

Assessing Access: Handout I

This activity asks you to find new ways to experience the old phrase “walking in someone else’s shoes.” As you join your class for recess, consider what it would be like to “roll in someone else’s wheelchair,” to hear without sound, or to see and understand what’s going on without using your eyes. Think about how you feel when an answer to one of the following questions is “no.”

RULES

- If you answer “no” to any question, you cannot do the activity described in the question unless you can find an alternative way to hear, see or move.
- Always try to answer the questions as if you cannot hear, see, or move well enough to complete the task.
- Wait for everyone in your class to move on from one question to the next, working together to solve problems you find.

QUESTIONS

1. How do you know it is time for recess (sound of bell, seeing the clock)? Would you understand the signal if you had difficulty hearing or seeing?
2. How do you move from your seat to the door? Is their room for a wheelchair (measuring at least 32 inches between desks) to move between spaces?
3. Do you use any stairs to move through the school? Are there ramps next to each stair, or would you have to go another way if you couldn’t use the stairs?
4. Could you ask someone to play if they couldn’t hear you?
5. Could you find the way to a playground with your eyes closed?
6. Can you see other children playing on the playground? What are they doing?
7. If there is a swing, does it have a seat that would support someone who couldn’t use their arms or legs?
8. Do you see ramps on the playground?
9. Do you see solid surfaces (not soft, like dirt, grass, or wood chips) that you could easily move your wheelchair on?
10. If you can get to the play equipment, could you play on it without using your eyes?
11. Do you find places where you could race alongside your classmates in your wheelchair?
12. Do you see things you can reach to play with if you are in a wheelchair? Is there room for a chair in all the play spaces?