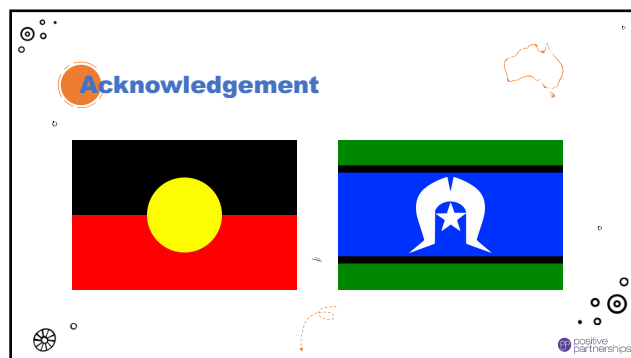
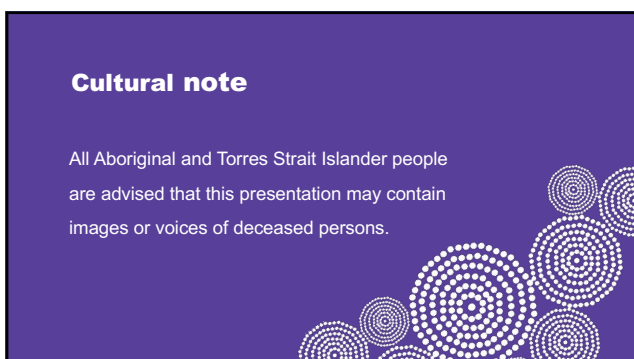


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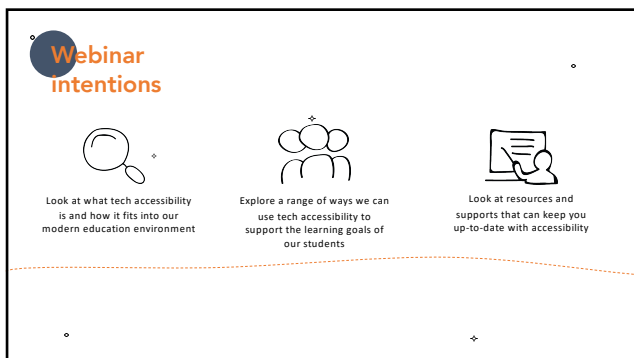
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4






5



6






7

	Permanent	Temporary	Situational
Touch	 One arm	 Arm injury	 New parent

Accessibility is for everybody.

Solve for one, extend to many.




8

	Permanent	Temporary	Situational
Touch	 One arm	 Arm injury	 New parent

Accessibility is for everybody.

Solve for one, extend to many.




9

	Permanent	Temporary	Situational
Touch	 One arm	 Arm injury	 New parent

Accessibility is for everybody.

Solve for one, extend to many.







10

	Permanent	Temporary	Situational
Touch	 One arm	 Arm injury	 New parent

Accessibility is for everybody.

Solve for one, extend to many.

11

	Permanent	Temporary	Situational
Touch	 One arm	 Arm injury	 New parent
See	 Blind	 Cataract	 Distracted driver

Accessibility is for everybody.

Solve for one, extend to many.

12

Accessibility is for everybody.

Solve for one, extend to many.

	Permanent	Temporary	Situational
Touch	One arm	Arm injury	New parent
See	Blind	Cataract	Distracted driver
Hear	Deaf	Ear infection	Bartender

+

13

Accessibility is for everybody.


Solve for one, extend to many.

	Permanent	Temporary	Situational
Touch	One arm	Arm injury	New parent
See	Blind	Cataract	Distracted driver
Hear	Deaf	Ear infection	Bartender
Speak	Non-verbal	Laryngitis	Heavy accent

+



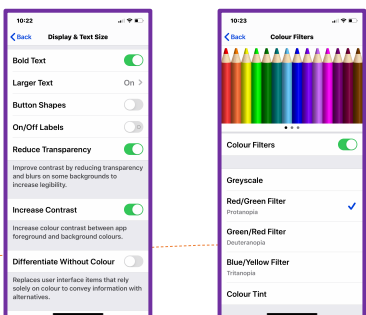
Inclusive
A Microsoft Design Toolkit

14

 **How I use accessibility tools across an average day**


○


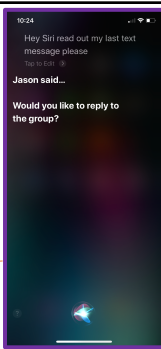
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○



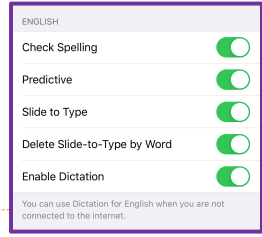
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 **Hey Siri...**

