

# DISKoveries

## What's new for Elementary School Learners with Special Needs?

By Joan Tanenhaus

### Interactive Learning: Paragraph Editing

(Teacher Created Resources: [www.teacher-created.com](http://www.teacher-created.com)) This set of workbooks and CDs, one set for each grade from Grade 1 to Grade 4, is an excellent way to make grammar and spelling both interactive and motivating by providing interactive whiteboard activities. Each grade workbook and CD contains paragraphs that are divided into 25 units, with new grammar rules incorporated into each of the first 15 units. The activities meet one or more of the Common Core State Standards. In addition, the program teaches and reinforces the use of editing marks. Students can work on the paragraphs by writing directly on the whiteboard, with pen or finger, or by grabbing punctuation stamps built into the page and dragging them to the errors. If you want to use the programs on a computer, the punctuation stamps can be clicked and dragged with the mouse. One of the other outstanding features is the ability to show the location of errors without revealing the answers. You can also create and save your own customized paragraphs, with the program making an incorrect version for you. This is also a great way to give your students extra work on their special needs, such as creating paragraphs with sight words or extra work to reinforce ending punctuation. The included workbook presents a list of the grammar usage and punctuation rules taught in each unit. A reproducible list of the editing marks is provided and can be displayed and/or distributed to all students. The workbook also includes all of the paragraphs and pages and can be copied and given to students for desk or home work. If you have students who need more basic help in grammar and spelling, check out Teacher Created Resources sets called Interactive Learning: Daily Sentence

Editing, previously reviewed in DISKoveries (October/November 2012).

### Reading & Writing Lessons for the SmartBoard:

Grades 4-6 (Scholastic: [www.scholastic.com](http://www.scholastic.com)) This is an excellent set of ready-to-use SmartBoard (Notebook) files for grades 4-6, covering reading and writing skills correlated to Common Core State Standards. The lessons are divided into four areas: Spelling & Vocabulary (plural endings, common endings, prefixes, word building, homophones, spelling rules, suffixes and word roots); Writing (character sketches, note-taking, summarizing, connecting ideas,

imagery, complex sentences and much more); Reading (idioms, myths, nonfiction texts, reading journals, fables and more); and Grammar, Mechanics & Usage (verbs and tenses, adjectives, word order, punctuation, prepositions and more). You can also build your own lesson. Included with the CD-ROM is a workbook that has a lesson plan, learning objective and independent worksheet for each activity.

### SmartBoard Lessons: Capitalization & Punctuation:

Grades 3-6 (Scholastic: [www.scholastic.com](http://www.scholastic.com)) This workbook/CD combination contains SmartBoard (Notebook) in-

Unit 1 | Paragraph 4

Booker T Washington was born a slave in the state of  
virginia in 1856 that was a few years before the Civil War  
was fought and slaves were declared freee. Booker later  
started a school called tuskegee institute. He helped  
others gain equality through education.

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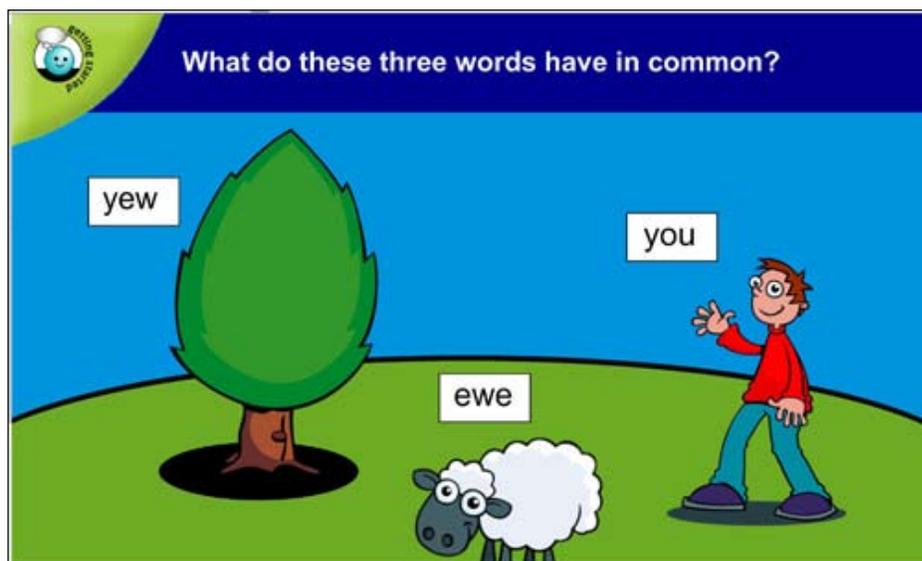
Interactive Learning: Paragraph Editing([www.teachercreated.com](http://www.teachercreated.com))

teractive units on Capitalization, Sentence Stoppers (ending punctuation), Commas, Quotation Marks and Apostrophes. Objectives, time period for the unit (i.e. three to four class periods of 15-20 minutes), standards and detailed lesson plans are included for each unit. SmartBoard activities allow the students to move, highlight, underline and change text right on the board. Very well done and motivating.

