

# iNnovative iNstruction and iNtervention

Fort Osage School District

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## ***National Education Technology Plan 2010***

“Technology is at the core of virtually every aspect of our daily lives and work, and we must leverage it to provide engaging and powerful learning experiences and content, as well as resources and assessments that measure student achievement in more complete, authentic, and meaningful ways.”

“Technology-based learning and assessment systems will be pivotal in improving student learning and generating data that can be used to continuously improve the education system at all levels. Technology will help us execute collaborative teaching strategies combined with professional learning that better prepare and enhance educators’ competencies and expertise over the course of their careers. With technology, we can redesign and implement processes to produce better outcomes while achieving ever higher levels of productivity and efficiency across the education system.”

Many students’ lives today are filled with technology that gives them mobile access to information and resources 24/7, enables them to create multimedia content and share it with the world, and allows them to participate in online social networks where people from all over the world share ideas, collaborate, and learn new things. Outside school, students are free to pursue their passions in their own way and at their own pace. The opportunities are limitless, borderless, and instantaneous.

“The challenge for our education system is to leverage the learning sciences and modern technology to create engaging, relevant, and personalized learning experiences for all learners that mirror students’ daily lives and the reality of their futures. In contrast to traditional classroom instruction, this requires that we put students at the center and empower them to take control of their own learning by providing flexibility on several dimensions.”

“Technology should be leveraged to provide access to more learning resources than are available in classrooms and connections to a wider set of “educators,” including teachers, parents, experts, and mentors outside the classroom. It also should be used to enable 24/7 and lifelong learning.”

## ***Don Knezek, the CEO of the International Society for Technology in Education***

“Technology is helping teachers to expand beyond linear, text-based learning and to engage students who learn best in other ways. Its role in schools has evolved from a contained “computer class” into a versatile learning tool that could change how we demonstrate concepts, assign projects and assess progress.”

“Studies demonstrate that people can be exposed to images for a few short seconds and still retain 90% of the information after a few days. (Standing, L., Conezio, J., & Haber, R. N. (1970). Perception and memory for pictures: Single-trial learning of 2500 visual stimuli. *Psychonomic Science*, 19(2), 73-74)

Gifted or not, the fact remains that [65 percent of the population consists of visual learners]; therefore when teachers lecture, they are reaching less than half of the class. [http://www.phschool.com/eteach/social\\_studies/2003\\_05/essay.html](http://www.phschool.com/eteach/social_studies/2003_05/essay.html)

“The use of imagery affords educators an exceptional opportunity to stimulate thought and discussion about important events. Used appropriately it will also leave lasting impressions on students and deepen the quality of classroom interaction.” Posted by Sam Gliksmann <http://ipadeducators.ning.com/>.on May 24, 2011 at 1:00pm

# You Want iPads For Your School ... But Is That Enough?

<http://ipadeducators.ning.com/profiles/blogs/you-want-ipads-for-your-school>

Everywhere I turn schools seem to be buying iPads. Critics, even in this forum, question whether investment in a relatively new and untested technology can be justified, especially given the current economic climate. To some degree, I think their scepticism has merit.

## **Buying iPads for your school may not improve the standard of education.**

Technology is a tool. The issue of greater consequence should be how you plan to use them. To be clear, this isn't a question of whether you should use this particular app or that app. Overall, I think the whole "iPad discussion" centers far too much on a review and critique of available apps. The particular app that you use for Math or the cloud app you use for collecting documents all have their purpose on a micro level. The macro question however is one of vision...

## **"How will I use new technology to change the fundamental practice of education?"**

You see, without a clear vision your educational dollars may in fact be wasted.

If you want iPads so that you can distribute digital reading material to support a largely teacher driven, content based program ... it's not enough.

If you want iPads so that children can practice drills without any knowledge or context of how the skill being drilled has relevance to their daily life ... it's not enough.

If you want iPads so that you can develop and disseminate flash cards that help students cram for testing ... it's not enough.

If you want iPads because you envision them improving education by making existing processes more efficient ... it's not enough.

And of course, if you want iPads because they're cool and everyone else is buying them ... that's clearly not enough.

## **On the other hand...**

Maybe you want iPads because they can enable students to **access** and **evaluate** vast pools of knowledge in order to help them **resolve problems** and form original opinions?

Maybe you want iPads because they provide an instant gateway for students to **research** themes that have **intrinsic interest** to them?

Maybe you want iPads because we live in a global society and iPads are an excellent way to **communicate** and **collaborate** with people around the world?

Maybe you want iPads because they have an integrated camera and microphone thereby allowing students to express themselves in a **variety of media** instead of purely text?

Maybe you want iPads because you see them as tools that may enable education that is both **differentiated** by abilities and interest?

Maybe you want iPads because you see that it might ignite **student motivation** to learn.

Maybe you want iPads because you recognize that they help students with less resources tap into their **creative potential** to develop music, art, photography and more.

Maybe you want iPads because you have a vision of how they might **empower students** to pursue their **passions** and take **greater control** over the path of their own education?

We're still talking about bringing education into the 21st century - yet we're already eleven years into it. Our society, culture and industry are all forging ahead at exponential speed leaving the practice of education in their wake. We could quote overused cliches such as, "it's not about the technology" but frankly finding ways to place technology in our schools is an important first step. However it's just a first step. Technology has become a core component of almost every facet of our daily lives but modernizing education requires significantly more commitment than simply providing students with access to technology.

Are you buying iPads or other technology because you see an urgent need for change in our aging, "business as usual" system of education? If not, then it's simply not enough ... and our kids are screaming for more.

