

DISKoveries

Whiteboards for Interactive Classroom Learning ~ Part I

By Joan Tanenhaus

The introduction and use of the whiteboard into special education classrooms has made a great impact on the learning of children with Special Needs. There are many ways to develop interactive lessons for the Whiteboard. They can be developed individually by the teachers using the whiteboard tools and many can be downloaded from resource sites that are designed for teachers to share their creations. There are also many Web sites that have lessons available on specific topics. In addition, there are now companies developing software specific for this learning technique. These will be the focus of this feature. This is a two-part article - the second part will appear in the June/July issue.

Newmark Learning (Newmark Learning: www.newmarklearning.com) This company has developed a wide range of excellent interactive whiteboard resources for areas of learning, like math, social studies, science and literacy for PreK to Grade 6. All interactive features are built into the programs and can be used on any brand of whiteboard, Macintosh or Windows computer or on overhead projectors. They are appropriate for whole class activities, small group or individual learning. Following are some reviews of a few of their popular packages. The Sight Word Readers Interactive Book Collection has four volumes in the series. Each volume contains 12 individual programs that each focus on two to three early sight words. These words are presented within the context of a simple story with repetitive lines and animations. The first page of the book displays the sight words along with the picture words. For example, in I Like the Spring!, one of

the individual programs, the key sight words are I, like, the and the picture words (words that are always accompanied by the picture) are leaves, flowers, bushes, eggs and spring. The illustrated and narrated story is then presented with pages like "I like leaves (with picture of leaves), I like flowers (with picture), etc. The text is on the left hand page and the illustration is



Newmark Learning Rising Readers (www.learninglearning.com)

on the right hand page. Features built into the program include the ability to auto-play the entire story (the story is read aloud, page by page, with individual words highlighted as they are spoken.) The program can also be shown page by page, with the user manually turning the page by clicking the arrow. When the text on a page is read aloud, the page is automatically turned to the next page. At the end of the story, there are three of the following activities: word search puzzle with the sight words, matching sight words, typing words to the sentence strip (finish the sentence), word

scramble activities and multiple-choice finish the sentence. Tools that are included to use with the whiteboard include a highlighter and pens in four different colors that let you write on the on-screen book pages or highlight words. A zoom feature lets you zoom in on individual word, phrases, sentences or images. The shade tool lets the teacher cover up any word, phrase or sentence in the text so that the student uses the pictures context to fill in the word. They can also do word activities, like thinking of synonyms, alternate endings, and other language activities. The Rising Readers Fiction set has two volumes, each with 12 programs. This series is structured essentially the same as the Sight Word Readers, except for the content and activities. Volume 1: Animal Adventures has 12 programs, each with a different animal theme (i.e. A Day at the Farm, Gone Fishing, Little Chick is Lost, etc.) The stories are fully narrated, can be read manually or as auto-play and contain repetitive lines within each story. Three

activities are included in each story, from the following: preposition use, vocabulary, sequencing activity, analyzing story elements (character, setting, plot), auxiliary verbs, making predictions, past and present tense verbs, nouns, making inferences, word order, subject verb agreement and analyzing character. The reading level ranges from Level A to E. The Rising Readers Social Studies set also has two volumes of 12 programs each. These range in reading levels from A-I, with the story material becoming increasingly complex with each level. There are pictures and text on same

page and text can be several sentences long. Volume 1 titles include subjects such as Follow the Signs, Look at Me!, Family Fun, How We Help, Our Rules, A Visit to Town. Three activities are included in each story, from the following: word order, vocabulary, main idea and support details, infinitive verbs, making inferences, pronoun, nouns, sequencing events, past and present tense, summarizing information, drawing conclusions, sentence structure, cause and effect, auxiliary verbs and complex sentences. Volume 2 titles include subjects such as Being a Good Citizen, Bread Around the World, My Maps, My New School, Spend It or Save It?, Who Works in My Neighborhood, etc. Reading Level is from Level D- I. Activities following the stories include past and present tense, vocabulary, main idea and support details, word order, evaluating the author's purpose, comparing and contrasting, summarizing, comprehension questions, making predictions and complex sentences. For more information and more details on the different programs available, see the Web site and watch the demo video, which shows actual pages from the stories and the activities. Programs are available individually or in the 12-program sets and matching book sets are also available for carry-over into other settings. More about Newmark programs in Part II.

Carson-Dellosa Learning Spot Lessons

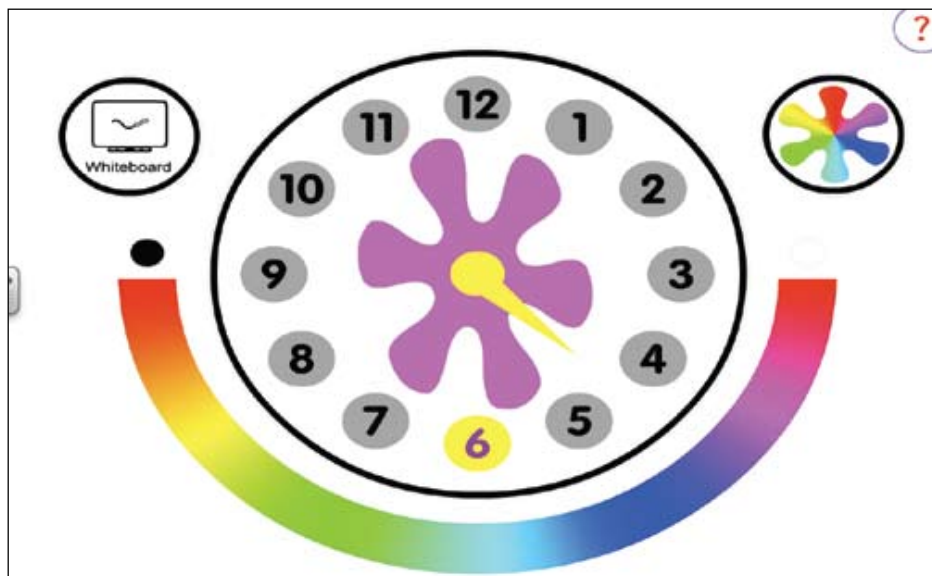
(Carson-Dellosa: www.carsondellosa.com) This company has a series of interactive whiteboard programs, in a wide range of educational areas. Each program has four major areas: The Teacher Notes section gives detailed information on the Lesson Plans (objectives, activities to introduce the topic, instructions on how to use the guided practice and the independent practice, and then instructions on using the student activity and practice pages to determine mastery of topics.) The Interactive Lessons follow with three to four different topics related to the program. They are primarily matching and/or go/together activities on the lesson goal. Student Activities are the third activity, with options to set level of difficulty, number of student attempts and audio direction language (English, Spanish, French). There is a preview mode and a student mode. In the student mode, students can click on the speaker icon to hear the direction read aloud and all answers can be checked. The fourth activity is Practice Pages that includes worksheets that can be printed for additional practice in the classroom or at home. The program includes an interactive pen mode where you can write on-screen.