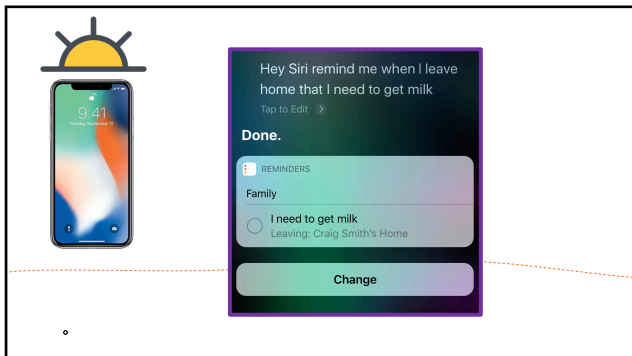
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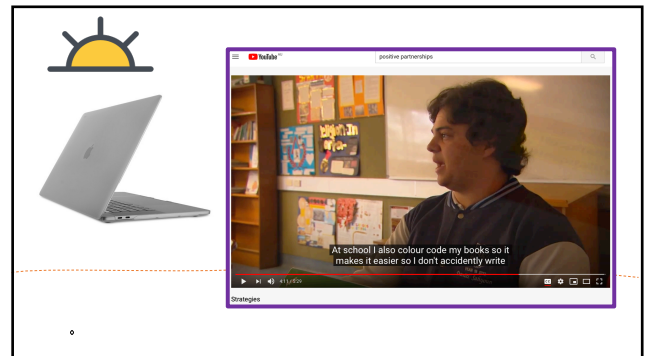
  

