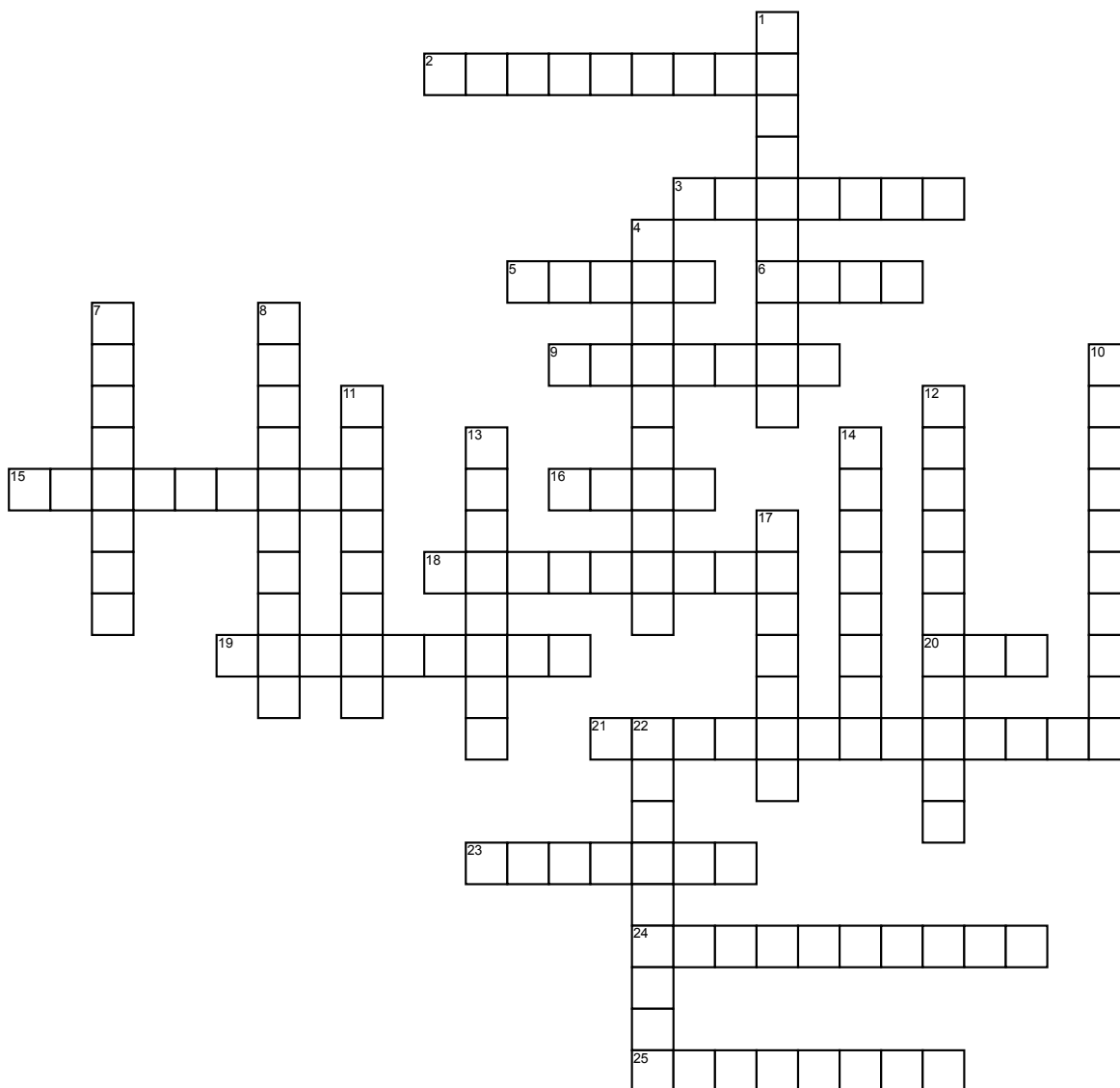


Name: \_\_\_\_\_ Date: \_\_\_\_\_ Period: \_\_\_\_\_

# Special Education and Technology



## **Across**

2. High-tech solutions are complex electrical of systems  
3. device called Oculus Rift  
5. \_\_\_\_\_ feedback is one of the two problematic areas in multimedia software  
6. This act placed an intense pressure on schools to raise academic performance  
9. The OCR software converts \_\_\_\_\_ information into text  
15. became the norm by the early 2000  
16. \_\_\_\_\_ disabilities are considered to be the most prevalent type of disability

18. This is one of the two types of technologies that emphasizes in technology for individuals with disabilities  
19. Strategies that include curriculum enrichment activities  
20. individual Education Program  
21. Text-to-speech product  
23. Screen readers work as \_\_\_\_\_ software  
24. makes things easier for most of us  
25. Strategies for online learning opportunities

## **Down**

1. becoming aware  
4. restrictions in communicating with others  
7. Used for controlling and getting input

8. loss of physical function  
10. used to help students having difficulty counting  
11. not an individual's characteristics  
12. Alternative keyboards  
13. device with a handle that moves in all directions  
14. What type of disabilities typically affect a person's mobility and agility  
17. \_\_\_\_\_ disabilities involve impairments associated with the loss of hearing or vision  
22. \_\_\_\_\_ technology devices and services enhance the performance of individuals with disabilities