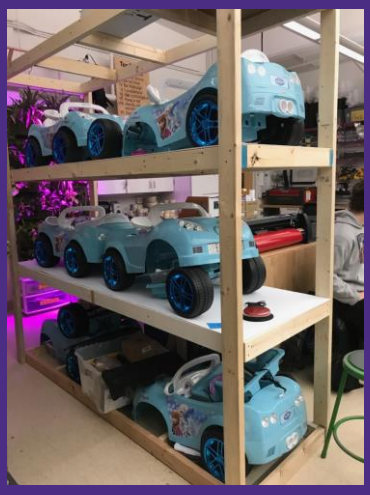
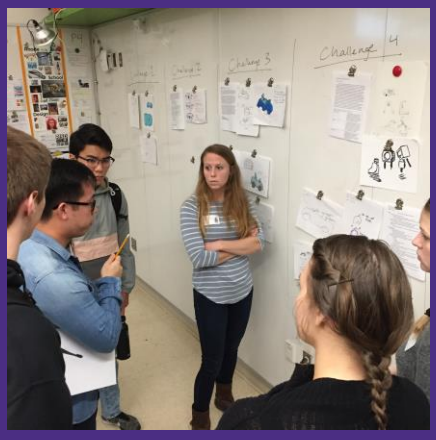
UW HuskyADAPT and Inglemoor High School Students Collaborate to Create Customizable Early Powered Mobility Options for Children with Diverse Abilities

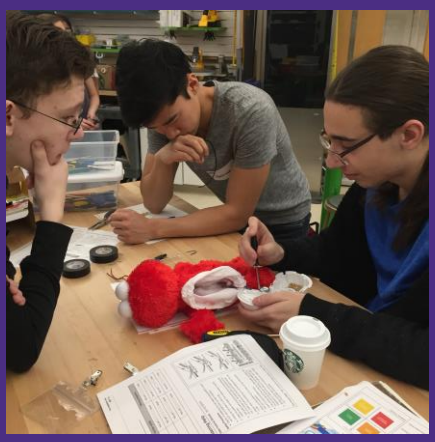
HuskyADAPT is a new student organization at the University of Washington focused on fostering an inclusive, sustainable, and multidisciplinary community supporting **A**ccessible **D**esign **A**nd **P**lay **T**echnology. As part of this mission Mechanical Engineering and Rehabilitation Medicine students have teamed up with Mike Wierusz (UW BSME '99), the IB Design Technology teacher at Inglemoor High School, to teach a class of 24 seniors about ability-based design.

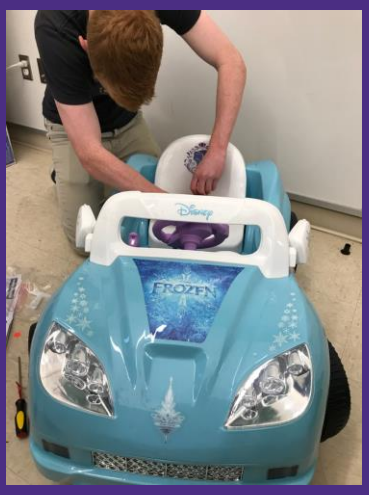
The month-long curriculum started with the Inglemoor students learning that off-the-shelf toys are not always accessible to children of all abilities, especially kids with movement impairments who often use adaptive buttons or switches to play with custom toys. Play is critical for meeting developmental milestones throughout childhood. To help expand access to toys, the students participated in the hands-on instruction to adapt 12 toys for elementary aged children with diverse abilities. The IB Design Technology course plans to donate the toys to a local elementary school for children with disabilities.

Now, the high school students are taking what they've learned about adaptive toys and accessibility to adapt off-the-shelf battery powered ride-on cars for children with visual impairments or cerebral palsy. The students are learning about engineering, the design process, circuitry, and how accessible design empowers community participation. This process is part of a national organization called GoBabyGo! The UW students are not only mentoring the high schoolers to learn about engineering and individualized mobility challenges, but also the transition to college and the next phase of the student's lives. At the end of January, the accessibility curriculum will conclude; Wierusz and the IB Design Technology students hope to donate six adapted cars to local children to enable independence and an increased ability to explore the world in which they learn, play, and thrive.









HuskyADAPT
Accessible Design And Play Technology

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