○

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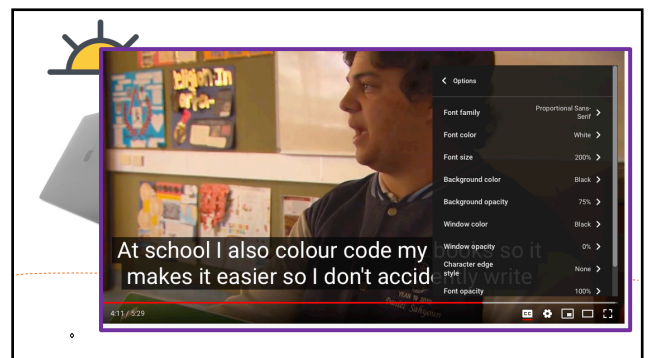
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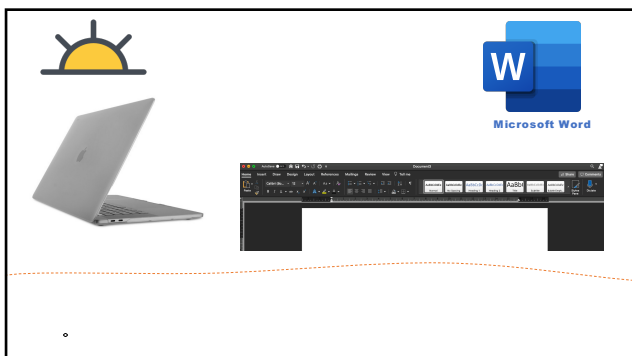
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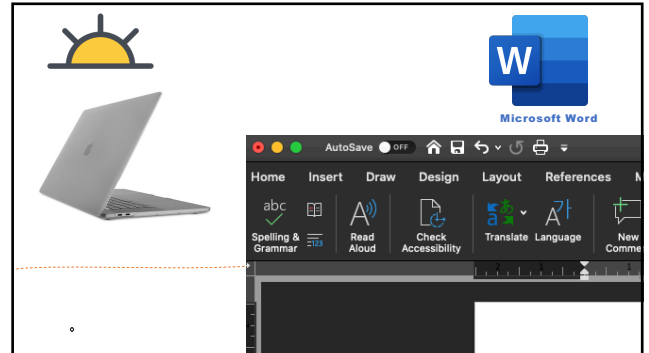
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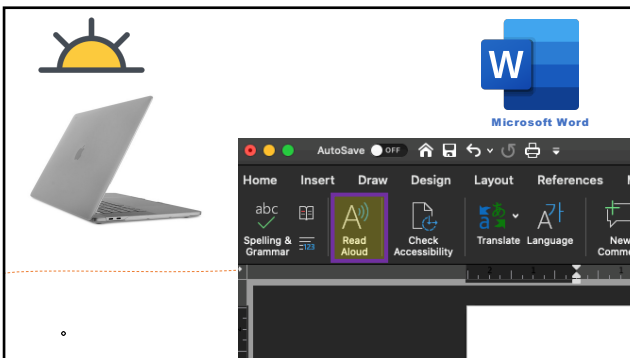
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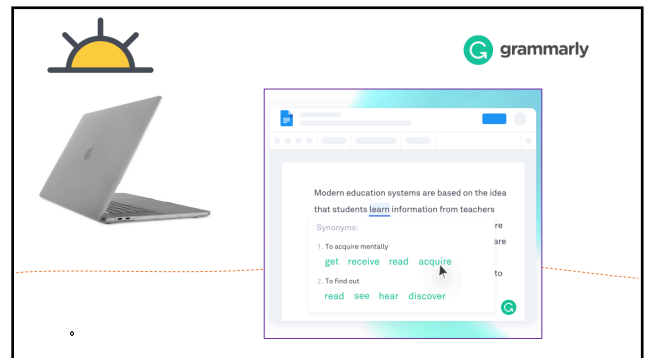
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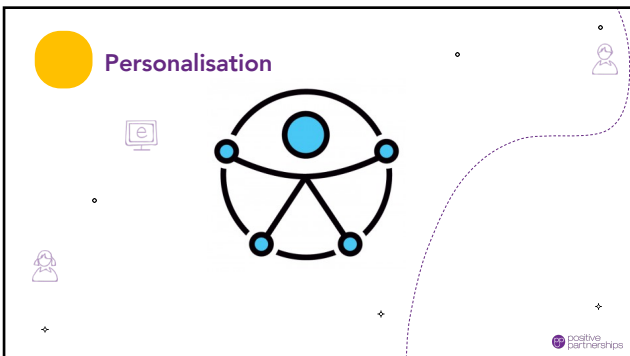
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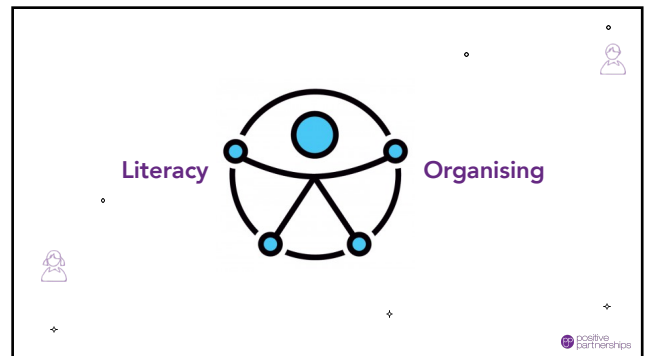
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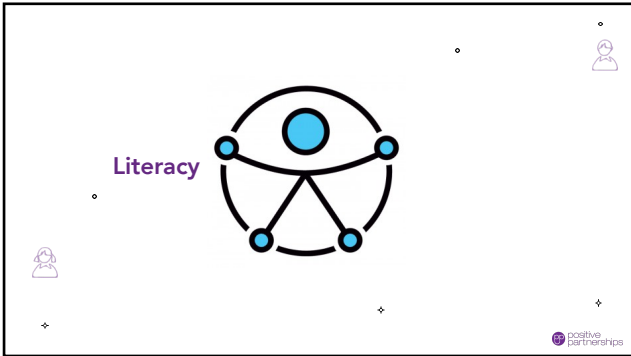
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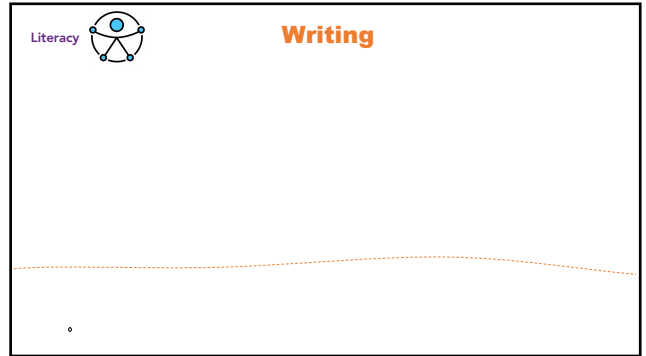
