Lesson ideas: What you might teach, and how you might teach it

Group #1

• Vertical and horizontal scanning lesson (Cindy) using prefix, base word and suffix lists across board
• Use iPad - after finding a word, mark it out on iPad using a stylus also helps to work on pencil grip
• Co-plan/collaborate with classroom teacher to reinforce word learning and device use
• Use word wall in classroom (vertical and horizontal scanning)
• Follow cars on road outside of school (spot ads/emblems on cars; track moving target)
• Plastic bug scavenger hunt (attach w tape on door frames, whiteboard border, cabinets)
• Identifying items in Barrons books (simple pictures of people working-Infuse career exploration)
• Color code materials for notetaking
• Make student responsible for following along even if notetaking speed is developing

Group #2

• Too often we concentrate just on the device - make it a fun game instead
• Reinforce classroom work using optical devices
• Do number activities in Math – find number patterns in a string, use mix of shapes/#s
• Device use allows them to talk about their visual impairment
• Report back to TVI about how device was used throughout day, week
• Use on field trips as high interest setting
• Discover what you are missing, raise student's visual curiosity

Group #3

• Find spelling words on word wall
• Using the telescope is more complex than magnifier task usually
• Use tool in various environments and lighting conditions – strategies to reduce glare
• Play games outdoors - I Spy, scavenger hunt, finding make and model of car, alphabet hunt
• Watching sporting events
• Give examples for using it in work setting

Group #4
• Visio book for distance viewing
• Take picture of board on iPad and take it back to desk to study board info
• Most common use on O&M lessons
• Use during school presentations (in auditorium)
• Teach to estimate focus for various targets; know more quickly how to fine tune focus
• Many school lessons now done on iPads so they need to know where else they will use device.
• Spot targets when riding in car with family or friends
• Find the target game - put picture of a favorite item up in room every day and have them find it

Group #5
• Cards with large pictures - two alike, one different - have student find and identify picture and which ones are same and different. Decrease picture size as appropriate (pictures are often less intimidating than letters and numbers)
• Students are often using iPhones as preferred near and distance device
• Students do not want to use distance devices - what are the consequences of not using

Group #6
• Incorporate academic skills into device lessons (reading charts, maps; copying phrases)
• Make it fun - find or bring something of interest to environment
• Do Easter Egg hunts (spot bright colors)
• Match names and numbers of jerseys for sporting events as pre-made distance activity
• Use in library – find overhead signs, scan shelves for hidden items
• Little People books, Barrons books – Amazon (http://www.amazon.com/Astronaut-Caviezel-Giovanni-published-Educational/dp/B008M0ENJO)
• Make sure student knows directional vocabulary (beside, next to)
• Some students do not like to use device- must make them accountable. Keep tabs on grades - if grades are slipping, check if student is using effectively, consistently

• Walking scavenger hunt in gym, playground, or on streets (targets you hide or mark)

• Play "Where's Waldo?" Place Waldo cut-out in different spot every day

• Word Find games (study word puzzle through telescope, nonsense words, multi-syllable words)

• Fun competition with another VI student can be motivating

• Find shapes in the environment (circles, triangles in architecture, on signs)

Group #8

• Teach tracking and scanning skills early in high appeal activity

• Do a thorough assessment of device skills to test if student is efficient in classroom work

• Practice near activities before distance (near is within arm’s reach so easier)

• Model for the student (e.g., smoothly scan line of print while reading)

• Envision Kit from APH (some activities, examples of devices)

• Fun activities at the beginning to catch student interest

• Use in grocery store - some signs are bigger and easier to see

• Teach/talk with student about device use increases independence