

مدي mada
نفاذ رقمي للجميع digital access for all

Training Catalogue

2019



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Education & Culture

1. AAC aided systems and applications
2. Assistive technology for literacy skills and learning disabilities
3. Best practices to use AT for supporting people with Learning Disabilities
4. Clicker 7
 - 4.1 Beginners
 - 4.2 Advanced
5. Introduction to assistive technology
6. Introduction to augmentative and alternative communication AAC
7. Magic carpet immersive technology
8. Math difficulties and assistive technology
9. Mindview software
10. Platform accessibility
 - 10.1 Apple and Android
 - 10.2 Windows
11. Tawasol Symbols iPad application
12. Text Help software

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Policy

1. The Importance of Universal Design ICT & Beyond
2. Indoor Navigation through ICT
3. Accessible Museum through ICT
4. Retail Accessibility through ICT

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ICT Accessibility

1. Web and Mobile Accessibility
2. Advanced web accessibility for developers
3. Mobile application accessibility
4. Digital Kiosk accessibility
5. Document accessibility

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Education & Culture

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1. AAC Aided Systems and Apps

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	Arabic / English
Duration	1 session for 3h
Course methodology	Presentation / Hands-on
Course objectives	<p>By the end of this course, participants will be able to:</p> <ul style="list-style-type: none">• Define AAC• Understand the relation between core vocabulary and communication difficulties• Consider an AT solution for those difficulties• Help students to communicate through AT• Be aware of and describe the range of AT available for people with communication difficulties• Understand features of different software and apps and how to adapt it to meet individuals needs
Target audience	Therapists / Teachers
Course outline	<ul style="list-style-type: none">• Core Vocabulary and AAC• No Tech AAC• Low Tech AAC• Medium Tech AAC• High Tech AAC• AAC Apps
Other requirements	Introduction to AAC

2. Assistive Technology for Literacy skills and Learning Disabilities

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	Arabic / English
Duration	1 session for 2h
Course methodology	Presentation / Hands-on
Course objectives	<p>By the end of this course, participants will be able to:</p> <ul style="list-style-type: none">• Understand and describe different learning disabilities• Define area of difficulties• Be aware of and describe the range of AT available for people with specific learning disability to develop and support literacy skills• Understand features of different software and application and how to adapt it to meet individuals needs
Target audience	Therapists / Teachers
Course outline	<ul style="list-style-type: none">• Definition of Literacy difficulties• Areas of difficulties• Assistive Technology and Literacy difficulties

3. Best practices to use AT for supporting people with Learning Disabilities

Category

- **Accessibility**
- Policies / Best Practices
- **Education**
- Culture
- Innovation and Research

Language of training

Arabic / English

Duration

1 session for 2h

Course methodology

Presentation

Course objectives

By the end of this course, participants will be able to:

- Learn more about Learning Disabilities
- Explore various Type of Assistive Technology for Students with Learning Disabilities
- Discover Best Practices Using AT tools to Support Students with Learning Disabilities

Target audience

Teachers / Therapists / Parents / Assistants

Course outline

- Definition and types of Learning Disabilities
- Learning Disabilities and Assistive Technology
- Various types of AT for Students with Learning Disabilities
- Why Universal Design for Learning?
- Best Practices using AT tools to Support Students with Learning Disabilities

4.1. Clicker 7 | Beginners

Category

- Accessibility
- **Policies / Best Practices**
- **Education**
- Culture
- Innovation and Research

Language of training

Arabic

Duration

3h

Course methodology

Workshop

Course objectives

- Recognize Clicker 7 tool box and features
- Design clicker sets
- Add pictures, videos and dictionary of words to designed activities
- Integrate some of the curriculum to Clicker in the form of activities

Target audience

Teachers / Specialist

Course outline

- Clicker 7 tool box and features
- Clicker sets
- Save Clicker sets
- Add pictures, videos and dictionary of words to designed activities
- Integrate some of the curriculum to Clicker in the form of activities

4.2. Clicker 7 | Advance

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	Arabic
Duration	3h
Course methodology	Workshop / ورشة
Course objectives	<p>By the end of this course, participants will be able to:</p> <ul style="list-style-type: none">• Create clicker sets• Match clickers activities to the curriculum• Edit Clicker's preferences• Add word and picture dictionaries• Share resources
Target audience	Teachers specialist
Course outline	<ul style="list-style-type: none">• Create new classes and new students• Create different types of Clicker sets• Add voice recordings• Create Clicker books• Change clicker's preferences and program options
Other requirements	Attendance of Clicker 7 Introduction

5. Introduction to Assistive Technology

Category

- **Accessibility**
- Policies / Best Practices
- **Education**
- Culture
- Innovation and Research