**5-Minute Grammar Practice:** Grades 4-8 (Scholastic: [www.scholastic.com](http://www.scholastic.com)) This book and CD combination is a great idea. It contains over 180 quick and motivating activities that students can use to practice all kinds of grammar skills. It's good for daily warm-up practice, both individually or as a group on the interactive whiteboard. You can also reproduce the pages, have students work on the sheet for five minutes and then display and review the activity on the whiteboard. Students can use the pen function to write in or circle the answers or to drag and drop answers from a bank of options. There are four sections of activities: Parts of Speech; Sentences (types, subjects and predicates, subject-verb agreement and more); Mechanics (capitalization, punctuation, abbreviations, etc.) and Usage, including double negative, homophones and easily confused words.

**Math Word Problem Mini Books** (Scholastic: [www.scholastic.com](http://www.scholastic.com)) A motivating way to make word problems fun for grades 2-3. This workbook contains 12 reproducible 12-page mini-books, each on a different topic, such as Number Sense, Fractions, Addition, Subtraction, Money, Time, Measurement and others. Each page of the mini book has a story problem, along with illustrations. There are riddles, rhymes, mysteries and all types of word problems that involve situations that students can relate to. Use them to reinforce math concepts, for group or individual work or for homework. Easy to assemble – just remove a page along the perforations, make double-sided copies, fold along the dotted lines and staple.

**3-Minute Reading Assessments** (Scholastic: [www.scholastic.com](http://www.scholastic.com)) This series of two books (one for Grades 1-4, the second for Grades 5-8) were designed to provide teachers and specialists with a quick way to obtain diagnostic information about reading skills, particularly word recognition accuracy, fluency through reading rate, fluency through expression and comprehension. There are four different passages for each grade so that students can be assessed at regular times during the school year. Students are



Reading & Writing Lessons SMART Board: Grades 4-6 (Scholastic.com)

asked to read the passage orally and, at the end, the teacher asks the student to tell what he or she remembers about the passage. Included in the books are detailed instructions for recording data, as well as all the forms, procedures for calculating, a chart for measuring skills, a scale for assessing fluency and a rubric for determining comprehension. Procedures for scoring and interpreting the assessment are also included. This is a good way to screen students for strengths and weaknesses in these areas and to help monitor student performance and progress all year long.

**Daily Warm Ups Language Skills** (Teacher Created Resources: [www.teachercr.com](http://www.teachercr.com)) This is a series of books, available for grades 1-6. Each has over 150 warm-up activities, correlated to the Common Core State Standards, that reinforce parts of speech, sentence structure, vocabulary and mechanics and usage. Each activity includes an example of using the skill correctly, an activity for the skill and a follow-up writing activity for applying the skill. The books are available in three formats: book, eBook and enhanced eBook. (Both, eBooks and enhanced eBooks, are whiteboard compatible, rotate pages, zoom and search. Enhanced eBooks also allow the pencil tool to write directly on the document, let you add, print and save notes, perform read-alouds and more.) The eBooks can also be used on a computer, using the "Typewriter Tool" that is included that lets users answer the questions with the keyboard right on the digital file. Some of the Grade 1 activities include word order, writing a letter, predicting, synonyms-antonyms, contrac-

tions, syllables, etc. Grade 2 activities include compound words, prefixes, suffixes, multiple-meaning words, quotation marks, possessives and more. Grade 3 activities include spelling rules, double negatives, root words, colons, periods in abbreviations, adverbs, dictionary skills and more. Grade 4 activities include hyphens, citing sources, editing, transitional devices, analogies, vowel patterns, interjections and more. Grade 5 activities include prepositional phrases, word origins, ending patterns, frequently misspelled words, similes-metaphors, apostrophe use, advanced dictionary skills and more. Grade 6 activities include etymology of words, words known by their initials, proofreading, sequential order, thesaurus and more. Many activities, such as homonyms, appear in all grade levels, with the complexity of the chosen words advancing with each grade.

