

NEWSLETTER



Australian Association of Special Education Inc. | WA Chapter

In this issue:

- 2017AASE National Conference
- Term 1 PD on Seesaw App - take home messages
- Tech Review on Pixel Press Floors™ app
- Term 3 PD on Behaviour Zen web-app by Dolly Bhargava
- Useful apps for teaching emotions and feelings
- IASE Call for Proposals Flyer

President's Comment

Dear members,

Well. We have begun another term, and I am sure that everyone is as busy as I am! As we are half way through the year, it is a good time to stop for a moment and consider the journey that our students have travelled and where they are heading in the future. Planning for students with special needs occurs throughout the school year, not simply at IEP writing time, or when parents ask to see you for an interview. A break to consider the direction of the classroom or therapy program, keeping in mind how the students have progressed to date, may help to re-energise and re-focus the goals set and address the challenges still to be faced. I wish you all the best in your endeavours in the classroom!

In Western Australia, the government has recently announced that it will be opening centres specifically catering for the needs of students with Autism Spectrum Disorders. It will be interesting to see how these centres address the needs of students, and whether there is fluidity between centres and mainstream settings. There also appears to be growing support for a special school catering only for students with ASD, so we will keep our eyes open to see what happens in that space.

Thanks go to Rachael Jones for the time and effort she takes to construct the newsletter, and for the fabulous technology tips that she provides. Professional development for last semester centred around one of the useful tools for teachers, Seesaw, which Rachael presented. Upcoming PD will see Dolly Bhargava present her new web-based app, BEHAVIOUR ZEN, which may be used to assess, prevent and manage behavioural and emotional difficulties. We hope to see you at the PD.

All the best for the remainder of the semester,

Dr Dianne Chambers

President, AASE WA Chapter.



AASE Term 1 PD on Seesaw App

Rachael Jones from Cannington Community ESC presented the Term 1 PD on creating digital portfolios using the Seesaw App. Some of the key points were:

- There are 2 primary uses for the Seesaw app; documenting student learning over time and connecting parents with their child's learning.
- Can also use Seesaw for formative and summative assessment, student and parent feedback, class blogs, parent reminders and texts, Positive Behaviour Support.
- Students can take charge of their own Seesaw account with a simple QR code (no usernames or passwords) - embedded ICT in learning.
- Private and secure: teacher must approve all posts, teacher can delete and edit comments.
- Caters to a wide range of abilities; upload photos, videos, voice recordings, drawings, annotations, notes.
- Keep Seesaw positive so that parents associate the app with good news and achievement.

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@AASE_WA



Australian Association of Special Education WA Chapter

Tech Review | Pixel Press Floors™

By Rachael Jones

For generations, kids around the world have been dreaming of making their own video games but the complexities of computer coding has made this dream too difficult for most children, particularly those with special education needs. With the Pixel Press Floors™ app, you can turn simple drawings into real run-and-jump, Mario-style games, and the best part is; absolutely no coding required!



I used the Floors™ app in my classroom for the first time this term. Most of my students have Autism Spectrum Disorder and the majority of them love interacting with computers, iPads, and video games (as is often recognised in people with ASD). In my experience, I have found this app to be a powerful learning tool and deeply engaging for students of varying abilities.

In a nutshell, the Floors™ app works like this; you literally draw the game on special graph paper (which you print for

free from the website), then you scan it with your iPad and VOILA - you have a working game ready to play on your screen! Sounds too good to be true, I know, but I assure you it really is as simple as that. To draw the game you must use "creator elements" which are symbols that represent things like ladders, terrain, coins, power-ups, spikes, hot lava, etc. The symbols are simple to draw and look similar to mathematical operators (e.g., + x = _ \ > <).



If using a pencil and ruler is not feasible (due to poor fine motor skills, perhaps), you can draw the game in the app using a *stylus*. We found using the stylus a LOT easier because your drawing automatically locks to the grid - so it's actually impossible to draw a wonky line or an inaccurate symbol. Whilst this was extremely helpful, some of my students still needed further assistance in terms of *design and creative thinking*. In other words, some of my students simply did not have the ability to draw a game from scratch because they couldn't imagine it. For those students who feel overwhelmed with a blank canvas, there is a third option to design a game based on a pre-existing template. In this instance, your job as a 'game-developer' is simply to add bits and bobs to the scene; perhaps some coins here or some killer spikes over there. We found this to be a great option for students with higher support needs.

