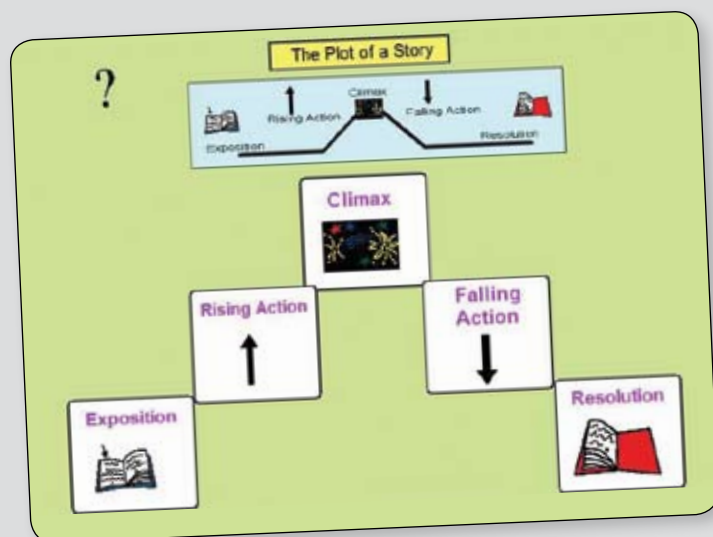
- Use as an independent on-screen activity during literacy instruction with students who benefit from structured and errorless teaching activities.
- Assess understanding of the elements of a story plot by changing options that provide errorless teaching.
- Replace *Little Red Riding Hood* story symbols with symbols/pictures that represent any story students are reading.
- Create a print activity by having students cut out elements and place in the correct sequential order.
- Print on-screen work by adding the Print Board action to the boards.
- Use for a whole class instructional or review activity with an interactive white board or projector.
- Modify what students hear by recording your voice or selecting different sounds from the included sound library.

Additional Ideas

Print

Use Symbolate to quickly provide modified symbol supported text within a book.





AUDIENCE:

Grades: K-12

School Curriculum: Reading

Life Skills:

Following Instructions

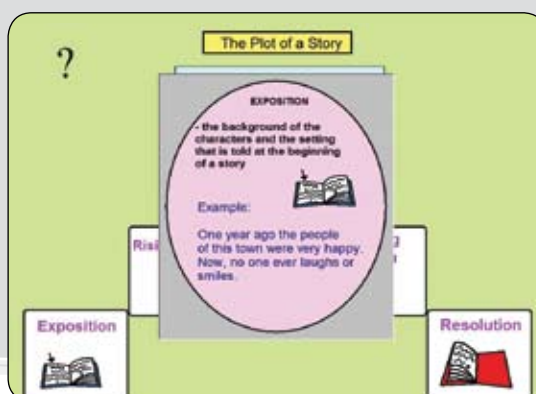
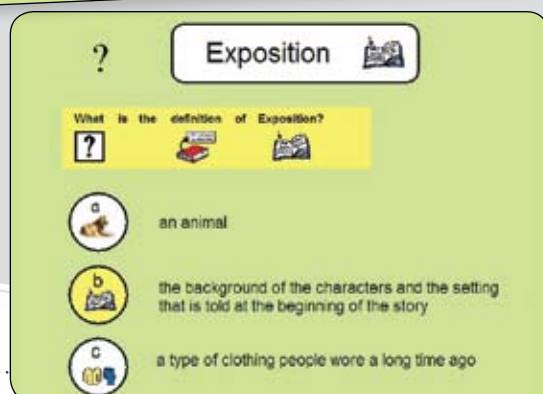
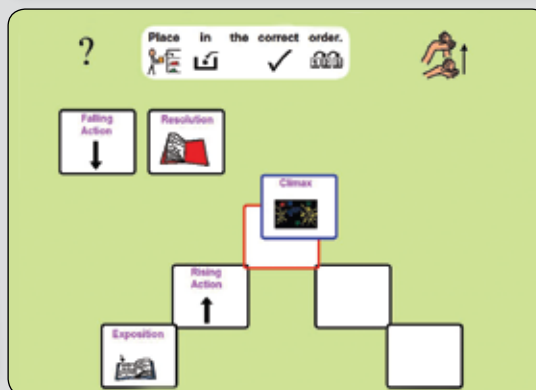
Therapy Tools:

Listening/Auditory

Cognitive Skills: Logic & Reasoning, Categorizing

Sequencing Additional:

Autism, TBI, Learning Disabilities



Curriculum Companions

Curriculum Companions are topic-specific Boardmaker Plus! activities designed to supplement your curriculum. Use Curriculum Companions to support successful reading comprehension with symbol and picture supported text. Provide students with access to a picture glossary to look up definitions and related words.

HOW TO ORDER: See page 28 for item numbers.



Additional Supports

Create book after book!

Use the **Create-a-Book** Fabric with **Clear Literacy Pockets** to create more books with your students. Then, use any combination of PCS and photos to make reading each book a rich, hands-on experience.

Description	Catalog Item Number
Regular Create-a-Book	X8AR110
Large Create-a-Book	X8AR161
Clear Literacy Pockets	X8AR111

Storytelling and re-telling are integral parts of any literacy instruction!

The **Portable Choice/Display Board** is a versatile hook-and-loop-accepting display board that supports vocabulary lessons, plot discussions and written expression activities. It measures 48" wide and 16" inches high when open.

Description	Catalog Item Number
Portable Choice/Display Board	X8AR133

Supporting Writing with Story-Planning

Prepare students for writing by minimizing choices to drive student focus, support planning and walk through the steps needed to write a story.

Visit AdaptedLearning.com to download this activity! Use search term **IDEA Book** to find it.

WHAT HAPPENS AND FEATURES USED:

1. Student selects Directions button on each page.
 - **Speak Message** speaks a message when a button is selected to allow the student to hear directions.
2. Student slides mouse over each button to hear questions.
 - **Spoken Preview** allows the student to hear a spoken message before selecting a button.
3. Student selects Next button to move to the next page.
 - **Change Board** allows the student to move independently to the next activity page.
 - **Type Message** allows the student to enter text into the Message Display.
4. Student selects PCS to complete the sentence.
 - **Picture Button** places an image of the button, including the symbol and its label, in the Message Display window when it is selected.
5. Student sees and hears writing in Message Display and selects the option to hear the entire message again.
 - **Message Display** and **Select Entire Message After Speaking** allows the student to enter text into the Message Display and hear it spoken.
6. Student builds multiple pages of writing by continuing to the next board.
 - **Preserve Message Option** saves Message Display input from all linked pages to allow the student to build writing across multiple pages.
7. Student selects Erase to clear the last message typed.
 - **Remove Last Message** allows the student to erase the last message entry from the Message Display window.
8. Student selects Clear to clear the message display.
 - **Clear Message Display** allows the student to erase all entries from the Message Display window.
9. Student selects Print to print written work.
 - **Print Message** allows the student to independently print contents of a Message Display.

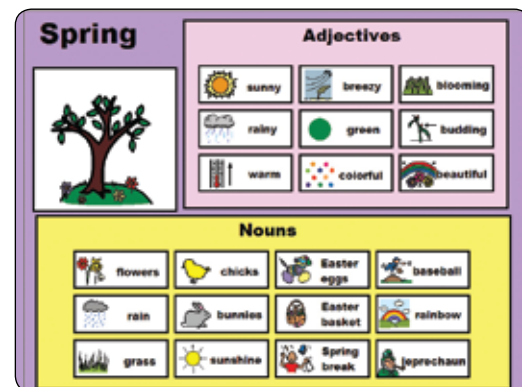
IMPLEMENTATION TIPS:

- Add additional pages so students can expand past planning and begin writing.
- Use these pages as a template for future story planning by dropping in new topics, characters and situations.
- Modify the on-screen story planning pages by using text only, symbols only or varying the skill level.
- Encourage the use of an actual keyboard for independent writing and spelling by linking a keyboard.

Additional Ideas











Print

Create mini word banks for student desks to assist with writing!



AUDIENCE:**Grades:** 3-8**School Curriculum:** Writing

Story Planning

 beginning This story is about...	 action plan What does the character need to do?
 characters Who are the characters?	 next What happens next?
 setting Where does the story take place?	 next What happens next?
 starting event What happens first?	 next What happens next?
 feel How does the character feel?	 ending How does it end?

Story Planning





This story is about   

The characters are   

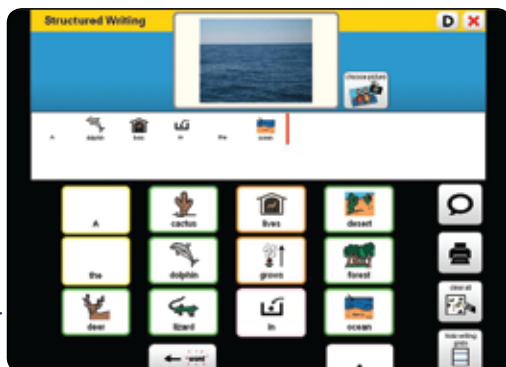
The story takes place   



Curriculum Companions

Curriculum Companions are topic-specific Boardmaker Plus! activities designed to supplement your curriculum. Use Curriculum Companions to support successful writing through visual prompts, target word banks and access to a keyboard.