**Daily Warm Ups Nonfiction Reading** (Teacher Created Resources: [www.teachercr.com](http://www.teachercr.com)) Each book in this series for Grades 1-6 includes 150 leveled passages with a variety of interesting topics. They are followed by comprehension questions that target reading skills and strategies (such as recalling information, using prior knowledge, main idea, supporting details, cause and effect, sequencing in chronological order, identifying synonyms and antonyms, grade-level vocabulary, using context clues, making inferences and drawing conclusions. Available as a book, eBook and enhanced eBook, activities can also be used with the computer and the "Typewriter Tool."

**Daily Warm Ups Nonfiction & Fiction Writing** stresses writing fiction and nonfiction, for

Grades 1-6. Each grade's book also includes 150 writing activities that target six writing traits: ideas and content, word choice, fluency, voice, organization and conventions. There are opportunities to use both nonfiction and fiction writing on the same topic. Each activity meets at least one of the standards and benchmarks for McREL Standards, which correlate to the Common Core Standards. Included, also, is a section that offers a set of writing prompts to encourage further writing opportunities throughout the year. A sample scoring rubric is included with

four skill levels explained for each of the seven traits. The activities were written so that all students in a class can participate, some writing more complex responses, while others will be able to write at their respective levels of competence on a daily basis.

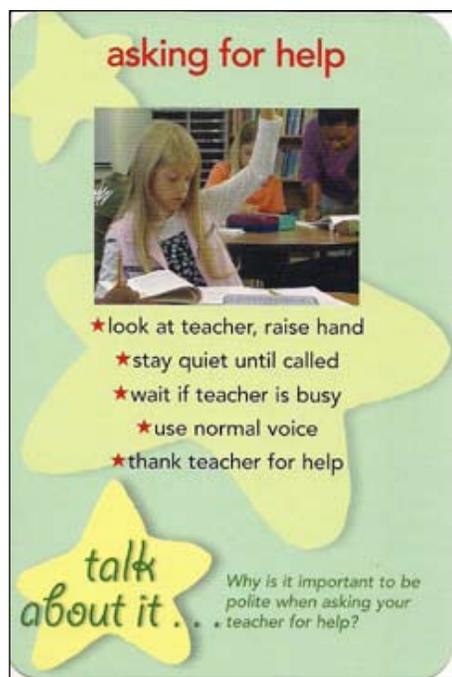
**FileMaker 12** (FileMaker: [www.filemaker.com](http://www.filemaker.com)) FileMaker 12 is a powerful, easy-to-use program that will help you create databases for individual, school and class use. With new layouts, you can create databases with pre-defined fonts, colors and object styling. FileMaker helps schools collect, manage and report on student and administrative data and to comply with federal and state reporting requirements, advance teacher development and monitor student performance. FileMaker can also help schools more easily centralize and analyze student information – aiding in better data driven decision-making. You can also extend the use of FileMaker with the mobile benefits of FileMaker Go. This free app for iPads can be set up for easy access to student test scores and other valuable information. There is now mobile access to the full range of databases that are in place in the school.

## SOCIAL SKILLS

**Know The Code Package** (Attainment Company: [www.attainmentcompany.com](http://www.attainmentcompany.com)) The Know the Code Package is a combination of three different components that form a comprehensive program to use with students with high-functioning autism or related behavioral disabilities. The Social Standards at School book is a student self-monitoring program with a set of 53 social skills for students K-6. These skills are orga-

nized so that they correspond to a typical school day: Getting Ready, Transitions, Classroom, Breaks and Special Events, Any Place, Peer Relationships and Super Social Skills. It includes record keeping forms (home contact forms, data collection forms, goal statements, etc.) and resources. Individual sections include teacher guidelines and student pages with a self-monitoring checklist. There is also a CD included with a PDF of the entire book. Another component is a set of Know the Code Cards, a behavior and social skill card game, for students in grades 1-6. The cards illustrate 50 typical, daily social skills, with five steps to accomplish each. The cards can be used for eight different games (Memory Match, Talk About It, Go Fish, Slap That Card, Verbal Recall, Pictionary, Top Ten and Charades), role plays and as cue cards. Children can have fun while learning key and critical social skills. Two sets of 50 laminated 4x6 inch color cards with instructions are included. The third component is the Know the Code at School DVD. It includes six excellent video segments, including A Day at School, Charles Gets Teased, Dion Scores!, Shana and the Secret, Tameka and the Bully and Kristi's First Day. There are also excellent segments where two engaging hosts analyze the social situations from the videos and open them up for classroom discussion. It also includes PDF files of Social Standards instructor's guide and a Know the Code Video Guide. Each product is also available separately.

