

Inclusive Technology Station iPad Apps (part 2)



(Wince - Don't Feed the Worry Bug!) Based on the award-winning story by Andi Green, this app includes interactive pages, a rhyming story with music, and an insightful message. Join Wince as he discovers the secret to keeping his worries from getting too big.



(Dr Seuss Stories) Read and play along with the silly, interactive apps based on these Dr. Seuss books: Green Eggs & Ham, Dr. Seuss's ABC, Cat in the Hat, One Fish, Two Fish..., Hop on Pop, and Fox in Socks.



(SignMeAStory) Enjoy animated stories while learning highlighted signs with pop-up videos. For readers of all levels, especially those with different communication needs.



(Signed Stories) Popular children's stories performed in American Sign Language (or optional BSL). Stories develop language skills with a video vocabulary builder, include optional customizable captions for those with dyslexia and other special needs, and are accessible for all with narration, music, and sound effects.



(Toca Store) A fun, interactive app to learn about important life skills. Learn about making choices, counting, money, turn taking, and cooperation through role play.



(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) 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.



(Cause and Effect Sensory Light Box) This sensory app uses abstract animation and sound to introduce basic touch skills and awareness. Sounds and graphics are appropriate for any age group.

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(Cause and Effect Sensory Sound Box) A developmental touch skills app designed for different learners, including those with autism and low vision.



(EDA Play) Developed with special education specialists to support youth with visual impairments. This app helps children to work on vision and fine motor skills with games ranging from simple to more complex.



(EDA Play TOBY) Another great app for youth with limited vision—great for those with CVI. Watch and interact with high contrast visuals in this fun game.



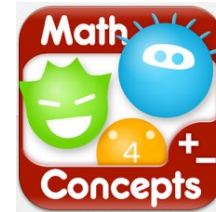
(Sago Mini Sound Box) Practice cause & effect concept with each finger tap (cause) on the screen making colorful, high contrast shapes appear with a sound (effect). For kids with low vision - ask them to find & touch a colored shape or ask them to touch the screen and then pull away if they hear a particular sound.



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



(Todo Math) A math practice app designed with learning differences in mind. Helpful for kids with auditory and visual processing or language of math issues.



(Dexteria Dots, Dexteria Dots 2) Practice fine motor, visual motor & visual memory skills while learning number sense, addition, subtraction, and greater than/less than/equal to concepts.



(Multiply Pizza Pie) A fun, engaging math game that uses multiple strategies to help children develop number sense and master multiplication facts. Add toppings to pizza, fill plates with sushi, or add dumplings to a bamboo steamer at a Chinese restaurant (10 restaurants in all) - then write multiplication equations that match the meal.



(Seasons & Weather - Montessori Kids) Learn about weather concepts, how to dress for each season, and things you can do with matching, sorting and coloring activities. This app uses simple illustrations and photographs.



(Bob Books #1 - Reading Magic) A classic phonics book series successfully turned into an excellent, interactive early phonics app.



(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.