1. Now we will examine some assistive technology devices that can be used to engage all learners but especially those with significant disabilities.

2. Music is a big attention getter for students with significant disabilities as well as for all students. The student at this iPod station had to make selections about what music she would like to listen to. Some students had never made choices before but would when music was the reinforcer. Music is also great for teaching academics and hooking the students into academic tasks.

3. Using digital cameras is very motivating for all students. They enjoy taking pictures and students with physical disabilities can use an adapted camera like the one pictured that uses switches to take pictures.

4. Here are two sensory items that are used for engagement. The first is a tactile wall that was created with bright colors and different materials to engage and stimulate learners. Also, the light up fans can be activated by a switch and can be used for engagement of learners either as an interlude to activities or when teaching cause and effect.

5. The All-Turn-It Spinner is switch activated and can be used to engage students. The activity that is shown in the picture is one example of how the All-Turn-It Spinner can be utilized. The students were learning the history of sports and their pictures were placed in baseball cards and they were selected for turns at specific activities by turning the spinner.

6. This is a student sitting on a Somatron. This is one brand of products that does Vibroacoustic Therapy. The beanbag the student is sitting on emits vibrations and auditory music which has been found to help students with disabilities. Two ways that a Somatron can be used for engagement are that soft and slow music can be played for a calming effect or fast and upbeat music can be used to arouse students who might be tired.