

Handout #3: The Accessibility Project

Equity: Equity has to do with everyone having access to opportunities, regardless of race, abilities, social class, gender, or sexual orientation. Consider the following diagram to further your understanding of the concept.

EQUALITY VERSUS EQUITY



In the first image, it is assumed that everyone will benefit from the same supports. They are being treated equally.



In the second image, individuals are given different supports to make it possible for them to have equal access to the game. They are being treated equitably.



In the third image, all three can see the game without any supports or accommodations because the cause of the inequity was addressed. The systemic barrier has been removed.

Figure 1. *Equality Versus Equity* [Image]. (n.d.). Retrieved from <https://services.viu.ca/disability-access-services/accommodation> on 2018-08-27.

Guiding Question: How can accessibility, in regards to learning and/or participation, be improved in our community?

Project: Working individually or with other students, develop a project which aims to improve accessibility for learning and participation in our school and town. It might be helpful to begin by considering the barriers that people might face in education, employment, recreation, or society. Using technology, creativity, and a commitment to equity, identify a problem or barrier and pose a solution.

Remember that being inquisitive to improve your awareness and understanding can support you in gaining knowledge. Knowledge can lead to empathy. Empathy can lead to

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action, advocacy, and change- ultimately creating a more accessible and equitable world for all to participate.

Consider the Following Settings for Identifying Barriers and Improving Accessibility:

- a) Learning Environment
- b) Working Environment
- c) Community Participation and Relationships
- d) Curriculum
- e) Media Portrayals
- f) Technology Access
- g) Physical Spaces and Urban Design

Assessment/Medium: Your project may take many forms. It might include a...

- a) Workshop
- b) Website
- c) Magazine
- d) Presentation
- e) Advertisement/Awareness Campaign
- f) Petition/Campaign for Change/Improvements/Resources
- g) Learning Resource
- h) Blog
- i) Innovative Product or Design Idea