Pixel Press Floors™ is more than just a DIY game app. Students need to prototype their game often and problem solve issues to make it work better and be more enjoyable to play. For example, one of my students discovered it was impossible for his 'player' to jump onto a platform because he had made his wall too high. To solve this problem he returned to "edit" mode and drew in some extra terrain blocks for the player to use as stepping stones to get over the wall. Students will often need to make several iterations before their game is "playable" and ready to share with the world in the online Arcade.

Many of the Australian Curriculum General Capabilities are embedded when using this app in a teaching & learning program.

There are opportunities for social development as students evaluate their peers' games, take turns and share their games. There are inbuilt literacy opportunities when students reflect on their games, write evaluations, conduct user-feedback surveys, and "pitch" their games to their peers.



Students use numeracy skills in designing the game (i.e. measurement and counting) and critical thinking is inherent when problem solving and finding creative solutions to technical issues. There is even room for ethical discussions about copyright and game ownership, if your students are up for it!

Everything you need to know about getting started with this app is on the website, which I found to be very easy to use and supportive for new users.

<http://www.projectpixelpress.com/floors/>

There are intro videos (which I played for the students to get them excited about it!), How-To videos, a link to download and print the free sketch-guide, and suggested lesson plans for educators (although I found these lesson plans too advanced for my students).



Pixel Press Floors™ is free and available for iPad & iPhone from iTunes.

Join us at the

AASE WA Chapter Meetings

Dates: August 10, September 14

Time: 5pm

Venue: Catholic Education Office
50 Ruislip St, Rm G2

RSVP: Dianne - President
dianne.chambers1@nd.edu.au



Save the date | 2017 AASE National Conference

Planning is underway for the 2017 AASE National Conference, set to be held in Darwin (Thursday 6th - Saturday 8th April). If you haven't yet visited the spectacular Northern Territory, this is your big excuse! Stay up to date using the hashtag #aase2017 on social media.



The Key Word Sign Australia app is now available!

With the Key Word Sign Australia app, you can:

- Make your own sign resources, books and communication aids
- Print any or all of the signs in the 600 word Australian vocabulary
- Print with or without sign descriptions
- Print symbols to match signs
- Access your camera roll and print using your own photos.



The App is designed for iPad use and is \$39.99.
To purchase, visit the Apple App Store and search 'Key Word Sign Australia' for iPad only.



For more details contact Key Word Sign Australia at
Scope's Communication and Inclusion Resource Centre:

circ@scopevic.org.au

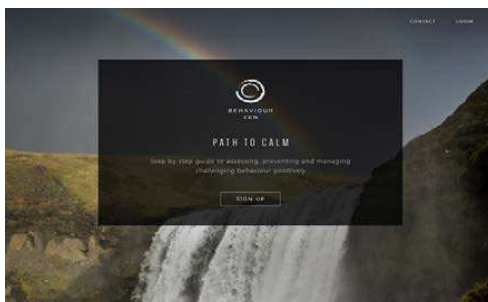
(03) 9843 2000

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key word sign
australia

scope
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AUSTRALIAN ASSOCIATION OF SPECIAL EDUCATION Inc. WA CHAPTER



BEHAVIOUR ZEN: A Web-Based App

Behaviour Zen is a web based app that aims to systematically assess, prevent and manage challenging emotional and behavioural difficulties. Behaviour Zen is useful for supporting children, adolescents and adults with challenging emotional and behavioural difficulties who have been diagnosed with one or more of the following conditions. They include, Anxiety Disorder, Attention Deficit/Hyperactivity Disorder, Autism Spectrum Disorder, Conduct Disorder and Oppositional Defiant Disorder.

Behaviour Zen can be used by parents, teachers and behaviour professionals. Behaviour professionals include: Mental health professionals (i.e. psychiatrists, neuropsychologists, psychologists, counsellors and mental health nurses); Allied health professionals (i.e. speech pathologist, occupational therapist, physiotherapists and social workers); Supervisory professionals (i.e. managers, team learners, supervisors, coordinators, consultants and other professionals in leadership positions).

