Apps and the School-Based Speech-Language Pathologist

Disclosure Statements

- The presenter is an employee of Super Duper Publications and receives a salary as such but receives no additional compensation for this presentation. The presenter has no additional financial relationship and no non-financial relationships to disclose.

- Super Duper Publications has developed numerous educational apps. This presentation will showcase apps created by Super Duper Publications as well as apps created by other publishers.

Smartphones in the U.S.

- More than 97 million Americans own a smartphone
- 46 million apps are downloaded from Apple’s App Store per day
- Anticipate 73 million iPads® will have been sold by end of 2012
- Apple reports there are 40,000 educational apps
Using Apps in Therapy

**Positives**
- Engage & motivate students
- Reduce time preparing materials
- Engage nonreaders with interactive books
- Keep all your materials in one place
- Monitor progress with accurate data collection & reporting
- Large amount of content for a low price
- Offer updates to respond to customer feedback

**Negatives**
- Adding and updating apps is a continual cost after an initial purchase
- Redirecting children to other devices is difficult
- Choosing therapeutic apps among so many is difficult
- Using your personal device with students can be risky

www.asha.org (Retrieved September 29, 2011)

Vocabulary Terms

**Gigabytes, Megabytes, and Kilobytes**
Terms to describe the size of computer files and memory storage capacity. A small Notepad file would be measured in bytes.
- 1024 bytes in a kilobyte (KB) – (basic Word document)
- 1024 kilobytes in a megabyte (MB) – (music file)
- 1024 megabytes in a gigabyte (GB) – (DVD quality film)
- Many phone plans limit the amount of data you can download. It is important to monitor this!

**In-app purchases** - purchase an app, then purchase other modules or additional content within the app.

**iOS** - the operating system of iDevices.

**Native** - the device for which an app was specifically designed.
- iPod® native will run on iPad® but not in high resolution.

**Operating System (OS)** - platforms that run the devices. Most common are iOS, Android™, RIM (Research in Motion), and Windows Mobile.

**QWERTY** - Describes a standard keyboard set up, as opposed to (on many handsets) a numerical keypad with several letters ascribed to each key.
- Many smartphones have QWERTY keyboards, either physical (like many Blackberrys) or touchscreen versions (like an iPhone®).
Vocabulary Terms, continued

- **Smartphone** - a mobile phone handset powered by an operating system that gives it advanced functionality, much like a mini version of a home computer.
- **Updates** - the minor and major fixes and upgrades of an app's features. Your device notifies you if you have apps that need updating. Check before you update.
- **User Interface (UI)** - the buttons, menus, etc. (referred to as furniture) on a smartphone's screen that navigate your handset's functions. The ease of using a particular UI (closely tied to the operating system) is often a key factor in choosing a smartphone.

Universal Design for Learning

**Principle I: Provide Multiple Means of Representation (the “what” of learning)**
- Learners differ in the ways they perceive and comprehend information presented to them.
- Those with sensory deficits (e.g., blindness or deafness), learning disabilities (e.g., dyslexia), or language or cultural differences may require different ways of approaching content.
- Others may simply grasp information quicker or more efficiently through visual or auditory means rather than printed text.
- When using multiple representations, learning and transfer of learning occurs because it allows students to make connections within, as well as between, concepts.
- In short, there is not one means of representation optimal for all learners; providing options for representation is essential.

Universal Design for Learning, continued

**Principle II: Provide Multiple Means of Action and Expression (the “how” of learning)**
- Learners differ in the ways they navigate and express what they know within a learning environment.
- Students struggling with strategic and organizational abilities (executive function disorders) and those with language barriers approach learning tasks very differently.
- Some are able to express themselves well in written text but not speech, and vice versa.
- In reality, there is not one means of action and expression optimal for all learners; providing options for action and expression is essential.
Universal Design for Learning, continued

Principle III: Provide Multiple Means of Engagement (the “why” of learning)

- Learners differ greatly in the ways in which they can be engaged or motivated to learn.
- Many sources influence individual variations in affect including: neurology, culture, personal relevance, subjectivity, and background knowledge.
- Spontaneity and novelty highly engage some learners while others, who prefer a strict routine, may become disengaged or sometimes frightened.
- Some learners like working alone, while others prefer working with peers.
- There is no perfect mode of engagement for all learners in all contexts; providing multiple options for engagement is essential.