Whiteboard pen and eraser are built into the program. All programs also provide a link to Correlation with State Standards, where you can select your own state to see the standards that apply to your students. All programs are compatible with all interactive whiteboard technology and can be shared on up to five devices per purchase. Some of the programs include Beginning and Ending Consonant Sounds: In the Interactive Lessons, teachers can pick Beginning Consonant Sounds, Ending Consonant Sounds or a combination of both. The screen then shows all of the consonant sounds (21) and the student can select any one. The speaker icon appears, and when touched/clicked, the sound is spoken. Following pages show six pictures and students have to select the three that begin with the given consonant sound. Each picture can be spoken aloud. The activity can be replayed by the student/teacher when necessary or desired. Student activities follow the same format with two levels. On Level 2, students are presented with two consonant sounds and are required to sort the pictures. Again, each word can be spoken aloud. Blends and Digraphs 1 and 2 is structured similarly with beginning blends, ending blends, beginning digraphs and ending digraphs. Blends and Digraphs 1 includes fl, cl, bl, gl, pl, br, cr, cr, fr, pr, sm, sn, sp, st, sw and digraphs ch, ph, sh, th, wh. Blends and Digraphs 2 includes blends such as gr, tr, tw, sc, sk, sl, scr, spl, spr, squ, str, thr, digraphs ch, ph, sh, th, wh and additional ending blends dge, tch. Compound Words shows "picture equations" (dog + house = doghouse), Making Compound Word (from groups of two to eight words) and Identifying Compound Words (which word within a given sentence is a compound word). The same activities are in the Student Activities with two levels. All individual words in the activities can be read aloud for reading support, but sentences in the Identifying activities are not. Synonyms and Antonyms has three activities: (1) one picture with printed word is presented and a choice of five others is shown and user needs to find an antonym or synonym; (2) from a group of four pairs, select the one pair that shows synonym or antonym; and (3) change one word in the sentence (highlighted) with another word (synonym or antonym) from a group of words. The teacher can also write in their own synonyms and antonyms for additional practice. There is no option to read any of the words aloud but the directions in the Student Activities are read aloud. In Money, there are interactive



Learning Spot Lessons Blends & Digraphs (www.carsondellosa.com)

lessons on topics of Money Recognition (see coins and names and values on screen), Counting Coins (count the value of four to 10 coins and write in the value with built-in pen – click to see the correct amount and compare answers) and Money Values (find the right coins to make the value given, i.e. 46 cents). Student activities, with two levels of difficulty, include matching coins or bill to correct money name or value, matching each coin set to the correct value and use the coins and bill in set to equal the money value shown. The only speech output in the program is the speech icon that reads the directions. In Sequencing, the interactive lessons are for three-, four- and five-scene sequences. The three-part sequence is shown, one picture at a time, giving the instructor opportunity to talk about it and point out the relevant parts. Then two pictures are shown and the students find the third (from a choice of two). The four-part scene shows the third picture in correct place and students find the first, second and fourth to complete, then all the pictures out of order and students rearrange to put them in the correct sequence. In six-scene, students put six pictures of a sequence in correct order. The only speech output in the program is the speech icon that reads the directions. In The Five Senses, students see a page on each sense, the word for the sense (i.e. sight), a descriptive statement about the sense and five things you associate with that sense (i.e. five things you hear, five things you see, etc.). This is followed by a page for each sense, which can be filled in by the student and the class, giving additional things. In the second activity, students see a complex picture and five icons (one for each sense). Concepts related to the five senses can be explored by moving icons to things related (what do we hear, see, touch, etc.). In the third activity, there are riddles presented and clues can be revealed, one at a time (i.e., I am yellow, my skin feels bumpy, I taste sour). When the answer button is touched, a picture is revealed. There is also a box for



Reactickles2 (www.toolfactory.com)

the students to draw their guesses. In the student mode, the students are presented with a riddle that they must read (no voice output). They then pick the object that fits. Watch for more reviews of some of the other available Learning Spot Lessons from Carson-Dellosa in Part II.

Reactickles2 (Sherston, available from Tool Factory: www.toolfactory.com) Reactickles2 has been specifically designed for children with autism to encourage play and exploration with no negative reinforcement. It uses simple shapes and colors to encourage a range of body movements for playful learning with no rules. There are a set of screens that encourage tapping, smoothing, clicking, dragging, circling and vocalization (with a microphone), using keyboard, touch screen, interactive whiteboard or switch. The Reactickles interface for choosing activities has been designed to resemble a clock. The program itself represents an advanced form of cause and effect, encouraging exploration and creative engagement. It can be used to encourage joint attention, mirroring and imitating, turn taking, fine motor skills and increased focus and attention. There are 12 different activities: Springy Tiles (disturb the tiles with touch, mouse, keyboard, microphone, etc. and watch the effect of inertia as they settle); Bubblewrap Poppers (pop the bubble wrap and hear the popping sound); Tile Slider (slide the tiles and when this stops, the tiles return to their original position); Painting Worms (create a pattern on screen); Popping Bubbles (click on/touch the bubbles to make them jump and pop); Dancing Ball (ball will follow touch,

mouse movement, etc.); Springy Shapes (drag the shape and let go to see it spring and bounce); Dancing Petals (watch the petals dance as you touch); Disappearing Balls (touch to create a trail of exploding balls); Shape Splitter (touch and the shapes will spring toward it – touch to duplicate); Animated Shapes (touch to see the shape change as it enters different boxes and hear different sounds); and Slinky (touch to make a slinky trail and sound). Besides touch or the mouse, you can use the keyboard or sound through a microphone – vocalization – to create similar or slightly different effects. With the microphone, changes in volume cause changes in patterns. Reactickles contains Guidance cards that give ideas and guidance about how to use the software and to help make it easier to plan a lesson; Pupil Choosing Cards that children can use to request particular Reactickle activities; Teacher Activity Cards that describe individual activities and effects when using different input. These activities were inspired by real world objects that children love (i.e. slinkies, tops, bubbles, etc.). For an excellent video on children using Reactickles, try <http://www.youtube.com/watch?v=kwfpobpGok4>.

Mi-Stories (www.mi-stories.org) Mi-Stories are a group of excellent short videos that were designed to help individuals with autism. They present social stories that model positive behavior and language skills that are appropriate in specific situations. They can be viewed on a whiteboard, on an iPad or iPod or on a computer or television, and can be viewed repeatedly to facilitate appropriate behavior, offering

help for those facing problems and unfamiliar situations. There are eight videos in the Community Series and five in the Transition to Work Series. These include Relationships at Work, Problems on the Job, The Job Interview, Preparing for a Job Interview, Break Time, Calming Techniques, Crossing The Street, Going to a Restaurant, Riding in the Car, Getting Dressed, Going to the Grocery Store, Using the iPod and Training Protocol. If you go to the Web site www.mi-stories.org you can see a sample from each of these videos and get a sense of the clear narration, the step-by-step sequencing and the way they can be used to help model and reinforce positive behaviors. The Mi-Stories are available directly from the iTunes store to download on your iPod or iPad or purchased and downloaded to your computer and then viewed either on the computer or on the iPad, or as a DVD to watch on your television. You can order single episodes or the entire series.

