



**Down Syndrome
Training & Support
Service Ltd**

The Leah Kathleen Kellett Software Library

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INTRODUCTION

Computers play a very important role in all of our lives today, and this is especially so for children who are visual learners. Computer assisted learning is a big plus for children with Down syndrome. It has been found that working on a computer can sustain attention for far greater lengths of time, not only because it is visual, interactive and rewarding but also because it does not demand a verbal response, the child is in control of the activity. This promotes self esteem and independence

There are various input devices manufactured by different companies; touch screen, roller balls, concept keyboards etc. aimed at helping children use computers. However children can quickly learn to use the two largest keys on the keyboard (space and return) to operate simple programmes. Indeed “**Blob**” can be set to operate a range of tasks by simply pressing the space-bar. Children progress to using more keys and the mouse to control actions; mouse speed, pointer size etc may be modified to make them more child friendly; a handout is available.

The DSii booklet *Utilising ICT to Assist the Education of Individuals with Down syndrome* gives more detailed information on ICT and programmes available.

1. NUMERACY AND MATHEMATICS

1.1 123 CD (****) Sherston www.sherston.com

This software works solely with the numbers 1 to 10 and you can select all of these numbers or focus on a selection, for example if you just want to work on 1, 2, 3 or 7, 8, 9.

Activities include:

- Counting frogs into a pond - as you drag them with the mouse a voice counts the frogs so the child is listening to the numbers and count sequence.
- The screen displays a set of objects, for example, 6 eggs with the numbers 1 to 10 displayed underneath and the child has to find “how many” and click on the correct number. In the set up option you can select how many attempts your child can have before the computer helps.
- Games. One favourite is where you are shown a number of items, for example 3, your child has to count them (be prepared for many finger marks on the screen), and then move, using the arrow keys, a little wizard along shelves, up ladders, down slides - wheeeee! until he reaches the number 3. Other numbers are present but the mission is to get to number 3. When the little man arrives there is a great hurra and celebrations.

The brilliant thing about 123CD is that all of the objects to be counted are displayed in the Numicon format.

Our library of software is housed at the Pamela Sunter Centre and a selection of items can be found on display at our Saturday meetings. An item can also be borrowed by contacting us via phone or email, and we will then be happy to post it out to you.

(****) excellent resource, highly recommended

(****) Very good resource, recommended

(***) good resource

Many items in the library have been funded by donations made in memory of Leah Kathleen Kellett.

1.2 Number Train (*****) Sherston www.sherston.com

This software works with numbers up to 20, you cannot restrict the numbers but there are 3 levels of difficulty. It offers 7 activities:

- Beach Bunnies -ordering numbers between 1 and 20. The bunnies hats have numbers on and some are missing.
- Blue Tops -adding together two or three sets of policemen by counting, eg $7+3=10$, count first set of 7, click on 7, count second set of 3, click on three, the policemen all move together, count all policemen together click on 10.
- Drippy Ducks - take aways. For example three ducks sit on a wall over a pond, 2 jump in, how many are left?
- The Scruffy Growlers - place value. The growlers stand in a row holding numbered basket balls "*click on the ball with 2 on it*" given choice of 20, 2, 4, 12, etc
- Esme Elephant - counting on a number line. Take turns to throw a die to move down the track.
- Poppy Penguin - counting in 2s up to 20 by jumping over the icebergs.
- Fandango Frogs - odds & evens, a tricky concept.

1.3 Number Plane (*****) Sherston www.sherston.com

Many more options to restrict which numbers you work with up to 100, also 3 levels of difficulty and the option to grey out any of the 7 activities that maybe not appropriate until later on, eg multiplication.

- Debbie Diamond – place value up to 100. Counting CDs in blocks of tens and units onto two vertical rods.
- FlorrieFlutter -bonds up to 20. Find the number pairs to twenty as you fly a kite.
- Mr. Flopear - number recognition, including the written word for higher levels of difficulty. The rabbit deals 4 cards, which card has the number 40 on it? Remember you can restrict numbers.
- Zogs - number bond to 10 using suitcases moving round a carousel, find the missing suitcase to make the sum correct.
- Dr. Prickle - multiplication. Four boxes each contain 2 hedgehogs open them and lets see how many.
- Cooky Spooners - working with fractions by slicing pizzas into two or four pieces.
- Doughnut Dragons - share the doughnuts between the dragons.