Evidence-Based Practice Model

Wakefield & Schaber shared a five-step process to determine if an app is evidence based:

Step 1: Frame your clinical question using PICO (Population, Intervention, Comparison, Outcome).
Step 2: Find the evidence.
Step 3: Assess the evidence.
Step 4: Search the app store and consult the evidence.
Step 5: Make a clinical decision and integrate the different types of evidence to determine your choices.

Choosing Apps

From Tony Vincent’s Ways to Evaluate Educational Apps

- Rubric – focuses on
  - Relevance
  - Customization
  - Feedback
  - Thinking Skills
  - Engagement
  - Sharing

- Checklist – addresses both instructional and technical aspects of an app

Available at www.learninginhand.com/rubric
Websites for SLP Apps

- www.a4cwsn.com
- www.bridgingapps.org
- www.smaryears.com
- www.geekslp.com
- www.mayerjohnson.com
- www.pocketslp.com
- www.speechtechie.com
- http://appsforspeechtherapy.blogspot.com
- www.therapyapp411.com
- www.asha.org
- www.ipadinschools.com
- www.taptotalk.com
- www.appshopper.com
- http://ibearthisapp.com
- www.superduperinc.com/apps

SLP Resources Apps

Chronological Age Calculators

There are many of these online.
Super Duper® Age Calculator app is FREE.
**Caseload Tracker**
(by Smarty Ears)

- Keeps track of IEP meeting due dates, evaluation due dates, and eligibility due dates.
- Has a built-in system for tracking deadlines.
- Notifies user with color-coded alerts for upcoming deadlines combined with push notification alerts of total numbers of students with upcoming due dates.

**Time Timer**
(by Time Timer LLC)

3 Ways to Visualize Time:
- 60 Minutes Mode: Here, the circle represents 60 minutes, so you can quickly gauge how much time you have left.
- Custom Mode: Here, the circle will count down any amount of time you set – up to 11 hours, 59 minutes, 59 seconds!
- Clock Mode: Your Timer appears on a real clockface. So, if it's 9:00, and you set a 90-minute timer, you can watch time elapse until 10:30.
Super Duper® Data Tracker

- Create multiple goals for each student.
- Choose from various response types – tally, correct, incorrect, approximated, and cued.
- “Undo” the last recorded response if you make an error while tracking responses.
- Store data for an unlimited number of sessions.
- Add students to multiple groups.
- Add students temporarily to a group to make up missed sessions.
- Make notes for each student during a session.
- Email results for individual students or all students in a group.
- Graph results for each goal.

Percentally (by Expressive Solutions LLC)

- Converts tallies to percentages.
- Allows you to undo errors.
- Allows you to single tally.
- Does not save data over time.
- Can copy and enter into a spreadsheet.
- Turn sound on or off.

Augmentative Communication
Tap to Talk
(by Assistyx LLC)

- Allows web-based programming.
- Has an adequate existing library and can import digital pictures/other images for personalization.
- Records voices vs. using the provided digitized voice. This way the client can have a voice that “matches” (i.e., a young boy can have a young boy’s voice).
- Allows branching/linking of topics to model and assists with more complex language.
- Has great customer service for troubleshooting.
- Is an affordable option for an AAC device.
- Has a subscription service.

Proloquo2Go
(by AssistiveWare)

- Offers a full-featured augmentative and alternative communication solution for people who have difficulty speaking.
- Provides natural sounding text-to-speech voices.
- Has high-resolution, up-to-date symbols and powerful automatic conjugations.
- Has a default vocabulary of over 7,000 items, advanced word prediction, full expandability, and is extremely easy to use.

