

DGrants and ESA Educational Technology Information

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

1. The Disabilities Grant and ESA programs encourage families to seek a professional assessment of the child's needs prior to purchasing technology. See the [NC Assistive Technology Program](#) for more information.
2. Neither the Disabilities Grant nor the ESA can be used for the same category of item again within three years. This limitation is particularly important when purchasing a computer or tablet, but applies to all high ticket items.
3. For the Disabilities Grant, the technology must be used at least 75 days of the semester by the child with a disability. **Technology purchases must be made between July 1 and October 18 for fall semester reimbursement and between January 1 and April 17 for spring semester reimbursement.** Technology purchases outside these dates will not be reimbursed by the DGrants Program.

Categories of Educational Technology

- **Vision** - Products designed to assist with vision. **Categories:** (1) Magnifiers including CCTV systems; (2) talking scales; (3) screen readers; (4) screen magnifiers; (5) Braille displays
- **Hearing** - Products designed to assist with hearing. **Categories:** (1) Personal amplification systems (PocketTalker Pro); (2) Personal amplification systems – wireless (FM); (3) Group Assistive Listening Systems
- **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
- **Computers and related** - Hardware and software products. **Categories:** (1) Desktop or laptop computer; (2) tablet (e.g. iPad); (3) Interactive whiteboard (e.g. Promethean); (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.
- **Learning, cognition, and developmental** - Products to provide people with disabilities access to educational materials and instruction; products that assist with learning and cognition. **Categories:** (1) Calculators; (2) Clocks/Timers/Wake-up Systems; (3) General Personal Organization; (4) Memory Aids; (5) Money Management; (6) Notetaking/Recording Devices; (7) Electronic Organizers/Personal Digital Assistants;

Excluded items:

- Cell phones
- Internet or cell phone service
- Modem / Systems / gaming consoles (e.g. Xbox)
- Product / service installation
- Televisions
- Cameras and photography equipment
- Word processing programs (e.g. Microsoft Office)
- Leased items
- Repairs to technology
- iPods
- Items purchased with a cell phone plan (e.g. tablets)
- USB drives (not purchased with a technology bundle)

Limited items:

- Accessories for a computer may only be purchased in a bundle with the purchase of the computer (once every three years). Accessories include wireless keyboard or mouse, printer, cables, etc.
- Headphones are not reimbursable unless specific to assistive technology as defined above (*Hearing*)

Miscellaneous included items:

- Service plan / warranty for technology (at the time of purchase)
- Sales tax
- Used technology