



(Social Detective) Practice reading social cues and understanding social situations after watching videos of social scenes. Solve the mysteries by asking questions about “expected” or “unexpected” behaviors. Also reads text aloud for those who struggle with reading.



(Model Me: Going Places 2) A great visual teaching tool to learn how to navigate popular locations in the community. Each location (Hairdresser, Mall, Doctor, Playground, Grocery Store, Restaurant) includes photos of youth modeling appropriate behavior.



(Avokiddo Emotions) With 3 characters and more than 110 props, this is a fun app to learn about emotions. Also helpful for those with non-verbal learning issues, such as difficulty reading facial expressions or inability to read body language.



(Emotions) This app, designed with a Speech Language Pathologist, introduces new concepts and perspectives. It helps to identify different facial expressions/emotions using real faces.



(Peek-a-Zoo) Learn to recognize emotions and behaviors with this fun app.

Inclusive Technology Station iPad Apps (part 1)



(Injini) 10 learning games designed for youth with developmental delays. Fun games that practice fine motor and language skills, understanding of cause & effect, spatial awareness, memory and visual processing.



(Dexteria Jr.) Kids who may have dysgraphia or have other fine motor difficulties will benefit from simple hand/finger exercises to help develop pre-handwriting skills.



(Dexteria) Improve fine motor skills and handwriting readiness with multi-touch exercises that help build strength, control, and dexterity.



(Dexteria VMI) provides practice and improvement for integrating visual-motor skills, including visual discrimination and perception.



(Fun with Directions) provides an engaging way to practice listening, following directions, colors, spatial concepts, auditory memory and auditory processing.

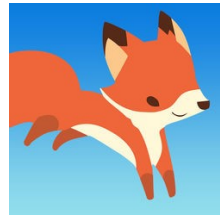
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(Visual Attention Therapy) Race against time to find letters and symbols in a field of adjustable size. Improves reading, scanning, concentration, memory, and processing speed.



(Kiko's Thinking Time) trains memory, attention and key cognitive skills through adaptive games. Designed with Harvard and UC Berkeley neuroscientists, with support from the US Department of Education.



(LetterReflex) Do your b's and d's get mixed up? P's and q's? This app provides fun activities to overcome common letter reversals.



(SpeakColors) teaches colors through real pictures as well as adjective + noun phrases and simple sentences. Great for those with language delays.



(SpeakColors Espanol Pro) is a great way to practice simple sentences in Spanish using colors and photos of objects. Great for emergent readers and those with language delays.



(Speech with Milo: Sequencing) A sequence storytelling game and skill-building app that teaches first, next, and last.



(FreeSpeech) is an app developed by educators and SLPs to help learn the English language. Great for ELL students. Explores tenses, sentence forms, parts of speech, and other concepts by using picture tiles.



(QuestionIt) is an app for children with autism or other significant language disorders that teach's children what kind of word answers which type of Wh question. Activities include sorting words by type of question they answer, answering questions about sentences, and answering questions about paragraphs.



(OG Card Deck) a speech and language tool that provides intentional practice of English phonemes and graphemes, which are letters that produce a specific sound. Designed as practice for the Orton-Gillingham multisensory approach to literacy.



(Special Words) uses a clear and uncluttered design for children who can become overwhelmed, overstimulated or easily distracted. Children match words, pictures and sounds of over 96 commonly used words.



(Even Monsters Are Shy) An award-winning story app about a little boy and his sweet monster, Gurk, includes 8 games and a 3-step plan for making friends while teaching simple, important social skills.