Assistive Technology: Behavior

1. **All-Turn-It Spinner by Able Net:** The switch-activated All-Turn-It Spinner, with built-in external switch jack, enables random selections for choosing groups or playing games of chance like bingo. Overlays made with Reusable Vinyl Stickers can be a learning tool for basic concepts like numbers, colors and shapes, or skills such as matching, sorting and sequencing. It's so easy to set up; a student's peers can do it. Flexible format makes it easy to customize to any classroom activity.

   *How does it work?* [https://www.youtube.com/watch?v=7BZyROY6YII](https://www.youtube.com/watch?v=7BZyROY6YII)

2. **Got It! By Learning Resources:** This device features a 2-faced monster character, which pits players against each other for head-to-head play with twice the speed and skill challenge. It offers solo game play option if desired. It includes reading and math games with bonus rounds for high scores, motivating kids to succeed. Got It! provides immediate feedback through fun graphics and sound effects, and also allows for quiet play with adjustable volume control and 2 headphone jacks.

   *How does it work?* **Instruction Manual included**

3. **Woojer: Silent, Wearable Woofer by Woojer Ltd.:** Woojer is a matchbox-sized, wearable device that accurately reproduces bass frequencies and delivers the emotional tactile sensation directly to your body. When wearing Woojer you, literally, FEEL the sound of your favorite music & games. Woojer clips to your clothing and provides up to four hours of immersive audio. Compatible with standard 3.5mm jacks, Woojer connects with all standard headsets and audio sources. Simply plug and play.

   *How does it work?* [https://www.youtube.com/watch?v=wdUHjc8U1DE](https://www.youtube.com/watch?v=wdUHjc8U1DE)