HOW TO ORDER: See page 28 for item numbers.

**Additional Supports**

Color-coded keys!

KinderBoard for the PC gives little fingers large keyboard keys. The KinderBoard has color-coded keys and a USB keyboard features that features 1", square keys that are helpful for young typists.

One-handed typing made easy!

Five Finger Typist 2.1 makes typing with one hand easier for beginner or advanced typists. Written expression and typing can be much more difficult if the traditional two-handed method of touch typing is a challenge. Five Finger Typist software (for Windows and Mac) guides users through specific lessons to make typing with one hand much easier.

Description**Catalog Item Number**

KinderBoard for the PC

XOCC102

Five Finger Typist 2.1

M153

Teaching Functional Daily Math Skills

Use interactive, on-screen features to teach new skills, create cueing strategies and assist with memory recall for math curriculum lessons.

Visit AdaptedLearning.com to download this activity! Use search term **IDEA Book** to find it.

WHAT HAPPENS AND FEATURES USED:

1. Student selects Directions button to hear directions.
 - **Speak Message** speaks a message when a button is selected to allow the student to hear directions.
2. Student selects highlighted buttons.
 - **Color Tool** allows the student to focus on colored areas of an activity.
3. Student listens to explanation and definition of each section of the deposit slip.
 - **Speak Message** speaks a message when a button is selected to allow the student to hear explanations.
4. Student selects button at bottom of page to see completed deposit slip.
 - **Change Board** allows the student to move independently to the next activity page.

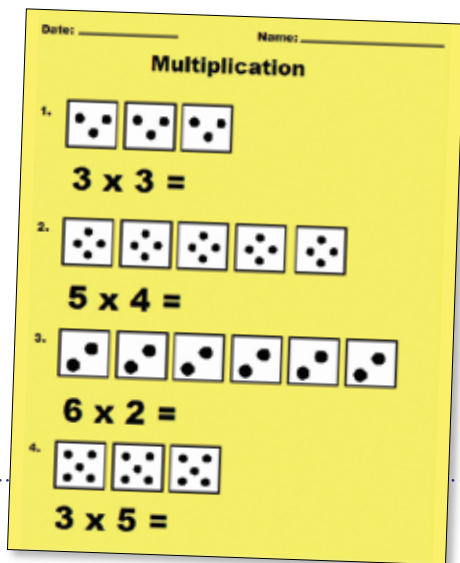
IMPLEMENTATION TIPS:

- Use Play Recorded Message – Record a New Sound to record the teacher's voice.
- Extend the activity using Movable Buttons and have students move correct answers to the spaces on the deposit slip.
- Create print-based deposit slips for class lessons and homework.
- Use boards as a teaching tool or set them up in classroom as a cueing station for completing actual deposit slips.

Additional Ideas

Print

Provide visuals for success with math activities using PCS.



Boardmaker Activity Pad

Extend lessons in math with the Boardmaker Activity Pad!

Catalog Item Number: F0MJ190



AUDIENCE:**Grades:** 9-12**School Curriculum:** Math**Life Skills:** Functional Skills**Therapy Tools:** Listening/
Auditory

deposit slip

322-21
1610 **Bank**
My Town, USA

Date:

Sign here for cash received

9124 6027 486586519 30937 3629999 108

CASH	CURRENCY	
COINS		
LIST CHECKS		
BRNLY		
TOTAL FROM OTHER SIDE		
LESS CASH RECEIVED		
NET DEPOSIT		

Click here to see deposit slip.

Back

322-21
1610 **Bank**
My Town, USA

Date: 2/29/08

John Doe

Sign here for cash received

9124 6027 486586519 30937 3629999 108

CASH	CURRENCY	
COINS		25 00
LIST CHECKS		75 00
BRNLY		100 00
		35 25
TOTAL FROM OTHER SIDE		
LESS CASH RECEIVED		
NET DEPOSIT		161 00

9124 6027 486586519 30937 3629999 108

NET DEPOSIT 151 00

Additional Supports*A math program with optional scanning features!*

Archimedes is a direct select, switch accessible math program that scans if needed! This Windows software features a broad scope of practice math lessons including greater than/less than, division, multiplication, addition and subtraction.

Description

Archimedes

Catalog Item Number

R1LT103

Don't let the name fool you!

The Early Learning Suite is not just for young learners, but for learners who need practice with basic concepts such as matching colors, learning shapes and counting. Money skills are also included in this user-friendly and uncluttered learning environment. Suitable for ages 2-12, the customizable features include blind prompts and written instructions.

Description

The Early Learning Suite

Catalog Item Number

R1MB101

Presenting Sorting Activities using Movable Buttons

Present a sorting activity using Movable Buttons with the Snap Back feature to add additional prompting.

Visit AdaptedLearning.com to download this activity! Use search term **IDEA Book** to find it.

WHAT HAPPENS AND FEATURES USED:

1. Student selects the Directions sentence at the top of the activity.
 - **Symbolate Read with Highlighting** helps the student focus on each word of the symbol supported text as it is read aloud.
2. Student slides mouse over each button to hear the name of the symbol.
 - **Spoken Preview** allows the student to hear a spoken message before selecting a button.
3. Student selects a symbol and drags it, moving it on the screen.
 - **Movable Buttons** allow the student to manipulate items on the screen to sort buttons in the correct category.
 - **Dynamic Boards – Show – Movable Button Tool** allows the teacher to create activities using Movable Buttons.
4. Student places the symbol in the appropriate category.
 - **Destination Buttons** are buttons that have been identified as a location where the student can drop a Movable Button.
5. If dropped in the appropriate category, the symbol is centered within that button.
 - **Center Movables** places the symbol in the center of the Destination Button.
6. Student places the symbol in the incorrect category.
 - **Snap Back** guides the student away from the incorrect answer by returning the symbol to its initial location so that the student can try again.
7. Once the sorting is complete, the student or teacher selects the Print button.
 - **Print Board** allows the student and/or teacher to capture student responses by printing a page following completion of the activity.

IMPLEMENTATION TIPS:

- Use this sorting activity for any content area.
- Ideal for students who benefit from highly interactive activities.
- Encourage group participation on an interactive white board.
- Replace symbols with photos to encourage participation.
- Disable the Snap Back feature and allow each symbol to be placed in either category for assessment.
- Use two separate, distinct areas to sort the pieces (rather than a side-by-side grid as in this example). Make two large buttons so there is only one destination button for each category.

Additional Ideas

Print

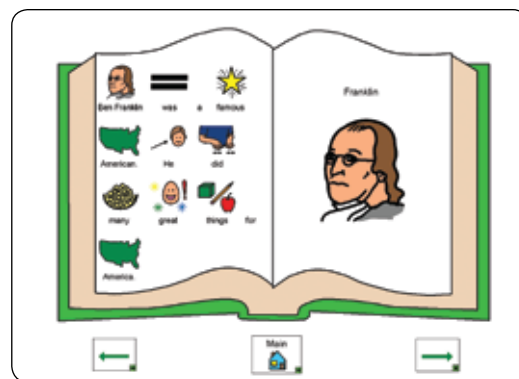
Use Symbolate to present symbol adapted current events. Just copy and paste the text into a Symbolate button!



