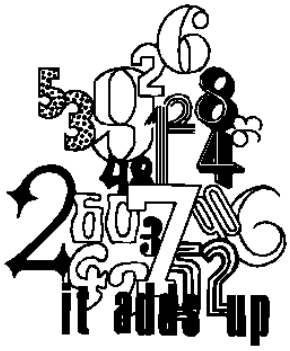
Math Modifications



• Student plays pre-recorded math problems on a Voice Output Device.

• Student plays pre-recorded answers to the day's math activity on a Voice Output Device. Classmates can come to check their work.

• Student uses the Powerlink and electric stapler to put math booklets together for the teacher.

• Use the All-Turn-It Spinner to play a math game with peers	

• A Litebrite can be illuminated by the student with a switch. Classmates could be responsible for making the pattern. (e.g., design patterns, geometric shapes.)

• Play a math game with the entire class to either reinforce math facts, or reward the class for good work or good behaviour!	

• Use Voice Output Device to make comments during a math game:
- Roll the dice!
- Move me, please
- Whose turn is it next?
- What's the score?
- Rules/directions for the game

• Provide instructions on the Step-by-Step Communicator such as page numbers or question numbers for assignments from the teacher (e.g., turn to page 32 of your Math book.)	

• Provide answers to all the odd numbered questions when correcting math homework.

• Provide a skill testing math question regarding the concepts being studied that day (e.g., for bonus points)

• Deliver messages for the teacher e.g.,
  - Mrs. Jones needs some manipulatives. Do you have any that she can borrow?

• Gather materials for up-coming math activity for the teacher.

• Do a parallel activity to develop your student's understanding of numeric concepts using concrete manipulatives or real objects from a real job in the school. This student is using an E-Tran to make numeric choices.	

• Paint or stamp a design using sponges cut in various geometric shapes.

• Survey the school staff or classmates about a question that relates to a school theme or something that the class is studying. Then bring back the results for the class to graph.