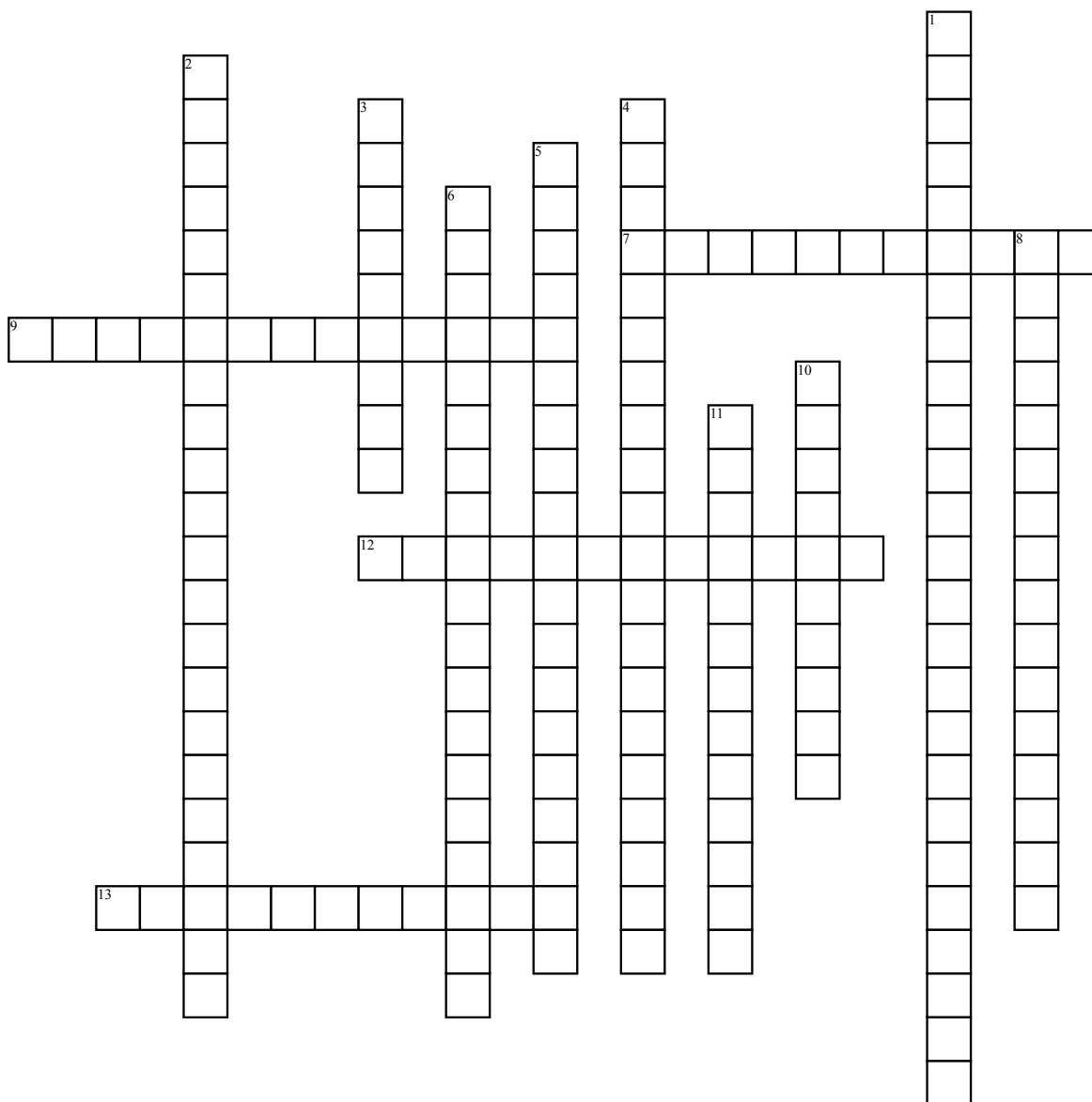


Assignment #5



Across

7. A display that responds to human touch. Touch-screen software usually displays a series of graphics or icons. Rather than using a mouse or a pointer, the icon on the screen is touched.
9. Assistive devices that support students with very poor vision or ones who become fatigued from screen magnification.
12. Books and documents that have already been converted into or written for an electronic format.
13. The process of building bridges from prior knowledge as a baseline and moving students beyond that point.

Down

1. An approach for gifted students that recognizes and targets instruction to the varying abilities found in the same classroom.
2. Programs that can make an educated guess about the word a student is typing based on the first few letters. It can help reduce the number of keystrokes required.
3. Low-tech assistive devices that are acrylic or metal covers with holes for each key that is placed on a keyboard. The guards increase typing accuracy by allowing only one key at a time to be pressed.
4. Assistive device, a keyboard that can be configured to an individual student's need

5. Hardware and software that is designed or can be used to support the needs of exceptional students
6. Assistive device that can magnify a display supporting students with limited vision
8. Assistive devices that offer a large surface area and larger keys than a standard keyboard for supporting students who lack fine motor skills.
10. An assistive device on a keyboard that allows students to press keys sequentially to execute functions that typically require pressing keys simultaneously.
11. Can assist students who can understand material at their grade level when they hear it but have difficulty with decoding and comprehending when they read it.