1.4 What's the time Mr. Wolf? (*****) Sherston www.sherston.com

This software covers everything from the basics of understanding the concept of time, fast, slow, short time, long time, to telling the time, days of week, months and seasons. Three levels of difficulty.

Enter Mr. Wolf's shop to help him...

- Sort Toys - race objects, eg robots to see which is the fastest/slowest, takes a short time/takes a long time etc.
- Write his weekly diary - fill in the days and then atishoo!, he sneezes and blows all the days away, can you reorder them?
- Sort photographs - sequencing skills.
- Write about the seasons - describing seasons. Uses reading and writing skills.
- Check if his month machine is working - order the months. You are shown four with one incorrect, find the correct order to win a prize.
- Mend his cuckoo clock. The hands fall off when the cuckoo pops out can you replace them to show the correct time?
- Mend his chiming clock - works with minute and hour hands, "click on the hour hand to move it" count the chimes for o'clock. Plays a tune at "half past".
- Mend his digital clock - comparing digital and analogue.
- Work with his talking clock - using the various digital and analogue representations and speech, eg 2.15, quarter past two, 15 minutes past two.

1.5 Money Talks (****) topologika

Offers practice opportunities in 4 real life situations including At the checkout and Paying bills.

1.6 Number Shark (****) White Space www.wordshark.co.uk

This is in the same format as Wordshark. 40 games covering counting, sequencing, addition, subtraction, multiplication, division. Select one task at your child's level of ability, eg number bonds to 10, and play the games that cover that topic. For example click on the shark game - a shark swims towards you with a sum "1+2=" in his mouth, work out the answer and find/type it in before he eats you! - option to slow down the shark.

Rewards given in the form of games at the end of each completed task. You will need to play around with these games first, there are many to choose from and some tasks may not be suitable in that the concepts they are expecting your child to understand are quite tricky, eg a man needs to jump 3 units to a safety block but he is only 2 away from it so you need to move him back 1 before he jumps!!!

There is excellent technical support available for Word Shark and Number Shark, contact Rick on 02087 481170.

There is the option of removing any of the games that are not appropriate from the screen

SENTENCE BUILDER - (Mobile Education Store) - suitable for older children. This app is designed to help children learn how to build grammatically correct sentences. Attention is paid to connector words that make up over 80% of the English language. Features include: 100 pictures to build sentences around, 3 levels of play, 60 encouragement animations & audio clips, and optional correct sentence audio reinforcement.

SENTENCE BUILDER TEEN - (Mobile Education Store)- suitable for young adults. This app is designed to help teenage children learn how to build grammatically correct sentences. The content is identical to Sentence Builder but uses teenage themed pictures to build sentences around.

SPEECH JOURNAL - (Mobile Education Store) - suitable for older children & young adults. This app can be used as a personal diary, once you have selected an image you can create a voice recording to go with it. You can add more recordings to create a slide show. This gives you the flexibility to create speech activities that best suit the needs/interests of your child.

QUESTION BUILDER - (Mobile Education Store) - suitable for older children & young adults. This app is designed to help children learn how to answer abstract questions. Features include: Why, what, where, how and random question formats, 1200 audio clips of questions & answers, 3 levels of abstraction, 60 encouragement animations & audio clips.

TALKING ABOUT SEXUAL & SOCIAL RELATIONSHIPS - (British Institute of Learning Disability) - suitable for older children & young adults
This app includes pictures to talk through with a young person with a learning disability (**PLEASE NOTE SOME OF THE PICTURES ARE EXPLICIT**), FAQ for people supporting a young person with a leaning disability, a quiz for parents/support workers, information regarding the law as it relates to people with learning disabilities, a glossary of words used within the app and web links that you may find helpful.