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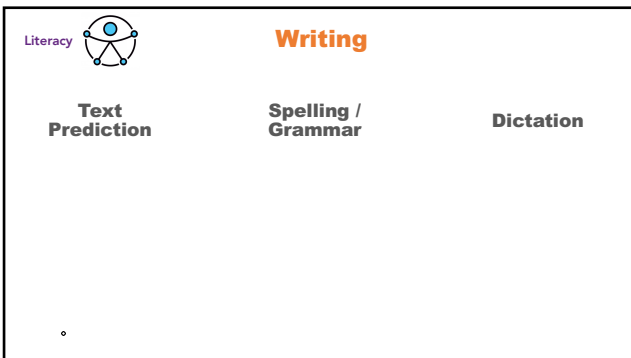
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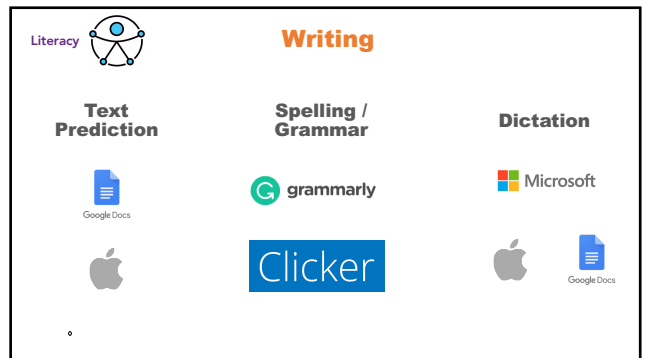
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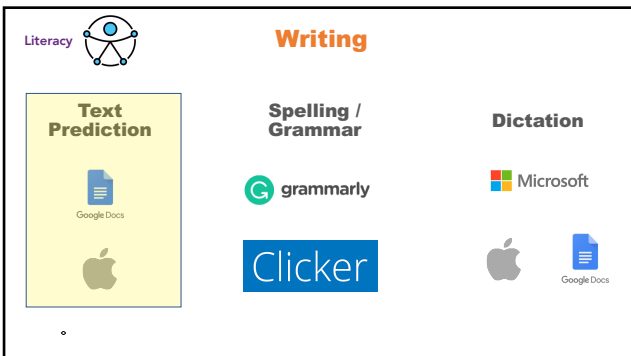
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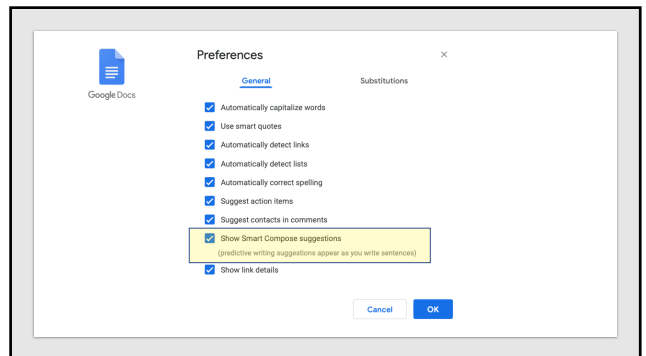
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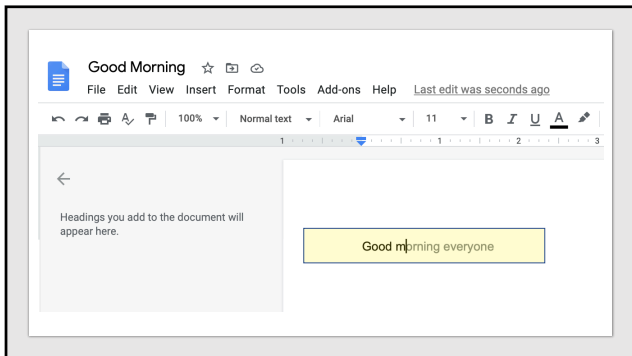
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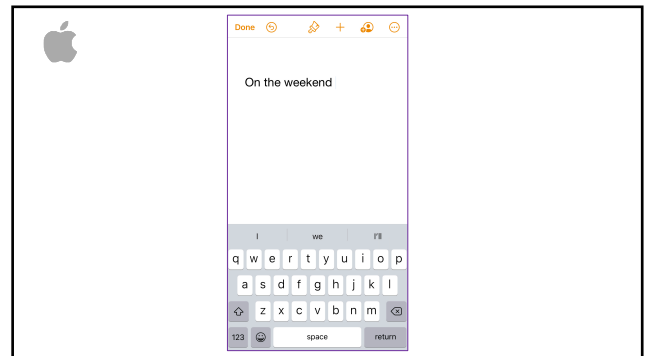
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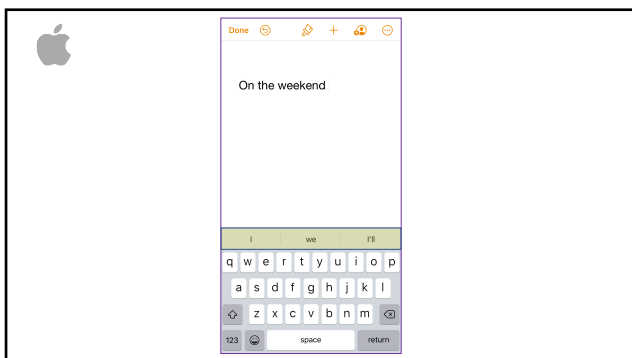
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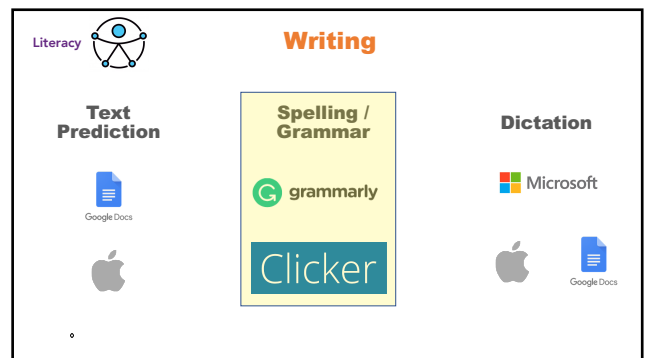
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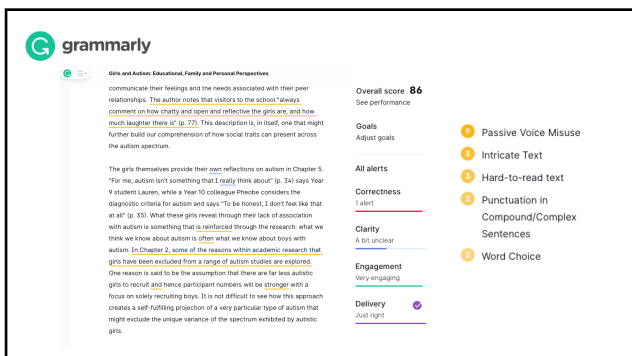
38