AdaptedLearning.com

Ben Franklin

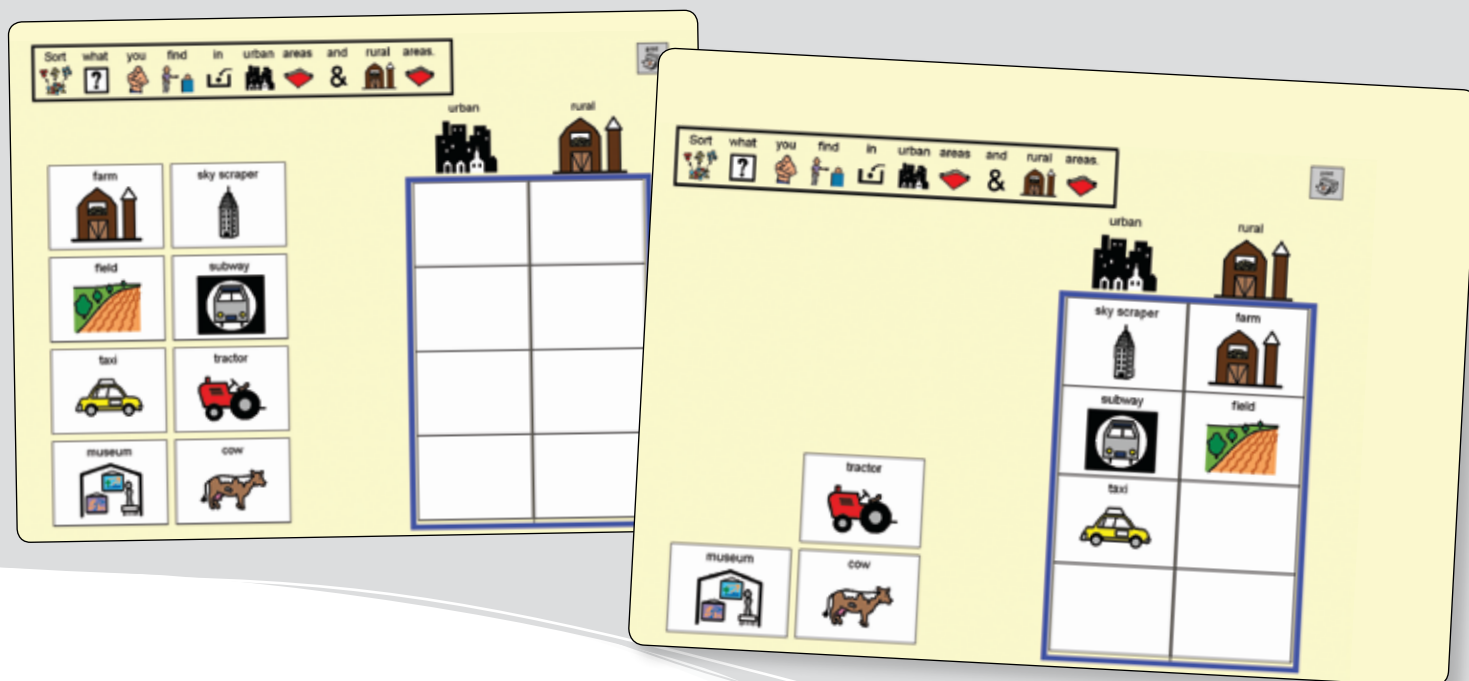
Use an on-screen book to introduce a famous person from history! A collection of worksheets is also included.



AUDIENCE:

Grades: K-6
School Curriculum:
 Teacher Tools

Classroom Resources:
 Tests/Quizzes
Cognitive Skills:
 Categorizing



Additional Supports

Use the vertical space in your classroom for environmental engineering!

Cover the bulletin board with **Veltex® VELCRO® brand-accepting fabric** for a student-friendly current events bulletin board. Post the written expression activities that were created with Symbolate. Create matching activities in the vertical plane using PCS, hook-and-loop and Veltex fabric. A large, interactive Venn diagram on a bulletin board can be used to classify objects or discuss current events to spark all kinds of discussion and engaging activities.

Description

Catalog Item Number

40-Yard Roll, Black

F8VU101

40-Yard Roll- Royal, Blue

F8VU102

SCHEDULES

Presenting On-Screen Schedules Using Elements Commonly Found in Printed Schedules

Present an on-screen schedule that incorporates interactivity and multimedia while utilizing elements often found on printed schedule systems.

Visit AdaptedLearning.com to download this activity! Use search term **IDEA Book** to find it.

WHAT HAPPENS AND FEATURES USED:

1. Student selects Push Here button.
 - **Speak Message** speaks a message when a button is selected to allow the student to hear directions.
2. Student selects first symbol presented.
 - **Play Movie** uses PCS Animations to illustrate target behaviors that represent the requested action identified by the rules. Animations can be viewed as cycled (shown three times) or non-cycled (shown once).
3. When student has completed that action, he/she visually removes that action by clicking in the empty button below it.
 - **Set Button Picture** changes the picture on a button when it is selected.
4. Student proceeds through all actions requested in the schedule. Upon completion of the last action, the student is presented with a reinforcement movie and sound for completing this sequence of actions.
 - **MJ Sound Library** presents the student with a reinforcing or clarifying sound.
 - **Play Movie** uses PCS Animations or movie files to provide additional reinforcement.

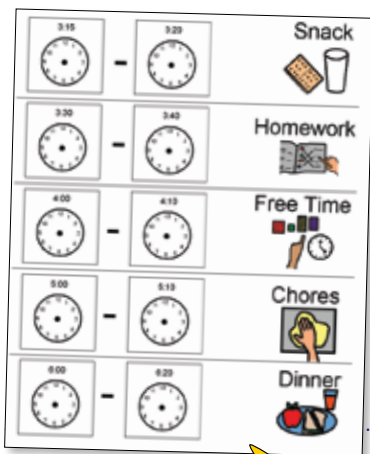
IMPLEMENTATION TIPS:

- Ideal for students who benefit from visual supports.
- Encourage more independent performance of a series of tasks.
- Use on an interactive white board to present and review a schedule to a group.
- Replace PCS Animations with real movies, photos, symbols or music to make video clips more meaningful to students.
- Increase independence for tasks required within a sequence (try with vocational skills or daily routines).
- Add sound files for each action presented if it can serve as an appropriate prompt for students.
- Use Set Button Properties + Visibility to present only one required action on-screen at a time.
- Replace check mark with a more reinforcing image (try a favorite character, hobby or special interest).

Additional Ideas

Print

Time Span Schedules allow some flexibility for when a schedule item occurs and reinforces time-telling skills.

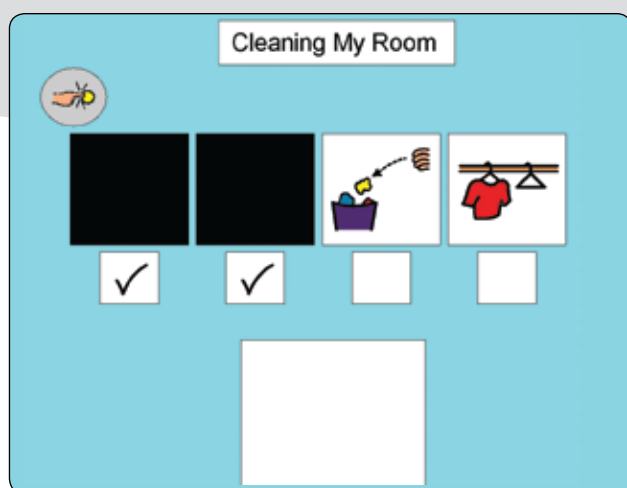


AdaptedLearning.com

My Specials Schedule by Jeremy Brown

This on-screen, interactive schedule utilizes Pop-up Boards for student completion of the daily schedule of "Specials".

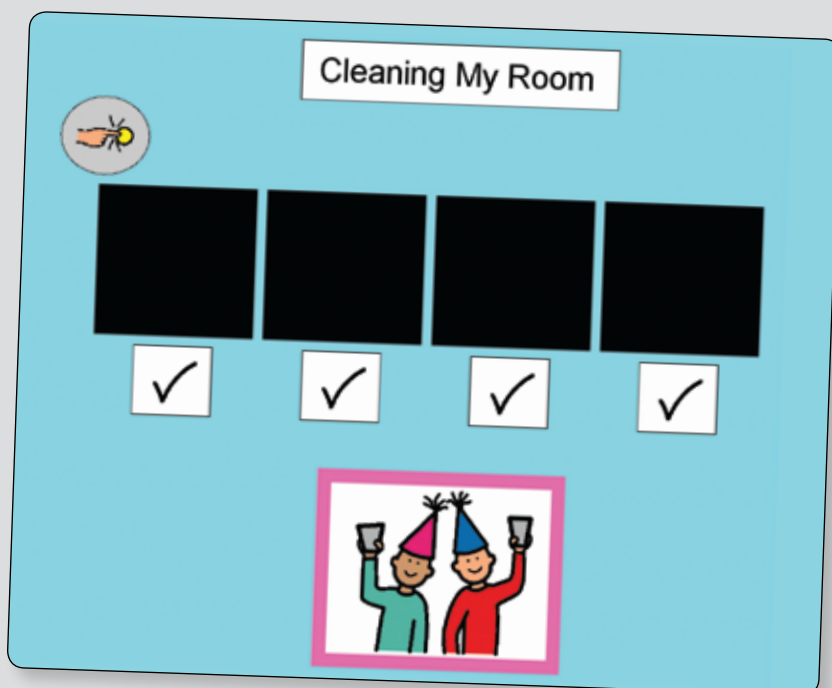



AUDIENCE:
Grades: K-12

Life Skills: Functional Skills

Following Instructions:

Vocational Skills

Teacher Tools: Schedules


Additional Supports

Our most popular schedule!

Clear Schedule with Easy-Close Flaps is a visual schedule that can be hung with flaps to the left or flaps to the right. Try mounting a class set of these schedules on a bulletin board or wall for constant use by staff and students.

Description
Catalog Item Number

Clear Schedule with Easy-Close Flaps

X8AR105

5-Pack

F8AR167

Creating Positive Behavior Support Activities: On-Screen Books, Rules and Token Systems

Use an on-screen book, rule cue card and token system with multi-modal instruction to help students with behavioral challenges understand what to expect, what is expected of them and how to be successful in a target situation.