Posted by Sam Gliksman on <http://ipadeducators.ning.com/> on June 30, 2011 at 11:30am

# PROS and CONS

(reference: ASHA <http://www.asha.org/SLP/schools/Applications-for-Speech-Language-Pathology-Practice/>)

## Advantages of Using Mobile Devices and Apps in Educational Settings

- **Improved communication**—E-mail allows for timely and efficient communication with students families and colleagues. However one does need to consider that all e-mail communication has the potential to be a part of the educational record that can be used in any due process proceedings and should be made available for parent review upon request.
- **Cost and time saving**—Textbooks are being published electronically reducing printing costs and saving the environment. This is a considerable expense for school districts. An iPod touch may cost less than the cost of one textbook.
- **Progress monitoring**—Apps are available that track progress allowing the SLP and the student the ability to evaluate progress and celebrate success.
- **Adaptability**—can be programmed and restricted for use in the educational setting.
- **Motivation**—Students enjoy using these products. Anecdotal reports suggest a higher rate of student involvement in their education on some basic research studies.
- **Funding**—Funding is emerging in the form of grants to fund both the hardware and the apps for use in the school setting.
- **Written language**—Writing apps, such as Story Kit, have the potential to facilitate written language. The POGOsketch/stylus that can be used as a pencil to write notes on the devices.
- **Writing IEPs**—There are apps that capture signatures using the POGO stylus allowing the IEP to be completely electronic thus supporting a more green environment and reducing costs, However, a system needs to be established to ensure secure access and storage of these documents.
- **Internet access**—These devices provide efficient access to the Internet and all of the great technological resources available in that context.
- **Literacy**—Many apps facilitate literacy development. A large library of books is available to encourage reading.
- **Support tools**—Apps have been developed for students with autism for schedules, timers, symbols and ABA instruction.
- **Games**—Game apps are great rewards and may be used for language stimulation activities.
- **Tech Generation** – today's students are living in a technology based world.
- **Visual stimuli** - 65% of the general population are visual learners, Studies demonstrate that people can be exposed to images for a few short seconds and still retain 90% of the information after a few days
- **Data collection/monitoring apps**
- **Cost effective (minimize use of paper products)**
- **Flexible (multi-subject application)** - application and use for every topic
- **Portable**
- **Motivating to students**
- **Recording/capturing student performance and ability for student to self-evaluate**

- **Camera available to record/capture student performance (even written work)** – save electronic copies for portfolios and student/parent meetings
- **Visual schedule easy with camera** – take real pictures to represent real items
- **Story telling after an even (Pictello)** – use your own pictures and have students retell an even to share with others and assist them in processing information learned
- **Social stories** – the ability to instantly create visual stories for students
- **Immediate feedback to interaction**
- **Instant on/off** – to time waiting for the device to “boot-up”
- **10 hour battery life**
- **AppleCare (warranty)** – for maintenance of device
- **Student discovery** – student learning through investigation!
- **Socially acceptable format** - particularly notable for disabled individuals

## Disadvantages of Using Mobile Devices and Apps in Educational Settings

- **Initial cost**—districts would incur initial costs to provide the devices, wireless Internet as well as costs to train staff, students and potentially families in the use of the devices. Additional costs are incurred to access apps.
- **Connectivity**—These devices cannot be "plugged into" the Internet. They require a Wi-Fi network while some can pick up the ATT 3G network. However, more schools are providing wireless access to students.
- **Learning curve (for the adult!)** – some adults are apprehensive about learning a new technological tool. But, once you get them to try it, they are hooked.
- **Overwhelming amount of apps to search through** – take some time to network with other individuals in your field and find apps and uses for them.
- **Management of the device – tech related (more involved than a deck of cards)** – requires “buy-in” from administration and technology department.
- **Upfront Cost (depending on the number of devices being purchased)**
- **Combating the view of the device as an expensive toy**

### USES:

e-books

new mobile computing labs

virtual field trip guides

Mobile data collection

New ways to create content

Common document sharing for collaborative work

Data “wall” for student performance tracking

Individualized oral presentation of information (read aloud test to student – ipod with headphones)

# Some Considerations

- *Sharing:* iPads are intensely personal devices that record your digital footprint – logins, preferences and more. There's no login process. This makes them **difficult to share**. A 1:1 iPad implementation requires very different planning than an implementation that shares iPads among students. My hope is that educational app developers will see the obvious need for sharing in schools and add login layers to their apps.
- *They aren't laptops:* You can't manage iPads in the same way as laptops. Imaging and synchronization processes, content management, application purchasing – they all raise specific issues that require **thorough discussion and planning**. Planning your deployment is an essential first step - both from a technical and educational standpoint.
- *Keyboard:* The touch screen keyboard is not popular with all users. I find that it's more than sufficient for smaller typing tasks such as emails, notes, blog posts and more .... but I believe we're approaching the end of qwerty typing in computing. The popularity of tablet computing may end up stimulating development of alternative, more efficient input methods that also utilize voice and video.
- *Flash:* Several popular educational websites require the use of flash and these are not currently available on the iPad.
- *eTextbooks:* At this point, the promise of eTextbooks still exceeds the reality. There aren't enough quality books available in digital format and frankly, most still stem from a model that is built upon their physical, paper counterpart. It's not enough to simply translate textbooks to digital files - we need new models that utilize the media and interactivity capabilities available on iPads. A digital textbook should be cognizant of what the learner has mastered and where he/she needs assistance. It should customize the content to the reader's strengths and weaknesses and report the student's progress to the teacher. Effective use of multimedia – interactive multimedia – will become core elements of new eTextbooks and eCourses. There have been some **excellent first attempts** and eTextbooks and eCourses will improve as the market matures.

Posted by Sam Gliksman <http://ipadeducators.ning.com/> on April 8, 2011 at 8:00am

iPad/iPod/iPhone

**wifi vs. 3G** – wifi hubs for use of many apps which require access to an internet connection. If you do 3G, you will incur a monthly charge per device for the service.

**volume purchasing** – vouchers purchased by your organization and then redeemed to purchase apps at discounted prices (discount varies based on developer and number of copies being purchased)

**free apps** – many lite or free versions of full apps out there to try or just use as is. Also many free apps period!

**To search for apps** – go to itunes/app store and type key words into the search, or go to Google and type in the search field “app” + your topic of interest. Look for the address that includes the itunes website.