Another way to use an interactive whiteboard for a classroom is to use computer software that works well for the group, even if it was not specifically designed for the whiteboard. Following are some reviews of computer programs that work well on the whiteboard.

Focus on Feeling (Attainment: www.attainmentcompany.com) This eReader software program contains 19 photo-illustrated stories designed for adolescents and young adults with developmental disabilities. They are designed to help the reader understand the way people feel in a variety of real situations. They are also excellent for working on assisted reading and reading comprehension. The stories are read aloud as the text is highlighted word by word, line by line or by complete sentences. Even the speech balloons, signs, labels and other words on the page are spoken when clicked. Slower, word-by-word speech is also available if preferred (or narration can be turned off). With excellent speech and graphics, these stories explore real-life feelings and illustrate the skills to handle them. Topics include A New School, A Big Mistake, Board Game Fun, My Birthday, My Camping Trip, What is Wrong with Me, When Can I Drive and more and can be selected from a picture menu. A really nice feature is the "Glossary Words" feature – these words have a gray underline and when the word is clicked, a definition appears and the word and its definition are spoken. There is a multiple choice question after each page of the four-page stories. Using symbols of faces, the question asks the reader what

emotion the narrator is feeling. Clicking on the emotion word will bring up its definition. There are four emotions featured per story. Following the story are two additional activities (connecting emotion symbols to words and a matching game). A hint feature directs students to the page that addresses each question. Options management allows teachers to customize the program for each student and to track their progress. In addition to use with a whiteboard, the program can be used with a mouse, touch screen, keyboard or single switch.

Super Duper Software (www.superduperinc.com) These programs from Super Duper can be used both on the computer or on the whiteboard for individual or classroom learning. They are based on the Fun Decks and are similar in design to the apps for the iPad (see below). Students can randomly play a partial deck of 10 cards, an entire deck or two or more decks at a time, with or without sound. With the sound on, a narrator reads all items and answer choices aloud and tells if the answer is correct or incorrect. If the sound is off, the student would read all the items and answers and an image on the screen will show if the answer is correct or incorrect. The programs track data for an unlimited number of students. Ask & Answer Wh Cards Software contains 10 WH Question Fun Decks (five in English and five in Spanish – one each for Who, What, Where, When and Why. Each deck has a total of 28 questions. On screen, the students will see an illustration and question on the left side (i.e. a picture of a hat with the question “Where do you wear a hat?”). On the right will be the three answer choices, each with an illustration (i.e. on your head, in the ocean, on your feet). All questions and answers can be re-read by placing the cursor on the words. WH Inference Question Cards Interactive Ring Talker Decks Software has five decks – Who? What? Where? Why? and When? Inference Question Cards. In this program, students have to use clues from the picture to answer the questions. Pronouns Interactive Fun Decks Software includes four fun decks – I and Me, He, She and They, His, Her and Their and My, Mine and Me. Students are instructed to look at the picture and listen to the sentences spoken aloud. The same sentences are spoken with the different pronouns, and students select the correct pronoun. The correct sentences are repeated. Verbs Interactive Fun Decks has seven fun decks with the following verbs included: Do and Does, Has and Have, Is and Are, Was and Were, Present Progressive, Irregular Verbs and Regular Past Tense. As

in the other program, a picture is shown and each sentence is read aloud with the different verbs. Students then select the correct verb to fit the picture/sentence. Grammar Word Level interactive Fun Decks include Adjectives, Adverbs, Comparatives, Irregular Plurals, Plurals and Using Proper and Common Nouns. Grammar Sentence Level has six fun decks in which students work on Changing Nouns to Adjectives (i.e., The beach has lots of sand. It is a sandy beach), Changing Statements to Questions (Ben is smiling.. Is Ben smiling?) and Changing Verbs to Nouns (Someone who gardens is a ... gardener). There is a Fun Deck on Understanding Double Negatives, Subjects and Predicates and Sentences and Fragments.

Talking Topics (Sherston – available from Tool Factory: www.toolfactory.com) This is a collection of talking reference books for young students and is age-appropriate for older students with special needs. Each book explores a different topic, within the categories of Plants, My Body, Pets, Homes, The Seashore and Transportations. With the goal of practicing reading for information, there are a total of 60 books, 10 in each category. Each page has a large, colorful picture, with text that can be read aloud. The books have two to three pages of one to three sentence texts. When you click an on-screen button, there is an animation/illustration/sound effect that reinforces the text that was read aloud. The story is followed by a Do You Know? task to reinforce and extend comprehension of the topic. There are five different types of tasks: select the missing word, select the correct picture, identify the image, label the picture and true/false. The program is published in England and some of the vocabulary is unique to that country (i.e. manor house, budgerigars), but most of the program language is familiar to all. There is also a search option that can be a very simple way to begin to understand the process of searching by keywords. A record keeping option is included. Other options include the ability to select the books that are available to students, to select the font style, color, text box color, the cursor size and to turn the Do You Know? task on or off. Switch access with scanning is also available.

Scholastic Storybook Treasures (www.newkideo.com) You can also use the whiteboard to play read along books on DVD, such as those from Scholastic. Some of the newest and best are: The Caldecott Favorites, Scholastic Storybook Treasures, which contains three Read-Along DVDs with a total of 20 story books. These include The



Fact or Opinion (www.superduperinc.com)

Ezra Jack Keats collection of The Snow Day, Whistle for Willie, Peter’s Chair, The Pet Show!, A Letter to Amy, The Trip and Apt. 3. The second DVD has Antarctica Antics (funny animal stories) and includes In the Small, Small Pond, Bear Snores, Bark, George, Caps for Sale, The Hat, The Little Rad Lighthouse and the Great Gray Bridge. The third DVD in the collection is Make Way for Ducklings and more delightful duck stories such as The Story about Ping, The Ugly Duckling, Angus and the Ducks, Cat and Canary, and Wings: a Tale of Two Chickens. Included, also, are the Spanish versions of The Snow Day, Whistle for Willie and Make Way for Ducklings. Individual stories can be selected from the menu or all stories can be selected to read. Read-Along (highlighted text on screen) can be turned on or off. An excellent literacy experience for young children. Another collection from Scholastic Storybook Treasures is the Spoon collection, also containing three DVDs with 13 stories, narrated by Mia Farrow and others. One volume, Spoon, has four stories, all related to friendship, cooperation and problem solving. These include Spoon; A Boy, A Dog and a Frog; Otto Runs for President and Bugs! Bugs! Bugs! The second volume, Dem Bones, has sing-along stories such as Dem Bones, Dinosaur Bones, Hush Little Baby, The Fox Went Out on a Chilly Night and The Eerie Canal. These support music appreciation, anatomy and rhyming. The third volume is That New Animal and more stories about the new baby, including The New Animal, I Love You Like Crazy Cakes, Smile for Auntie and Blueberries for Sal. The Valentine Collection has One Zillion

Valentines, A Letter to Amy, Goggles, Wilfrid Gordon McDoanl Partridge, and Will I have a Friend? Stellaluna, the beloved and classic children's story, is another new DVD from Scholastic and NewKideo. It can be played as an animated storybook, showing text on screen that is read aloud. Individual words are highlighted as spoken. The animation is accompanied by sound effects and music and is beautifully done. All these DVDs can also be played on your computer or on the television, as well as the whiteboard. They are very powerful ways to encourage literacy and set a context for learning language and discussing childhood themes.