**The Social Skills Picture Books** (Jed Baker: [www.jedbaker.com](http://www.jedbaker.com), [www.FHautism.com](http://www.FHautism.com)) These two exceptional books use a primary visual strategy to teach social skills and, therefore, are particularly helpful to children with auditory/language processing difficulties, difficulties in abstract thinking and for those on the autism spectrum. The books show step-by-step pictures of children demonstrating various social skills. Each skill is presented sequentially, like a cartoon strip, with pictures of real children combined with text and cartoon bubbles to denote what the children are saying or thinking. Included are the right and, sometimes, the wrong way to act. Each page also includes other text that indicates hints on how to carry out the task, comments on the pictures and other explanations about the behaviors. The books are not meant as a substitute for practicing the skills, but can be helpful in understanding, reinforcing and augmenting learning of the skills. They show users the positive outcomes of performing a skill and how people think and feel in response to their behaviors. In the first volume, **The Social Skills Pic-**



Know The Code Package ([www.attainmentcompany.com](http://www.attainmentcompany.com))



The Social Skills Picture Books ([www.FHautism.com](http://www.FHautism.com))

**ture Book: Teaching Play, Emotion and Communication to Children with Autism**, some of the skills include: communication-related skills (don't be a space invader, greetings, introducing yourself, and 10 others); play-related skills (joining in play, sharing, turn taking and four others), and Emotion Related Skills (Keeping Calm, Accepting "No" for an Answer", Dealing with Mistakes and 4 others.) The second book, **The Social Skills Picture Book for High School and Beyond**, for older students, has the following skills: nonverbal cues/body language, conversation, building and maintaining friendships and dealing with school and work. The images in the books are also available on CD-ROM and are excellent for group learning and discussion on a whiteboard.

**You Are a Social Detective!** (Social Skill Builder: [www.socialskillbuilder.com](http://www.socialskillbuilder.com)) Targeted for ages 7-12, this interactive computer program, for Mac and Windows, helps your students become more skilled at deciphering expected and unexpected social behavior. It has been developed by Social Skill Builders, in collaboration with Michelle Garcia Winner and Pamela Crooke and based on their book "You are a Social Detective." Stu-

dent users are trained to use their eyes, ears and brain to investigate clues that help them see the relationship of their own behavior to others. There are six interactive levels: Social Trainer (learn key vocabulary and concepts); Basic Investigation (identify behaviors in various social setting and identify what kind of thought they cause in others); Social Predictor (determine which tools – seeing, hearing, know and feeling – are used in different social scenes and predict what will happen next); Social Decoder (guess which thoughts and emotions that the children in the scenes are experiencing; Social Tool Box (identify what was seen or heard to help the child make a smart guess, figure out what the characters were thinking and choose what they will do next); and Social Behavior Mapping (create a social map of the behaviors, identify the consequences and feeling of themselves and others). Included as part of the training are more than 200 video prompts that help users see the behaviors and then allow them to break down the situations to understand thoughts, behaviors and emotions of others. "Social Detectives" answer questions related to the video clips and analyze behaviors and thoughts of others. Like other software by

Social Skill Builders, this program is well designed, with excellent video presentations that can be repeated by the student and with directions and questions and answers that are read aloud. It is very motivating to students and can also be used as an excellent training program for the classroom if used with a whiteboard.

**My Community** (Social Skill Builder: [www.socialskillbuilder.com](http://www.socialskillbuilder.com)) This excellent software program, for Windows and Macintosh, is designed to help individuals with a cognitive age of 5-15 years develop appropriate social behaviors, interactions, expectations and safety precautions with their peers and adults. There are eight areas in the community. Level 1 familiarizes the user with specific elements of a social interaction and of peer relations, using realistic video clips. Appropriate and inappropriate behaviors are presented with printed and spoken explanations/summaries for each segment. Level 2 presents the video clip segments followed by multiple-choice questions that identify appropriate and inappropriate behaviors. Level 3 presents four pictures, and users identify the correct one (or more) from descriptive clues of social situations. Level 4 presents images represented in each social scene. The user matches written thoughts and/or feelings to the people. Level 5 challenges the user to predict and formulate novel responses and/or explanations to questions about various social situations. The Lesson Plan area in the CD-ROM allows you to customize the presentation of the program by turning specific questions on or off. There is also a record keeping option. Other equally high-quality software from Social Skill Builder includes previously reviewed programs: *Preschool Playtime Volume 1*, *Preschool Playtime Volume 2*, *My School Day*, *School Rules! Volume 1*, *School Rules Volume 2*.