**Blogs** – there are forums and blogs that relate directly to your specific field or area of interest. Check out some of the ones we found (in reference list)

**staff use, students use, carts, classroom sets, 1 to 1**

# Articles regarding the purchase and implementation of i-products in the Educational field

<http://socratechseminars.wordpress.com/2011/02/03/ipaddeployment/>

## Considerations Before Deploying iPads and iPods

February 3, 2011 [Howard Chan](#)



Before schools and districts go on a mass purchasing spree of iPads and iPods, there are a few infrastructure considerations before sending the purchase order. While I am a strong advocate of using the tablet in the classroom, there should be some strategic deployment plans before putting it in the hands of students. Rather than sounding as the expert, I have decided to format the considerations through questions I would ask before purchasing. This list by no means fits everyone's model, but will hopefully serve as a guideline to planning out iPad/iPod/tablet/mobile device deployments. Thanks! I would be more than happy to add your feedback, questions, comments to this evolving blog post.

### Infrastructure:

- Do you have enough wireless bandwidth to sustain dense populations of mobile devices? Check this post on [Beef Up Your Wireless Infrastructure](#)
- Do you have a [Mobile Device Management](#) system in place to effectively manage and support the devices?
- Do you have a big enough Internet pipe to sustain the network traffic?
- Will you create a separate wireless network for mobile devices with different policies? Mobile VLAN?
- Do you have OSX devices to create apps content to push to the iPods and iPads?
- Do you have authentication policies to access the wireless network?
- How do you plan to filter browsing (ex. [Mobicip](#)) on these devices?
- Will you allow teachers or students to install apps on the devices? Or will it be centrally managed?
- Will you allow teachers or students to configure settings on the devices? Or will it also be centrally managed?
- Do you have the personnel to be part of the [Apple Store Volume Purchasing Program](#)? I believe you need a Program Manager and Program Facilitator(s) to be able to access ASVPP. Apps can be up to 50% off on volume purchasing.
- Will your IT staff be trained on how to support mobile devices?
- Will you allow students to take the devices home? What AUP will you have on mobile devices?
- Will you allow personal mobile devices on campus?
- Does Flash incapability hinder any present network considerations?
- What is the refresh cycle on the devices?
- Will the ability to NOT print be an issue?
- What mobile cart solution will you have? Where will it be stored? Check out system?
- Do you go 1:1 or shared mobile cart?
- How do we assess Total Cost of Ownership?
- For further infrastructure considerations, read the [Apple iOS Enterprise Deployment Guide](#) and [iPad Support Enterprise](#)

**Academic:**

- How do the iPods and iPads align with your curriculum?
- Who will be responsible for delivering professional development? How do we hold teacher's accountable to using the devices?
- Does your existing edtech programs and tools work on iOS?
- Are there planning/collaboration times to share best-practices in using mobile devices?
- How will you assess the effectiveness of using the mobile devices?
- Are there data and assessment tools built into the iOS to gather quality data of student achievement?
- Is there a curriculum vision for the iPods and iPads? Does it align with the school's mission?
- How will parents/community be involved if students are bringing the devices home?
- Are the educational apps available enough to support your curriculum?
- Are there enough content creation tools to replace the traditional computer desktop/laptop?
- How do you assess the educational value of purchasing iPods/iPads? versus Total Cost of Ownership?

# Preparing Your School for an iPad Implementation

- Posted by [Sam Gliksmann](#) on February 24, 2011 at 1:00pm

Planning is imperative for any technology initiative - iPad or otherwise. You need to ensure that you clearly understand and communicate how the technology integrates with your overall pedagogical objectives. Too many institutions purchase technology and then search for ways to utilize it ... or leave it collecting dust on the shelf.

Planning needs to consider both infrastructure needs and the educational applications of the new technology. Without the proper preparation, technology initiatives are liable to become expensive failures.

## Campus Infrastructure Considerations

Signal Strength: If you're using wifi iPads then you'll need a strong and reliable connection to the web. That relies on two things:

Solid incoming bandwidth.

Have you thoroughly tested the speed of your internet connection at different times of the day? (a website such as speedtest.net will help test your connection speed)

Can teachers connect reliably using a wired connection? If the wired connection isn't fast and reliable then your wireless network definitely won't be either.

Wireless signal and distribution:

Do you have the wireless infrastructure to support a successful implementation? Are you using industrial strength hardware or patching together a cheaper solution with more home oriented access points and hardware?

Is the signal being distributed evenly and reliably to different parts of the campus?

Have you tested for any dead spots in classes or around campus? Has anyone walked around campus and conducted a thorough signal test?

Can you support a large volume of devices connecting at the same time? This is critical. Just because one device can connect with adequate speed doesn't ensure that a classroom full of devices will be able to connect.

Wireless Network:

iPads apps require direct access to the web (no login). Will your iPads connect through a separate wireless network that allows them to pass through directly?

Will you create a separate policy that identifies iPads on your existing wireless network and treats them differently?

Will they be subject to existing web filtering when browsing or will you need to consider adding a web filter to your network?

Group Device Management:

Where will devices be stored and charged?

Will you use a mobile cart?

Do you have a procedure for keeping the cart locked and secure? Do your teachers know it?

Do you have a clearly defined procedure for distributing and collecting the iPads?

Do you have a clearly defined Acceptable Use Policy? Has it been communicated to students and parents?

How will you deal with issues such as damage or theft?

Do you have a set procedure for how and when the iPads will be synchronized and updated?

Are your IT staff trained on the technology and care of mobile devices such as iPads?

#### Classroom:

Do your classrooms have appropriate ambient lighting for iPad use? Is there a problem with glare?

Do you need to consider purchasing window blinds?

Do you have a location that's convenient to classrooms for cart storage (if you intend on using one)?

Have you considered using furniture that moves easily and enables students to sit and work in small groups?

#### Individual Device management

How will you identify each iPad? Some options include using a sticker, screen wallpaper image or engraving.

What numbering scheme will you use for the iPads? You should consider using a numbering scheme that identifies their use or location. eg. Science07, Room107-1

Will you know which iPad each student is using at any one time? Do you have a procedure for identifying how they are being distributed?

How will you deal with settings on the iPad such as arrangement of apps, wallpaper images and more? Will you allow teachers or students to change settings?

