

## Math Modifications

- Play a pre-recorded tape with math problems.
- Play a pre-recorded tape with answers to the day's math activity. Students can come to check their work.
- Use 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 when they finish their assignment.



- Switch activate a tape recorder with a pre-recorded tape with story problems.
- 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., 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.