Other excellent programs for the whiteboard are the following, previously reviewed computer software programs.

HearBuilders Series (www.superduper.com) This series includes HearBuilder Sequencing, HearBuilder Following Directions, HearBuilder Phonological Awareness, HearBuilder Auditory Memory. These are outstanding programs.

Premade Boardmaker Activities (www.mayer-johnson.com) These were reviewed in detail in the February/March 2012 issue of CTG – they work great on the whiteboard for classroom use.

SwitchIt Series (www.inclusivetlc.com) This series includes SwitchIt! Hygiene, SwitchIt! People, SwitchIt! Weather, SwitchIt! Farm, SwitchIt! Sports, SwitchIt! Wildlife, SwitchIt! Dinosaurs, SwitchIt! Transport and SwitchIt! Christmas.

Counting Songs, Monkeys, Ducks & Frogs, Young Mac Donald's Farm (www.inclusivetlc.com)

Songs I Sing In Preschool (www.soft-touch.com)

Sherston Skillbuilders (Sherston available from www.toolfactory.com) This series includes Sherston Matching, Identification, Memory Skills, Observation Skills, Listening Skills.

Daily Reading Comprehension (Attainment: www.attainmentcompany.com)

Listen and Respond (www.judylynn.com)

Click to Read (www.marblesoft.com) This series includes All About Me, Animal Habitats, Citizenship and Life Skills.

IPAD ACCESSORIES AND APPS FOR LEARNING

Bamboo Panel iPad 2 Stand (www.boxwave.com): This is a great way to support your iPad for hands-free viewing and for interactive use. Made of two interlocking pieces of real bamboo, the stand is easy to set up and is sturdy and lightweight. The iPad can be placed on it in either

portrait or landscape view. There is a velvet liner on the top, which protects the back of your device, and, on the bottom, two notches that allow you to select the optimal viewing angle. The pieces can then be separated for easy storage and portability – very small and lightweight and great for travel.

Fun With Directions HD (Hamaguchi Apps for Speech, Language and Auditory Development: www.hamaguchiapps.com)

This is a great new app, designed to teach and reinforce listening skills, language comprehension, following directions, learning spatial concepts and much more. Directions vary from very simple (i.e. Touch the cat.) to more complex (i.e., With the orange crayon, color the large one that is a furry pet and likes to chase mice.) Graphics are clear and well designed and placed against a white background that reduces figure background confusion. Ten concepts are included in this app: give, touch, open, close, top, middle, bottom, push, color and erase, but the amount of language learning is limitless, as these concepts are combined with nouns, verbs, prepositions, etc. The required responses can be to touch the object described or to drag it to another location. There are many options available to customize the app, including turning voice on/off, text on/off, selecting specific concepts or playing with all, and using text only to reinforce early reading. Options are also available on screen to select new directions, new concepts and a "Hear Again" button to hear the directions repeated. There are user log-ins and data tracking. There are three levels of play: easy level has one simple direction; intermediate level has at least three choices from which to choose; and the advanced level includes more complex directions and choices and often integrates several concepts at the same time and requires more developed auditory memory and language processing skills. The "Superstar" option allows additional practice and an expressive language component to the app as well. When this option is on, periodically the user is told to listen carefully to the next direction. After the direction is played and completed, the user is asked "What did you have to do?" and their response can be recorded and played back. The creator of this app (and others to follow – see below), Patti McAleer Hamaguchi, Speech-Language Pathologist, also includes some valuable suggestions on how to make the activities more challenging and to help increase auditory memory. More Fun With Directions, the second app in the Fun with Directions series, is similar in design and includes the following concepts: above,



Bamboo Panel iPad Stand (www.boxwave.com)



Fun with Directions (www.Hamaguchiapps.com)

below, behind, front, on, under, put in, take out, turn on, turn off, up and down. These are outstanding apps and excellent for speech therapy, classroom and home use.

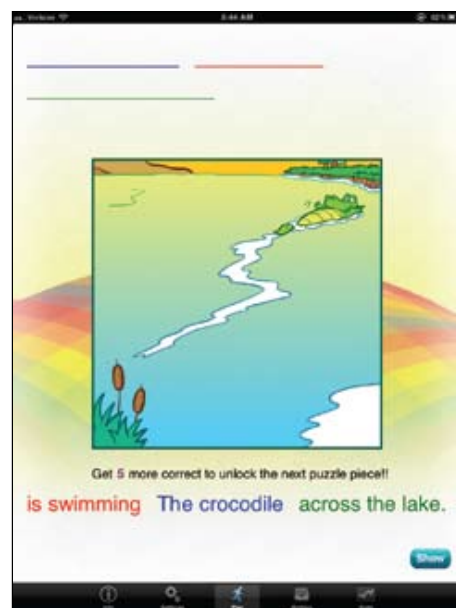
First Phrases (Hamaguchi Apps for Speech, Language and Auditory Development: www.hamaguchiapps.com) This app is designed for young children who are learning to put English phrases together and appropriate for children with autism and developmental delays, for those working on articulation, fluency, "wh" questions, language processing and auditory memory. It features a verb + noun phrase syntax pattern (i.e. eat the apple). The opening screen shows the subject (mouse, boy or girl) and symbols for the verb and object (i.e. pull the wagon). The app instructs the child to "Tell the boy what to do" (boy, girl or mouse). In the Normal play mode, the child then touches each part of the phrase in order. As each word/part is touched, a pre-recorded voice says the words. The character then indicates they will perform the desired action and an animation of that phrase will then automatically pop up so the child can see what the phrase looks like. Easy Play mode is for children who have difficulty with fine motor control. All they need to do is touch any part of the phrase and it will activate the narration. For

the Challenge Play mode, the child needs to touch and drag each part of the phrase to the boxes above in the correct order. If chosen as an option, the next screen is a microphone and recording activity where the user has the opportunity to repeat the phrase. There are 17 simple verbs (i.e., cut, drink, kick, etc.) and 12 verb + preposition forms (i.e., put away, sleep on, jump off, etc.) with girl and/or boy voice options, and a total of 228 animations. Data can be tracked for up to 15 children. This is another excellent app from Hamaguchi!