39



40



41



42

Clicker

Describe a Monster

The monster lives in a dark cave. It is creepy and swampy. It lives on a spooky forest. It lives under a lonely bridge.

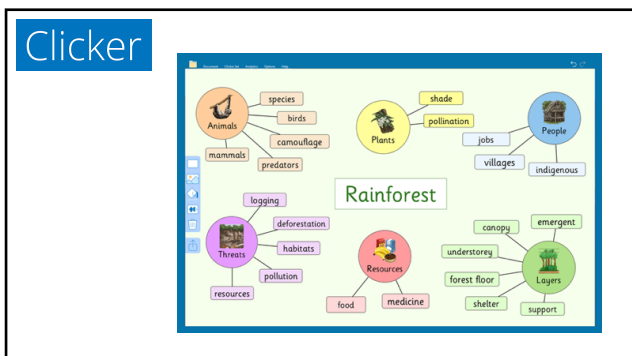
43

Clicker

Once long ago, there lived a greedy princess. She lived in a palace with

boy	dragon	fairy	giant
girl	king	man	monster
ogre	prince	princess	queen
witch	wizard	wolf	woman

44



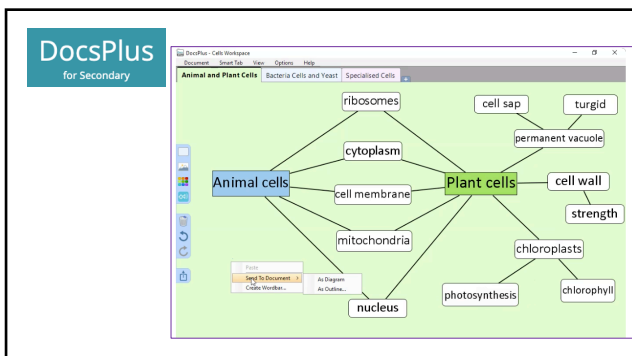
45

DocsPlus for Secondary

The Water Cycle

Water on Earth is always moving and is recycled again and again. It circulates from the ocean to the sky to the land and back again. The process is called the water cycle.

46



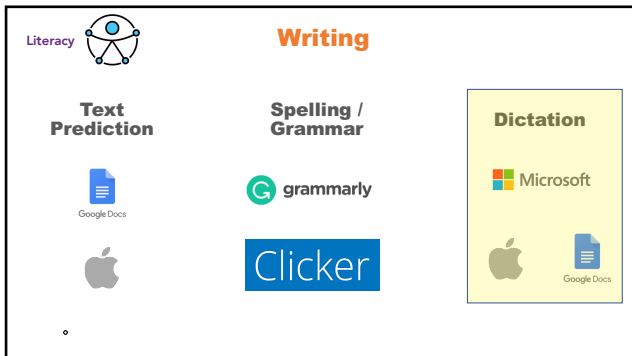
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DocsPlus for Secondary

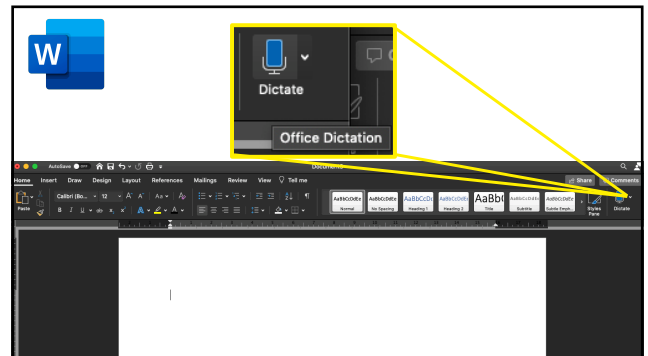
Animal cells and plant cells have features in common, such as a

Animal cells	cell membrane	cell sap	cell wall	chlorophyll
chloroplasts	cytoplasm	mitochondria	permanent vacuole	turgid
photosynthesis	plant cells	ribosomes	strength	