Verbally
(by Intuary)

- A communication aid for people with apraxia, ALS, stroke, traumatic brain injury, Parkinson’s, Cerebral Palsy, or Muscular Dystrophy.
- Offers over 60 essential words, which can save you over 50% of the taps required to input sentences.
- Has a Core Phrases Grid of a dozen common phrases enabling faster and easier conversation.
- Has Text Prediction that learns frequently used words/names – entering information becomes quicker and easier.
- Offers three keyboard layouts.
- Offers a choice of male or female voices.
“WH” Question Cards App
(by Super Duper Publications)
• Who, What, When, Where, Why card decks
• 56 cards for each WH set (280 total)
• Data tracking
• Four entertaining learning games for each set of WH cards:
  • Secret Decoder
  • Multiple Choice
  • Matching
  • Drag ’n Match

Core Curriculum Vocabulary Cards
(by Super Duper Publications)
• 100 Core Curriculum vocabulary words with definitions
• Four subjects (Language Arts, Math, Science, and Social Studies)
• Unlimited students
• Data tracking
• Four entertaining learning games
  (Multiple Choice, Secret Decoder, Matching, Drag ’n Match)
• Four grade levels:
  - PreK/K (FREE Social Studies)
  - First Grade (FREE Science)
  - Second Grade (FREE Social Studies)
  - Third Grade (FREE Science)
Story Maker App
(by Super Duper Publications)

- Create and tell/retell picture or photo stories
- Choose from over 800 places, people, and items
- Add your own photos
- Include words, sentences, & drawings
- Edit your stories
- Unlimited pages in a story
- Record your voice for each story
- Play stories as slideshow or “turn” pages like in a book
- Print or email stories

Super Duper®
Fun Deck® Apps

Open-ended response apps:
- SLP judges responses as correct or incorrect.
- Up to five players at a time.
- Email data to yourself or anyone else.
- Video tutorials explain how to use it.

Apps with auto score option:
- Score responses automatically or manually.
- Up to five players at a time.
- Present cards randomly or in order.
- Email data to yourself or anyone else.
- Video tutorials explain how to use it.
Super Duper
Fun Deck® Apps (with auto score option)

- Opposites
- Homophones
- Yes or No?
- Regular Past Tense Verbs
- Plurals
- Irregular Verbs
- Using "I and Me"
- Do and Does
- Has & Have
- Was & Were
- Fact or Opinion?

PCS™ Symbols Apps
(by DynaVox Mayer-Johnson)

The PCS™ Vocabulary Flash Cards App
- Comes with everyday Picture Communication Symbols (PCS™) like “ball,” “running,” and “Halloween.”
- Presents a dozen categories including:
  - Actions and Emotions
  - Holidays
  - Basic Concepts
  - School
  - Body and Clothes
  - Sports
  - Dressing and Bathing
  - Food
- Download a free app sampler of symbols and have the option to purchase more symbols.

Speech With Milo Titles
(by Doonan Speech Therapy)

- Verbs • Sequencing • Prepositions • Interactive Storybook
- Adjectives • Verbs (Spanish) • Prepositions (Spanish)
Mobile Education Store

- **Language Builder** – help students improve sentence ideation, formation, receptive and expressive language.
- **Sentence Builder** – teaches students how to form grammatically correct sentences.
- **Sentence Builder Teen** – help teenage children learn to build grammatically correct sentences.
- **Question Builder** – students answer abstract questions and create responses based on inferences.
- **Story Builder** – helps students improve paragraph formation, integration of ideas, higher level inferencing skills.
- **Conversation Builder** – encourages students into conversations with multiple exchanges.
- **Preposition Builder** – teaches students 28 common prepositions.
- **Rainbow Sentences** – construct grammatically correct sentences using color coded visual cues.