Picture The Sentence (Hamaguchi Apps for Speech, Language and Auditory Development: www.hamaguchiapps.com) Another excellent app from Hamaguchi, this one designed to practice language and auditory processing tasks at the basic sentence level with emphasis on attending to the important elements of a sentence presented at varying rates, with and without visual support. There are three levels of difficulty. At the easy level, there is a slow presentation rate, visual icons present that stay on screen. The sentence is spoken (i.e. The girl is crawling), icons for girl and crawling are presented, and directions are spoken to "Picture the sentence in your mind and try to remember it." The next screen shows three pictures, one of which shows the meaning of the sentence. Users drag the correct picture to the picture frame. As with all Hamaguchi apps, the pictures are clear and there is a plain white background to decrease distractions. The Intermediate level includes the same elements as the Easy level, but the presentation speed is faster, pauses are shorter and the picture icons are only shown very briefly. There are five picture choices. The Advanced level does not have picture icons. The presentation rate is a bit faster, has no pausing between words and requires faster processing. There are 10 pictures choices that the child must scroll through. Other options available include: text on/off, use of color drawing, stick figures or no images, wait time before choice (none, 10-40 seconds), subject (he/she/they or the boy/girl/children or mixed). Choices for target sentences include subject-verb, subject-verb-object, subject-verb-prepositional phrase, subject-verb-object-prepositional phrase or all. There is also a reward game that can be selected after three, five or 10 correct responses (Pick-a-Door! Find the animal that's hidden behind one of the eight colored doors). This game can be played over and over, until the user is ready to return to the listening activity. There are Lite versions of all the Hamaguchi apps so

you can try them before you buy the full versions. Try these ... they are a very impressive group of apps.

Rainbow Sentences (Mobile Education Tools: <http://mobile-educationstore.com>) An excellent new app from the publishers of the wonderful Builder series (SentenceBuilder, StoryBuilder, Question Builder, LanguageBuilder, ConversationBuilder, PrepositionBuilder, all previously reviewed in DISKoveries). Rainbow Sentences is designed to help students construct grammatically correct written sentences. The who, what, where and why parts of the sentence are color coded to help students understand how these parts fit together to create a grammatically correct sentence. As students begin the program, a picture appears and below it is the sentence, in scrambled written sequence. The task is to drag the color coded words to the color coded lines to make a sentence. As the word or words are selected/dragged, they are read aloud. When the sentence is complete, the student presses the "I'm Done" button to check their sentence. Correct words remain in place but incorrect placements are returned to the bottom of the screen. If the sentence is correct, they



Rainbow Sentences (www.mobile-educationstore.com)

are then rewarded and are able to record the sentence in their own voices. There are three levels of sentence complexity, each with 55 sentences. In Level 1, the students build sentences that describe who the sentence is about and what they are doing.



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www.nuance.com/dragon



In Level 2, they will build sentences that describe who the sentence is about, what they are doing and where they are doing it. In Level 3, the students build sentences that describe who the sentence is about, what they are doing, where they are doing it and why they are doing it. There are several other options that increase the learning capabilities of this app. Line color coding and word color coding can be turned off as students master the sentence construction. Word grouping (i.e. The plane, is flying), which helps beginning students, can also be turned off so that they have to put each individual word in the correct order. Audio and reinforcements can also be turned on/off. There is a full data tracking system for individual students using the app. It gives details on how many attempts were needed and can be emailed to parent or teacher.

Lexico Cognition (www.pappy.ch) This excellent app was designed to enhance language skills, including comprehension, vocabulary, memory and auditory skill, in a fun interactive way. The user is presented with a matrix of 12 pictures. All questions are read aloud (for reading practice you can turn the sound off). All the exercises consist of a series of questions to which the answer must be found. Touching the correct answer reveals a part of a puzzle. The levels A (Pairs – transport, profession, conversation, thoughts, places) and B (Relation – objects, animals, before/after, form, function) use images exclusively. In Levels C (Verbs), D (Description), E (Position) and F (Opposites), the questions are read aloud and shown as text. The answers are images. Lexico Cognition with the Level E is free – try it – it’s really a great app. All other levels can be unlocked through an in-App purchase.

Inclusive Apps (www.inclusivetlc.com) Peeping Musicians is a fun, new app – touch the musicians as they appear and then listen and watch them play their instruments. Great for attention and focus, learning touch skills and lots of fun. In Hidden Grid, users touch the screen to make patterns and hear music – touch or touch and drag. Aunty Maggie’s Recipe lets players pick a character, mix different ingredients and take a drink for a spooky surprise. In Smarty Pants, pick an expression to watch your character act it out. Feelings are shown as symbols along the bottom of the screen – pick one and the main screen demonstrates the expression. (Aunty Maggie and Smarty Pants can be adapted and used with a switch.) Five Sharks Swimming is one of the songs from Counting Songs and fun on the iPad too.

Super Duper Apps: (www.superduperinc.com) Here are the latest apps from Super Duper, a well-established company that develops excellent learning materials for children with special needs. These are also based on their fun deck series. In each of the apps, a user looks at the picture, touches the screen to hear the prompt (or reads it), then gives a response. In some apps, the user selects the correct word. If you wish, you can track the responses by pressing the green or red button to score the response. At the end, you view a data screen that can be e-mailed. One of the newest is the Fact or Opinion Fun Deck. A student is presented with a picture and a statement below. Touching the printed sentence will read it aloud. Students then have to select either the Fact or Opinion button. When first using the app for a particular student, the teacher can select the cards to be used or use all of them. There are 52 picture cards and sentences such as “The President made a speech about the environment.” and “The President made a good speech.” This app provides an excellent context for learning this concept. How? Fun Deck App has 52 illustrated pictures that ask questions, such as: How do you bake a cake? How do you make a sandwich? How do you help your teacher? Opposites Fun Deck App includes concepts, such as big/little, in/out, before/after, happy/sad, over/under, etc. Plurals Fun Deck App has students look at pictures and hear the sentences read aloud. The choices are also read. Some of the prompt sentences are “ All of the . . . ” and “Sarah has a new . . . ” Homophones Fun Deck App has illustrated concepts and vocabulary, such as hair/hare, cent/sent, one/won, bye/buy, sum/some and others. In Regular Past Tense Verbs Fun Deck App (such as bake/baked, cry/cried, hug/hugged, climb/climbed), after selecting the cards you want to use, students can read the sentence and pick the right word to fill in the blank. Some of the sentences have prompts, such as “Becky will _____ a cake” or “Yesterday, Becky _____ a cake.” Irregular Verbs Fun Deck App is similar, but contains irregular verbs, such as run/ran, eat/ate, catch/caught, drive/drove and more. Has & Have Fun Deck shows and speaks picture/sentences with the option to select the correct verb “has” or “have. And Was & Were Fun Deck shows the use of was and were in the context of picture cards. In Yes or No? Fun Deck App, there are 52 illustrated picture cards and audio that students can answer yes/no to practice question answering skills, as well as reasoning skills. There are questions, such as Can a chair go

to sleep? Can you write with a pencil? Do mittens keep your feet warm?, etc. Super Duper Data Tracker is an advanced tool for monitoring and documenting your students’ progress. It allows you to create multiple goals for each student, store data for an unlimited number of sessions, choose from various response types (tally, correct, incorrect, approximated and cued), write notes for each student in a session, e-mail results and graph results for each goal.

