



In selecting activities appropriate for language interventions, I apply certain criteria that I would like to call the FIVES framework. When looking at a web, software or hardware resource, it is helpful to consider these five factors:

Free—Is it free or nearly free? This isn't always an excluding factor, but most public school SLPs don't have much of a budget!

Interactive—Does the site use technology well to provide opportunities for students to make decisions, perform actions, and possibly create, or does it mostly consist of text?

Visual—Using the principles of Universal Design for Learning (UDL), does it provide a multisensory experience that our students' classrooms might lack, or that bears repeating?

Educationally Relevant—Does it relate to topics, skills, or strategies that mirror or enhance classroom content?

Speechie—(a cutesy term, I know, but it fits...) when a task analysis is done, does the activity target language goals specific to the students' Individualized Education Plans?

Using Apps in Speech Language Therapy

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MSHA Annual Conference 2012

Websites

<http://gameslab.radford.edu/iLearn/apps.html>

<http://mitsapps.cenmi.org/>

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

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

<http://www.a4cwsn.com/>

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

<http://momswithapps.com/>

<http://techinspeciald.com/>

Facebook Groups

[iTeach Special Education- iDevices in Special Education](#)

[Educational App Talk](#)

[SLPeeps](#)

[SLPs Talk Apps](#)

Ellen's Top Ten Apps (these are the apps that I use the most)

1. Common Core Standards (free)
2. Injini (\$49.99-there is a Lite version)
3. iTouchiLearn Words (\$1.99)
4. ABA –Receptive, Class, Combined, Feature, Function (\$1.99 each)
5. Toca Tea Party (\$2.99)
6. Clicky Sticky (\$1.99)
7. Mobile Education Apps: Rainbow Sentences, Preposition Builder, Sentence Builder, Question Builder (\$5.99-\$9.99)
8. Toontastic (free)
9. Zombies Vs. Literacy/Elephonics (\$1.99 each)
10. ArticPix Full (\$29.99-there is a lite version but it only has "th")

Favorite Book Apps

- Miss Spider's Tea Party (\$2.99)
- Miss Spider's Bedtime Story (\$2.99)
- Monster at the End of the Book 2 (\$3.99)

- Freight Train (\$.99)
- Thomas the Train books from Callaway Arts (\$4.99 each)
- Grasshopper Apps—lots of free books that can be customized
- Green Eggs and Ham (\$2.99)

Cause/Effect Apps (good for beginners)

BubblePopper

Bubbles

Sound Touch (\$4.99-there is a free version)

iBaby Buttons (\$1.99)

evaluate app Rubric

Goal: What goal from students IEP/504 does this app need to support?

Name of App:		developer		
Content / Topic		developer Website:		
Date reviewed		Last up date:		
Review by:		Date:		
Version:		Cost:		
Domain	1 Weak Quality	2 Fair Quality	3 Good Quality	4 High Quality
Curriculum Connection	Does not meet expectation	Limited or narrow scope of the topic. Under developed.	Skills or concept are practiced and reinforced. Limited level of consideration.	Very strong connection to the skill or concept being practiced. Levels of consideration offered.
Type of Skills practices	No skill practice only "flashcard" drill	Skills are practiced in gaming format.	Simulated learning environment (virtual tasks). Scaffolds activities (Beginner - Advance)	Problem based learning with simulated environment. Program monitors and advances difficulty.
Age and Grade Level	Level is not appropriate for audience. Not suitable for age or grade level. Directions are incomplete or inadequate	Level is often too easy or difficult for target audience. Features unsuitable material. Directions are unclear.	Level is appropriate but some portions maybe to easy or difficult. Most directions are clear but some are confusing.	Level is appropriate for target audience (age and grade). Directions are clear and complete.
Adjustable levels	Only 1 level	2 -3 levels	4-5 levels	More than 5 levels
Prompts	No feedback offered moves forward with correct or incorrect responses	Prompt is limited to indicating wrong answer. Student needs to get it right to move forward	Prompt is specific - pre-set number of tries (can't edit) before student moves forward	Prompt is specific - can set number of tries - there is a tutorial to help student
Ease of Use	Very difficult to use. Limited or no instructions. Student needs support on every use	Student needs to be cued through the process.	Student needs support (model) from adult or another peer	Intuitive student can figure out independently
Engagement	Does not meet expectation	Held the individual attention for more than 2-3 minutes	Held the individual attention for more than 5 minutes	Held the individual attention for more than 10 minutes
Customization	None	Can turn prompts off and music	Add your own items and prompts	All features are customizable including fonts.

Domain	1 Weak Quality	2 Fair Quality	3 Good Quality	4 High Quality
Alternative Access	Has no access to alternative sources	Specific interface access and works consistently	App works with at least 2 access tools works consistently	App works with 3 or more access tools. Is consistent.
Data Collected	No data offered.	Data is collected in percentage only. Data cannot be printed or stored.	Data is collected. Number of correct against total attempts. Can be printed.	Data is collected. Number of correct and incorrect responses against total attempts. Can be stored and printed.
State Curriculum	No			Yes
Gender Neutral	No			Yes
Rating:	Not Suitable for use	Satisfactory	Highly recommend	Exceeds expectations
Count up points divide by 11	1-1.6	1.7-2	2.7-3	3.7-4
Strengths of the APP:				
Weakness of the APP:				
Skills individual needs to have or learn before use:				
Alternative apps to consider				

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