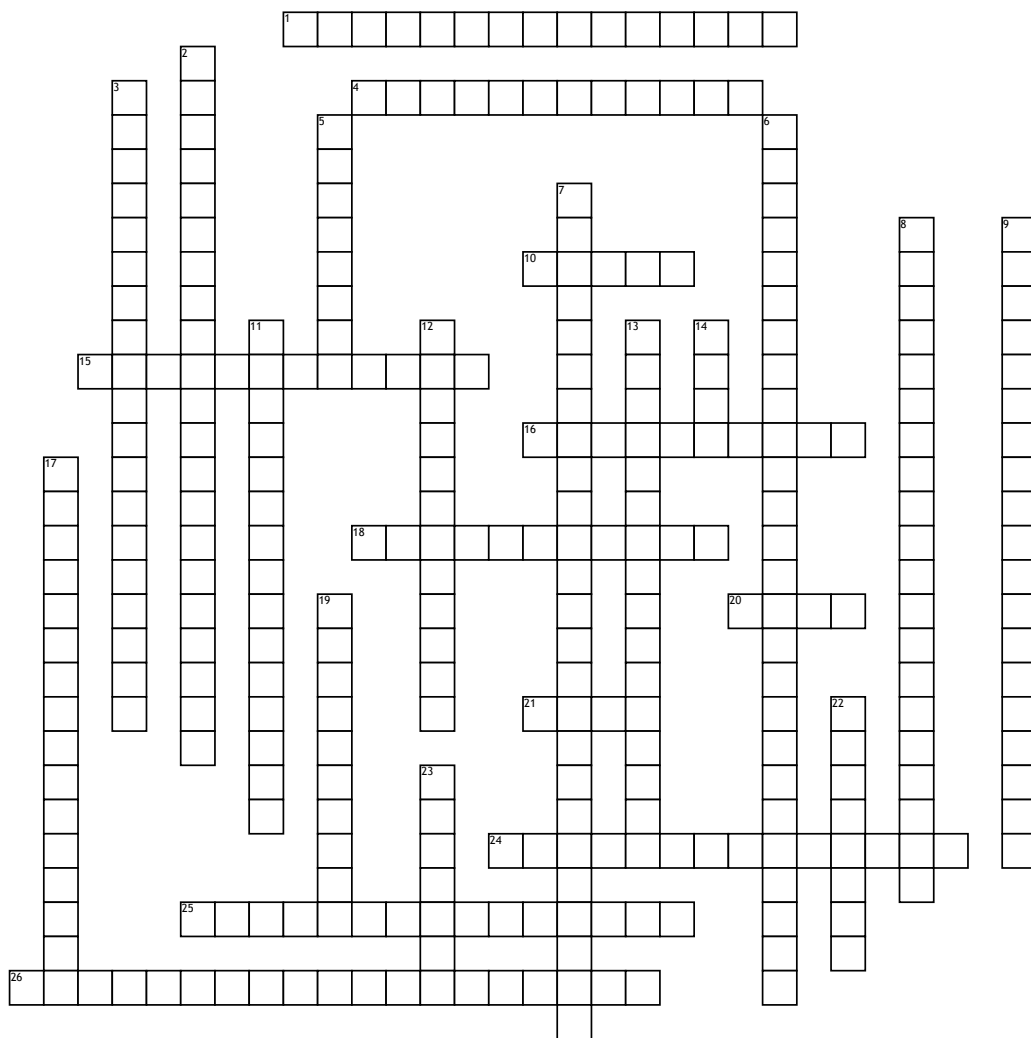# Chapter 15

## Across

**1.** One group of students who demonstrated low academic performance.

**4.** Strategies that allow gifted programs to offer more services to meet diverse needs.

**10.** These students use screen readers.

**15.** This product reads words aloud for students.

**16.** Inclusion was the norm in accordance with this.

**18.** Disability students gain access to educational opportunities through this stage.

**20.** Provides a person with mobility who is blind.

**21.** Students who use online learning.

**24.** A way for education to improve for students with special gifts and talents.

**25.** Provided a new way of thinking about technology.

**26.** Technology was called this once it was made available to all students.

## Down

**2.** A high incidence disability.

**3.** A type of technology.

**5.** The negative consequence of an impairment.

**6.** A written plan to address special students needs.

**7.** Provide students with various methods of demonstrating what they need to know.

**8.** "I can describe the strategies and identify technologies to carry them out."

**9.** Involves impairments associated with the loss of hearing or seeing.

**11.** Teaching a person to move his or her body in different directions.

**12.** A type of therapists for assistive technology.

**13.** A type of mild disability.

**14.** Individuals with Disabilities Act

**17.** This is used by students who are unable to write by hand.

**19.** A strategy that is designed to teach ASL.

**22.** A device with a handle that moves in all directions.

**23.** An app that allows students to acquire math skills more easily.

## Word Bank

| | | | |
|---|---|---|---|
| eyeMath | deaf | communication disorder | attention deficit |
| innovative | occupational | students of color | IDEA |
| cane | text to speech | blind | sensory disabilities |
| federal law | creative outlet | handicap | universal design |
| voice recognition | integration | transforming | individual education program |
| no tech solutions | assistive technology | physical disabilities | joystick |
| multiple means of expression | inclusive technology | | |