

# Design Document

## Making Accommodations

### Project Information

Project Title	Making Accommodations
Project Purpose	This project allows the learner to play through a classroom simulation as a teacher of a student with special learning needs. Throughout the simulation the learner must choose appropriate accommodations for the student. By the end of the simulation the learner should be able to correctly identify different types of accommodations and choose accommodations that support a student's individual learning needs.

### Audience, Goals & Objectives

Target Audience	<ul style="list-style-type: none"><li>• General education teachers</li><li>• Prospective teachers, both traditional and alternative certifications</li></ul>
Project Goal	<p>Learner goal: Introduce learners to the four types of accommodations and provide opportunities to practice identifying appropriate accommodations to support specific learning needs.</p> <p>Client Goal: Increase user engagement over traditional training material by providing an interactive learning experience.</p>
Learning Objectives	<p>After completing this training, learners will be able to...</p> <ul style="list-style-type: none"><li>• Categorize accommodations into setting, presentation, response, and timing/scheduling</li><li>• Choose appropriate accommodations from each category to support a student's specific learning needs</li></ul>

### Project Deliverables

Storyline Simulation	A gamified e-learning experience based on four independent written activities currently published on the IRIS Center website.
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### Outline

Introduction	<ul style="list-style-type: none"><li>• Landing page</li><li>• Activity description</li><li>• Activity controls</li><li>• Student introduction: Mason, an energetic student with ADHD and a learning disability</li></ul>
Setting Accommodations	<ul style="list-style-type: none"><li>• Intro</li><li>• Yes/no sort: sort accommodations into the categories “setting” and “not setting”</li><li>• Preferential seating: explore different types of preferential seating and what needs they can support</li><li>• Pick 3: choose 3 additional setting accommodations that can support the student’s learning needs</li></ul>
Presentation Accommodations	<ul style="list-style-type: none"><li>• Intro</li><li>• Yes/no sort: sort accommodations into the categories “presentation” and “not presentation”</li><li>• Advance organizers: explore different types of advance organizers and how they can be used</li><li>• Pick 3: choose 3 additional presentation accommodations that can support the student’s learning needs</li></ul>
Response Accommodations	<ul style="list-style-type: none"><li>• Intro</li><li>• Yes/no sort: sort accommodations into the categories “response” and “not response”</li><li>• Response scenarios: choose appropriate response accommodations for various scenarios</li></ul>
Timing/Scheduling Accommodations	<ul style="list-style-type: none"><li>• Intro</li><li>• Yes/no sort: sort accommodations into the categories “timing/scheduling” and “not timing/scheduling”</li><li>• Schedule: design a schedule around the student’s learning needs</li><li>• Pick 3: choose 3 additional timing accommodations that can support the student’s learning needs</li></ul>
Closing	<ul style="list-style-type: none"><li>• Generate PDF of selected accommodations based on the learners choices throughout the simulation</li><li>• Opportunity to restart</li></ul>

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### Implementation & Measurement

Implementation Plan

Interactive activity will be available on the IRIS Center website.

Evaluation Plan

- Level One: Learner will complete a short satisfaction survey after completion of the simulation.
- Level Two: Learner will complete several ungraded knowledge check throughout the simulation. The learner will have unlimited attempts to pass. The knowledge checks will assess the learners ability to:
  - Categorize accommodations by category
  - Identify accommodations that are appropriate to support specific learning needs
  - Apply knowledge of specific accommodations to the given scenario
- Level Four: Usage data gathered from website metrics, combined with user surveys, will be used to compare engagement in this simulation to that of traditional activities.