

## Objective(s)

Learners identify an answerable question related to a dilemma about how to help a child communicate.

## **Description**

In this activity, learners play a game to help them use a tool called PICO to turn a dilemma about to help a child communicate into an answerable question to help guide the search for evidence on assistive technology interventions.

### Required Materials/Resources

Instructor Materials

- Printed question, one copy for each learner or pair of learners
- Scissors

#### Learner Materials

- Video 5.1: The family child care provider's viewpoint
- Video 5.2: The family's viewpoint
- Tape or paste, extra paper to assemble question

This activity is part of Module 5: Assistive Technology Interventions. To view the content related to this activity, go to Step 2: Question.

# **Instructional Method**Problem Solving Session

#### Level

**Beginner** 

#### **Estimated Time Needed**

15 minutes for instructor preparation

10-20 minutes for learner activity

## **Detailed Facilitator Instructions**

- 1. Print the answerable question on 8 ½ x 11 pieces of paper, 24 pt. font. (see printable page at the end of this instructor guide).
- 2. Cut the questions on each sheet into strips.
- 3. Provide access to dilemma and/or transcripts. Videos or transcripts can be viewed as a class or independently outside of class.
- 4. Remind learners the PICO requires that you identify the following information:
  - P Person (characteristics of the child or family who will participate in the intervention)
  - I Interventions being considered
  - C Comparison to other interventions (if there is research that compares two or more interventions)
  - O Outcomes desired
- 5. Individually or in pairs, ask learners to arrange the pieces to provide an answerable question related to the dilemma. Learners should tape or paste the answer onto a new 8 ½ x 11 piece of paper.

# **Suggested Assessment**

For young children who have language and physical impairments (P), are assistive technology interventions (I) effective in promoting learning and development (O)?

# **Facilitation Tips**

Break into groups to complete activity.

# Alternate Version(s) (refers to different levels of difficulty)

• Activity Guide 5.2a: Turn the dilemma into an answerable question

#### **Credits**

The CONNECT Content Team

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are assistive technology interventions effective
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