Language of training

Arabic / English

Duration

1 session for 2h

Course methodology

Presentation

Course objectives

By the end of this course, participants will be able to:

- Define Assistive Technology and AT services
- Identify the key issues in Assistive technology
- Be able to describe some of the range of Assistive Technologies available

Target audience

Teachers / Therapists / Parents / Assistants

Course outline

- Introduction to Assistive Technology
 - Definition of AT
 - Categories of Disabilities
 - Range of Assistive Technology
 - Assessment, provision and follow-up
-

6. Introduction to Augmentative and Alternative Communication AAC

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	Arabic / English
Duration	1 session for 2h
Course methodology	Presentation / Discussion
Course objectives	By the end of this course, participants will be able to: <ul style="list-style-type: none">• Describe the AAC options available• Understand and describe how to present language in AAC• Understand and demonstrate guided language stimulation• Understand features of different AAC options and describe how to match the clients' needs
Target audience	Therapists / Teachers
Course outline	<ul style="list-style-type: none">• Communication models• Definition of AAC• Types of AAC• Learn to use AAC and develop competencies• AAC implementation
Other requirements	Introduction to Assistive Technology

7. Magic carpet immersive technology

Category

- Accessibility
- Policies / Best Practices
- **Education**
- Culture
- Innovation and Research

Language of training

Arabic / English

Duration

3h

Course methodology

Workshop

Course objectives

By the end of this course, participants will be able to:

- How to use and operate the magic carpet
- How to show activities related to bettering the skills and learning of children with functional limitation
- How to design new activities related to gamification and curriculum

Course outline

- To demonstrate different part of the magic carpet and its benefits to the children of functional limitation
- To show large motility through a variety of motion exercises which has a positive effect on children
- Show combination of learning and fun using elements of gamification
- Demonstrate how the magic carpet can supports the implementation on the core curriculum includes package of educational games and activities tailored to the core curriculum

8. Math Difficulties and Assistive Technology

Category

- **Accessibility**
- Policies / Best Practices
- **Education**
- Culture
- Innovation and Research

Language of training

Arabic / English

Duration

1 session for 2h

Course methodology

Presentation / Hands-on

Course objectives

By the end of this course, participants will be able to:

- Define Math difficulties
- Define area of difficulties
- Consider an AT solution for those difficulties
- Help students to access the Math curriculum through AT

Target audience

Therapists / Teachers

Course outline

- Definition of Math difficulties
- Areas of difficulties
- Assistive Technology and Math difficulties

9. Mindview software

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	Arabic / English
Duration	3h
Course methodology	Workshop / ورشة
Course objectives	<p>By the end of this course, participants will be able to:</p> <ul style="list-style-type: none">• Recognize program features and functionality• Organizing and Presenting Ideas in the forms of Mindview• Use the software to Improve Reading and Writing Skills• Use the software to Improve Note Taking and Revisions
Target audience	Intermediate, secondary school teachers and university support educators for students with disability
Course outline	<p>Mindview is used to create an outline for written documents such as essays or research papers to help PFL, specially learning difficulties</p> <ul style="list-style-type: none">• Brainstorm ideas for headings and sub-headings using mind maps• Visually generate a hierarchy and chronological order using drag and drop• Use the text editor to associate text and research information on each branch• Capture information from online sources• Cite and reference your work within MindView• Export to Word or PowerPoint as a linear structure.

10.1. Mindview software

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	Arabic / English
Duration	3h
Course methodology	Workshop
Course objectives	<p>By the end of this course, participants will be able to:</p> <ul style="list-style-type: none">• Recognize Apple and Android platforms accessibility on portable and fixed devices• Use accessible features related to sensory and physical difficulties such as display and screen reading ability• Modify devices accessibility options
Target audience	PLS / Teachers / Specialist / Elderly
Course outline	<ul style="list-style-type: none">• Looking into built accessible features in Windows operating systems on desktop and portable devices• Explore how to adjust accessibility feature for a specific difficulty i.e. changing font size, display, using voice commands and screen readers• Access the web and another application by using built in accessibility features

10.2. Platforms accessibility for Windows

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	Arabic / English
Duration	3h
Course methodology	Workshop
Course objectives	<p>By the end of this course, participants will be able to:</p> <ul style="list-style-type: none">• Recognize Windows platform accessibility on portable and fixed devices• Use accessible features related to sensory and physical difficulties such as display and screen reading ability• Modify devices accessibility options
Target audience	PLS / Teachers / Specialist / Elderly
Course outline	<ul style="list-style-type: none">• Looking into built accessible features in Windows operating systems on desktop and portable devices• Explore how to adjust accessibility feature for a specific difficulty i.e. changing font size, display, using voice commands and screen readers• Access the web and another application by using built in accessibility features