CONVERSATION BUILDER - (Mobile education Store) - suitable for older children & young adults. This app is designed to help children learn how to have a conversation with their peers in a variety of social settings. The child learns when it is appropriate to introduce themselves, ask questions, make observations & change the subject of a conversation. Being able to converse with peers is the cornerstone of developing relationships and this app promotes development of this skill in a fun & engaging way.

LANGUAGE BUILDER - (Mobile Education Store) - suitable for older children & young adults. This app offers a rich & fun way of improving the ability to create grammatically correct sentences. Features include : record feature allows child to record sentences in their own voice, 3 levels of hints, simple interface to record sentences, save & email recorded sentences, 50 distinct story lines to create sentences from, optional hint button.

RAINBOW SENTENCES - (Mobile Education Store) - suitable for older children & young adults. This app is designed to help children improve their ability to construct grammatically correct sentence by using colour coded visual cues. The who, what, where and why parts of sentences are colour coded to help children recognise & understand how combinations of these create basic sentence structure. Children can record their sentences to improve their receptive & expressive language skills an a playback button is available so the accuracy of sentences can be checked and to encourage self monitoring skills.

STORY BUILDER - (Mobile Education Store) - suitable for older children & young adults. This app offers a fun way to improve the ability for the child to create their own narrative. It is designed to help improve paragraph formation, improve the integration of ideas and improve the use of abstract ideas. Features include: record facility so the child can record narrative in their own voice, 3 levels of play, 50 distinct story lines to create narratives from and over 500 audio clips of questions to guide narrative.

PREPOSITION BUILDER - (Mobile Education Store) - suitable for older children & young adults. This app is designed to help children learn the correct use of prepositions & how they can change the meaning of a sentence. Features include: Simple interface to drag & drop to build sentences, 9 preposition modules including the 28 most common prepositions, 300 images to build sentences around, record feature so child can record completed sentences in their own voice, optional correct sentence audio re-enforcement, 11 animations for child to unlock during play, each animation tells part of a larger story to maintain engagement.

1.7 The Time Of My Life (* * * * *)

Published by Inclusive Technology Ltd. www.inclusive.co.uk
The Time Of My Life is an interactive, animated and fully narrated on screen story book featuring key o'clock time throughout a child's day trip to the seaside. Time is displayed in digital and analogue form and the focus is on the concept of time as well as telling the time. Extra resources are provided on the CD to reinforce these ideas.

1.8 Choose It! Ready Mades TIME (* * * * *)

Published by Inclusive Technology Ltd. www.inclusive.co.uk
This programme is in the same format as that below offering 37 activities ranging from night/day, seasons and very basic time, through to AM and PM and time calculations. Printable images of analogue and digital clocks can be found on the CD to support the activities.

1.9 Choose It! Ready Mades MONEY (* * * * *)

Published by Inclusive Technology Ltd. www.inclusive.co.uk
This CD-ROM has 25 activities all about recognising and using UK coins from 1p to £2. Printable resources for off-computer money activities can also be found on the CD. Each activity consists of multiple choice questions , which increase in difficulty throughout the activity. All activities are self correcting so the pupil does not experience failure. A simple scoring scheme allows you to track progress.

2. LITERACY, READING

2.1 Oxford Reading Tree Stage 3 (* * * * *) Sherston www.sherston.com

Talking stories plus activities to match the books.
The CD-ROM is split into two sections -
Trunk Stories : On The Sand, The Egg Hunt, Nobody wanted to Play, A Cat in the Tree, The Rope Swing, By the Stream.
Wrens Stories : Monkey Tricks, Hey Presto, It's the Weather, Naughty Children, A Sinking feeling, Creepy-crawly!
The words and pictures are exactly the same as the book. Click on the **Ear** button to listen to the individual sentence, or click on individual words to hear them read in isolation. The illustrations can be animated by clicking on the **Spectacles** button or the illustration itself.
Additional features include exciting, interactive activities at Word, Sentence, and Text level for each Trunk Story.