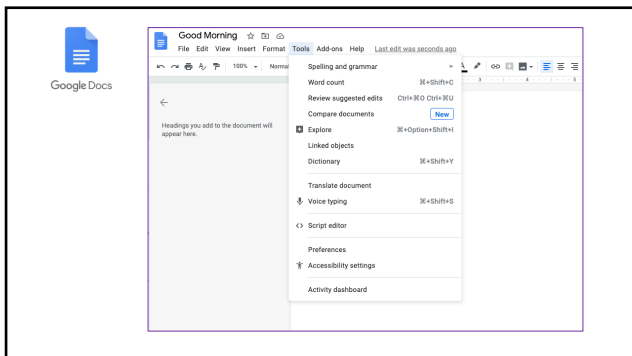
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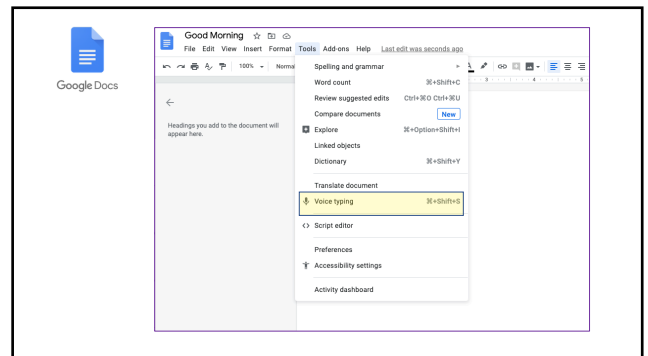
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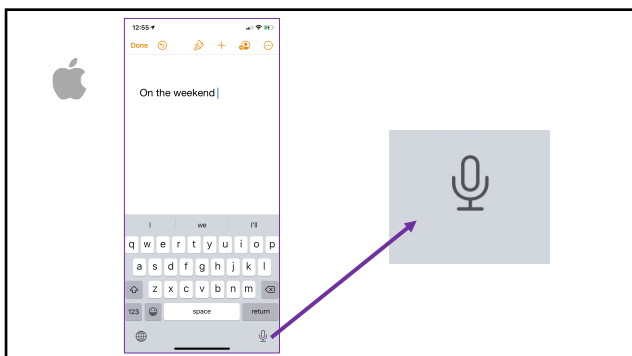
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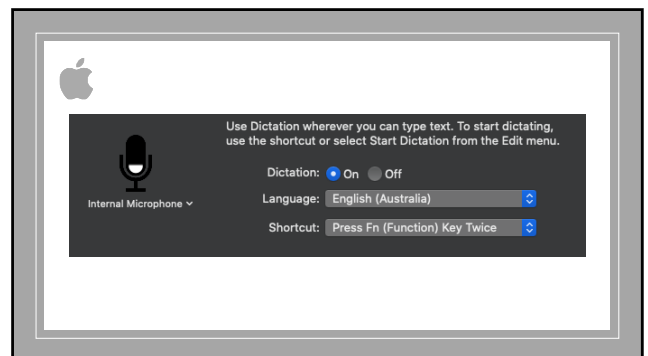
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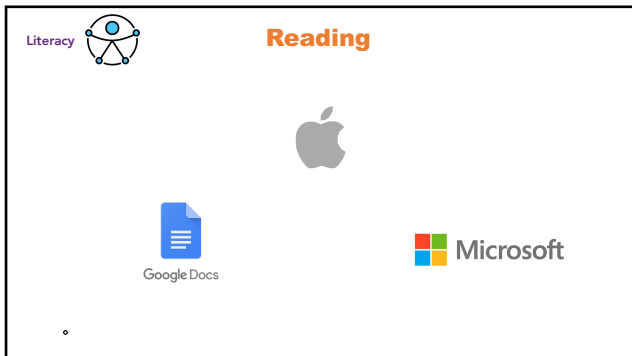
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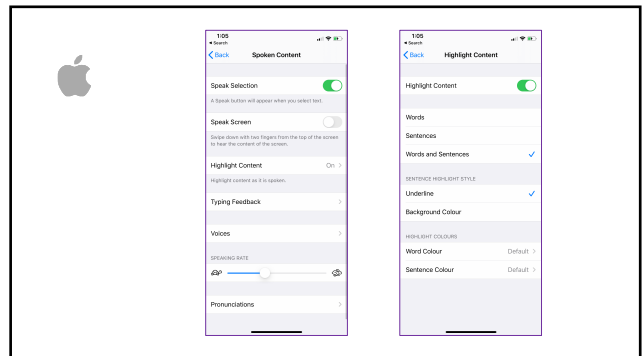
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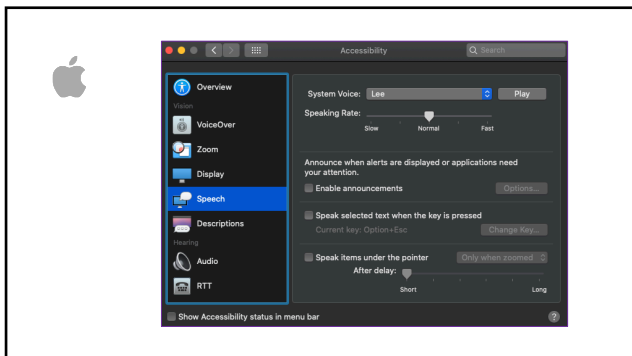
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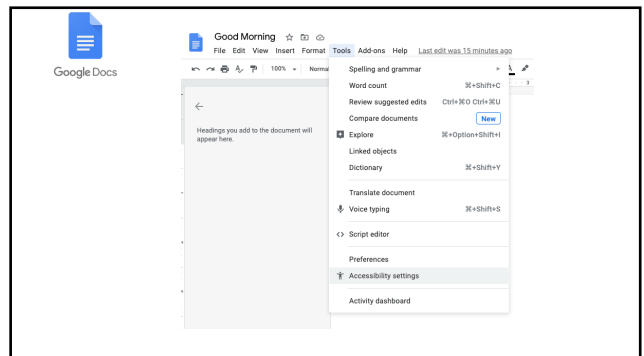
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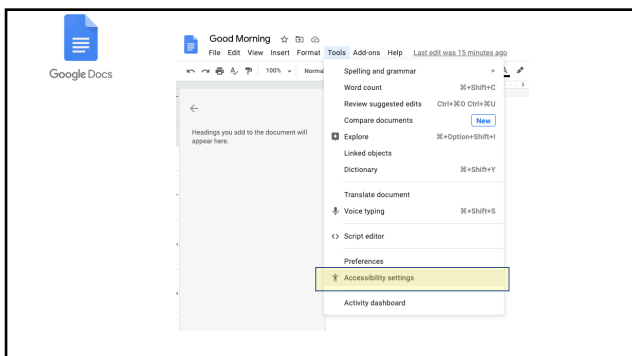