Will you use earbuds? Earbuds can be very helpful if they are listening to media in class. If you plan on using them you'll probably want each student to have their own pair rather than share them.

Will you use iPad covers? When buying a cover you'll need to consider use - for example, do you need a cover that can prop it up for typing?

Are you using any applications that might benefit from the use of a stylus?

How will you clean the screens? Make sure you don't use any cleaning fluids.

#### Application Purchase and Management

How will apps be purchased and distributed? Will you purchase, manage and synchronize to one central account or different accounts?

If different accounts, how will you segment the purchasing and management of apps?

Will you use multiple accounts for individual teachers, classrooms and/or departments? Remember that you can synchronize to multiple accounts on any individual computer.

Will teachers be given permission to install apps on their iPads and/or student iPads?

Will you ensure that students are blocked (using Parental Controls) from purchasing apps?

Who will manage purchases with Apple's volume purchasing plan? The VPP grants around a 50% discount on volume app purchases and is legally required if you plan on synchronizing and distributing apps to sets of iPads.

#### **Content Management:**

How will you push content out to students? A web based method is preferable.

Does content need to be stored and distributed using methods that utilize permissions and logins to ensure privacy and security? If you are sharing iPads then you should test it thoroughly ahead of time as the iPad caches logins and provides automatic access (meaning one user may automatically be logged into another user's account).

Where will students store and organize their own content? If they cannot take the iPad with them, are you using cloud based storage that will give them content access outside of class? If you're sharing iPads, you may want to set up a unique email address on each iPad that can be used by students to email and move files.

Do you need a procedure for periodic deletion of iPad content?

#### **Pedagogical Considerations:**

##### **Pedagogical Models:**

Have you discussed how the use of iPads will be integrated into your educational processes?

1:1 programs typically work best within an experiential, project based environment where students are encouraged to use technology to research, explore and create.

Is your school encouraging a student centered model of learning or do many of your teachers still use predominantly frontal teaching methods?

Is there a pedagogical vision for the technology deployment? Have you considered creating a mission statement that guides the deployment and use of technology and demonstrates how it might fit within the school's overall vision?

##### **Application Usage:**

Have you explored and identified different applications that teachers want to use?

Have you tested these applications and ensured they meet required standards and comply with your educational objectives?

Are there existing projects that require teachers and students use specific applications? If so, will they be able to use them on the iPads? Has this been tested? Some desktop applications will not work on the iPad or may work very differently.

Are you using applications that require flash? Some examples include popular websites such as VoiceThread and Glogster. Flash based sites will not currently work on the iPad.

Have you decided on a set of core apps for important functions such as note taking, document distribution, book reading and more?

#### Professional Development:

Have you allocated sufficient ongoing time for staff professional development? It's vital that that faculty have regular sessions where they can learn and exchange experiences with each other.

Professional development often focuses heavily on "technology training". Make sure it also guides teachers towards best educational practices for utilizing technology (student centered, project based etc).

Have you looked into web sites and online networks for teachers to connect, collaborate and learn from other teachers and schools?

#### eBooks:

How important and urgent is it for you to transition from paper based books to eBooks? Have you discussed and decided whether to move to the use of eBooks in courses or remain with paper books?

Have you looked into the availability of eBooks for your curriculum?

Are the available eBooks digital copies of their paper based counterparts or do they include interactivity and multimedia?

Have you looked into eReaders and specific course apps for using your eBooks?

Have you looked into annotation tools?

#### Community:

Have you discussed the technology implementation with other stakeholders in your educational community such as your school board and parent community?

Do they understand how it fits into the greater vision and mission of the school?

Your iPad implementation plan requires careful thought and preparation. These are just a few of the things to consider. Well planned technology deployments can be tremendously successful and transformative for schools and students.

Sam Glikman; [samglikman@gmail.com](mailto:samglikman@gmail.com); Twitter: [@samglikman](https://twitter.com/samglikman)

# Online lists of apps!

A collection of blogs and app recommendations

<http://www.app-lyspeaking.com/>

<http://www.ikidapps.com/>

<http://ipadeducators.ning.com/>

<http://ipadeducators.ning.com/profiles/blogs/one-year-later-assessing-the>

<http://www.scribd.com/doc/24470331/iPhone-iPad-and-iPod-touch-Apps-for-Special-Education>

<http://mobilelearning4specialneeds.wikispaces.com/Apps>

<http://www.snapps4kids.com/>

<http://slpsharing.com/app-resources/>

<http://www.therapyapp411.com/p/reviewed-apps.html>

<http://wirededucator.wordpress.com/2008/07/25/an-ipod-touch-in-every-classroom-yes-with-education-focused-apps/>

<http://momswithapps.com/>

<http://www.iear.org/>

<http://www.connsensebulletin.com/2011/01/apps-for-education-update/>

<http://www.scribd.com/doc/49125628/iPad-iPhone-iPod-Android-Apps-for-Speech-Therapists>

<http://www.scribd.com/doc/24470331/iPhone-iPad-and-iPod-touch-Apps-for-Special-Education>

<http://ipad.berthoudelementary.com/> - a blog of a teacher's implementation of ipad in the classroom setting

<http://ipodclassroom.wikispaces.com/> video of ipod use in classroom

[http://www.coedu.usf.edu/main/spotlight/spotlight\\_papke.html](http://www.coedu.usf.edu/main/spotlight/spotlight_papke.html) video of ipod being used to "read" text to students in a CWC class

# APPS – Scratching the surface...

## ARTICULATION

**Smarty speech** – can you collect data? With Smarty Speech© you can add a new “user” or select from a list of previously entered users. The students’ names are stored within the app and you may enter as many students as you need. Here is a detailed information on Smarty Speech Menu options: 1. Phonemes – Includes capability to select one or more phoneme in the English language. ALL phonemes 23 Phonemes available. 2. Mode of Articulation -Fricatives -Glides - Stops -Liquids -Affricates -Nasals –Plosives 3. Phonological Processes – Fronting -Backing -Stopping -Final Consonant Deletion – Initial Consonant Deletion -Gliding -Deafrication -Consonant Cluster Reduction

