

Technology must be used primarily for educational purposes for the child with a disability.

Categories of Educational Technology

- **Vision** – Products designed to assist with vision. *Categories:* (1) Magnifiers including CCTV systems; (2) screen readers; (3) screen magnifiers; (4) Braille displays
- **Hearing** – Products designed to assist with hearing. *Categories:* (1) Personal amplification systems (e.g., PocketTalker Pro); (2) Personal amplification systems – wireless (FM); (3) Group Assistive Listening Systems; (4) headphones that qualify as specific to assistive technology for use with hearing aids like Sennheiser or Momentum
- **Speech communication** – Products designed to assist with speaking and face-to-face communication for individuals with speech disabilities. *Categories:* (1) Speech generating devices; (2) Communication boards/books; (3) Software with speech output; (4) Devices that produce text but not voice output for face-to-face communication (e.g., Crespeaker); (5) Voice clarifiers; (6) Voice amplifiers; (7) Stuttering aids; (8) headsets approved for special voice recognition such as with Dragon (voice to text) software
- **Learning, cognition, and developmental** – Devices that provide people with disabilities access to educational materials and instruction; products that assist with learning and cognition. *Categories:* (1) Calculators; (2) Visual Timers; (3) Electronic Notetaking/Recording Devices (e.g. reading pens, notetaking pens, digital recorders, digital notebooks; (4) E-book readers (e.g., Kindle)
- **Computers and related** – Hardware and software products. *Categories:* (1) Desktop or laptop computer; (2) tablet (e.g., iPad); (3) Interactive whiteboard (e.g., Promethean); Note that for Promethean type products, the mounting hardware costs are allowable, but a fee for the service of mounting is not allowable. (4) Educational software or Apps; (5) Computer accessories that enable people with disabilities to access, interact with, and use computers; includes modified or alternate keyboards, switches activated by pressure, touch screens, special software, voice to text software.
- **Sensory products** – Sensory items that assist with learning such as (1) tactile fidgets, (2) weighted items, (3) seating for calming as balance, and (4) headphones, including earbuds or AirPods.



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Computers: *Bundling*

- Non-adaptive accessories for a computer, interactive whiteboard, or tablet need to be ordered within 30 calendar days of the approved order for the device (if not purchased all at once as a bundle), ***once every three years***.
- Allowable accessories include wireless or corded mouse, printer, cables, a case (for an iPad for example), a carrying case/bag for a laptop, or external speakers for audio output (wired or wireless/Bluetooth). Computers and accessories do not have to be the same brand or purchased from the same store.
- Specially designed accessories for people with disabilities such as an adaptive keyboard can be purchased off cycle; without the entire purchase of a computer and associated ancillary devices.
- Headphones do not have to be purchased as part of the computer bundle.

Repeat Purchases

These four items can be purchased once every three years. Note that a tablet or iPad is one category and a laptop or desktop is a separate category. Each category is considered separately in terms of the “repeat purchase” limitation.

1. A laptop or desktop computer
2. A tablet or iPad
3. An interactive whiteboard
4. Headphones

For other educational technology, note that families may not purchase multiples of the same item, or purchase an item more than once in the same year.

To measure the 3 year clock:

1. Measure against school year (not against a specific semester).
2. For example, a tablet purchased in 2024–25 (fall or spring) can be purchased again during 2027–28 (fall or spring).
3. 2024–25 is the purchase year. 2025–26 is 1 year later. 2026–27 is 2 years later. 2027–28 is 3 years later.



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Specific Examples of Included and Excluded Items

INCLUDED: Miscellaneous

- Service plan / warranty for technology (purchased within 30 calendar days of the approved order for the device, if not purchased all at once as a bundle)
- Sales tax
- Used technology

EXCLUDED (not an exhaustive list):

DEVICES *not allowable*

- Cell phones
- Televisions
- Cameras / photography equipment
- Projectors
- Smart speakers (ex. Amazon Echo, Google Nest, Apple HomePod)
- Smart watch (e.g., Apple Watch)
- Regular wristwatch
- Fit bit type device that is not primarily for clock/alarm/time
- USB drives not purchased with a computer bundle
- Leased items
- iPods
- Items purchased with a cell phone plan (e.g., tablets)
- Repairs to technology (e.g., devices)
- Digital calendars (e.g., Skylight calendar)

SOFTWARE *not allowable*

- Operating software (e.g. Windows)
- Word processing programs (e.g. Microsoft Office)
- Anti-virus software
- Adobe Pro

SERVICES *not allowable*

- Internet or cell phone service
- Modem / Systems / gaming consoles (e.g. Xbox)
- Product / service installation
- Zoom membership / subscription

Nothing in this document should be construed to supersede the Program Statute, Program Rules or other Program policies. In addition, these policies do not represent an exhaustive list of all Program rules: rather these policies are set forth to provide an overview of Educational Technology. See the Program Rules and Statutes on the Program [website](#) for more details.