Visit AdaptedLearning.com to download this activity! Use search term **IDEA Book** to find it.

WHAT HAPPENS AND FEATURES USED:

1. Student scrolls over buttons to hear activity choices from the Making Good Decisions main board.
 - **Spoken Preview** allows the student to hear a spoken message before selecting a button.
2. Student selects the Book activity, and then selects buttons on each page to have the book read.
 - **Speak Message** speaks a message when a button is selected to allow the student to hear the text in a book.
3. Student selects buttons to show PCS Animations that illustrate target behaviors identified by the rules.
 - **Play Movie** uses PCS Animations to make information more concrete for the student.
4. Student selects the main page star to navigate back to the Main Board when the book is completed.
 - **Change Board** allows the student to move independently to the next activity page.
5. Student selects the Rules activity, and then selects symbol-supported text to have it read.
 - **Symbolate Read with Highlighting** helps the student focus on each word of the symbol-supported text as it is read aloud.
6. Student hears the rule and watches the button change color when each rule button is selected.
 - **Set Button Properties** provides visual feedback by changing the appearance of a button, border or text, primarily using color, to reinforce the student's selection.
7. Student selects the Rewards activity, and then selects the outlines of the stars to watch them become yellow - symbolizing success!
 - **Set Button Picture** changes the picture on a button when it is selected.
8. Student selects the Print button to take the activity home, or to keep for data collection.
 - **Print Board** allows the student and/or teacher to capture student responses by printing a page following completion of the activity.
9. Student selects all of the stars to hear a reinforcing sound.
 - **Play Recorded Message** plays sounds from a recording, the included sound library, or imported sound files from other sources to reinforce completion of the task.

IMPLEMENTATION TIPS:

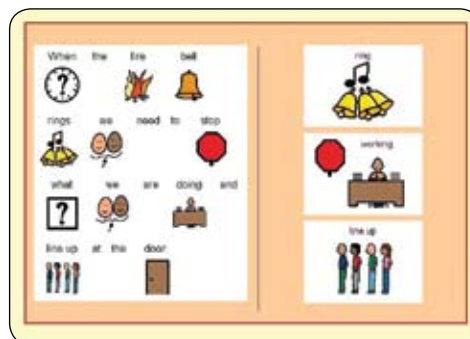
- Motivate students to try to understand rules in a specific setting.
- Address undesired behaviors in a target situation.
- Integrate photos into activities for added emphasis and clarification of information.
- Increase students' ability to succeed by preparing them before the given situation occurs.
- Help students self-assess their success after the given situation occurs.
- Use the Rewards Page as an on-screen token economy system in conjunction with or independent from other activities.
- Replace stars with another meaningful, reinforcing symbols or pictures to increase the efficacy of the reward system for each student.
- Record students performing target behaviors and integrate these movie files to provide more concrete models of behavioral expectations or for reinforcement.

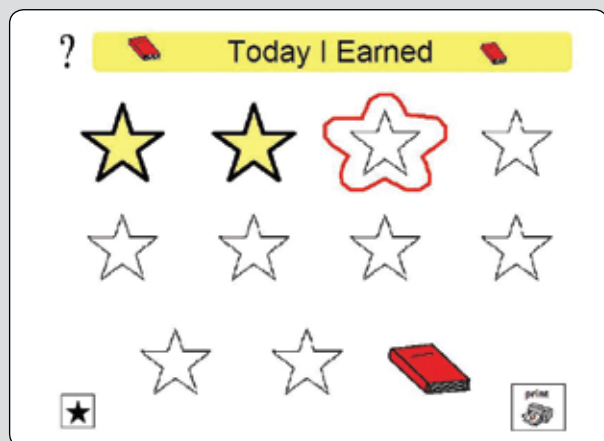
Additional Ideas

Print

Transition Cue Card

This activity can be easily accessed to remind students what behaviors are expected during a fire drill. Apply this format to other "surprising" situations!





AdaptedLearning.com

Frustrated Choice Board by Sarah Smith

This print board provides an accessible and appropriate way for students to communicate their needs to others when they are escalated due to sensory or situational triggers.



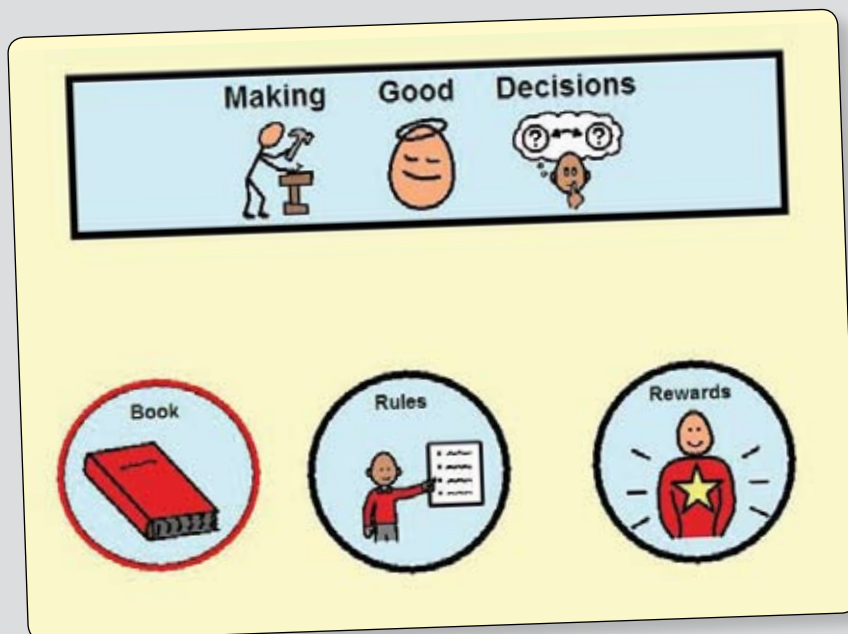
AUDIENCE:

Grades: K-5

Teacher Tools: Positive Behavioral Support

Therapy Tools: Listening/Auditory

Cognitive Skills: Categorizing



Additional Supports

Ideal for students who may become aggressive!

The **Soft Communication Board** offers a safe option for communication during times of extreme frustration. The flexible fabric with hidden inside pocket can be used with any frustrated student to offer choices - without risk of injury to the communicator or his/her communication partners.

Description	Catalog Item Number
Soft Communication Board	X8AR149
5-Pack	X8AR162
10-Pack	X8AR163

No one wants to lose time!

Time Timers encourage independence by helping students manage time. As visual timers, the Time Timer software has been successful with individuals on computers, but it also works exceptionally well on interactive whiteboards for testing sessions. Time Timers come in three sizes to suit groups of varying sizes:

Description	Catalog Item Number
3" for a single student	X0873
8" for a small group	X0878
12" for a whole classroom	X08712

Streamlining Communication with Pop-up Boards

Use interactive, on-screen features to create communication boards that facilitate communication in the classroom.

Visit AdaptedLearning.com to download this activity! Use search term **IDEA Book** to find it.

WHAT HAPPENS AND FEATURES USED:

1. Student selects I Choose button to choose topic.
 - **Speak Message** speaks a message when a button is selected to allow the student to communicate his/her wants and needs.
2. Student selects buttons to communicate about the activity.
 - **Pop-up Boards** presents additional information on the screen temporarily, so the student can use additional words and sentences to communicate.
3. Student selects Go Back button when he/she finishes the activity.
 - **Change Board** allows the student to move independently to the next activity page.

IMPLEMENTATION TIPS:

- Modify the Pop-up Boards by incorporating a Message Display, Quick Pictures or Quick Text.
- Personalize the communication pages by incorporating photos using Drag-and-Drop.
- Add new symbols to the same on-screen boards, and use them as templates for additional communication topics.

Additional Ideas

Print

Utilize PCS for low-tech communication needs!



