

Blending Technology to Enhance Movement Can Increase Learning for all Students

April 26, 12:00 PM – 1:00 PM and 3:00 PM – 4:00 PM

Skill Level: *Introductory*

Come along and experience how technology and gaming can support cross-curricular activities. Are you ready to explore the various games, apps and devices that can support your students on this journey?



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Presenter: James Gunther, M.Ed., Adapted Physical Education Teacher, Norfolk Public Schools



James Gunther has been an Adapted Physical Education Teacher with Norfolk Public Schools since 2001. He received his Master's degree from Walden University and his Bachelor's degree from the State University of New York College at Cortland. James was awarded the Virginia Adapted Physical Education Teacher of the Year Award in 2016 for his work in Norfolk Public Schools. He is also a contributing author for the book titled, *Strategies for Teaching Students with Moderate to Severe Disabilities in Physical*

Education. His chapter focuses on communication practices that enhance participation.

Video Games: The Common Thread Among Students

May 2, 12:00 PM – 1:00 PM and 3:00 PM – 4:00 PM

Skill Level: *Introductory*

In this webinar we will talk about how communities are built around video games, and how students with disabilities are able to make meaningful long-term friendships using a shared love for a game.

Presenter: Mark Barlet, Founder, The AbleGamers Charity, www.ablegamers.org



Mark Barlet has 25 years of hands-on experience in the technology and assistive technology fields. Widely regarded as one of the leaders of 508 accessibility, Mark manages a team of high-end accessibility experts through his veteran-founded business, The Barlet Group, as well as the highly trained assistive technology experts at AbleGamers. He has trained, assessed, managed, and supported hundreds of people with disabilities. Mark has worked for the Department of Defense, Homeland Security, and other departments since leaving the

Air Force in 1996 as a service-related injured veteran.

From 2005-Present, Mark has traveled around the globe giving speeches about accessibility, assistive technology, and video game adjacent disability topics for organizations such as Microsoft, Yahoo, and other Fortune 500 companies bringing the inspirational message of his perseverance and bringing fun and returning joy to those in need.