

Spelling Modifications

- Use the Voice Output Device to make comments during a spelling (or other language arts) game:
 - Roll the dice! Move me, please
 - Whose turn is it next? What's the score?
 - Rules/directions for the game
- Classmates with written output difficulties can spell their words out on the student's Voice Output Device. The student can use the switch to play it back to the teacher for sharing time.
- Run a listening center with a switch to check comprehension of spelling words (definitions). Use the Step-by-Step Communicator to give each word, and then the definition for the student to self-check

- Use the voice output device to give the class words for a spelling pre-test or actual test; e.g.,
 - The first word is "clue". Can you give me a clue to the riddle?
 - The second word is "ridiculous". This shirt looks ridiculous. Etc.



- Use the Step-by-Step Communicator to give the clues (across and down) for a spelling crossword.

- Provide instructions such as page numbers or question numbers for assignments (e.g., Turn to page 65 of your Spelling book.)



- Provide answers to all the odd numbered questions when correcting spelling homework.
- Provide a skill testing spelling question regarding the concepts being studied that day. (e.g., spelling bee)

- Use the All-Turn-It Spinner with a switch to select different letters for classmates to create words that rhyme with spelling words.
- The student could also do a verbal pre-test or spelling practice with the class as a group using either the Step-by-Step Communicator or the All-Turn-It Spinner as seen in this photo.



- Use the Powerlink and electric stapler to put spelling worksheet together for the teacher.