Boardmaker Activity Pad

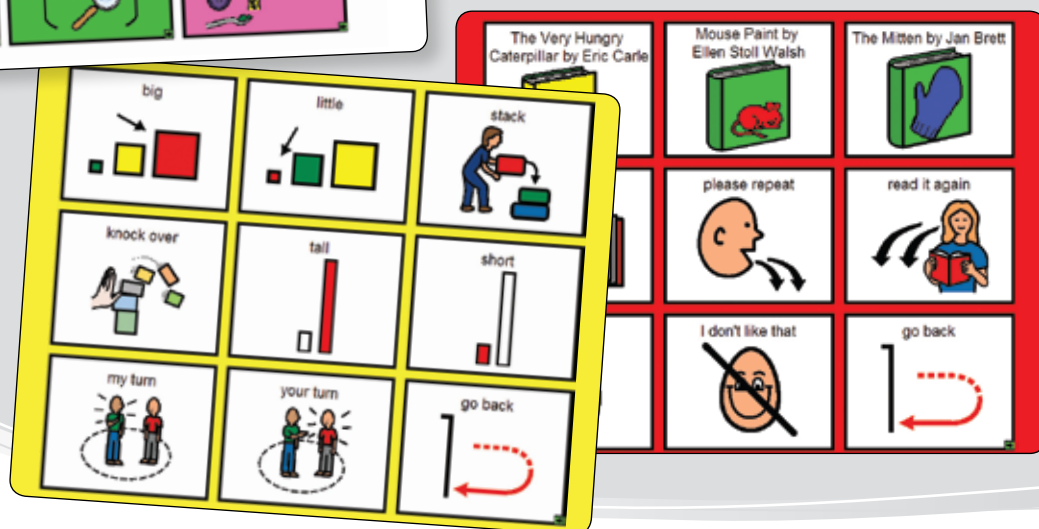
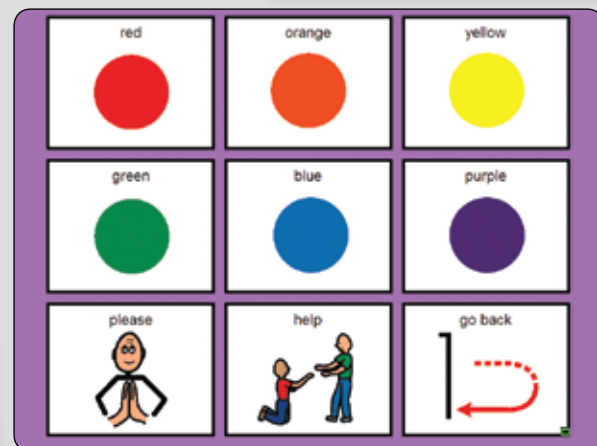
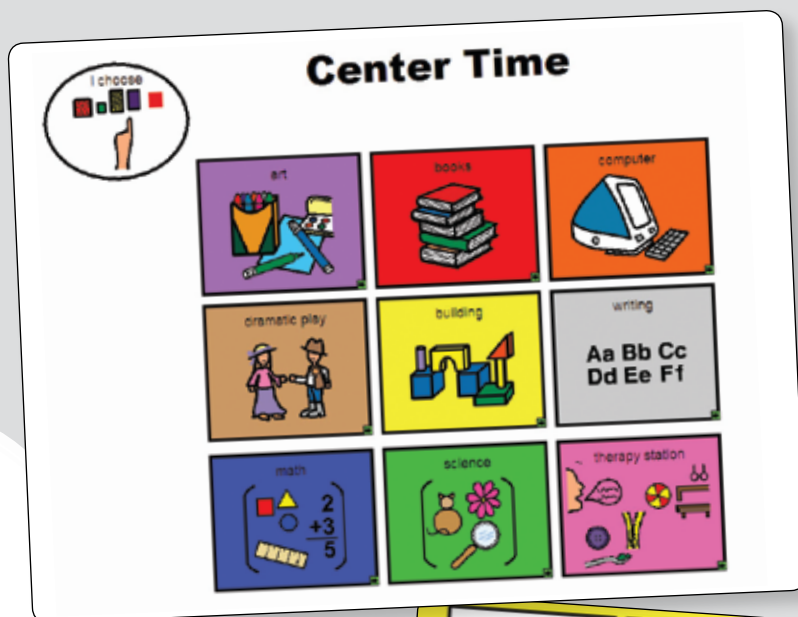
Communication opportunities abound with the use of communication boards on the Boardmaker Activity Pad!

Catalog Item Number: F0MJ190



AUDIENCE:**Grades:** Pre K–K**School Curriculum:**

Augmentative Communication

**Additional Supports***A favorite of students who use exchange systems!*

The **Portable Deluxe Communication Unit** allows students to use their familiar exchange system in a convenient, lightweight unit that's ready for any setting.

Description**Catalog Item Number**

Portable Deluxe Communication Unit

X8AR195

5-Pack

F8AR196*A staple for every classroom!*

StickTogether™ adhesive hook-and-loop is a cost-effective staple, available in white dots or white strip, that offers inexpensive reliability for use on aprons, cubes, communication boards, interactive bulletin boards and more!

Check out the Mayer-Johnson product catalog for the full list of StickTogether™!

PRE-WRITING/FINE MOTOR SKILLS

Practicing Pre-Writing Skills: Matching, Picture Search and Simple Composition

This activity develops the pre-writing and fine motor skills of crossing midline, visual discrimination and differentiating between text and pictures through engaging on-screen activities that include matching, picture search and simple composition.

Visit AdaptedLearning.com to download this activity! Use search term **IDEA Book** to find it.

WHAT HAPPENS AND FEATURES USED:

1. Student scrolls over the question mark to hear the directions for the activity.
 - **Spoken Preview** allows the student to hear a spoken message before selecting a button.
2. For the Pet Matching activity, the student selects the symbol-supported sentence in the green box to hear the text spoken.
 - **Symbolate Read with Highlighting** provides varying levels of symbol-supported text for struggling readers.
3. Student matches the pets to their corresponding picture by selecting each pet's button from the left side and dragging it to its matching button on the right side of the screen.
 - **Movable Buttons** allow the student to manipulate items on the screen to match buttons correctly.
4. Student selects the green or yellow circular buttons to navigate between activities.
 - **Change Board** allows the student to move independently to the next activity page.
5. Student finds the hiding pets in the park by selecting the animal and hearing the animal's related sound.
 - **Play Recorded Message** plays sounds from a recording, the included sound library, or imported sound files from other sources to reinforce the student's selection.
6. The background of each pet's button turns yellow when selected to help the student keep track of which pets have been found.
 - **Set Button Properties** provides visual feedback by changing the appearance of a button, border or text, primarily using color, to reinforce choices the student has made.
7. In the Simple Composition activity, a complete sentence appears in the Message Display window when the student selects the buttons that complete questions or statements about pets.
 - **Type Message** allows the student to enter text into Message Display.
8. A symbol appears in the Message Display window after each sentence to cue the student about the content of the typed statement.
 - **Picture Button** places an image of the button, including the symbol and its label, in the Message Display window when it is selected.
9. If the student wants to change an answer, the student selects the Erase button.
 - **Remove Last Message** allows the student to erase the last message entry from the Message Display window.
10. On the last page of questions, the student can choose to print the collection of statements and symbols in the Message Display window.
 - **Print Message** allows the student to independently print contents of a Message Display.

IMPLEMENTATION TIPS:

- Use with students who are developing the crossing midline fine motor skill.
- Strengthen visual discrimination skills and reinforce differentiation of text and pictures.
- Integrate curriculum vocabulary by pairing vocabulary text with corresponding symbols and/or pictures.
- Help students generalize conceptual understanding of symbols by replacing symbols on one side with others in the same category.

Picture Search activity

- Target curriculum vocabulary by changing the category or symbol type of the buttons.

Simple Composition activity

- Challenge students by adding more pages to the activity.
- Import the Simple Composition onto a communication device and use with scanning, if appropriate.

Matching activity

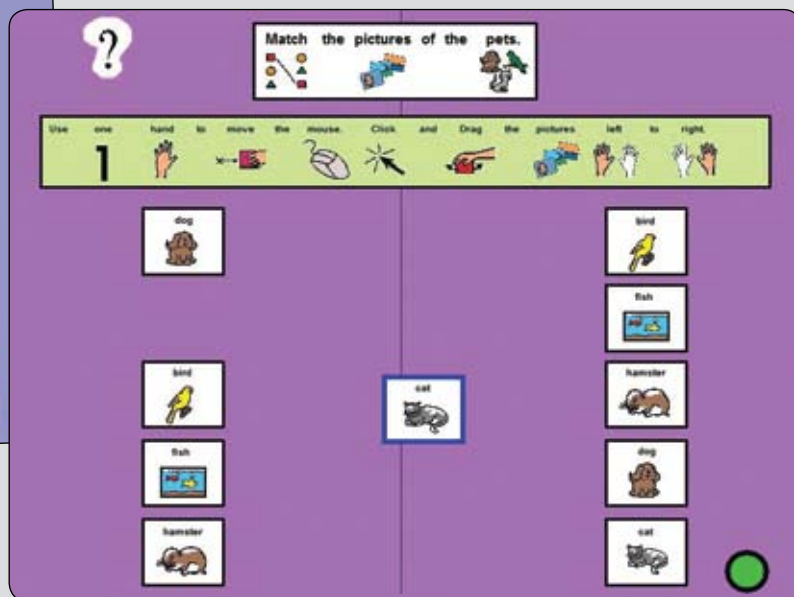
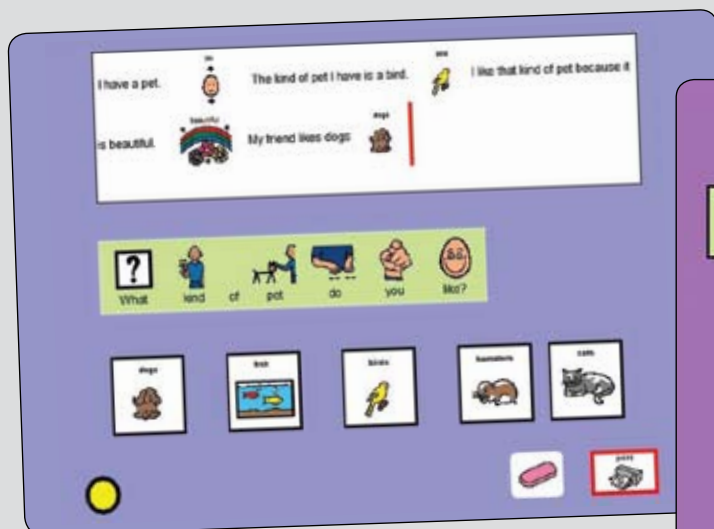
- Make the activity more meaningful and motivating by replacing the pet symbols with photos of students' pets.



