

ADDRESSING THE CHALLENGES

The communication challenges deaf students encounter related to learning have made it more difficult for our students to acquire language skills at the same pace as their hearing peers. Many of our students have additional disabilities that make it even more challenging. NYSSD attempts to shrink the language gap by providing Academic Intervention Services (AIS) for students that show a need.

The After School Educational Program (ASEP) provides additional learning time for students right after school in a lighter, more relaxing and fun format.



Type to enter text
Type to enter text



TODAY'S LEARNERS, TOMORROW'S LEADERS

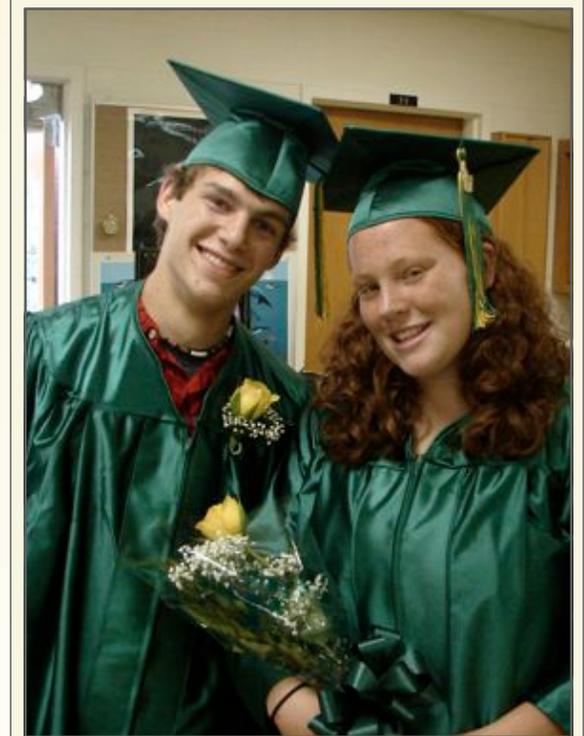
NEW YORK STATE
SCHOOL FOR THE DEAF

401 TURIN ROAD
ROME, NY 13440

PHONE:
315-337-8400 (V)
315-337-8489 (TDD)
FAX: 315-336-8859

N Y S S D

ACADEMIC INTERVENTION SERVICES



AFTER SCHOOL EDUCATIONAL PROGRAM

NEW YORK STATE
SCHOOL FOR THE DEAF

A COMMUNITY OF SUCCESS



Meeting the Challenges

AIS

Academic Intervention Services supplements english, language & math instruction that is provided in the general education curriculum, with a goal of improving student performance on State Assessment Tests.

Deaf students face many challenges related to learning:

- Difficulty learning the English Language
- Communication difficulties with others
- Acquiring vocabulary at grade level
- Limited background knowledge

Some students also face:

- Secondary or co-occurring disabilities related to cognitive, physical & learning issues

AIS addresses these challenges through:

- Study Skills instruction
- “Good Practices” instruction
- Creative games & activities
- Building up test taking skills
- Homework support
- Guided reading & writing programs

ASEP

The After School Educational Program builds a bridge between residential and school life. Teachers and Residential Staff provide fun, engaging activities that support the learning needs of our students and the challenges they face.

ASEP addresses these challenges through:

- Language based games like Pictionary, Scrabble, Classroom Jeopardy, etc.
- Educational “brain games” involving Wii, Xbox and the Smartboard that students enjoy are incorporated.
- Reading, writing and expressing stories in a storytelling format is popular.
- A variety of fun skill-building games and activities are utilized.

