AT AND IT:
WHERE ARE WE HEADED?

Think About It:

- What AT and IT did your students (and you!) use 5 years ago?
- What is possible now that wasn't possible then?
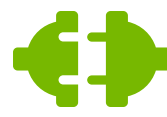- What might be possible in the next 5 years?

Where are we headed next?

Game Changers:

- Smaller, more affordable hardware
- Reduction in power needs
- Innovations in display technology
- Improvements in networks and broadband capabilities
- New developments in user interfaces and input options
- Open-source and social media driven community development
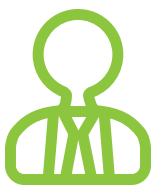- Consumer-level access to tools of development and creation

State and District Leaders Need Support to:

- Break down silos between AT/IT
- Develop policies and guidance on implementation, accessibility, infrastructure, and best practices
- Gather data on what works and in what contexts

Classroom Teachers Need Support to:

- Understand technology basics – how to's
- Use technology to transform instruction for students with disabilities (AT and IT)
- Create and integrate accessible educational materials (AEM) and open educational resources (OER)

What does this mean for states, districts, and teachers?