AUDIENCE:

Grades: Pre K-K
School Curriculum:
 Early Education
Life Skills:
 Following Instructions
Teacher Tools:
 Following Instructions

Therapy Tools:
 Listening/Auditory
Cognitive Skills:
 Logic & Reasoning,
 Categorizing, Sequencing,
 Visual Discrimination


Additional Ideas
Print

Create print activities to provide hands-on practice for fine motor and prewriting skills through dot-to-dot, picture completion, tracing and storytelling.

Boardmaker Activity Pad

Practice one-to-one correspondence and generalization while strengthening the student's skills with crossing midline and visual discrimination using these two standard matching activities for the Boardmaker Activity Pad.

Catalog Item Number: FOMJ190


Additional Supports

Save a copy of your students' work and create an extra set of lecture notes!

Carbonless Notebooks and **Carbonless 3-Hole Loose-Leaf Paper** are easy methods of documentation when students are practicing fine motor skills, penmanship, or written expression. Simply tear out the sheets, separate and file. Keep team members informed of students' progress simply by showing them students' samples. One ream of paper includes 250, 2-ply sheets. One notebook includes 80, 2-ply sheets.

Description
Catalog Item Number

Carbonless Notebook	X8LD100
Carbonless Notebooks, 5 pack	X8LD102
3-Hole Punched Loose-Leaf Paper	X8LD100
3-Hole Punched, 5 Ream Pack	X8LD102

Exploring Job Options: What Do I Want to Be When I Grow Up?

Students explore the type of skills involved in two campus jobs. Then, they decide which job best suits them, and learn how to contact an employer through the use of on-screen mapping, charting and listing activities.

Visit AdaptedLearning.com to download this activity! Use search term **IDEA Book** to find it.

WHAT HAPPENS AND FEATURES USED:

1. Student hears the directions of the activity when the Looking for a Job mapping activity is launched into Use Mode.
 - **Edit Board Actions** allows actions to take place upon the launching of a board. In Looking for a Job, a message is spoken.
2. Student scrolls over each button on the graphic organizer map to hear the name of the job and the skill categories the student will explore.
 - **Spoken Preview** allows the student to hear a spoken message before selecting a button.
3. When the student selects the category buttons, a separate board appears on the screen. The student scrolls over the button to hear it speak, and then selects it to resume exploring the map.
 - **Pop-up Boards** presents additional information on the screen temporarily, so the student can receive additional information.
4. Student selects each of the symbol buttons that correspond to each category to hear the skills required for the job.
 - **Speak Message** speaks a message when a button is selected to allow the student to hear information.
5. When selected, the buttons change to the color that matches the text of their corresponding categories, enabling the student to visually organize the information.
 - **Set Button Properties** provides visual feedback by changing the appearance of a button, border or text, primarily using color, to provide visual cues.
6. Student selects the right arrow key to switch to the next job's map.
 - **Change Board** allows the student to move independently to the next activity page.
7. Student marks the skills that are most pertinent to his/her ability and interest by selecting the button preceding each sentence in the Skill Checklist Charting activity.
 - **Set Button Picture** changes the picture on a button when it is selected.
8. Student hears a reinforcing bell and a spoken message recorded by the teacher when the student selects the button of the job that has the most marks.
 - **Play Recorded Message** plays sounds from a recording, the included sound library, or imported sound files from other sources to reinforce selection of the correct answer.
9. Student experiences a short delay before the activity switches to the last activity.
 - **Delay** allows for a pause between actions in order for the student to process information.
10. During this delay, the student prints out the list to reference later.
 - **Print Board** allows the student and/or teacher to capture student responses by printing a page following completion of the activity.
11. Student selects the buttons included on the procedure list to reveal a spoken text message in the Contact Employer activity.
 - **Set Button Label** changes the text on a button when it is selected.

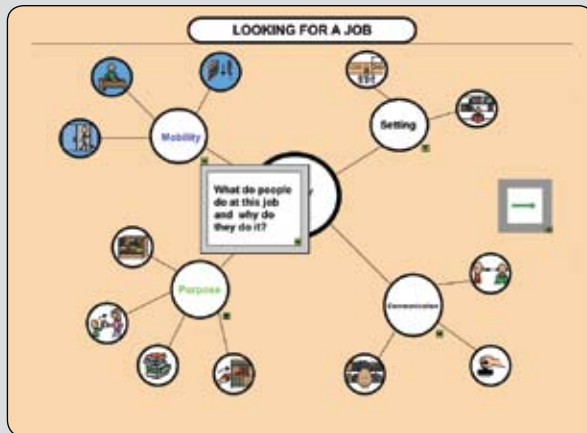
IMPLEMENTATION TIPS:

- Discover which jobs interest students while helping visual learners organize and process information.
- Model how students will independently complete the activity.
- Use as an independent on-screen activity during a functional skills class, or as a group activity for students who benefit from structured activities and are considering the same jobs.
- Interrupt speech on the buttons and review boards without hearing directions again. Select *Dynamic Boards*, click on *Button Selection* and select the first two options.
- Drag-and-Drop multimedia, recordings, or pictures of people performing the skills of the job to make information more concrete.
- Record your voice or select sounds from the MJ Sound Library to increase reinforcement.
- Print Skill Checklist chart for the student to reference when meeting with an employer.
- Print and use the Procedural List to cue students through the process.

Looking For A Job activity:

- Use maps as templates for other job searches by modifying the labels, symbols and the job-specific messages on the skill buttons.
- Ask the questions on the Pop-up Boards to brainstorm with students on the type of skills that are required in a specific job.
- Replace the symbols and the messages on the skill buttons to represent students' ideas.





Library Aide	Cafeteria Worker
<input checked="" type="checkbox"/> I like organizing books.	<input type="checkbox"/> I can work with other people well.
<input checked="" type="checkbox"/> I want to work with the librarian.	<input checked="" type="checkbox"/> I like working with food.
<input type="checkbox"/> I can stamp books.	<input checked="" type="checkbox"/> I like being in a kitchen.
<input type="checkbox"/> I want to talk to teachers.	<input checked="" type="checkbox"/> I want to work with food.
<input checked="" type="checkbox"/> I like being in the library.	<input type="checkbox"/> I want to clean after meals.
<input type="checkbox"/> I want to go around school.	<input type="checkbox"/> I can work inside and outside.
<input checked="" type="checkbox"/> I can work at a desk.	<input type="checkbox"/> I want to talk to teachers and students.
<input checked="" type="checkbox"/> I want to shelve books.	<input type="checkbox"/> I can take food orders.

Which job has more check marks?

AUDIENCE:

Grades: 9-12

School Curriculum:

Reading

Life Skills: Functional Skills,
Following Directions,
Vocational Skills

Therapy Tools:

Listening/Auditory

Cognitive Skills:

Logic & Reasoning,
Categorizing, Sequencing

What I need to do to Set up a Job

- Ask teacher
- Ask teacher
-
- Say to the person
- Ask the person
-
-
- After conversation

Additional Ideas

Boardmaker Activity Pad

Use a Boardmaker Activity Pad sequential activity to help students remember the behavior expectations for switching between classes at school.

Catalog Item Number: F0MJ190



AdaptedLearning.com

Problem Chart for Teasing by Andrea Newall

Cues students, in a clear and structured way, on how to successfully deal with teasing.



Additional Supports

The **Learner Box Toolkit** is a self-contained PCS-based set of teaching tools for adolescents and transitioning young adults. Suitable for all ages, but targeted toward this group, the PCS-based materials include specific lesson plans for use by instructional assistants or substitute staff if needed! The PCS are printed on dishwasher safe plastic and hook-and-loop dots come with the kit for your convenience. How many hours could you save designing, printing, cutting, laminating and storing your lessons? These two separate, pre-made kits cover plants and cooking. Each contains hundreds of PCS and lesson plans to use again and again.

Description

Catalog Item Number

Learner Box Toolkit	X8II100
Learner Box Module Cooking 1	X8II101
Learner Box Module Gardening 1	X8II102

Capturing Student Responses

Present an assessment using *Boardmaker Plus!*, which captures students' answers and presents them on an answer sheet at the end of the activity.