2.2 Word Shark (****) White Space www.wordshark.co.uk

This is in the same format as Number Shark and covers word recognition, spelling, word skills, sentence games, the alphabet. Again you choose a topic from the extensive list and play the games that cover that topic, For example select “_at” words and play games with all the three letter words that follow this pattern, eg, type in the first letter of a given word before a shark eats you, find all the words that end in “at” before a snake eats you, and many more. Again some games may be too tricky and it is advisable that you try them out first. There is the option of removing any of the games that are not appropriate from the screen.

There is excellent technical support available for Word Shark and Number Shark, contact Rick on 02087 481170.

2.3 Nesy, Learning Programme deluxe (*****) Net Educational Systems Ltd

Visit nesy.co for free mini games that demonstrate this exciting programme. It includes 70 phonic sounds, 5000 words and 1000s of worksheets to tackle reading, writing and spelling for ages 5 to 14 years. The programme is an adventure game with 10 islands each with a different learning challenge. You can also record your own words in a recording studio. Developed for children with dyslexia it also meets the needs of children with Down syndrome who are ready to further develop their reading, writing and spelling skills.

2.4a Say Cheese! Early Years (Reception) (*****) Sherston www.sherston.com

The first in a series of two CD-ROMs, **Say Cheese! Early Years** teaches and reinforces the tricky and high-frequency words that are difficult for young children to read.

Based around five structured activities using wordlists featuring all of the Reception keywords from the National Literacy Strategy. This program is designed to help young children quickly develop the range of words they recognise on sight. With Maurice Mouse on hand to help - clear pronunciation and careful presentation allow for independent use.

It offers 5 activities with the option of turning off some of the words.

- Pop the Balloon: Listen to the spoken word then pop the balloon that displays the correct word (choice of two balloons)
- Sign Map: Match word to word. Two of each displayed on different sign boards.
- Sentence Machine: Click on the target word in a sentence.
- The Word On The Board: Does the word written on the chalk board match the narrated word click “yes” or “no”
- Word Cards: A selection of flash cards are displayed to read.

This software can be used on an interactive white board and the activities can be navigated using the mouse or the space bar (switch).

child can be asked to recall through the “superstar directions” feature - this will pop up at random (but can be turned off through Settings) - the child has to recall directions given & repeat them verbally through a record button.

HAIRY LETTERS -

Learn the names & sounds of each letter with the Hairies. Features include - Interact with animations & trace the letter shape onscreen with your finger. Play games to reinforce learning & build letters into simple words. Letter sounds come to life with animated characters. Learn to form each letter shape with your finger. Play games to blend letter sounds into first words. Includes upper case letter names. Letters are introduced in 6 colour coded stages.

TURTLE MATH-

Turtle Math will help your child build basic math skills in a fun & interactive way. The drag & drop interface engages the child’s attention & makes learning an entertaining experience. Repetition is very important and there is a built in reward system so that when a level is finished your child is rewarded with a star. Play the level one more time & you get another star—you are rewarded for playing & learning. Area covered include - counting, addition, subtraction, put numbers in order, use letters to write numbers.

ENDLESS 123-

This app for young children assists with identifying & matching numbers, learning the sounds associated with each numeral & giving meaning to each number including lots of number games to strengthen the building blocks of learning with lots of animated monsters to catch the attention of younger children.

SCIENCE HERO-

This app teaches about the digestive system in an entertaining & informative way. It is full of fun games (including sound effects & illustrations) and exciting characters and contains a wealth of information. Children learn how food moves through the system and there are also missions to complete in various areas of the body to compliment what they have learnt, there are also short quizzes before you move onto the next part of the body.

NOSY CROW-THE 3 LITTLE PIGS- www.nosycrow.com-highly readable, this app is filled with exciting music, vibrant animations and hundreds of touch points. Features include, sophisticated animation on every screen, lots of funny character comments & interactive surprises, listen to the story narrated entirely by children and enjoy a different reading experience every time.

FIVE LITTLE ALIENS-www.inclusive.co.uk- learn the numbers from one to five with this early learning counting song. The song and animation stop at the end of each verse and you can use a switch or touch the screen to play the next verse. The follow up activities give lots of opportunity to see numbers and hear number names.