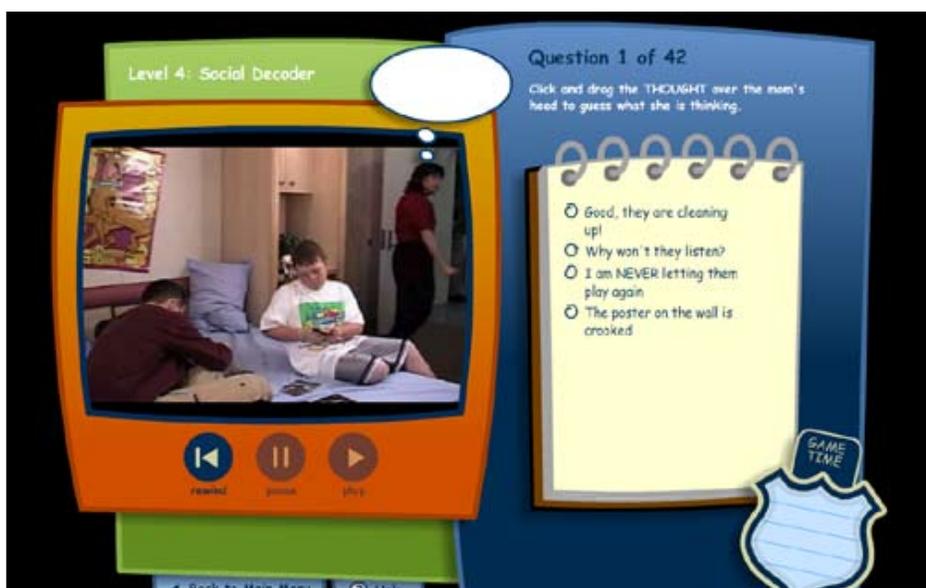
**Social Skills Apps:** See Community Success (Attainment), Social Skill Builder (Social Skill Builder) and Social Quest (Smarty Ears) in the app section below.

## IPAD AND ANDROID ADAPTIVE EQUIPMENT

Are you working with individuals who are having difficulty accessing the iPad and other capacitive devices, such as the iPhone and Android tablets? If so, read on about this wonderful collection of adaptive equipment, all created and produced by Ivo Beckers from Shapedad. Ivo, from the Netherlands, designed and makes these assistive devices for iPads. Thanks, Ivo for the time and effort you have taken to help those with



iPad Adaptive Equipment: [www.shapedad.etsy.com](http://www.shapedad.etsy.com).



You Are a Social Detective! ( [www.socialskillbuilder.com](http://www.socialskillbuilder.com) )

special needs. All the adaptive equipment can be found at [www.shapedad.etsy.com](http://www.shapedad.etsy.com). With fulfillment locations in Europe and the US, fast and economical shipping is available. If you want to know more about Ivo, you can find information at [http://www.nzherald.co.nz/business/news/article.cfm?c\\_id=3&objectid=10841682](http://www.nzherald.co.nz/business/news/article.cfm?c_id=3&objectid=10841682).

**Steady Stylus:** This T-shaped stylus is excellent for those who have difficulty holding an object, like a pen, but who are able to firmly grasp with their hand. It is available in two sizes: regular and junior. The junior is geared towards younger children and uses Chewy Tubes as its core. This handmade, durable, fully conductive T-shaped stylus has a grip made from transparent rubber wrapped around a wooden stick. The pointer is made from aluminum with a conductive fabric sock plug as the tip. The outer dimensions are 10x10cm, the grip diameter is 15mm and the tip diameter is 9mm.

**Strap Stylus:** This can be used by those with limited hand and finger grip. It consists of a longer stylus that is placed between the index finger and the thumb with a strong Velcro strap that holds it in place. It does not need to be grasped or held, but it moves in sync with the hand. The tip of this can also be purchased separately for use with your own device.

**Flex Stylus:** This stylus can be held with the knuckles. It is made of a flexible metal strip that can then be bent to the exact angle that works. The metal is covered with a braided cotton sleeve and a silicon tube for extra grip.

**Mouthstick Stylus:** This stylus contains three parts: the mouthpiece, the stick and a conductive plug (tip). The mouthpiece is made from a durable food-safe plastic and comes with a set of silicone caps for a snap fit connection with the stick. The stick is 12 inches (30cm) long and made from anodized aluminum. And the conductive plug uses the same conductive fabric stylus sock concept as all of their other iPad styli. All parts are also sold separately. There are two versions: a regular fixed 12-inch version and a Pro version that telescopes from 9 inches to 17 inches in length.