Visit AdaptedLearning.com to download this activity! Use search term **IDEA Book** to find it.

WHAT HAPPENS AND FEATURES USED:

1. Student selects the Movie button.
 - **Play Movie** uses movie files to present curricular concepts.
 - **Drag-and-Drop** allows multiple movie formats to be easily imported, and played on a button, the background, or within a Message Display.
2. Student slides mouse over each button to hear answer options.
 - **Spoken Preview** allows the student to hear a spoken message before selecting a button.
3. Student slides mouse over each button to see the text for each answer option.
 - **Text Preview** allows the student to see a message before selecting a button.
4. Student selects answer choice.
 - **Type Message** allows the student to enter text into the Message Display. (In this board design, the Message Display will not be viewed until the final page.)
5. Student selects the Next Question button.
 - **Change Board** allows the student to move independently to the next activity page.
6. After answering all of the questions and moving between linked boards, the student is presented with an Answer Sheet on the final board of the activity. This page displays a Message Display that was hidden on all previous activity pages.
 - **Dynamic Buttons - Message Display** allows you to size and present Message Displays in various formats. In this activity, all assessment pages will show that the Message Display was made invisible with:
 - Invisible border
 - Smallest size possible
 - Font color matching background color
 - Button color matching background color
 - On the final page, the **Message Display** was made larger with normal font and color to present all of the student responses from previous pages.
7. Student and teacher will be presented with the collection of student responses from previous pages.
 - **Preserve Message Option** saves Message Display input from all linked pages to allow the student to build writing across multiple pages.
8. A description of each movie is listed on the message display prior to each student response.
 - **Edit Board Actions** allows actions to take place upon the launching of a board.
 - In this case, a **Type Message** action was included to describe the movie that was being viewed.
9. Student and teacher are presented with the date the activity was completed.
 - **Quick Date** shows the current date as a button label.
10. Student selects the Print button to print the Answer Sheet Page.
 - **Print Board** allows the student and/or teacher to capture student responses by printing a page following completion of the activity.

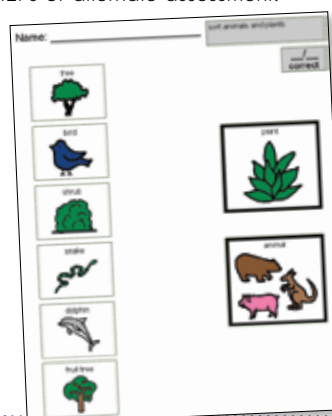
IMPLEMENTATION TIPS:

- Present limited information on a single board.
- Capture IEP or alternate assessment data.
- Add additional pages to include more test questions.
- Use symbols rather than movies.
- Present symbol-adapted questions for the assessment using Symbolate.
- Create assessments using a visible Message Display or Movable Button activities.
- Use Print Message and Print Board to capture student responses.
- Add prompting and support to turn this assessment into a practice activity.

Additional Ideas

Print

Use printed assessments as a tool to collect data for IEPs or alternate assessment.



**AUDIENCE:****Grades:** K-12**Teacher Tools:** Tests/Quizzes

1. The movie displayed a tiger lily blossoming. Student response: The plant got smaller.
 2. The movie displayed seeds germinating and growing. Student response: The plant blossomed.

Tuesday,
February 17
2009

Print

AdaptedLearning.com

Write a Book Report by Phyl T. Macomber

Use this on-screen book report template to assess and record.

Additional Supports

Cut your prep time – without cutting!

Create interventions prior to assessment using **Custom Perforated Printable Papers** and templates. From playing cards and flash cards to lotto games, students are sure to respond to these colorful and engaging activities. Load these perforated papers into your inkjet printer and simply print your PCS activities and interventions.

When a variety of staff members conduct interventions and assessments, following the same process can be difficult. Create an integrity checklist in your Boardmaker Plus! software, and print it on magnetic paper to hang where all staff members can view and follow the steps to make the intervention or assessment easier.

Description	Catalog Item Number
450 Small Lotto Cards	X8VU101
90 Large Lotto Cards	X8AR189
60 Horizontal Strips	X8AR190
60 Vertical Strips	X8AR191
120 Playing Cards	X8AR192
32 Pocket Sliders	X8AR187
2 of each pack Custom Perforated Printable Papers	X8AR188

Creating Motivating and Interactive Articulation Games

Bring new life and excitement to your articulation therapy sessions by incorporating on-screen features with print-based games.

Visit AdaptedLearning.com to download this activity! Use search term **IDEA Book** to find it.

WHAT HAPPENS AND FEATURES USED:

1. Student selects the Directions button to listen to directions on how to play the game.
 - **Speak Message** speaks a message when a button is selected to allow the student to hear directions.
2. Student selects the red box to roll the dice.
 - **Assign Variable** allows if/then statements to be programmed in advance. In this example, it allows the student to roll the dice.
3. Student selects one of the dinosaur game pieces to move around the board.
 - **Movable Buttons** allow the student to manipulate items on the screen to move to the appropriate space on a game board.
4. Student selects each of the symbol buttons that correspond to each category to hear the skills required for the job.
 - **Play Recorded Message** plays sounds from a recording, the included sound library, or imported sound files from other sources to hear the message correctly articulated.
5. Play continues, in turn, as Students 1, 2 and 3 move around the playing board until they reach the final space.
 - **Speak Message** and **Play Recorded Message** allow students to receive positive feedback and indicate when the game has ended.

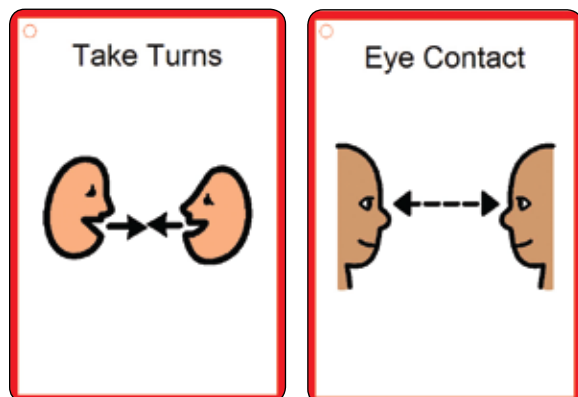
IMPLEMENTATION TIPS:

- Encourage speech sound practice when old activities no longer motivate.
- Integrate the computer as a therapy tool.
- Modify the on-screen game by incorporating new words and targeted speech sounds.
- Incorporate a new theme for speech practice by removing and adding different PCS symbols on the board.
- Help students record and listen to their speech on each turn by incorporating a Quick Record button.
- Target speech goals by using curriculum-based words.
- Modify the same on-screen game concepts to target fluent speech practice for fluency students.

Additional Ideas

Print

Encourage generalization of fluency strategies with take-home cue cards!



Boardmaker Activity Pad

Motivate pre-school learners by incorporating interactive sound activities using the Boardmaker Activity Pad!

Catalog Item Number: FOMJ190



AUDIENCE:**Grades:** K-6**Therapy Tools:**
Articulation/Phonology**Additional Supports***Practicing articulation shouldn't be dicey!*

Learning Fun Cubes are fun, colorful tools that improve vocabulary and articulation! Customize each of the 4" or 6" cubes so every student enjoys using them with each activity.

Description	Catalog Item Number
4" Black, 3-pack	X8VU101
4" Blue	X8AR189
4" Yellow	X8AR190
4" Red	X8AR191
4" Multi-color, 3-pack (red, yellow, blue)	X8AR192
6" Black	X8AR187
6" Black, 3-pack	X8AR188

Just flip to create new sentences!

Use **Literacy Flip Strips** to create sentences, practice fluency, make choices, or tell stories. Literacy Flip Strips include 16 4"x4" pages attached to a stabilization board.

Description	Catalog Item Number
Fabric	X8AR108
Clear	X8AR109

Incorporating Boardmaker Plus! into Enrichment Classes

Use interactive, on-screen activities to:

- Review what is going to happen in class.
- Integrate the computer during class.

- Report on what happened in class—all in the context of language-rich activities that support the practice of curriculum-related vocabulary and content.

Visit AdaptedLearning.com to download this activity! Use search term **IDEA Book** to find it.

WHAT HAPPENS AND FEATURES USED:

1. Student selects Directions button to listen to directions on how to use the pages.
 - **Speak Message** speaks a message when a button is selected to allow the student to hear directions.
2. Student reads the sentence.
 - **Symbolate** provides varying levels of symbol-supported text for struggling readers.
3. Student selects button with exercise.
 - **Play Movie** uses PCS Animations to provide visual reinforcement.
4. Student selects Next button.
 - **Change Board** allows the student to move independently to the next activity page.
5. Student reads question or selects Question button.
 - **Symbolate** provides varying levels of symbol-supported text for struggling readers.
6. Student selects buttons with the correct answers.
 - **Set Button Properties** provides visual feedback by changing the appearance of a button, border or text, primarily using color, to represent the selection of the correct answer.
 - **Play Movie** uses PCS Animations to more clearly represent verb concepts.
7. Student selects Next button.
 - **Change Board** allows the student to move independently to the next activity page.
8. Student selects buttons to mark on the graph.
 - **Set Button Properties** provides visual feedback by changing the appearance of a button, border or text, primarily using color, to complete a graphing activity.

