

Apps and the School-Based Speech-Language Pathologist

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- 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.

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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

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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)

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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.

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Vocabulary Terms, continued

- **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®).

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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.

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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.

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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.

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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.**

Teaching Every Student in the Digital Age by Rose & Meyer (ASCD, 2002)
The Universally Designed Classroom (Rose, Meyer, & Hitchcock, Eds.; Harvard Education Press, 2005)
A Practical Reader in Universal Design for Learning (Rose & Meyer, Eds.; Harvard Education Press, 2006)

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Choosing Apps

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.



APP-titude: Use Evidence to Choose a Treatment App (ASHA Leader, 2012)

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Choosing Apps

From Tony Vincent's *Ways to Evaluate Educational Apps*

- **Rubric** – focuses on
 - Relevance
 - Feedback
 - Engagement
 - Customization
 - Thinking Skills
 - Sharing
- **Checklist** – addresses both instructional and technical aspects of an app

Available at www.learninginhand.com/rubric

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Websites for SLP Apps

- www.a4cwsn.com
- www.bridgingapps.org
- www.smartyears.com
- www.geekslp.com
- www.mayer-johnson.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://iheartthisapp.com>
- www.superduperinc.com/apps



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SLP Resources Apps



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Chronological Age Calculators

There are many of these online.
Super Duper® Age Calculator app is FREE .



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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.



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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.



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Super Duper® Data Tracker

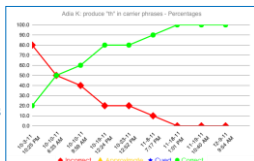


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Super Duper® Data Tracker

- 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.



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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.



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Augmentative Communication



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Tap to Talk

(by Assistixx 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.



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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.



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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.



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Language



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“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



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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)

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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



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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.

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Super Duper Fun Deck® Apps (open ended)



Let's Name Things



"WH" Questions at School



Story Starters



All About You, All About Me



What Would You Do at School If...



Understanding Inferences



What Would You Do at Home If...



If... Then ...



Compare & Contrast



How?



Let's Predict



What Doesn't Belong?



Fun Deck Following Directions



Listening for Absurdities



What's Being Said?



What Does Miss Bee See?



Practicing Pragmatics



What Are They Thinking?



Name That Category!



"WH" Questions at Home



What Are They Asking?

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Super Duper Fun Deck® Apps (with auto score option)



Opposites



Yes or No?



Plurals



Using "I and Me"



Has & Have



Fact or Opinion?



Homophones



Regular Past Tense Verbs



Irregular Verbs



Do and Does



Was & Were

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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.



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Speech With Milo Titles

(by Doonan Speech Therapy)

- Verbs • Sequencing • Prepositions • Interactive Storybook
- Adjectives • Verbs (Spanish) • Prepositions (Spanish)



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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.



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Articulation and Phonology

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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



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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



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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).



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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.



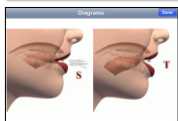
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Pocket Pairs

(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.



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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.



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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)



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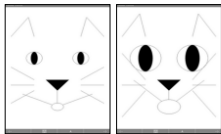
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Bla Bla Bla

(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.



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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.

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eBooks



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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.

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Questions?

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