Sequential Spelling (www.wave-3learning.com) This is a spelling app based on the Orton-Gillingham approach with instruction through the use of patterns known as “word families” (consonant-vowel combinations that are common to a given set of words). The program says the word to be spelled, gives it in a sentence and then repeats the word. The student then enters the word. If they are successful, they move on to the next word. If they are not successful, the program shows the correct spelling and the student must re-enter the word. There are three different levels, each with multiple sections and daily spelling words. There is also an evaluation test. Tracking is available over an Internet connection, with e-mails sent to the registered address.

The Speech-EZ Apraxia Program Apps (www.speech-ez.com): The Apraxia Picture Sound Cards APSC app is a therapy tool for the Speech-EZ Apraxia Program (it is not the program itself). It is created for individuals with childhood apraxia of speech and severe phonological disorders. The full program includes a formal, full-day training and a comprehensive manual. It should be understood that the Apraxia Picture Sound Cards app is not a substitute for speech therapy with a certified speech-language pathologist. The training program and the app are based upon the program developed by Lynn Carahaly, M.A., CCC-SLP, and the Foundations Development House. It uses multisensory strategies that incorporate visual, auditory, proprioceptive, gestural and tactile input in order to teach the child the correct movement sequences for speech. The app is equivalent to the Speech-EZ Materials Kit. It contains three sections (Picture Cards, Sound and Number Cards and Hand Cue Cards). You are able to sort the Picture Cards by CVC word initial, CVC word final and by place of articulation; it also includes CVCV words and one- to four-syllable words. There are over 775 pictures that you use to customize your sessions according to the child’s performance and ability level. Tapping once on the image will flip the card and display the spelled word.

The lower left corner displays data collection icons. This application is meant to be used with a certified speech-language pathologist who has been trained and is a certified practitioner. The Sound and Number Cards consist of 45 grapheme cards (the most frequently occurring phonograms in entry-level literacy development) and the number cards, 1-10. The Hand Cue Cards help children learn specific hand gestures that represent various speech sounds. It is felt that moving one's hands helps the individual recall, plan for and execute the appropriate articulatory posture for speech production. Users select the appropriate hand cards for 23 phonemes in video format. Each sound/hand card has a short video that shows the hand movement, plays the sound and shows the written sound. There are other apps that are therapy tools in support of the Speech-EZ Apraxia Program. They, however, are not intended to be self-guided by the child. The parent, teacher or specialist is to provide support and feedback as needed. Hand Cue Sound Matching is designed to help children associate a Speech-EZ Hand Cue to a specific phonogram or grapheme. The purpose is to bridge the hand cue to the phonogram that represents that sound, building sensory and phonological awareness. The child sees the Hand Cue Card and matches it (visually) to the letter that represents the sound. The goal is to see the image, pull the sound in their mind and attach it to the phonogram. If an inaccurate selection is made, the letter will dim, giving the therapist opportunity to discuss and then repeat. Sound Matching is designed to help the child identify which word, out of a field of two, either begins or ends with the same sound as the target card, for example, if the target card is loaf, the child will also see a picture of a leash and a tub below the picture and will hear "Which picture starts with the same sound as loaf? The focus of this skill is on the sounds of the words, not necessarily how the words are spelled. You can choose initial sound matching, final sound matching or initial and final randomized. Auditory Rhyming is designed to enhance the recognition of rhyme, an important part of phonological awareness. There are three different rhyme presentation options: Inclusion (Which two words rhyme?), Exclusion (Which one does not rhyme?) and Random (a mixed presentation of inclusion and exclusion). Target Sound Identification increases the ability to break words into smaller parts and to recognize smaller parts in words. The child is presented with a picture card and a field of three sound (phonogram)

cards. The child needs to identify a sound in the requested position of the word. For example, point to the first sound you hear in the word. You can work on the initial, final or initial and final randomized. Syllable Counting includes over 250 picture cards: one-syllable words with blends, two-syllable words, three-syllable words and four-syllable words. The goal is to analyze how many syllables they heard in the target word. Tap the sound icon to hear the word. For more detailed information and comprehensive videos on the program and the apps, see www.speech-ez.com.

Night and Day Studios (www.night-anddaystudios.com) Some great new early learning apps from the maker of the Peekaboo series and other fun apps. Go Away Big Monster is a fun, Read Along interactive story. With each tap of the arrow to turn the page, another part of the Big Monster appears (two big yellow eyes, long bluish-greenish nose, etc.) and when he's all finished, another tap will take away each part in reverse order. Turns scary into silly! You can also read along with a friend (narrated by a young child) or sing along or read with no narration. Counting with the Very Hungry Caterpillar is another fun app with five levels to help teach the basics of numbers and counting. Level 1 is simple cause and effect – touch the picture or pictures to see the hole the caterpillar made! Players will see the numbers and hear the number spoken. Level 2 – touch the food or foods that are named. In other levels, children follow the directions as they become more complex: for example, see twelve plums but only eat five, see five apples, two slices of salami, one ice cream cone and four lollipops and just eat one lollipop and two apples. Great for following directions and listening skills, too. In Caillou's World, children pick a scene from seven choices (playground, barn, crosswalk, egg hunt, etc.). Then they see a black and white drawing and an object that highlights. Touch the object and find the initial sound. When six objects are found, the whole scene will light up. Next time your child plays, there will be new items mixed in with the items that were difficult the time before. Richard Scarry's Busytown: In this fun app, players choose their animal (bunny, cat, fox or pig), name him, dress him up by selecting his clothes and pick the room to play in. Then players are given an object to find and they explore and search each room to find the item. Many items in each scene are interactive – touch it to hear its name and watch if it does something.

Custom Boards - Premium (Smarty Ears: www.smartyearsapps.com) This is a symbol-based board and activity creator for speech pathologists and special education teachers, as well as parents. You create your own boards and print them out. The symbols used are called Smarty Symbols and include over 11,000 built-in symbols. Vocabulary is organized into semantic and meaningful categories and features a wide range of vocabulary in English, Spanish and Portuguese. Custom Boards contains a large selection of templates (over 100), including Activities & Games (i.e. bingo, matching cards, go-togethers, board games and many others); Devices & Switches (AMDI, Big Mac, Big Step, Go Talk, Voice Pal and many more); Signs & Labels (traffic lights, speech bubbles, Label Sets, Billboard, etc.); Grids & Boards (i.e., 2x2, 2x4, 16 grid, placemat, etc.); Schedules & Calendars; as well as Worksheets. When creating a new board, just select your blank template, press an empty spot and search for the symbol you want. It's very easy and fast. With the Smarty images, you can customize background color and edit text. You can also use your iPad library images when creating boards. When you are finished, you can print your board, e-mail as a PDF or just save to the iPad for future use. Great for creating and printing out boards that can be used for games, artic practice, language concepts, AAC and vocabulary development.