CHOOSE IT! LITERACY - www.inclusive.co.uk-designed by a teacher with over 20 years experience in primary & special schools, the series is ideal for pupils at the Foundation Stage & KS1 as well as those with special needs who need extra practice. Clear graphics & good quality recorded speech make this app ideal for children with learning difficulties. Topics included are:
Listening skills, Initial sounds, Initial letters, Initial blends, Tricky high frequency words, Alphabet, Everyday words.

CHOOSE IT! NUMERACY- www.inclusive.co.uk-has a simple & consistent presentation, clear language and audio support which makes it a valuable resource for children with special needs. Correct answers result in a short animated sequence. Topic included are:
Shape, space and measure, Early number, Number 0-5, Number 5-10, Number 0-100, Money, Time

CHOOSE IT! SCIENCE- www.inclusive.co.uk-has a simple & consistent presentation, clear language and audio support making it a valuable resource for children with special needs. Topics included are:
Living things, Materials, Forces & electricity, Light, sound & space.

FUN WITH DIRECTIONS -
This app is designed to target listening skills, while incorporating 10 basic concepts. Features include, cause & effect over a number of levels-at level 1 the child just needs to touch the object to see it do what the direction asked. Even if they don't understand "Close the box" the activity will provide a model of this happening to increase understanding. Many of the simple directions also include a fun element of surprise eg when the child touches an oven to "open the oven" there is a tray of cookies inside, & there are lots of other animations. Also the

2.4b Say Cheese! Infants (Years 1 & 2) (*****)

Sherston www.sherston.com

Don't sound it, say it! Despite the benefits of phonics there are a significant number of words that are best learned through sight recognition. The second in a series of two CD-ROMs, **Sat Cheese! Infants** has been designed to do just that! Based around five structured activities using word-lists featuring all of the Year1 and Year 2 keywords from the National Literacy Strategy, this program will help infants to quickly develop the range of words they recognise on-sight. This software can be used on an interactive white board and the activities can be navigated using the mouse or the space bar (switch).

2.5 Scally's Letters and Nouns (****)

Published by Topologica. www.topologica.com

This programme covers letters and nouns from Reception to Year 2 and offers lots of activities to practise letter recognition, picture/picture matching, word/word matching, word/picture and picture/word matching and also initial letter/sound matching to word or picture. Lots of options with an excellent voice-over.

2.6 Jolly Phonics DVD (****)

Published by Jolly Learning Ltd www.jollylearning.co.uk

This is a great dvd for teaching letter sounds. Includes a spoken guide on how to use Jolly Phonics. Taught through the characters Inky Mouse and her friends Snake and Bee.

3. SPEECH, LANGUAGE & COMMUNICATION

3.1 Speaking for Myself (*****)

This was designed by Bob Black, the Educational Development Officer for the DSA, with advice from DownsEd. The fun and easy to use programme is designed to support early language development using flash cards, a video of Makaton signs, 2 and 3 word stories and nursery rhymes. The flashcards and stories are printable. There are also number activities, sorting, matching sounds to objects, colouring.

3.2 Speaking for Myself PLUS (sign-a-long) (*****)

This is the updated version of the above with more stories and nursery rhymes also supported by video signing. The signing is sign-a-long not Ma-

katon but is very similar. This software provides an extensive range of activities for those with speech and language difficulties in special and mainstream education working at or towards Key Stage 1 or from the 'P' scales. It aims to:

- Develop communication, cognitive and reading skills.
- Introduce signing and symbols as a bridge to the written and spoken word.
- Be an invaluable resource for teaching Reading to teach Talking.

Speaking for Myself PLUS comes on one CD and the pack also includes:

- Handbook,
- Two sets of laminated flash cards,
- A story and colouring book,
- A Quickstart guide

3.6 Language Cards - Interactive Nouns (*****)

Published by Sherston. www.sherston.com

This software can be use on an interactive white board and the activities can be navigated using the mouse or the space bar (switch).

This software offers three different activities to promote speaking, listening and discussion of many basic words. It features 240 photographic images covering 7 topics-everyday objects, furniture, children's clothing, children's accessories, kitchen objects, toys, random. Option to turn off vocabulary and activities.

