The SWD Module Program has been approved for Inservice Credit by the Association of Christian Schools International to meet the Florida Department of Education SWD renewal requirements as set by the Florida Legislature 2014. There are five modules in the program (each earning four inservice points). These modules can be completed within the school by individuals or teacher teams. The cost of each module is $5.00 an individual ($20.00 for the entire SWD program 20 points). Make your check out to William Carey University. Submit responses to Dr. Barry Morris at bmorris@wmcarey.edu.
Module Two– Technology for Students with Disabilities

Complete five of the seven activities. WORTH 4 Inservice points (4 hours).

1) Engaging Technologies

Go to http://www.engaging-technologies.com/ Select Livescribe Smart Pens.

(a) Describe how the pen works,

(b) Describe a recent lesson or unit from your classroom in which this device would have been helpful for a SWD or ELL,

(c) How could it help with self-assessment for the student?

2) Engaging Technologies

Go to http://www.engaging-technologies.com/ Select Classroom Clickers.

(a) Describe two benefits of teaching using clickers for SWD.

(b) List and define two activities using clickers.

(c) Explain two ways that you could use clickers as assessment tools in your classroom.
3) Engaging Technologies


(a) Describe how Mimio Teach works and the features helpful for SWD in your classroom or school.

(b) Describe two activities from the fun whiteboard activities section and explain how they would be appropriate for your classroom.

(c) Select the [you tube button](http://www.youtube.com) from the upper left hand corner of the page and view the Mimio Teach program in action. Give a summary of what you viewed on the video.

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4) A Vision of K-12 Students Today.

Watch the four-minute video at the following link [http://differentiate-with-technology.wikispaces.com/](http://differentiate-with-technology.wikispaces.com/) and then respond to the following questions.

(a) What challenges you most about the issues raised in the video?

(b) What percentage of your teaching time actively engages students in the use of technology such as blogs, using i-pads, digital story-telling, podcasts, wikis, etc.?

(c) Describe in detail three ways that you can embed more technology into your lesson plans.
5) Webquest Review.

Go to the following website @ http://webquest.org/. On the left column, click on Find Webquests. The free webquest search may be temporarily down; if so, use the Quest Garden Search box by clicking on the yellow box that says Search the Quest Garden Database. In the box that says ‘free text search’ section, enter a topic or subject that interests you and click search. If you do not locate a webquest that matches the grade or subject that you teach, re-enter another topic and search again. Explore the various webquests shared by other teachers. Become familiar with the site by clicking on a few of the quests and pages within the quests. Please note that the quests marked ‘shared’ may be copied, edited to suit your needs, and used in your classroom. Respond to the following questions.

a. What is the purpose of a webquest?

b. Describe two lessons or tasks that you could successfully teach in your classroom utilizing a webquest.

c. Identify three challenges that would need to be overcome prior to implementation of webquests in your classroom or school. Design a plan outlining steps that you could take toward successful implementation.
6) Educational Uses of Digital Storytelling.

Go to the website http://digitalstorytelling.coe.uh.edu/ Review the information on the radio button titled ‘about digital storytelling’.

(a) Provide a summary of the definition of digital storytelling.

(b) List and define the seven elements of digital storytelling.

(c) Click on the Example Stories. View three stories of your choice. Explain the contents.

7) Educational Uses of Digital Storytelling.

Go to the website http://digitalstorytelling.coe.uh.edu/. Describe two stories that you may assign to students as a group or class project on digital storytelling, giving details, objectives, standards, procedures, list of materials, supplies, and equipment that will be needed. Ideas may include a story of your school, story of Florida, story of your city, a famous conflict, a President, a period in history, a historical period, a group of animals, etc.