**iPad Stylus Socks Pro:** This stylus has a 40 percent smaller tip than the Stylus Socks II. It is ideal for notetaking and fine drawing. As with Stylus Socks, it is a hand-sewn sock of highly conductive fabric wrapped around a pen holder, with a wooden handle and a felt top. Very light weight, it

requires no pressure when pointing and dragging.

**Conductive Plugs:** If you already own a mouthstick or stylus, but need it adapted for a capacitive touch device, this is your solution. The package contains two conductive plugs, one with a hard rubber kernel and one with a flexible silicone kernel. The inner diameter is 6mm/1/4 inch and the length is 25mm/1 inch. The plug's fabric is the same used in all of Shapedad's stylus socks. Just wrap the plug on or over the handle's tip.

## IPAD ACCESSORIES

**Brookstone HDMI Pocket Projector** (Brookstone: [www.brookstone.com](http://www.brookstone.com)) Have you ever wanted to project the screen contents of your iPad (or your laptop, or camera) so that a class or audience can view it ... and then found that there was no projector available? This pocket projector solves that problem. Measuring only 3.9 inches wide by 3.8 inches deep by .89 inch high and weighing .5 pounds, it fits into an included cloth case and right into a pocket or pocketbook. The lamp projects up to 85 lumens for up to two hours on a single charge via an AC adaptor. A built-in focus wheel lets you adjust the display for optimum resolution. There are built-in dual speakers with a volume control or you can add additional sound via the 3.5mm audio-out jack. To use with the iPad, you need to have the Apple Digital AV adapter (not included). You get a great, sharp, clear image up to 60" diagonal on any flat surface (wall, screen, ceiling). To keep you projector even more secure and easier to use, there is a Travel Case, which is a zippered case, with interior pockets for projector, cords and adapters and a collapsible tripod stand (available separately).

**Kids Drawing & Activity Case for iPad** (CTA Digital: [www.ctadigital.com](http://www.ctadigital.com)) This iPad case and drawing board has an iPad holder on one side and a dry-erase marker board and clips for drawing paper on the other side. The iPad fits into the case, locks into place and allows access to the volume control, the power button, headphones and charging. The iPad part of the case can be used in the upright position for watching videos. The frame tilts back and can be adjusted to the desired viewing position. This frame also rotates 360 degrees and allows the iPad to be used on a flat surface for drawing apps. There are also a storage tray and two extra drawers

for art supplies. The case latches for travel and has a carrying handle as well. When closed, the iPad is fully protected. A stylus for the iPad, a dry-erase marker with eraser cap and a large dry-erase marker eraser are also included. Universal Activity Tray for iPad helps protect the iPad from damage of all kinds (bumps, spills, etc.) while making it convenient and easy to use for young children. It can be attached to a car seat, a stroller or to a wheelchair tray. The iPad slips into the tray pocket, which secures it in place. The pocket is closed with a zipper to insure its safety. The tray is made of soft spongy padding and has a sealed, water-resistant top layer of clear vinyl. The plastic cover protects from spilled liquids and provides complete touch screen control.



Kids Drawing & Activity Case for iPad ([www.ctadigital.com](http://www.ctadigital.com))



Brookstone HDMI Pocket Projector ([www.brookstone.com](http://www.brookstone.com))

# New and Noteworthy Apps for the iPad

## KEY

\* - Lite or free version is available  
 A - Android version is also available  
 M - Mac Store app version is also available