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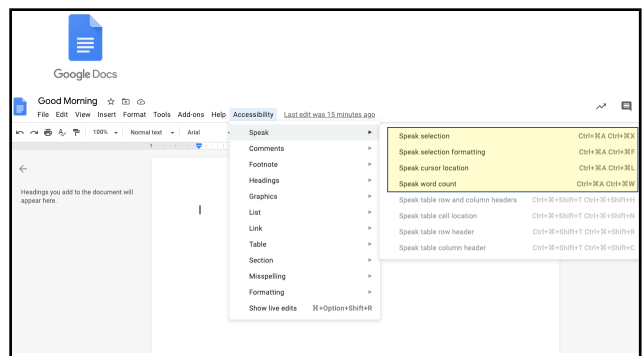
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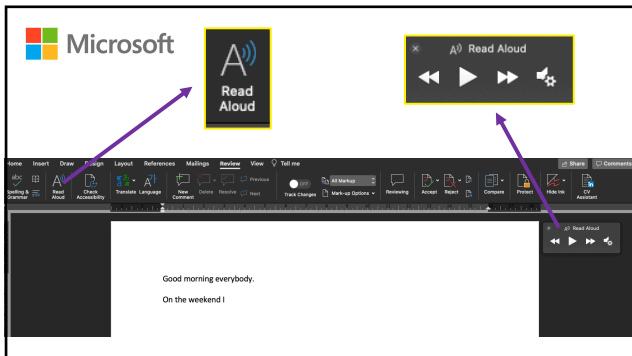
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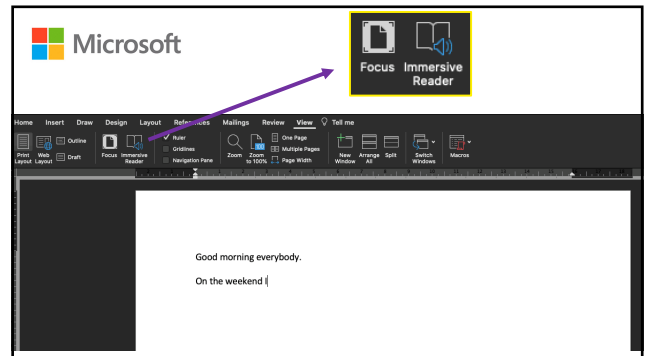
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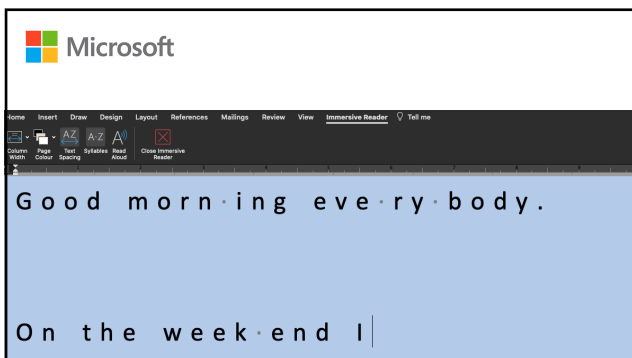
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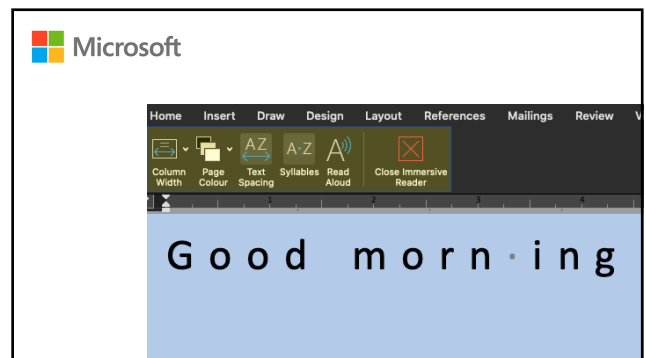
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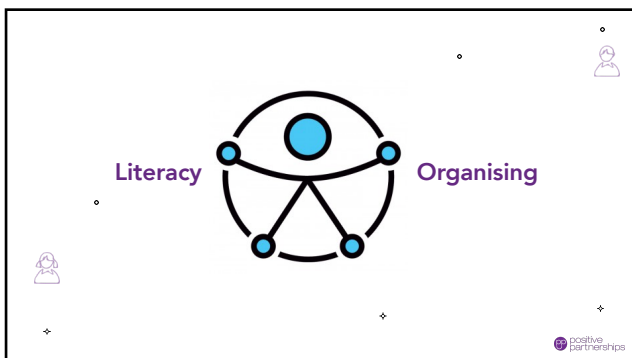
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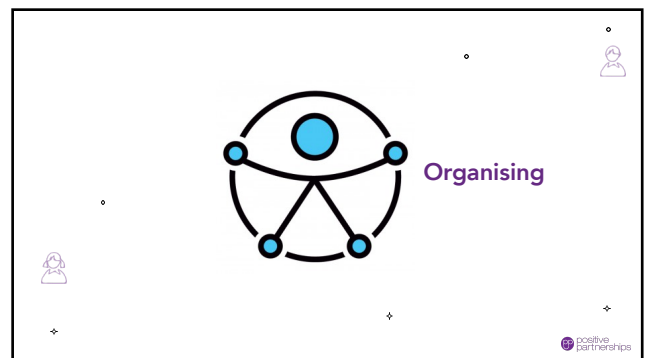
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64