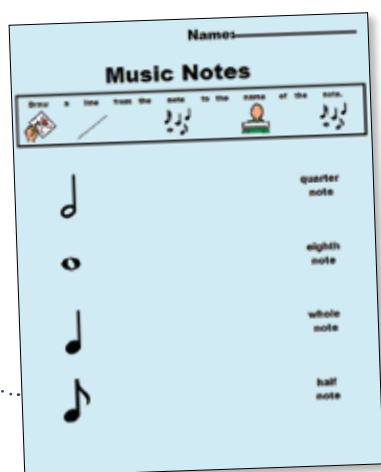
IMPLEMENTATION TIPS:

- Modify this on-screen activity by inserting photos of the gym, students performing exercises or exercise equipment at your school.
- Incorporate actual video clips of your class using the Play Movie option.
- Create integrated lessons with core curriculum and enrichment classes.
- Save time creating more on-screen interactive activities for music and art classes using the same on-screen activities as a template.

Additional Ideas

Print

Create print based activities for music class with PCS!

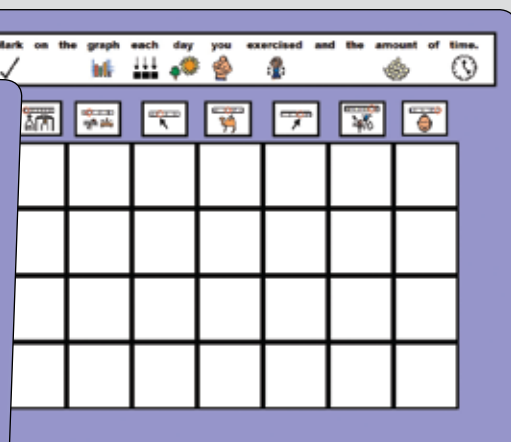
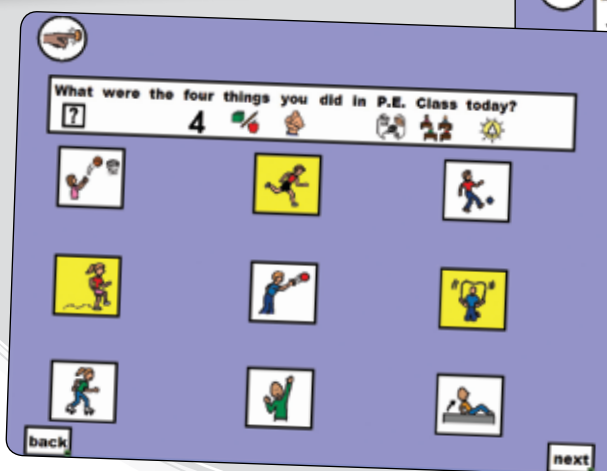
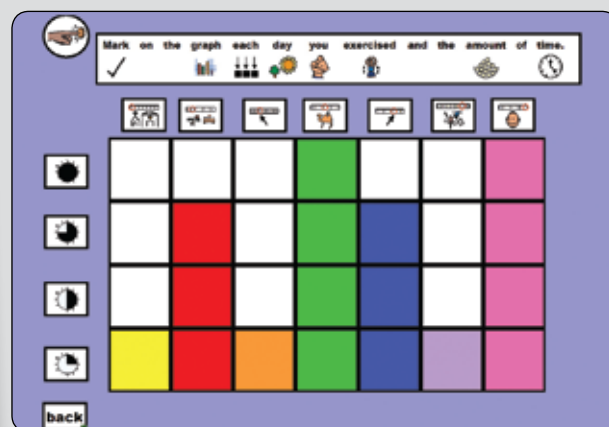
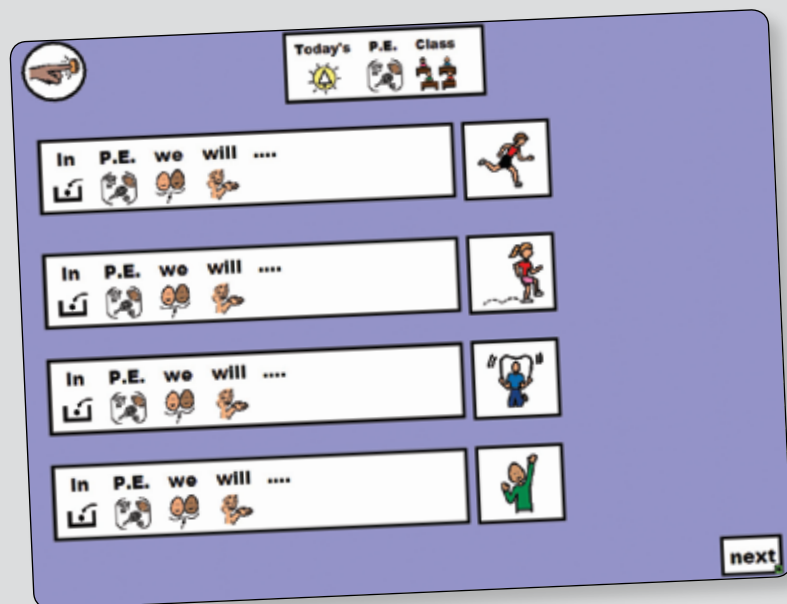


Boardmaker Activity Pad

Encourage communication and participation in art class by incorporating the Boardmaker Activity Pad!

Catalog Item Number: F0MJ190



AUDIENCE:**Grades:** K-5**School Curriculum:** Language, Math**Additional Supports***Fun ways to learn together!*

Group Time Activities A to Z includes letter-based group activities like Dinosaur Stomp that build critical skills including taking turns, following directions, and sitting still with your feet on the floor -all while helping to improve gross and fine motor skills.

Time-saving templates ready to customize and print!

Beyond Boardmaker III includes a Pep Rally communication board and an Olympic Games communication board. Modify each board based on student needs or use these to spark your own creativity!

Description**Catalog Item Number**

Group Time Activities A to Z

X3TM102

Beyond Boardmaker III

M1MJ220

Save time and reach more students!

Boardmaker® Plus!

Your students will get even more out of Boardmaker activities when you add animation and sound to them using Boardmaker Plus!

With Boardmaker Plus!, students can use Boardmaker activities on the computer and participate in exciting classroom exercises that are truly interactive. Use Boardmaker Plus! to create talking activity boards, writing activities, worksheets, schedules, books, games, and other materials that complement your curriculum, and help students:

- Stay motivated to learn as they enjoy voice, sound, animation and video in their favorite Boardmaker activities.
- Stay focused as they transition to other activities quickly and without set-up.
- Receive cueing, prompts and feedback that reinforce goals and ensure understanding.
- Test learning progress with multiple choice and fill-in-the-blank test pages.
- Practice classroom activities at home on their own computers.

Boardmaker® Plus PLAYER

Share customized Boardmaker Plus! activities with your entire classroom!

Students have different education needs and goals. Boardmaker Plus Player lets you share fully-customized Boardmaker Plus! activities with your entire classroom so that all of your students are learning the same materials - but in a way that meets their

individual needs. Install multiple copies of Boardmaker Plus Player on all of your classroom and media center computers so every student can use the adapted, interactive activities you create.

And now, use Boardmaker Plus Player to share valuable resources with other educators on AdaptedLearning.com!

Curriculum Companions

Curriculum Companions are topic-specific activities designed to supplement your daily curriculum. Appropriate for students with academic goals in the K-2 grade-level, these topic-specific Boardmaker Plus! activities can be adapted with different levels of support to suit students with different goals.

Each Curriculum Companion includes more than 18 interactive, on-screen activities for:

- Reading
- Writing
- Practice
- Progress-tracking

Description

Catalog Item Number

Amazing Animals	M1MJ364
What's the Weather	M1MJ365
Changing Seasons	M1MJ366
Nature's Neighborhoods	M1MJ367

Want to know more?

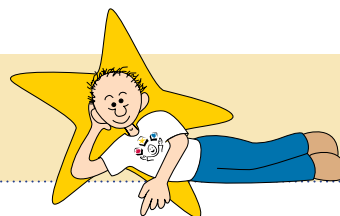
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HOW DO YOU PLAN TO USE THIS BOOK

Bring your new ideas to life!

Put these new ideas to work in your classroom!



5 ideas I want to use:

1. _____
2. _____
3. _____
4. _____
5. _____

1 idea I want to plan for:

Name of Activity:

- Curricular Area:
- Student(s) that will benefit:
- State Standard:
- IEP Goal:
- Modifications to make to activity:



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