Behaviour Zen can be used in guiding challenging emotional and behavioural difficulties in family homes; early childhood programs, primary and secondary school programs; respite and accommodation programs; employment programs and community day programs for individuals with disabilities.

Speaker: Dolly Bhargava

Dolly is a disability specialist speech pathologist. She works with children and adults with intellectual and/or multiple disabilities. She works in a variety of settings such as preschools, schools, group homes, family homes, day care centres and vocational programs. She has co-authored a number of publications and presented at workshops and conferences nationally and internationally.

17th August 2016

4.00 pm – 4.30 pm Registration/refreshments
4.30pm – 6.00pm Presentation

Venue: Mercy College, Cnr Mirrabooka Ave & Beach Road, Koondoola

Cost: AASE Members: \$20.00 (max of 3 people per group membership)
Non Members: \$40.00 (payment on the day)

*Invoices for organizations/schools are available if requested one week prior to the event.
 Please bring organization/school cheques with you on the day of the seminar.*

Afternoon tea will be provided.

Registration by 15th August 2016 to: Mark Bivens email: mbivens@iinet.net.au

Enquiries to Dianne Chambers on: 9433 0170

If cancellation is necessary please advise Mark Bivens

Useful Apps | Emotions and Feelings

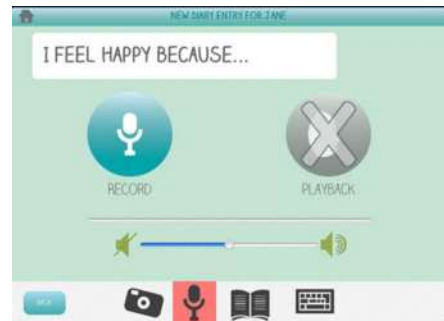
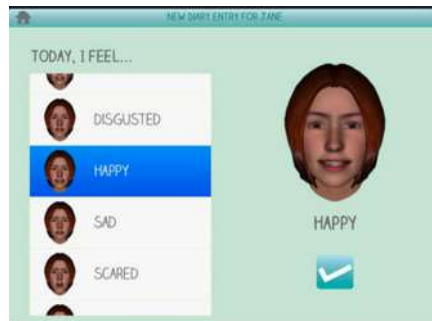


Emotionary By Me.Mu

By leehsueh

Emotionary by Me.Mu is an emotion diary tool designed for therapists and teachers who work with children and adolescents with ASD.

iTunes App Store
FREE
iPad only



What's the expression - All Ages

By WebTeam Corporation

Learn to identify facial expressions such as happiness, anger, sadness, and surprise.

iTunes App Store
\$5.99



Feelings with Milo

By Doonan Speech Therapy

For kids aged 4+, track your feelings over time. Identify and explore different emotions; understand that all feelings are normal.

iTunes App Store
FREE
iPhone, iPad, iPod





**15th Biennial Conference of the
International Association of Special Education (IASE)**



Perth, Australia
June 25-29, 2017

**“Addressing the Exceptional Needs of the Whole Child and Young Adult:
Embracing the Future.”**

In Collaboration with:



Ms. Swaleha (Sally) Mohamedali, IASE Conference Chair, and Drs. Fartun Mohamud and Brenda Lazarus, Conference Program Co-Chairs, and our collaborators: Curtin University, Edith Cowan University, and the Association of Independent Schools of Western Australia, cordially invite all interested parties to submit presentation proposals.

Please review all submission criteria. Then complete and submit the proposal presentation form (on our website at: www.iase.org) by October 1, 2016. Incomplete submissions will not be considered.

Proposals are to be submitted electronically to Dr. Fartun Mohamud at fartunkaafi@gmail.com
All presenters will be required to pay their registration fees by April 15, 2017 to be included in the conference program.

IMPORTANT TIMELINES

October 1, 2016
December 1, 2016
February 1, 2017
February 1, 2017
April 15, 2017
May 1, 2017

Deadline for submission of proposals
Notification of acceptance of proposals
Early Bird Conference Registration Discount
Deadline for submission of Conference Proceedings
Deadline for Presenters to be included in Conference Program
All participants must be registered for conference.

AASE WA Executive & Committee

Executive

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**"Most people see what is, and never see what can be."
- Albert Einstein**