Each activity can be played at the 2, 3, 4 or 5 object level so giving less or more choice.

he activities are: match object to object, find an object given the word (written and spoken), find a word given the object.

There is also the option of showing all or a selection of the photos on a screen show.

3.7 LDA Interactive Verbs (*****)

LDA www.ldalearning.com

This software uses real photos to illustrate 45 verbs used in five different activities- picture/picture matching, word/picture matching, 4 levels of difficult picture/word matching, picture sequencing and past, present and future e.g. He's going to paint a picture, he's painting a picture, he's painted a picture. I mages can also be used as a photo show.

3.8 LDA Interactive Prepositions & Adjectives (*****)

SPLINGO - www.speechandlanguagestore.com-Splingo's Language Universe is an engaging app that reinforces listening & language skills. Splingo, the friendly alien, teaches students to listen to his spoken task & follow directions so he can get home. Students interact with objects to complete the task & are rewarded with points & verbal praise. If the app goes untouched for more than 30 seconds, Splingo offers a polite yawn to capture the users attention. After 3 tasks are completed students are given the chance to help Splingo navigate the galaxy and advance on his journey.

PRONOUNS WITH SPLINGO - www.speechandlanguagestore.com-using fun animated scenes & a motivating reward game, this app will help teach the understanding & expressive use of a wide range of pronouns, including:

he, she, they, I, we

Him, her, them, me, us

His, hers, theirs, mine, our

You can select a US or UK voice & decide whether you'd like the written sentence to be displayed alongside the verbal instruction.

BIG CAT APPS -www.collins.co.uk-_8 apps in total, the titles include: Playing Story, At the Dump, My Bike, The Farmer's Lunch, In the Garden, The Steam Train, It was a Cold Dark Night and Around the World. Great books with lovely illustrations and hidden interactions and an option to record your voice reading and play back.

OXFORD READING TREE-www.gazoob.com- 6 I pad apps, each containing 8 books levels 1-6 & 24 phonic books. The apps re-create the books familiar to most primary school children word for word includes interactive features , including "read to me" which will read the stories to the children and highlight the text. Each word can be touched to have it read aloud & some of the illustrations include sound effects.

FIVE LITTLE FROGS- www.inclusive.co.uk-touch the screen to play this popular counting song which reinforces early number skills. Count down from five to zero as the frogs jump off the log and sing the catchy tune. There are also two counting activities to reinforce counting up from zero to five.

own words, pictures and audio.

SPECIAL STORIES- www.specialiapps.co.uk-Special stories makes it easy to create your own stories, containing text, pictures and sound. You can read and listen to your stories, print them and share them with friends and family. You can use Special Stories in many ways eg. making photo albums about holidays and other events, improving reading skills, encouraging development of spoken language skills, creating talking books, helping with social skills, explaining step-by-step tasks and sharing information between home and school like a conversation diary.

SPECIAL NUMBERS - www.specialiapps.co.uk-Special numbers contains a set of activities to help develop early number skills, including counting, matching, ordering, comparing and selecting. Designed in collaboration with parents, children, teachers and educational psychologists and suitable for use at home, at school and in therapy sessions.

MATCH & FIND- www.specialiapps.co.uk-an app designed to help develop young children's memory, matching, searching and sequencing skills. Working memory is very important for the development of language and numeracy, and the carefully designed activities in this app can help train children and improve their auditory and visual working memory.

TOUCH APPS - www.specialiapps.co.uk-including, Touch- Words, Touch- Numbers, Touch- Colours, Touch- Shapes
A collection of 4 easy to use apps for children who are at the first stage of learning to talk and to read, to recognise numbers and to understand colours, shapes. Touch each picture and hear it spoken. Touch -Words includes pictures and words from the See & Learn Language and Reading programme from Down Syndrome Education International.

WHAT TIME IS IT MR WOLF - www.tpet.co.uk-a clever and interactive way to help children tell the time. Watch as Mr Wolf spins the clock on the face of the moon to 10 random times and offers the player a choice of answers. With simple and intuitive controls this app is very easy to play and allows the player to concentrate on their time telling practice.