Articulation and Phonology

- 24 sounds (b, ch, d, f, g, h, j, k, l, l-blends, m, n, p, r, r-blends, s, s-blends, sh, t, th, v, w, y, z)
- Sounds in initial, medial, final, and/or recurring positions of words, phrases and/or sentences
- Choose words by syllable (1, 2, and >2 syllables)
- Enter an unlimited number of players and goals

Webber Photo Articulation Castle

(by Super Duper Publications)

- 24 sounds (b, ch, d, f, g, h, j, k, l, l-blends, m, n, p, r, r-blends, s, s-blends, sh, t, th, v, w, y, z)
- Sounds in initial, medial, final, and/or recurring positions of words, phrases and/or sentences
- Choose words by syllable (1, 2, and >2 syllables)
- Enter an unlimited number of players and goals
Webber Photo Articulation Castle
(by Super Duper Publications)

• Audio for all words, phrases, and sentences
• Record players’ productions; play back and save recordings
• Photo stimuli
• 3,000 target words
• Data tracking – score as correct, incorrect, approximate, and/or cued
• Free version with /b/ sound to try it out

ArtikPix
(by Expressive Solutions LLC)

• Collects data on up to four students at a time using group scoring flashcards.
• Combines card decks and specifies ordering.
• Records your voice and plays the recording (external mic/earphones with mic needed for iPod touch® prior to 4th generation).
• Converts tallied data to percentage-based data automatically.
• Undoes tallying mistakes by tapping the numbers at the bottom of flashcards.
• Saves data in the app (organized by your students’ names and timestamps).
• Copies data to clipboard, email, and Google Spreadsheet.
• Uses configurable options for app sounds (e.g., audio recordings) and visuals (e.g., hide matched cards, unmatched card delay).

Pocket Artic
(by Pocket SLP)

• Has 2,100 flashcards.
• Has customizable decks; select target phonemes and positions of occurrence.
• Mark correct/incorrect productions.
• Provides illustrations on how to produce target phonemes.
• Includes a Phoneme Summary.
• Email, save, or review previous scores.
Pocket Pairs
(by Pocket SLP)

• Over 1,000 flashcards.
• “Multiple Client” option for group sessions.
• Application remembers the students’ specific processes. Just select the student(s) and begin!
• Memory of successful responses.
• Audible pronunciation of each flashcard.
• Sound options for responses include on, off, or silly.
• Recording for students’ spoken responses store within the application for tracking for replay at any time.
• Print data directly from the application (requires OS 4.0+) or email with the touch of a button.

Articulate It!
(by Smarty ears)

• Has 1,000 Pictures.
• Contains ALL phonemes of the English language.
• Tracks multiple students with separate goals at the same time.
• Groups sounds by manner of articulation or phonological processes.
• Allows children to record and compare their voice productions with the built-in audio recording.
• Reports percentages based on phonemes, position in words, which words were missed, and more.
• Has note-taking capability: allows SLPs and parents to take notes during practice.
• Allows you to skip images you don’t want to practice.

Articulation Station
(by Little Bee Speech)

• Includes over 20 sounds
• Provides “Quick Tips” on how to teach a sound
• Has 6 Activities – 2 Word, 2 Sentence, 2 Story
  ◦ Level 1 and Level 2 stories both include Comprehension Questions
  ◦ Flashcard and Matching Activities for Initial, Medial, and Final Positions
• Ability to score correct/incorrect responses, save/email scores
• Voice Recording feature (record and play back)
Voice

Bla Bla Bla
(by Lorenzo Bravi)

- Use to help children to moderate their volume.
- Provides good visual feedback to help kids develop a sense of voice volume.
- Encourages nonverbal children to vocalize.

Talking Tom Cat
(by Out Fit 7 Ltd.)

- Encourage nonverbal children to vocalize.

Voice Recorders

- SpeakEasy Voice Recorder
- Note2Self
  - Email recordings directly to you.
  - Activate voice recording when you hold the phone to your ear.
- Recorder
  - Allows you to email recordings.
- Audio Recorder
  - Allows you to email recordings.
eBooks

- "Enhanced" eBooks include animations, narration, and various interactive features.
- Some books have touch points that occur randomly every time the child reads the book.
- A majority, if not all, of children's book publishers have interactive eBooks.
- When you choose interactive books make sure that the interactive features support the story and don't distract from it.

Questions?
slphelp@superduperinc.com