Once you have entered the user you will be able to keep track of their performance which includes accuracy levels as well as WHICH SPECIFIC WORDS were accurate and which ones were not. This list of words allows you to easily create homework assignments containing the words the student missed on a particular week can be e-mailed to you at the end of each session. - \$19.99

**Articulate it** – Articulate it! contains over 1 thousand images in all sounds of the English language! You can track a group of students – you can assign goals to a student and track progress. Has a note taking feature. \$49.99

**R Intensive** (smarty ears) rIntensive SLP uses a phonetic approach to teaching the “r” sound by creating subgroups that will hopefully make your student more successful in therapy. We have divided the /r/ phoneme at the sound level, word level, and phrase level. \$24.99

**All about sounds** – simple matching game with selected target sounds in the initial position only. \$.99

**Artik pix** – Utilizing fun and modern graphics, ArtikPix - Full has all 21 decks with 40 cards each (113 cards in r deck, 913 total cards) for the following sounds: th, f, v, ch, sh, k, g, s, z, l, r, s-blends, r-blends, l-blends, p, b, m, n, t, d, j. The decks are combined, selected for sound group (e.g., beginning th, er), then practiced in full-featured flashcard and matching activities. The features include recorded audio, voice recording, and scoring (aka data collection). - \$29.99

**Match2say** – Match2Say is the matching game for children that have difficulties producing some sounds. Match2Say was developed by a speech therapist. This app contains all sounds in the English language and several levels of difficulty: The iPhone/iPod app contains 3 levels, the iPad app contains 5 levels! (over 1500 images in whole app) – \$29.99 ipad available

**Smart oral motor** – This application includes a total of 15 oral motor exercises, auditory information and fun animations. Parents and therapists have the ability to adjust the number of repetitions per movement as they please. – \$9.99

## LANGUAGE

**ABA flashcards apps** – for teaching vocabulary (categorical) – some free

**WhQuestions** – This application was designed by a speech and language therapist to help your child succeed! Not only will you have a variety of questions at your fingertips, but also an interactive tool that allows your child to touch on the appropriate answer. After the presentation of 10 questions "WhQuestions" will show the percentage of accuracy, so you can keep track of your child’s progress. (who, what, where, how, why ~ 300 Questions in total) \$14.99

**iPractice Verbs** – over 120 verbs (present, present progressive, and past tense with corresponding high quality images and audio) \$10.99

**Word Slapps** – Word SlapPs is used to teach vocabulary words specific to your child's world with images that you choose. Upload and save your images into customizable categories and pair them with your own recorded questions. Easy to use, Word SLapPs is designed by an SLP and modeled after Discrete Trial teaching. Children touch target images and are rewarded with sounds and/or visuals. Target vocabulary words alone or with up to two other images to increase difficulty. Word SLapPs comes pre-loaded with color and animal categories to start with.. (for discrete trial teaching) \$2.99

**Speech with Milo** – verbs – Milo performs over 100 actions, such as “bounce,” “count,” and “play”. This provides an engaging way to build up an action word vocabulary in the child. Flash cards are typically used for this type of exercise, but the animation that comes with Milo will keep any child focused and attentive; ages 2-10 - \$2.99

**Speech with Milo** – prepositions - Milo demonstrates 23 location words such as “inside,” “above,” and “behind.” The animated Milo will quickly win your child over so you can work on basic location concepts. Flash cards are typically used for this type of exercise, but the animation that comes with Milo will keep any child focused and attentive. – \$1.99

**Sentence builder** – Sentence Builder is designed to help elementary aged children learn how to build grammatically correct sentences. Explicit attention is paid to the connector words that make up over 80% of the english language. Sentence Builder offers a rich and fun environment for improving the grammar of all children. \$3.99

**Proloquo2Go** – communication app – over 7000 symbols, natural sounding voices, automatic conjugation and more. \$189.99

**Conversation Builder** – is designed to help elementary aged children learn how to have multi-exchange conversations with their peers in a variety of social settings. \$5.99

**Story builder** – designed to help children accomplish the following educational goals: 1) Improve paragraph formation ; 2) Improve integration of ideas; and 3) Improve higher level abstractions by inference. Extensive use of audio clips promotes improved auditory processing for special needs children with autism spectrum disorders or sensory processing disorders. \$3.99

**Question Builder** – designed to help elementary aged children learn to answer abstract questions and create responses based on inference. Extensive use of audio clips promotes improved auditory processing for special needs children with autism spectrum disorders or sensory processing disorders. Audio clip reinforcement can be turned on or off for non-special needs children. \$3.99

**Language Builder** - designed to help children accomplish the following educational goals: 1) Improve sentence ideation ; 2) Improve sentence formation; and 3) Improve receptive and expressive language. Extensive use of audio clips promotes improved auditory processing for special needs children with autism spectrum disorders or sensory processing disorders. Auditory playback of child's voice offers reinforcement for language development. LanguageBuilder offers a rich and fun environment for improving the ability to create grammatically correct sentences. \$3.99

**iLearnWith Poko- Seasons and Weather:** Seasons and Weather! - Did you know that Seasons and Weather is one of the most important Science subject taught to young children? This Science preschool educational app lets kids 3 to 7 years old learn a lot about seasons, weather in each season, how to dress, what activities to do depending on the weather, even months and days of the week while having fun! The game contains 3 levels with many ways for children to learn about seasons and weather: finding certain weather conditions such as clouds or snow to help Beebee find pictures for her photo album; or spotting clothes that do not fit the weather to help Poko take a perfect picture; or guessing what activities Poko did certain days of the week based on the weather and the month of the year. – \$2.99

**Identify Things** - This learning game helps your kid to expand their vocabulary, recognize, distinguish and identify the new things in life such as: animals, insects, flowers, fruits, trees, body parts... via simple game with nice pictures, music and sounds. – free

**Pictofun** - A Flash Dancing hot dog, a cow that serves up chocolate milk, a frog that hates flies and a spider that "will work for bugs." These are just a few of the cute images that teach matching in PictoFun! and make this early learning game a delight for children as they try to decide "what belongs with what?" – \$1.99