LDA www.ldalearning.com

Real photos are used to illustrate 28 adjectives and 14 prepositions. Three different activities each at four levels of difficulty– picture/picture matching, word/picture matching and picture/word matching. Images can also be used as a photo show to play games such as opposites.

4. SPELLING & KEYBOARD SKILLS

4.1 First Keys (****)

Published by Inclusive Technology Ltd. www.inclusive.co.uk

This software provides practise with keyboard skills, spelling and grammar. There are many levels and you can build up your own word bank. The keyboard can be displayed on screen in upper or lower case and letters are chosen by either clicking on screen or using the keyboard. Choice of voice over. Use at word level, sentence level, fill the gaps, over type a word, fill in Initial letter, etc, etc...

4.2 Spell It (****) Sherston www.sherston.com

A new piece of software covering spellings from year 3 to year 6. However you can very easily add your own word lists and this makes it very useful. Activities come under the headings of learning and practise along with 3 characters; big ears for listening, big eyes for looking and a big brain for thinking. Activities practise re-arranging tiles to spell words, listening to spell and looking to spell. Any attempt to spell is recognised and corrected visually and with excellent spoken explanation.

4.3 Big Keys Keyboard LX www.bigkeys.com

A great keyboard for visual learners. Keys are much larger (1" square), different colours, in lower case rather than capitals, but still in the qwerty layout which make progression onto a standard keyboard a logical step once skills are developed. Easy to attach to your computer.

5. EARLY SKILLS

5.2 Sherston Skill Builders — Observation (*****)

Published by Sherston. www.sherston.com

This software can be use on an interactive white board and the activities

can be navigated using the mouse or the space bar (switch).
It offers four tasks each at 4 levels (i.e. 2, 3, 4 or 5 pictures to choose from) with spoken and written instruction. Eight topics: food, clothes, animals, play, home, numbers, letters, transport.
Sort by colour, sort by size, find the named picture, match the picture to an outline.
Very easy to use.

5.3 Sherston Skill Builders — Identification. (***)**

Published by Sherston. www.sherston.com

Same format as above with same topics and levels but 4 different activities:

Match object to a shadow, recognise an object as it is uncovered bit by bit, peep through a hole and see if you can recognise an object, select the object that appears in both squares.

Helps child to distinguish between letter/number shapes eg “2”, “5” and “s”, “p”, “b”, “d”.

5.4 Big Bang! (**)**

Published by Inclusive Technology www.inclusive.co.uk

A very basic cause & effect programme. Bash the space bar for bubbles accompanied by lots of pleasant bubbly sounds. Bash again to change colour, image etc.

5.5 Mouse Skills (**)**

Published by Inclusive Technology www.inclusive.co.uk

Ten exciting colourful games to help teach mouse skills. The little ‘Inky’ creatures come to life in ten different games, all targeting different aspects of mouse control from moving the mouse and pointing to clicking and dragging. Lots of fun!

6. MIXTURE OF ACTIVITIES

6.2 Teddy Bears Picnic (**) Sherston www.sherston.com**

It’s a busy time for teddy! There’s a lot to do before the Teddy Bears’ Picnic - the invitations need to be written, the shopping must be chosen and paid for and Teddy wants help selecting a snazzy outfit - what shall he put on 1st, 2nd or 3rd?. Once everything is prepared, Teddy has to be directed around a map to a picnic site - left, right, forward and backward. The ‘picnic postcard’ must be created and , finally, all the teddies record

ing the working day. It may be especially useful for sequencing activities that are difficult to remember or to reinforce positive behaviour. You could even use it to show rewards or outcomes for successfully completing activities. The program comes with a set of ready made pictures covering workplace activities and jobs.

We have some copies available for free in the office - please ask if you would like one. Can also be bought at a low cost www.downs-syndrome.org.uk/shop.html

9. FOR USE WITH CLICKER 5

9.1 The Human Body (**)**

This CD enables children to research independently the human body and then to write about it using linked Clicker Grids. Learn about all the major organs, follow the stages of life and discover what you should do to keep your body healthy.