11. TAWASOL Symbols iPad Application

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	Arabic / English
Duration	1 session for 2h
Course methodology	Presentation / Hands-on
Course objectives	By the end of this course, participants will be able to: <ul style="list-style-type: none">• Use the application• Add/Design new symbols• Create communication sets• Export Communication boards
Target audience	Therapists / Teachers
Course outline	<ul style="list-style-type: none">• Introduction to Augmentative and Alternative Communication AAC• Types of AAC• TAWASOL Symbols Project• TAWASOL AAC Application• Hands-On
Other requirements	Previous knowledge of AAC

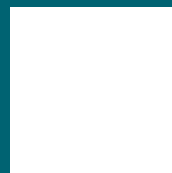
12. TextHelp software

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	Arabic / English
Duration	3h
Course methodology	Workshop
Course objectives	<ul style="list-style-type: none">• Trainees to familiarize themselves with TextHelp key features and functionality to support students with functional limitation• Potential applications of the Read&Write 12 program to support students with FL and instructors.
Target audience	Intermediate, secondary teachers and university support educators for students with disability
Course outline	<ul style="list-style-type: none">• Program features and tools bar• Read Aloud feature• Read the Web• PDF Aloud• Screen shot reader• Screen masking• Vocabulary builder

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Policy

1. The Importance of Universal Design
ICT & Beyond
2. Indoor Navigation through ICT
3. Accessible Museum through ICT
4. Retail Accessibility through ICT



1. The Importance of Universal Design – ICT & Beyond

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	Arabic / English
Duration	2 Sessions / 3 hours each
Course methodology	Group work
Course objectives	<p>By the end of this course, participants will be able to:</p> <ul style="list-style-type: none">• Define disability• Define accessibility• Define universal design• Create an accessibility policy for their organization• Issue an accessibility statement for their organization• Train their colleagues on the importance of universal design
Target audience	Decision makers
Course outline	<p>The course will cover all the basics around:</p> <ul style="list-style-type: none">• Social model of disability• What is accessibility?• Seven principles of universal design• ICT Accessibility in Cultural Settings• Key components of an Accessibility Policy• How to issue an Accessibility Statement

2. Indoor Navigation through ICT

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	Arabic / English
Duration	3 Sessions / 2 hours each
Course methodology	Presentation / Discussion
Course objectives	<p>By the end of this course, participants will have an understanding of:</p> <ul style="list-style-type: none">• The importance of improving indoor navigation through ICT• Identifying the ICT building blocks of an accessible navigation experience for buildings of different sizes.• Latest trends in the field of accessible indoor navigation (ICT related).• Examples of indoor navigation systems that have deployed ICT to increase accessibility.
Target audience	Professionals / Decision makers
Course outline	<ul style="list-style-type: none">• Intro to Accessible Indoor Navigation• Types of Indoor Navigation systems in the market• Benefits of Indoor Navigation for PWD• Guideline on Best Practices for Accessible Indoor Navigation through ICT

3. Accessible Museum through ICT

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	Arabic / English
Duration	3 Sessions / 2 hours each
Course methodology	Presentation / Discussion
Course objectives	<p>By the end of this course, participants will have an understanding of:</p> <ul style="list-style-type: none">• The importance of creating accessible museums experiences through ICT.• Identifying the ICT building blocks of an accessible museum experience.• Identifying the ICT building blocks of digital experience (virtual museum)• Latest trends in the field of museum accessibility (ICT related).• Examples of museum experiences that have deployed ICT to increase accessibility.
Target audience	Professionals / Decision makers
Course outline	<ul style="list-style-type: none">• Intro to Accessible Museum through ICT.• Understand ICT Accessibility needs within Museums.• Examples of ICT Accessibility Solutions for Museums.• Guideline on Best Practices for Accessible Museums through ICT.

4. Retail Accessibility through ICT

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	Arabic / English
Duration	3 Sessions / 2 hours each
Course methodology	Presentation / Discussion
Course objectives	<p>By the end of this course, participants will have an understanding of:</p> <ul style="list-style-type: none">• The importance of creating accessible retail spaces.• Identifying the ICT building blocks of an accessible retail experience.• Identifying the ICT building blocks of a digital retail• Latest trends in the field of retail accessibility (ICT related)
Target audience	Professionals / Decision makers
Course outline	<ul style="list-style-type: none">• Intro to Retail Accessibility through ICT.• Identify ICT Accessibility gaps within Retail spaces.• ICT Accessibility Solutions for Retail spaces.• Guideline on Best Practices for Retail Accessibility through ICT.