**Moofy Recognizing Patterns** - This is a great app for preschool, kindergarten to 1st grade children. They can learn alphabet and number ordering and recognizing patterns with simple shapes (i.e, triangle, square, circle, star, hexagon, heart, oval, octagon, pentagon, rhombus, trapezoid) and colors (i.e, red, yellow, green, white, orange, pink, blue, purple, brown). There are 3 kinds of patterning game, easy to advance level. It also provides hints and feedbacks for kids to understand how the patterns are. – \$1.99

**See.Touch.Learn. (By Brain Parade)** See.Touch.Learn.™ is a picture learning system designed by professionals specifically for those with autism and other special needs. See.Touch.Learn.™ makes traditional picture cards obsolete. Parents and professionals use See.Touch.Learn.™ to build custom picture card lessons and automatically track their child's responses. Includes a starter set of stunning, high-quality images and 60 exercises created by a certified behavior analyst! Additional libraries of images and lessons are available for purchase from within the app. – free

**Gopher Finding** - This is a great app for 1st and 2nd grade children. In this game your child has to help Gopher find numbers, letter sounds and sight words. Every time they get 20% correct, they will get the reward (i.e, a shirt or hat or pants or sunglasses or shoes) to dress up the gopher. Moreover, they can collect all the different dress-up collections as they go. This really encourages them to learn things and have fun at the same time. \*\*All dress-up collections are new and different from the Gopher Finding for Pre-KG and list of sight words are suitable for 1st-2nd grade children. This app also includes the progress report for parents which will show them how well the children learn and know the letter sounds, numbers and words. This game will help your child master identifying numbers, letter sounds and sight words for their early reading skills. \$2.99

**Zoola Lite** - ZOOLA is your child's ticket to fun learning with animals. The app offers more than 200 sounds and beautiful HD photos. For each animal there are 4 different pictures: mommy, daddy, baby and another picture of the species that promotes a feeling of togetherness – free

**Pictello** - Pictello is a simple way to create talking photo albums and talking books. Each page in a Pictello Story can contain a picture, up to five lines of text, and a recorded sound or text-to-speech using high-quality voices. Stories can be shared using iTunes File Sharing or via WiFi with other Pictello users through a free account on the Pictello Sharing Server. – \$14.99

## FLUENCY

**Disfluency index counter** – figures % syllables stuttered (therapist must push tally counters to enter and then calculate the %) \$9.99

**Fluency Tracker** - designed to be used by people who stutter – to help them track and target dysfluency trends \$9.99

**DAF assistant** – delayed auditory feedback \$9.99

## VOICE

**Voice Analyzer** – real time spectrum and spectrogram analyzer \$3.99

**s/z ratio** – evaluation utility for assessment and/or treatment of voice disorders (timing of maximum phonation times)  
\$1.99

**Voice memo** -\$.99

### OCCUPATIONAL THERAPY

**Write Pad** - WritePad is a unique text editing software that allows users to enter text utilizing \*\* advanced handwriting recognition software for cursive, print, or mixed handwriting styles \*\* on iPhone and iPod Touch devices. – \$3.99

**Etch a Sketch** - Re-live the classic drawing fun of Etch A Sketch - the World's Favorite Drawing Toy - on your iPhone or iPod Touch. Dazzle your friends with doodle masterpieces. With the multi-touch feature, use both knobs at once just like the real Etch A Sketch. Want to start over? Shake the iPhone to undo your doodle! Create your own Etch A Sketch cartoons: import a photo from the Photo Album, draw on it, and add a caption. – free

**Doodle Find** - Doodle Find is a social hidden object game. Compete against your friends - and the world - via online leaderboards powered by Facebook Connect. Each game takes only 90 seconds, so it's perfect for a spot of procrastination between tasks, or for when you know your train is just two minutes away. - free

### CAUSE AND EFFECT

**Pocket pond** – touch a fish in the pond and it reacts. Create relaxing ripples while you enjoy the sounds of nature. Interact with the fish - scare them, feed them, and watch their schooling behavior. – free

**Fluidity** – programs designed to let the user play with the dynamics of fluids – free

**Virtuosi Piano** – simple piano – free

**Giggle touch** – touching letters and shapes makes them move -\$.99

### UTILITY/PRODUCTIVITY

**SLP goal bank** – pool of goals for voice, fluency, expressive language, pragmatics, aphasia and others – \$19.99

**GeekSLP** – app that gives Speech Therapists access to blog posts, video podcasts and information on how to integrate technology in their practice – free

**ABC Data** - reated to assist professionals and students in Applied Behavior Analysis (ABA), ABC Data is an unobtrusive data collection tool for counting behaviors and recording session duration. ABC Data is also a general purpose stopwatch and tally counter that has many other uses. \$4.99

**Super Duper Data Tracker** - Spend more time treating and less time tracking with this easy to use app! The Super Duper® Data Tracker lets you document and monitor your student's progress using your iPhone®, iPad®, or iPod touch®. Simply organize your students into groups. Then enter your student's names and even their goals. Track incorrect and correct responses discretely and efficiently. \$1.99

**Percentally** - Percentally is a tally counter that automatically converts tallies to percentages. It enables progress tracking in education, athletics, and other activities. Percentally can track progress on educational goals. It is currently being used to measure special education goals including percentage accuracy of a student's "s" sound, comprehension of questions, and the number of times a student interrupted. \$2.99

**Time Timer** - MAKE EVERY MOMENT COUNT, in education, in business, in life...with the new Time Timer iPhone application. Time Timer delivers an innovative and practical way to address the universal question of, "How much longer?" It's disappearing red-disk allows individuals to actually see time, making the passage of time obvious and tangible. Simply set the Time Timer to the length of your activity. And as time elapses, the red-disk gradually gets smaller. \$4.99

**Sundry Notes** - Text, images, audio recording, tables, real-time WiFi collaboration, wireless sync with the cloud, and much more! - free

- \* Write text (and change font color, size, etc.)
- \* Draw anywhere in your notes
- \* Search any website - and grab images from them for your notes using two fingers
- \* Import PDFs from the internet
- \* Import images from your photo library
- \* Record sound/voice
- \* Create tables
- \* Highlight text
- \* Change page background to graph paper, lined paper, legal paper, etc.