9.2 Food (**)**

This Cd includes videos and newspaper articles and a range of differentiated Clicker activities at pre reading, word, sentence and text levels. The CD contains 3 strands—”Healthy eating” “What do you like” “School meals ” .

9.3 Clicker Animations (***)**

The Cd includes 100 original animations to use in your own clicker Grids and 6 themed sets of ready made Clicker Grids. With the animations you can support your writer with moving pictures as well as still graphics and sounds. The animations really bring your writing grids and talking books tom life.

I PAD APPS

Most of the apps are available at the App store on i-Tunes or android app on Goggle play or you can visit the websites listed below.

SPECIAL WORDS -www.specialiapps.co.uk-Teach your child to recognise early vocabulary written words, encourage their speech development and improve their hand eye coordination and fine motor skills. Supplied with 96 pictures and written and spoken words based on See & Learn language and reading resources from Down Syndrome Education International. Personalise with your

Other topics covered are -

- Personal budgeting - with numerous budgeting activities,
- Internet shopping - with a mock supermarket website to practice on and then access to the real thing,
- Money matters - knowledge of coins, place value and change when shopping,
- Talking heads - a video glossary of the money terms used in Out and About 4, from debit and credit cards to budget and balance. Own explanations can also be recorded.

All activities are multi level so can facilitate mixed abilities.

8.2 Coping with Chaos (***)**

Published by Inclusive Technology www.inclusive.co.uk

A wonderful interactive story based programme with animated videos, clear speech and simple supporting sentences. The programme tackles emotions and how to handle everyday situations, for example a wasp flies into the kitchen - what do you want Sam to do? Choice of 3 things, will you make the right choice?

8.3 Interactive Visual Timetable for Home and School Use (***)**

Produced by the Down Syndrome Association

This interactive visual timetable is great for use at home, in school or in early years settings. The most common use is as a visual reminder of tasks and activities each day. This simple/ easy to use software is ideal for sequencing any series of events. It can also be used for behaviour management to illustrate rewards for positive behaviour/ successfully completing tasks. The program comes with a set of ready made pictures covering school, home and early years settings.

We have some copies available for free in the office - please ask if you would like one. Can also be bought at a low cost www.downs-syndrome.org.uk/shop.html

8.4 Interactive Visual Timetable for Working Life (***)**

Produced by the Down Syndrome Association

This new interactive timetable is to be used for adults in further education and at work. It can also be used at home (be that family home/ residential care) in day planning and behaviour management. This simple software is ideal for sequencing any series of events, including what will happen dur-

what they enjoyed most (eating jellies) about the day on a pictogram (how many).

Seven carefully structured activities, each at 3 levels of difficulty, encourage the development of ICT skills and understanding through focused numeracy (including money) and literacy activities.

6.3 Switch It! Maker 2 (***)**

Published by Inclusive Technology www.inclusive.co.uk

A very easy to use piece of software that will enable any child to design a page displaying a picture, text, animation, speech, video and music. Great for making a page for a conversation diary. It includes banks of pictures, video clips and music and a quick online link to search and paste in any picture. There is also free software to load onto any PC/ laptop so that the result can be played on any computer.

6.4 Tizzy's Toy Box (***) Sherston www.sherston.com**

Tizzy, the magic clown lives in a toy box containing ten fun filled lively games to help reinforce the basics of counting, matching, sorting, prepositions, sequencing, the alphabet. Three levels of difficulty make it suitable for children to use from a very early age.

7. SRE (SEXUALITY & RELATIONSHIP EDUCATION)

7.1 Switch It - Hygiene (***)**

Published by Inclusive Technology www.inclusive.co.uk

A simple software programme to help young people learn about all aspects of personal care - showering, shaving, brushing teeth, brushing hair, washing, clean clothes, etc

8. LIFE SKILLS

8.1 Out and About 4 - Money and Finance (***)**

Published by Q & D Multimedia www.q-and-d.co.uk

An excellent resource based around real life videos such as at the local store and using a cash machine. Follow up activities include observation skills, spot the difference and word searches. This software aims to support teenagers and adults with learning difficulties, reinforcing existing money skills and introducing new ones.