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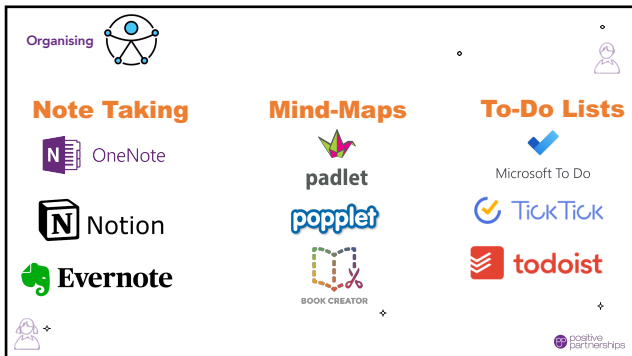


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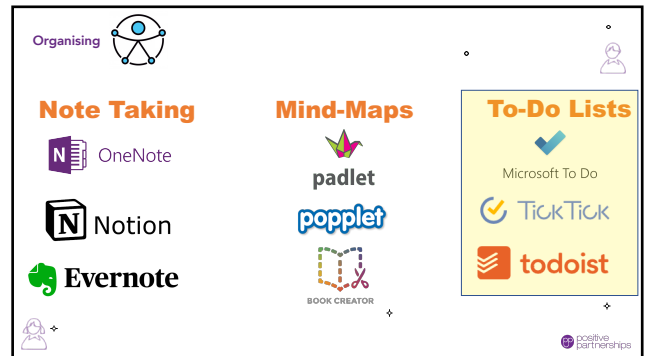
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graph TD
    Organising[Organising] --- NoteTaking[Note Taking]
    Organising --- MindMaps[Mind-Maps]
    Organising --- ToDoLists[To-Do Lists]
    NoteTaking --- MindMaps
    NoteTaking --- ToDoLists
    MindMaps --- ToDoLists
    NoteTaking --- PP[Positive Partnerships]
    MindMaps --- PP
    ToDoLists --- PP
    PP --- PP2[Positive Partnerships]
  
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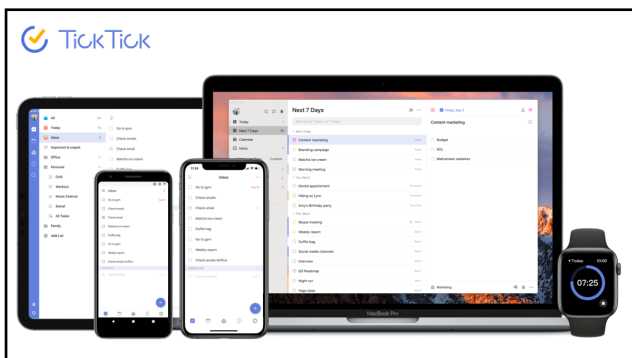
The diagram illustrates a workflow for organizing information. It starts with 'Organising' (represented by a network icon), which leads to three main tools: 'Note Taking' (OneNote, Notion, Evernote), 'Mind-Maps' (padlet, popplet, BOOK CREATOR), and 'To-Do Lists' (Microsoft To Do, TickTick, todoist). These three tools are interconnected, and all three lead to 'Positive Partnerships' (represented by a person icon).



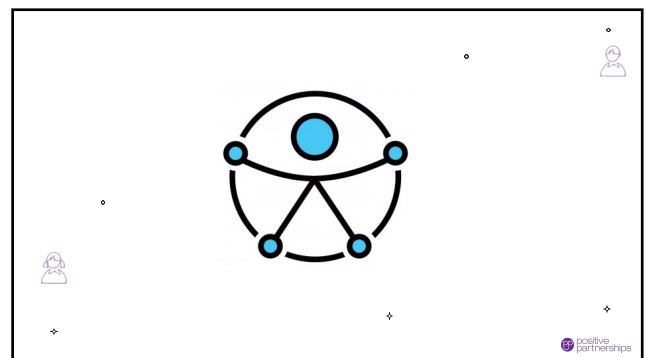
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74



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76



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78