Producer/website	Brief review – Check on iTunes, developer’s website and YouTube for more details, pictures and videos
<b>Smarty Ears / <a href="http://Smartyearsapps.com">Smartyearsapps.com</a></b>	This company has been a leader in creating high-quality and a large variety of apps for speech-language pathologists. Excellent video tutorials on all apps
Apraxia Ville	For childhood apraxia of speech and severe speech-sound disorders – video modeling for both vowel and consonant targets and the ability to create custom words. It has a game format for one to four players; three activities – sound production, single word production and mutiple word production; data collection; use of print referencing aids phonological awareness and literacy.
Reading Comprehension Camp	50 stories and ability to create your own; data collection; five levels of stories (2nd – 7th grade); stories will read aloud; can also record student’s reading; 11 types of questions assess comprehension (use all or select certain types, such as who, what, inferences, compare/contrast, etc.); stories and quizzes can be customized; can be used to encourage writing skills, as well as narrative skills, sequencing, etc. by having students write their own stories. Excellent app!
Social Quest	For older elementary-high school ages; to improve pragmatic skills in social situations; includes naratives about real-world situations with questions to increase social aware-ness and communication in different locations and situations; questions for receptive (multiple choices) and expressive (open ended) skills; helps to teach awareness that there is more than one answer to different situations; game format for one to four players.
	* Free apps: Teacher Resource Center keeps data for individual students from all Smart-yEars apps, free chronological age calculator
<b>Computerade/ <a href="http://www.computerade.com">www.computerade.com</a></b>	Originally published for the computer, these excellent apps help develop scanning skills, as well as beginning communication with symbols
Catch the Cow	Helps teach children to select pictures using a switch and scanning; starts with two objects and progresses to row-column scanning; can regulate scan interval, difficulty level, space between boxes; can use switch interface.
Sentence Match	Helps to teach that words and sentences have meaning corresponding to symbols; students choose a symbol sentence that corrsonds to a given picture; can also choose a picture that corresponds to the symbol sentence; data tracking.
Sentence Key	Students create a sentence with words or picture symbols and then see the sentence animated; can show symbols only, words only or both; eight pre-arranged sets of symbols/words. Data tracking.
<b>Virtual Speech <a href="http://www.virtualspeechcenter.com">www.virtualspeechcenter.com</a></b>	Well designed and motivating, all have auto-scoring, multiple students, disable written words, audio recording feature, track correct/incorrect responses, email.
Audio Processing Studio	For ages seven and up with auditory processing disorders; focus on auditory discrimi-nation (16 levels), auditory closure (17 levels), phonological awareness (16 levels), with ability to add background noise to practice listening skills in noise; appropriate for adults (just turn off the reward system, which allows users to play various musical instruments, etc.); bottom-to-top approach – also consider Auditory Workout (reviewed in DISKoveries October 2012) to complement this app.
Syntax Workout	For preschool and elementary school-age; syntax and grammar activities within a bowling game context; 1500 stimuli in: 3rd person singular, subjective pronouns, objec-tive pronouns, possessive pronouns and demonstrative pronouns; multiple students; data collection; disable reward for older students,
Verbal Reasoning	For ages 12 and up; excellent presentation of the following: identifying problems-causes-solutions; state problems-causes-solutions; what will happen next; what would you do if; what would happen if; stating pros and cons; why questions; similarities and differences between items. Options to read aloud or to display multiple-choice answers or no answers (for expressive langauge response); game reward can be turned off for older adults; excellent for TBI, autism.