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ICT Accessibility

1. Web and Mobile Accessibility
2. Advanced web accessibility for developers
3. Mobile application accessibility
4. Digital Kiosk accessibility
5. Document accessibility



1. Web and Mobile Accessibility Design and Usability

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	English
Duration	2 Sessions / 6 hours each
Course methodology	Presentation / Discussion / Demonstration / Hands-on
Course objectives	Participants will be able to implement accessibility into their websites according to international standards; WCAG 2.1
Target audience	Web designers / Developers / Web masters / Content producers / Managers
Course outline	<p>Introduction to Web Accessibility</p> <p>Web Accessibility Design, Best Practices, Guidelines and Usability with Assistive Technologies</p>
Other requirements	<p>The workshop is hands-on, you must bring the following;</p> <ol style="list-style-type: none">1. Bring your Laptop computer2. Must bring Head phone for screen reading software testing3. Install All Free Software on this List; <p>WAVE Accessibility Toolbar (for Chrome or Firefox); Mada Web Accessibility Monitor for Qatar Lighthouse Toolbar (Chrome);</p>

2. Advanced Web Accessibility

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	English
Duration	1 Sessions / 6 hours each
Course methodology	Presentation / Discussion / Demonstration / Hands-on
Course objectives	Participants will be able to implement accessibility into their websites according to international standards; WCAG 2.1
Target audience	Web designers / Developers / Web masters / Content producers / Managers
Course outline	<p>Advanced Web Accessibility for Developers Accessible HTML, ARIA Accessible Rich Internet Applications Workshop Requirements; Participants must successfully complete the workshop on Web and mobile accessibility and usability design first before enrolling in this course.</p> <p>Accessibility for Developers</p> <ul style="list-style-type: none">• HTML 5 Accessibility Enhancement• Semantic HTML• WCAG 4.1.2: Name, Role, Value• ARIA – Accessible Rich Internet Applications<ul style="list-style-type: none">• 5 Rules of ARIA <p>ARIA Attributes</p> <ul style="list-style-type: none">• Relationships;• Hide elements• Update Elements• Roles• Accessible Web User Interface Components• Off Screen Elements;• Mada, Accessible UI Components;
Other requirements	<ul style="list-style-type: none">• Participants must successfully complete; Web and Mobile Web Accessibility Design and Usability workshop before enrolling in this course.• Participants are also required to bring their laptops and implement what they have learned in real world applications.

3. Mobile App Accessibility

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	English
Duration	1 Sessions / 4 hours
Course methodology	Presentation / Discussion / Demonstration / Hands-on
Course objectives	Participants will be able to implement accessibility into their websites according to international standards; WCAG 2.1
Target audience	Designers / Developers / Content producers / Managers
Course outline	<ul style="list-style-type: none">• Introduction to Mobile App accessibility• Standards and best practices• Mobile App accessibility testing methods• Mobile App accessibility demonstrations• Learn basics of Mobile Assistive Technologies (AT)• Introduction to AT; Voice Over
Other requirements	<ul style="list-style-type: none">• Participants must successfully complete; Web and Mobile Web Accessibility Design and Usability workshop before enrolling in this course.• Participants must bring IOS device; iPhone, iPad with their corporate App installed. 2 other favorite apps must be installed

4. Digital Kiosk Accessibility

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	English
Duration	1 Sessions / 3 hours
Course methodology	Presentation / Discussion
Course objectives	Participants will be able to implement accessibility into their Digital Kiosk according to international standards; ADA and WCAG 2.1
Target audience	Designers / Developers / Content producers / Managers
Course outline	<ul style="list-style-type: none">• Power Point Presentation: Digital Kiosk Accessibility• Introduction to Digital Kiosk Accessibility• Standards and best practices• Digital Kiosk accessibility testing methods• The Digital Kiosk Accessibility Checklist

5. Document Accessibility

Category	<ul style="list-style-type: none">• Accessibility• Policies / Best Practices• Education• Culture• Innovation and Research
Language of training	English
Duration	2 Sessions / 5 hours each session
Course methodology	Presentation / Discussion / Demonstration / Hands-on
Course objectives	Participants will be able to implement accessibility into their Documents according to international standards; WCAG 2.1
Target audience	Anyone who produces documents for the general public. Example: content producers, managers, marketing
Course outline	Introduction to Document and Print Accessibility Introduction to Accessibility Design of PDF and Forms
Other requirements	The workshop is hands-on, you must bring the following; <ol style="list-style-type: none">1. Laptop required with Acrobat Pro 10 or higher2. MS Word 2000 or higher3. Workshop is hands-on4. Install following Free software;

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