Listen, Talk, Draw Apps (www.listen-talkdraw.com) There are two apps in this series. Both are story-telling and sequencing applications developed by Mary Fitz, a speech-language pathologist. Each sequence begins with a story that can be read aloud or by the student. After the story is completed, the user is presented with four pictures that have to be placed in the correct order. School Sequences includes seven different sequences (Art Class, Bathroom, Lunch, Morning, Recess, Running and Snack.) Community Sequences includes seven others (Go Home, The Car, Library, Pool, School, Visit and Grocery). Other apps that work with sequencing skills include Making Sequences (Zorten) and Speech With Milo Sequencing (Doonan Speech Therapy).

eSkills Minimod (ESkills Learning: www.eskillslearning.net) This is a series of reading and language apps that are designed to improve reading comprehension skills for older students. There is a practice mode and a bingo-like game mode that can be played by a single player or with another student. Students read the material and answer questions. There is no voice output

for the reading passages, which is available on three levels (reading level 2.0-3.5, 3.5-5.0 and 5.0-6.5). In MiniMod Reading for Details, there are 100 passages for each level (300 passages total) about an inventor and his/her invention. Each passage has a wh question with three answer choices. An incorrect response allows the student to read the passage again and select a different answer. In Reading for Inferences, there are stories (about 100 words) about the cultures of the Incas, Mayas and Aztecs. The questions following the passages focus on reading for inferences. Vocabulary Builder was developed to help students master and expand their vocabulary. The student is shown a vocabulary word, a sentence with the word and a choice of definitions. An incorrect reply will give the student an opportunity to review the sentence with the vocabulary word and definitions and answer correctly the next time. Basic Cloze Practice will present a story with five to seven blanks. The reader's job is to select the best word for each blank (four words given for each blank) to complete the sentence giving sense to the story. An incorrect response allows the student to read the passage again and select another answer. In Homophones, a student will read a sentence and will be asked to fill in the missing word. The word choices will be two words that sound alike but are spelled differently. An incorrect response allows the student to read the sentence again and select a different answer. In Analogies, students will read an analogy and will be asked to fill in the missing word from three choices. Analogies are in the categories of antonyms, synonyms, descriptive and parts to whole. The analogies are present in both the missing word format and the colon format so that they become accustomed to both presentations. If a wrong answer is selected, students can read the analogy again and select another answer.

Spell A Word (www.rjcooper.com) RJ Cooper has converted his software program Spell A Word into an app for the iPad. A picture is presented and the word is spelled out and letters displayed. The iPad on-screen keyboard appears and users can then type in the letters by copying, letter by letter. The letter name is spoken as typed. Options include adding your own words and spelling, number of drills/tests and pace and choices for verbal correction and prompts. User's name can be added so that it is spoken at various times in the program for cuing and focus. Several word lists are included, the font can be changed and an external keyboard can be used. If you want



Odd One Out (www.tboxapps.com)

to present the letters in lower case, you can enter them in a list in that form. Good also to help teach keyboard familiarity, as well as simple spelling.

EBooks from Oceanhouse Media (Oceanhousemedia.com) This company continues to be a leader in bringing classic children's books to the iPad. All the books are presented with three ways to read. In Read to Me, the story is read aloud page by page, with word highlighting. Readers listen and interact by touching pictures to hear their names, by swiping to turn the pages, by pressing words to hear them spoken individually or by touching and holding the text to hear it read over again. In Read It Myself mode, all the same options are available, but the story is not read automatically. If the user wants a word or a page read, they can just press and hold. In Auto Play mode, the story will read in entirety without the user having to swipe to hear the whole story. Some of the new stories they have created recently include If I Ran the Zoo, the classic from Dr. Seuss, Ellison The Elephant and And to Think That I Saw It on Mulberry Street. One of the newest, A Frog Thing from the Kidwick Book Series, is about the frog who is determined to do things ordinary frogs don't do, even when other frogs laugh at his unsuccessful attempts. Great life lessons! Five Little Monkeys Go Shopping by Eileen Christelow is a cute new story with great illustrations, narrated text and simple math lessons incorporated into the story. Five little monkeys go wondering

off, alone or in pairs, but Mama finally gets all five back together again.

Odd One Out (TBoxApps: tboxapps.com) This app, from the makers of Predictable, is designed to work on semantic reasoning skills – which one does not belong. There are six sets of cards per level, three difficulty levels and the option to play with three or six cards. On the easy level, the semantic relationships are distant (i.e. apple, banana, pen); on the medium level, the semantic relationships are moderate (i.e. cupcake, cake, chocolate); and on the hard level, the semantic relationships are close (i.e., plate, bowl, fork). There are both visual and auditory feedback, clear and colorful pictures against a white background and a wide range of semantic categories. There are also options to use symbol only, word only or symbol and word together. There is a pause button that can be used by the clinician to further discuss the semantic relationships between pictures. There is an individual log-in for each student and a data tracking system. Result summaries can be e-mailed directly from the application. This is an excellent and well-done app.

Smart Kids First Grade and Smart Kids Second Grade: (Sumasolutions.com) These two apps were designed to present basic first and second grade concepts in Math, English, Science and Social Studies. All U.S. states' curriculum has been taken into consideration. Performance cards are provided to keep track of each subject score. Subjects covered include Math (addition,

subtraction, geometry, fractions, time, even-odd numbers), English (grammar, sentence, spelling, plurals, antonyms, synonyms) Science and Social Studies (geography, civics, history). The material is presented as multiple choice questions. Explanations are provided for some hard questions, to guide the children in learning the concepts. (Questions and answers are not read aloud.) More content will be added on a regular basis so check regularly for updates.

AAC APPS

GoTalk Now (Attainment: www.attainmentcompany.com) GoTalk Now is a full-featured, customizable AAC app for the beginner to experienced communicator. It turns your iPad into a dynamic GoTalk in seconds. It is easy to use and has a touch-based editor. It is customizable to one to 25 locations per page, with the capability of also creating Jump-to locations that will take you to another page. You can use pictures from your iPad camera, the iPad's photo library, the GoTalk image library (GoTalk images plus Imagine Symbols) or from the built-in Internet search capabilities. This built-in Internet search lets you find unlimited images without having to leave the app. (Wireless Internet must be available). You also have the option to have a video play (from camera roll) when a button is selected. You can crop, scale and rotate your photos and edit your videos using the iPod's touch capabilities and your fingers. You can also customize the backgrounds, borders and text. Speech can be recorded or you can use text to speech. (Other voices are available in over 20 languages). Auditory cues are available throughout, giving a brief verbal reinforcement before the selection of the desired button. Auditory Cues can be used for scanning, for introduction of new vocabulary, for those with visual impairment and for a Jump-to message. In Core Vocabulary, there is an option to add four additional buttons that can be accessed from any page within a book. Navigation tools are also customizable so that the interface can be made as simple or as complex as the user needs. Integrated within this outstanding AAC app is scanning (auto scan, step scanning, row-column). You can use another iPad or iPod touch as an accessibility switch (using Attainment's Switch App – see below) or your own switch with a switch interface by RJ Cooper or AbleNet. You can download a detailed and comprehensive GoTalk Now manual from the Attainment Web site with step-by-step instructions on how to set up and use the app. This manual is also part of the Go Talk Now app so it will

be installed on your iPad as well. Attainment Switch turns your iOS device into a wireless accessibility switch. You can then use it to communicate with scanning enabled software running on any Mac or Windows PC (available for free at <http://switch.attainmentsoftware.com>) or the GoTalk Now App. It requires a wireless connection. You can use the Attainment Switch as a one-button or two-button switch and use images from your picture library or from the Attainment library for each button.