**Sundry Memos** - Create text, images, or audio memos from your iPhone, iPod, or iPad! Sundry Memos is powerful yet simple - it can make bulleted/numbered lists, create flowcharts using advanced shape drawing features, draw semi-transparent smoothed lines, and much more. - free

**Idea Sketch** - Idea Sketch lets you easily draw a diagram - mind map, concept map, or flow chart - and convert it to a text outline, and vice versa. You can use Idea Sketch for anything, such as brainstorming new ideas, illustrating concepts, making lists and outlines, planning presentations, creating organizational charts, and more! - free

**Adobe Ideas** - Adobe Ideas is an ideal companion for the design applications from Adobe that you love, including Adobe Illustrator® and Adobe Photoshop®. Easily sketch using vectors, and choose and save color themes. With the option to purchase additional layers within the application, you can enjoy 10 drawing layers plus a photo layer for each sketch as well the ability to transform layers- control specific layer opacity and move, rotate and scale each layer independently. Sketch design concepts while sitting in a cafe, capture and store color themes while browsing through the photos on your phone, or jot down notes on a photo. Any time you need to explore creative ideas, Adobe Ideas is there with you. – \$5.99

**Vimeo** - We've packed all the best parts of Vimeo into one app! Now you can upload, edit, manage and watch your videos right from your iPhone. Need some inspiration? Watch great videos based on your personal preferences or our curated channels. Vimeo is the best way to get your videos online in the highest quality with great tools to share publicly or privately. There's many reasons millions use Vimeo and Time Magazine voted us a Top 50 Website for the last two years running. Learn more at Vimeo.com. – free

**Animation Creator** - Animation Creator HD allows your creativity to come to life on your iPad and iPad 2! You are the director! With simple, yet powerful drawing tools, color palettes, color sliders, and easy to use frame management, you're only limited by your imagination! Your animations will look smooth and life-like with the high frame rate playback of Animation Creator HD! – \$1.99

**Daily Notes** - Daily Notes converts your iPad into a beautiful and elegant journal, cased inside a leather jacket. Whether you want to take notes in meetings, record key points while reading a book or would like to just jot down your passing thoughts - this app is for you.

The app is organized as a set of tabs, each tab having a page for every day. Create tabs for various aspects of your life, play with your favorite color themes/fonts and enjoy the pleasure of notes-taking with Daily Notes.

Daily Notes has been recently updated with Todos, many color themes/font, changeable leather jackets, DROPBOX backup and many many more features. \$4.99

## READING AND WRITING

**iWrite Words** – teaches handwriting with the help of Mr. Crab – \$2.99

**SpellBoard Spelling Words** – enter your list of words and the spoken word. Words are available to play – \$4.99

**LAZ Reader (Reading A to Z)** – individual books or “level Libraries” can be downloaded that target the student’s reading ability. Color pictures. Free – \$6.99 for 12 books on a specific level.

**World Book** - This Day in History for iPad is an interactive multimedia calendar that displays historical events for the current day or any selected day, along with related media such as photos, illustrations, music, and speeches. You can hear the national anthems of countries on the day they became a nation, listen to presidents’ speeches on the anniversaries of their inaugurations, and play sound clips from famous artists on their birthdays. - free

**Shake and Spell** - Shake & Spell 3D is the hit sequel to the #1 social word game on the iPhone! Find words on an awesome 3D cube or kick it old school with a 2D grid of letters. Challenge your friends, meet new shakers and spellers through random play, or play single player. Unlock six AWESOME achievements that will put your spelling skills to the test. Shake your phone to scramble the letters and start searching for words. Build up your REPUTATION as a word ninja by playing with the community. Connect with FRIENDS with challenge play any time of the day. - free

**Mad Libs** - MadLibs are a great way to get the whole family involved in a little bit of English practice as users work their way through a story with lots of blanks. Children are required to fill in nouns, adjectives, adverbs and verbs to create their very own zany story. Nobody knows the outcome until the end, and while children rack their vocabulary brains, a hilarious story is formed along the way. – free

**Brain Quest** - BrainQuest games have been a popular educational tool available to parents and teachers alike for years in hard copy form. Now, the fast-paced, interactive world of BrainQuest flashcards comes to life on the iPhone or iPod Touch. Flashcards covering a wide array of topics your children will be learning in school are arranged in different BrainQuest apps according to grade level. As kids work through the game they will be faced with work jumbles, multiple choice questions and challenge rounds that are sure to keep kids interested in learning. Currently, BrainQuest apps are available for grades 2-7 and one of the apps that I would say is well worth the money. \$2.99

## MATH

**Motion math** - Fractions have the capability of causing a lot of strife for kids. Motion Math is designed to help kids tackle fractions and understand them completely, which I feel helps build a solid foundation for future math learning. The game is based around stars that fall to earth and need to be returned to space, which is accomplished by selecting the right answer for each equation. Players are prompted to answer questions by placing fractions in the correct place on a number spectrum, helping kids to better understand what fractions represent more or less. This app is easy to use and challenges learners while still being engaging and fun to play. \$.99

**Number Line** - Number Line is an educational game app to help students learn about fractions, decimals, and percents by ordering equivalent fractions, decimals, and percents on a number line. The app features multiple levels where the player must drag circles with either a percent, decimal or fraction onto a number line in the correct sequence. A score is earned based on the time it takes to put all the circles in the correct order (faster is better), plus points for each correct placement, minus points for each error. - free

**Rocket Math** - Rocket Math is an appropriate free math app for children of all ages. With various sections, children are able to practice basic mathematical functions, or work on telling time, handling money and identifying three-dimensional shapes. As players successfully complete math problems, all of which are formatted into game-like interfaces, they earn virtual money. That money can then be used to build a personalized rocket ship! This one offers a great mix of play, and learning, all in one. - free

