

Early Childhood/Special Education/ Assistive Technology - Features Matching

What are the features that an app needs in order to overcome functional limitations for disabilities in early childhood education?

Cause and effect apps – Cause and effect is important because it helps the child to have control over his/her environment. Cause and effect apps can help to assess children's cognitive abilities.

Uncolor - Child needs to wait for something to happen

Uzu, Rad Sound, Fireworks, Line Art, Music Sparkle, Glo Draw

Reducing cognitive load - Single step response through auditory, tactile and visual mapping to reduce cognitive, sensory, and physical demands

Clicker Connect – predictable sentence writing with phrases, word prediction and icon prediction

Two switch scanning

Auditory Processing - Apps that use visual cueing verse auditory cueing to complete tasks

Toca Boca apps and Puppet Pals

Visual Processing – can be due to font, eye tracking or cortical vision impairment.

Apps that will: read to me, audio books, text to speech apps, digital verses synthetic

Auditory Cueing (*ABA Apps*)

Bob Books, Dr. Seuss, Sesame St. collection

Blind and Low Vision – Apps that feature audio books, text to speech apps, digital verses synthetic; large printing, contrast, zoom, braille, different fonts and colors.

MatchAnimals - Auditory sound matching game

Provide Tactile overlays - *Scene Speak*

Deaf and Hard of Hearing – Use external Speakers; voice recognition, speak to text; vibration patterns

ABC Music, ASL Tales, Baby Sign

Deaf Blind – Vibration patterning built into the iPhone or vibration mapping to animals and sound

ABC Music, Alerts Lite, Beams, AnimalSounds

Speech output –icons or words

485 apps for speech output

Photo Albums (built in)

Physical access – mounting solutions, styluses, keyboard overlays and accessories, virtual keyboards, external speaker, Tyvek glove

Swirl Paint, Cupcake, Popcorn, Snackerdoodle

Processing – Apps for sequencing, word retrieval, memory

My Playhome, Scene Speak, Cupcake

Nudge, Iprompt

Behavior – Self-Regulation – Apps to help regulate talking too loud, bite people, hitting, laughing

Inside Voices, Choiceworks

Fluid, Koi Pond, Gravetarium, Time Timer

Mindfulness activities, relaxation, video modeling (*Camera*)

Personal responsibility - for taking care of oneself and ones belongings

iPrompt, iCan, Photo Album,

Slower learners

Apps that have repetition

Apps that are interactive, Multimodel learning

Motor planning and Re-auditorization

Data Tracking apps – *Teach Me, See Touch Learn, Ecove*

**italics indicate app names*