QuickTalk (Digital Scribbler: www.digitalscribbler.com) This AAC app has a two-button design. Swiping left-right switches categories and swiping up-down switches between two phrases (within the category.) There are also arrow buttons for those who cannot swipe. Every button can be personalized and customized – with color, picture and audio. QuickTalk uses high-quality text-to-speech voices or you can record your own audio. The app contains the 11,000 Smarty Symbols (see Custom Boards, above) and you can also add pictures from your device camera. QuickTalk works with the iPad, all Android tablets and the Kindle Fire. There are 11 categories included, with the ability to add unlimited categories and buttons as needed. Visit the iTunes store to see examples of some of the Smarty Symbols.

Scene & Heard (TBoxApps: tboxapps.com) In this app, users can import photos and make their scenes interactive. You can add your own voice messages to the scenes to tell stories, make requests, etc.; and create hotspots so that the picture is interactive. Scenes can be linked to create a sequence of events and to support language skills. There are pre-built scenes included, as well as over 10,000 Widget symbols. Switch use is supported. Scene & Heard Lite is free and lets you try out and see the capabilities of this app, such as a single message communication aid, to create step-by-step videos and instructions for completing daily tasks, use in the community (for ordering, purchasing), for creating therapy tools, social stories and interactive educational games.

PRC Core Words (Prentke Romich: www.prentrom.com) This is a free app and is the first in a series of apps featuring the six Stages of Language Development. This app focuses on Language Stage 1 and can be used with augmentative communicators. It's intended for children ages 2-10 who speak in single words and was developed for children who use PRC augmentative communication devices, to help build expressive vocabulary to direct activities,

make requests, reject, and label. Core vocabulary used in these lessons include: go, stop, more and help. It's free so download, watch the video and read the written directions.

PCS Apps (Mayer-Johnson: www.mayer-johnson.com) There are four new free apps from Mayer-Johnson using Picture Communication Symbols. In each, there is one set of PCS cards/symbols included free and you can order more sets if you like through iTunes. In PCS Rhyming Flash Cards, a deck of 10, you can choose from categories that target specific rhyming patterns. Just press the turn around symbol to see a rhyming word for the displayed picture or swipe for a new picture. In PCS Language Flash Cards, you can purchase language categories like opposites, adjectives, synonyms and the alphabet. The Alphabet (large letter on one side/picture that starts with the letter on the other side) is included free. There are two pictures for each letter. In PCS Articulation Flash Cards, there are 20 articulation sounds. The B deck is included free and you can choose to display initial, medial or final B from a combination of 60 picture cards. In PCS Sign Language, one side of the card has the PCS Symbol and the other side has the sign language symbol for that PCS. The Basic Concepts deck, provided free, includes the alphabet, numbers to 20, colors, shapes, days of the week, months and weather and seasons. An additional deck with 500 PCS and sign language symbols is available.

Other AAC Apps: Gabby (EnabledSoftware: www.enabledsoftware.net) In this AAC program, users can create and modify the vocabulary, add pictures, use text-to-speech or record their own voice, and create multiple users with passwords. Vocabulary can be organized into folders. There is also a text-only mode and a sentence mode (build a sentence using images and the program will speak it). For more detailed information, visit the Web site for videos on basic navigation, adding vocabulary, other setting and modes. So Much 2 Say (www.close2home-apps.com) This is a picture communication AAC iPad app designed for individuals with cognitive and language impairment. Layout options range from a single card per page to multiple pages of categories. Customize how many cards you want visible per page and add more as the student progresses. New cards and categories can be created using the iPad's built-in camera, from your own photo library or from the included images. For more details, visit the Web site for videos, tutorials and FAQ. I Click I Talk Single Student (Tookty: iclicktalk.com) This is an AAC app that allows you to monitor progress by looking at the frequency of

usage of each of the images. There are options for several layout, text and image sizes. It includes 70 images with audio files and recording options are available for your own images. The Web site contains videos and tutorials to help you further understand and use the app, which is available in compact, single student and multi-student versions. SpeakAll (Purdue University) This is a free app that was developed by the Purdue University EPICS Department to help children learn the process of constructing sentences.

Free and Lite Apps: Articulation Station (www.littlebeespeech.com), iLearn With Poko: Seasons and ILearn with the Mighty Jungle (ilearnwith.com), Phonics Consonants Free Beginning Sounds (abitalk.com), QuickVoice (nfinityinc.com), Louie's Letter Challenge (www.northsouthstudios.com), Cut the Buttons (openname.su), Little Finder (Innovative Mobile Apps: alligatorapps.com), Scholastic eReading app with five free ebooks (Scholastic).

INTERACTIVE ENTERTAINMENT SYSTEMS

New fun and interactive games to enhance social interaction, turn taking and

peer relations while providing fun too. Great also for those who, because of disabilities, might not be able to play the real game.

NBA 2K 12 (2k: www.2ksports.com) In this new game, for Xbox, Playstation, Wii and PSP, users play with 15 basketball legends (Larry Bird, Wilt Chamberlain, Magic Johnson, Michael Jordan and others), with team uniforms, signature moves and historically accurate broadcast styles. Shoot, steal, pass, dunk and dominate your opponents on the floor with all-new control mechanics for post play and ball control to offer intuitive gameplay. The program adds more than 1,000 new animations for realistic and life-like gameplay. My Player mode has been overhauled to make it much more accessible. You play in one exhibition game, get drafted and quickly get to play against the best players in the world. Great fun.

Fifa Soccer 12 (EA Sports: www.ea.com) This is an exciting title for fans of console sports games, especially soccer. There are 500 officially licensed clubs and more than 15,000 players. You can build your own team from the best stars by earning, buying, selling and trading players and interns. Create and manage multiple squads and turn them into compete in

online and single-player tournaments. There is a new physics engine that will help with more precise movements and interactions, including precision dribbling and tactical defending. In addition, the lighting, authentic crowds and sounds make every game feel special. The Player Impact Engine now monitors contact between players in real-time, analyzing the force of the collision and impact on the body to detect real injuries. There are also two new commentary teams. EA has also introduced a challenges feature. The basic idea is that you have a chance to re-write history by assuming the controls of a scripted match scenario from a recent real life match. This is the best soccer game out there, and you will enjoy this fun and well-designed game.

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