**Kids Math Fun** - Kids Math Fun is available in multiple different versions, with apps targeted specifically for children in Kindergarten through fifth grade. Each app version comes customized for children in its specified age range and offers equations that will boost confidence and build a solid foundation of skills to move onto the next grade level. Settings are capable of offering timed math and a set number of problems in a test. The fun part of this app is the great graphics that help kids figure out the correct answers and add a little spunk to the learning! \$1.99

**Math Drills lite** - Math Drills lite provides kids with a selection of drills that focus on basic addition, subtraction, multiplication and division. However, besides just offering a set of drills, each problem is accompanied by a visual aid or trick to help players solve the equation. Math Drills Lite plays to the strengths of various learning styles, making it a pretty great math app. – free

**Kids Math Fun ~ kindergarten** - Tailored toward the Kindergarten learner, this segment of the Kids Math Fun app series provides practice that is intended to build young students' math confidence. How so? Only grade-level appropriate equations, such as single digit addition and subtraction, are included in the app. To play, children and parents can adjust settings to include timed tests, "do overs," and score tracking within the kid-friendly display. – free

**Basic Math** - Most appropriate for elementary-aged students, Basic Math offers a simple platform for partaking drills to perfect addition, subtraction, multiplication and division skills. After the settings within the app have been personalized to include the desired equations and number of problems, players get to work solving equations by selecting the correct answer from a selection of three options. At the end of each drill, children and their parents, tutors or teachers are able to assess the progress of students by checking out a report of correct and incorrect answer. - free

**Tangram** - Simple version of popular Tangram designed with kids in mind. Avoids unnecessary design and decoration to keep kids attention over important geometric concepts that the game develops. The pieces are handled naturally following the movement of fingers as much to move them or turn them both at once. Double tap on the diamond to flip it. - free

**Brain Thaw** - Brain Thaw is an addictive puzzle game that will help keep your brain sharp. You're Newton, the cleverest penguin in the land, and you love to snack on digits! Eat the right numbers to solve each puzzle according to a given math rule (e.g., "Multiples of 3"). Watch out, though! Fearsome yetis are everywhere, and there's nothing they like better than making a meal out of little eggheads like you! -\$.99

**Flash to Pass** - FlashToPass Lite is an easy-to-use, elegant program designed to facilitate mastering the basic math facts learned in Elementary School. – free

**Park Math HD** - Park Math HD introduces early math concepts to children in Preschool, Kindergarten, and First Grade (ages 1-7).

Join Blue Bear and his friends as they play in the park and learn through 7 fun educational activities:

- 1) SWING: NUMBERS -- Count up to 50 as a rabbit swings.
- 2) SLIDE: ADDITION -- Help ducks climb to the top of a slide and learn how to add.
- 3) SEESAW: GREATER THAN / LESS THAN -- Balance a seesaw by adding and subtracting mice.
- 4) APPLE TREE: SUBTRACTION -- Learn how to subtract as apples fall from a tree.
- 5) SANDBOX: PATTERNS -- Complete the pattern in a sandbox with the correct toy.
- 6) BENCH: SORTING -- Order the dogs from small to large. Order numbers in sequence.
- 7) PICNIC: COUNTING -- Feed a hippo the correct number of food items.

Park Math HD includes 3 levels for Preschool, Kindergarten, and First Grade. Level 1 includes counting up to 20 and addition/subtraction with numbers up to 5. Level 2 includes counting up to 50 and addition/subtraction with numbers up to

10. Level 3, which is only available in the iPad version, includes counting up to 100 and addition/subtraction with numbers up to 20. \$1.99

### SOCIAL SKILLS/PRAGMATICS

**Model Me Going Places** – visual teaching tool for helping your child learn appropriate behavior – video and pictures of children acting appropriately. Free

**Social Skills** (by MDR) Social Skills (S2L) offers parents and educators the ability to interact with six social narratives (broken into 2 levels which give a total possible of 12 social narratives) designed to help individuals improve their social ability. With Social Skills (S2L), the stories contain targeted instruction in the following core areas: Joint Attention; Non-Verbal Communication; Greetings; Structured game play; Turn Taking; Classroom rules; and Imitation. In addition to using the specific content, users can modify the stories by adding different photos, text, as well as audio. The end results allows for the individual to look at a social photo, touch the picture for audio, and continue onto the next page! \$6.99

**Stories to Learn** - Stories2Learn (S2L) offers parents and educators the ability to create personalized stories using photos, text, and audio messages. These stories can be used to promote an individual's literacy, leisure, as well as social skills. In addition, S2L comes preloaded with a story illustrating the skills necessary to play a game with a friend (NOTE: S2L ONLY SHIPS WITH 1 STORY PRE-LOADED) . With S2L an educator can quickly create a story that shows various social cues. For example, if an individual is learning a new concept such as turn taking, making improved eye contact, sharing, or other social messages, these concepts can be quickly depicted in a story created by parent or educator within minutes! The creator is able to add their own audio and write dialogue that corresponds to the photos. \$13.99

**Look2Learn** - a revolutionary AAC software application for the iPod Touch, iPhone, and iPad allows individuals to work at their communicative level using photographs to express wants and needs. The easy to use system integrates preloaded vocal output so that individuals can use their "voice". In addition, users are able to record their own personalized audio and pair it with photos! This user-friendly application was created with the belief that many augmentative systems are either too complicated or lack the ability to customize to the individual's needs. L2L offers a variety of features that can be quickly learned by the user and offers outstanding individualization. In addition, Look2Learn has a targeted assessment that can be downloaded at [www.look2learn.com](http://www.look2learn.com) which will allow for easy setup and precise customization. \$14.99

**First Then** - First-Then visual schedule application is designed for caregivers to provide positive behavior support. For individuals with communication needs, developmental delays, Autism or those who benefit from a structured environment; visual schedules serve to increase independence and lower anxiety during transitions through different activities. This application provides an affordable and convenient audio-visual prompting tool for use on the iPhone or iTouch. The portability of the iPhone and iTouch and ease of use of the application make it perfect for use at school, home or in the community. \$9.99

### GAMES

**Chutes and Ladders** (by ITIW) \$.99

**Guess 'em** (By GameWeaver) – like the board game "Guess Who". Free

**Angry Birds** – free versions available