Comprehension Aphasia		Focuses on auditory comprehension of increasingly longer and complex yes-no questions and directions, with ability to turn on background noise; yes-no questions (6 levels), basic directions-1 element (12 levels), 2 elements (12 levels), temporal directions (18 levels,) conditional directions (9 levels); excellent for adults and children, age-appropriate for all; more than 1,700 pre-recorded audio instructions; can use with multiple users; enable or disable feedback sounds and background noises; auto-scoring; tracking; email or print results; excellent for receptive language disorders, autism, attention, aphasia, and other cognitive deficits and TBI; for classroom, therapy or home practice.
Reading Aphasia		Excellent for adults and older children who struggle with reading comprehension; graphics and text are clear and free of distractions; over 2000 stimuli, organized in 12 semantic categories; three levels: Word (picture-picture, word-picture and word-word matching), Phrase (picture-phrase, phrase-picture, Phrase-Phrase matching), Sentence (picture-sentence, sentence-sentence matching and sentence completion); option to use background noises and feedback sounds; multiple students; auto scoring, tracking; print and email results.
Describe with Art		For preschool and elementary school-age; following directions (listen as an object is described) and expressive task to describe objects, categories, etc.; for verbal descriptions, student can press a button to get guided questions (name the place, what can we do there, what do you see in the place, etc.) to help them describe; reward is related to drawing a picture.
	*A	Quick Artic is free, Auditory Workout is available in Android.
<b>Oceanhouse</b> <a href="http://www.oceanhousemedia.com">www.oceanhousemedia.com</a>	A	Great classic stories, professional narration, words are highlighted, autoplay mode too, or read page-by-page, now lets you record your own voice and share
Dr. Seuss Short Story Collection	A	Eight classic titles in one app: The Big Brag, Gertrude McFuzz, King Looie Katz, The Glunk That Go Thunk, Too Many Daves, The Zax, I Can Lick 30 Tigers Today, and What Was I Scared of?
	*	Oceanhouse has many free apps to try.
<b>Wanderful</b> <a href="http://wanderfulstorybooks.com">wanderfulstorybooks.com</a>	M	The Living Books are back! Great interactive stories with hot spots to press – excellent for language, sequencing, visual perception and just plain fun. Play inside a story and interact with characters, words. 12 fully animated pages, virtually every item on each page comes to life when tapped; touch words,too. Two modes: Read to Me/Let Me Play; activities guide available as an in-app purchase. Available in other languages too and from Mac App Store.
Little Monster at School	M	Mom wakes Little Monster; watch him get ready for school and go through the school day's learning and adventures
Tortoise & the Hare	M	Classic fable about Slow and Steady Wins the Race – in English, Spanish and French
Arthur's Birthday	M	A fun tale for children about resolving conflicts and choosing between friends – English and Spanish
Arthur's Teacher Trouble	M	Arthur, his teacher Mr. Ratburn, and a spelling bee –in English and Spanish
Ruff's Bone	M	Ruff the dog has an offbeat adventure in search of his bone – English and Spanish
Berenstain Bears In The Dark	M	A tale of taking charge of one's imagination, especially when it makes you afraid of the dark – English only
Berenstain Bears Get In A Fight	M	A classic story of how sibling arguments can sometimes escalate and how they can be resolved - good lessons on avoiding arguments. In English and Spanish
Harry & The Haunted House	M	A spooky story of how imagination can make things seem scarier than they are – in English and Spanish – fun for Halloween time
	*	Free Storybook Sampler with pages from some of the classic, interactive books originally published by Living Books
	A	Android versions coming
<b>Therapy Box / <a href="http://www.tboxapps.com/">www.tboxapps.com/</a></b>		
Predictable	A	Text-based AAC app; users can type in message with on-screen keyboard with word prediction; there is also a phrase area – 12 different categories with lists of related phrases that can be touched to be spoken aloud; three keyboard layouts; Access: direct touch, switch with scanning or touch anywhere options.

<b>Marblesoft / <a href="http://www.marblesoft.com">www.marblesoft.com</a></b>		
Discovery Pictures Deluxe	*	A challenging hidden-picture app for player of all ages, with puzzle packs for beginner to expert; input can be changed from drag and drop to an easier touch mode – touch the object on the bottom, then touch the hidden object; options also let user change the drop precision, background and highlight color.
Morning Breakfast		A sign language app with a story about breakfast time, with core vocabulary of around 20 words – words are highlighted in color with symbol for word; tap the symbol to see a full-screen video of the ASL sign; instructions and suggestions on how to best implement a sign language training program
Bath Time Bubbles		Sign language story about bath time – 20 new signs with word from first app also highlighted for review.
	*	Free app by Marblesoft - Citizenship: A Leader Is
<b>Attainment / <a href="http://www.attainmentcompany.com">www.attainmentcompany.com</a></b>		
Mini Mystery Readers	*	High interest, easy-to-read detective stories for ages 5 to 9; 24 books at grade 2-4 reading level – all text is read aloud – touch any word to hear it spoken; search for clues; solve the mystery; multiple choice questions at the end; record keeping; switch accessible; options to customize. Wonderful app!! Lite version too.
Attainment's Show Me Math		Covers +, -, $\frac{\_}{\_}$ , $\div$ , with numbers up to 20, and shows computation with actual objects and an animated video for each problem – helps students visualize math; enter answers by tapping number, choosing from multiple choice format or writing number with finger; tracking; customizable settings; switch and scanning.
Attainment's Community Success		24 community activities, like riding the bus, shopping, going to the movies, etc.; includes video modeling, photo-based directions, talking stories and great illustrations; professional narration; word highlighting followed by a quiz; tracking; customizable setting; switch and scanning. Excellent for transition skills.
	*	Free Attainment apps: SymbolSupport Viewer, Go Talk Now Free, Mini Mystery Readers Free
<b>Social Skill Builder</b> <a href="http://www.socialskillbuilder.com">www.socialskillbuilder.com</a> Social Skill Builder Full Social Skill Builder Lite	*	10 modules with video sequences of real interactions in preschool, elementary school, middle school, high school and community settings, showing common social interactions. Each module has 10-15 questions with corresponding videos, totaling more than 100 learning interactions. Goal is to teach key social thinking, language and behavior critical for everyday social success; pause anywhere in video to discuss, teach, etc. If you are interested in only one of the age groups, download the lite version and then purchase the specific modules that your students can use.

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