



GUIDE TO

APPS for the Classroom

Find iPad, iPhone and
iTouch applications to use
in the classroom in this
printable guide!

AS A THERAPIST working in the school system, I have found many iPad, iPhone, and iTouch applications (apps) useful in my work with students.

This chart identifies the name of many of the apps I have explored and used with students, along with a personal rating and its usefulness in therapy.

A rating of 2 to 3 stars indicates that the app is being utilized occasionally, 4 stars indicates that the app is being utilized frequently, and 5 stars indicates that it is among the favorite and is being utilized most frequently. The chart also includes a description of how the application works, the age group that it can be used with, and a brief activity analysis of the application as it relates to the areas of intervention with occupational therapy with the school age population.

When an app is noted as "lite", it usually means that the application is free for trial. Most apps in the chart are free with a few costing \$1-\$3.

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Application	Description	Age Group/Activity Analysis Skills
123 Sticker ★★★★	This is a game where items are tapped then drag to decorate a Christmas tree.	3 years and up <ul style="list-style-type: none"> • Finger isolation • Visual motor • Fine motor
123 Glow ★★★★★	Color by number or letters	3 years and up <ul style="list-style-type: none"> • Finger isolation • Visual motor • Matching
123 Handwriting ★★★	Tracing numbers	2 years and up <ul style="list-style-type: none"> • Pre writing skills • Pencil grip • Multisensory input • Visual motor • Fine motor
123 Balloons ★★★★	Popping balloons by tapping screen to count, spell words or add	2 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Finger isolation • Pencil grip • Math • Spelling
ABC123 ★★★★★	Game where player have to find the missing letter, number or letters in a word, word in a sentence or sequential order for numbers or letters	3 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Scanning • Sequencing • Spelling
ABC Connect ★★★★★	Letters, numbers and words with dots placed in channel letters for player to trace with finger or stylus pen, when player complete it gives player a picture that starts with that letter or a picture for the word.	2 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Handwriting • Correct letter formation • Letter association • Letter recognition • Pencil grip • Finger isolation

Application	Description	Age Group/Activity Analysis Skills
ABC Cursive ★★★★★	Cursive letters written in dots for tracing with arrows and numbers to show steps for proper cursive letter formation with a picture of a word that starts with that letter	7 years and up <ul style="list-style-type: none"> • Fine motor • Pencil grip • Finger isolation • Visual motor • Handwriting • Correct letter formation • Letter association
ABC Fun ★★	Tap on object and it will take player to a place in a jungle with animals, letters that do different things when player touch them	2 years and up <ul style="list-style-type: none"> • Visual motor • Scanning • Finger isolation • Fine motor • Pencil grip • Letter recognition
ABC lite ★★★	Coloring pages with letters and words for the picture, lets player pick the color crayon and if player want to use crayon, paint brush, stamp or eraser on the picture	1 year and up <ul style="list-style-type: none"> • Scanning • Visual motor • Fine motor • Pencil grip • Finger isolation • Letter recognition • Word recognition
Letter Tracer ★★★	Channel letters and numbers that says the letter and then allows tracing in the channel	3 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Letter formation • Multisensory • Pencil grip • Finger isolation • Letter recognition
ABC Trace by Redbot software ★★★★★	Channel letters capital and lower case together on same page with picture, in easy mode has a dot where the letter should start and an arrow showing correct path for correct letter formation. Gives a score for how well the child performs.	3 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Correct letter formation • Letter sound recognition • Pencil grip • Finger isolation

Application	Description	Age Group/Activity Analysis Skills
<p>Better Letters ★★★★</p>	<p>Adult focused letter trainer associated with bfh method of handwriting, allows tracing of letters with changeable colors, has lectures on handwriting history, recommendations on how much practice a day is taken for adults to be retrained to improve handwriting with bfh more legible type of handwriting, stroke order, common handwriting errors, importance of not always joining letters, is handwriting a thing of the past, often used in retraining medical professionals to improve their legibility</p>	<p>10 years and up</p> <ul style="list-style-type: none"> • Fine motor • Visual motor • Letter formation (lectures teach concepts up to learner to read lectures and apply the techniques for improved letter handwriting, a combination of print and cursive handwriting a mix of the 2 which is what most people tend to use as adults)
<p>Free Letter Bug by Portable Zoo ★★★★★</p>	<p>Player is given a select number of letters in which they have to tap letters to spell words as many and as long of a word possible. Certain letters have colors and are worth more points. Player can shake a given number of times to get new letters. Player can compete against their own scores or post and play against others on line.</p>	<p>4 years and up</p> <ul style="list-style-type: none"> • Spelling • Visual motor • Scanning • Fine motor • Finger isolation • Coordination speed
<p>Letter Peak ★★</p>	<p>Shows upper and lower case letter, says letter when player taps it and shows a picture and says a word that starts with that letter.</p>	<p>2 years and up</p> <ul style="list-style-type: none"> • Letter recognition • Auditory discrimination
<p>Letter Quiz ★★★★</p>	<p>Given 4 letters, player is asked to touch the requested letter, read to find the letter, then the letter is sounded again and a picture and word for the picture pops up and is stated aloud.</p>	<p>2 years and up</p> <ul style="list-style-type: none"> • Visual motor • Figure ground • Shape constancy • Scanning • Auditory discrimination • Letter recognition/association

Application	Description	Age Group/Activity Analysis Skills
<p>ABC Match ★★★★★</p>	<p>A memory matching game using matching of upper and lower case letters. There is an easy, medium, hard and expert mode with a score given for each and tracking of high scores.</p>	<p>3-4 years and up</p> <ul style="list-style-type: none"> • Visual motor • Figure ground • Form constancy • Scanning • Visual memory
<p>ABC Cursive ★★★★★</p>	<p>Cursive letter tracing with numbers and arrows to indicate correct cursive letter formation. It has both upper and lower case letters. It gives a picture and word that starts with each letter and if tapped states letter and word.</p>	<p>7 years and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Correct cursive letter formation
<p>ABC Maze ★★★★★</p>	<p>Words are spelled at the top and an animated ball is in a maze. The iPod or iPad holder has to move the iPod or iPad in order to make the ball pick up the correct letters to match the spelling of the word given at the top</p>	<p>3 years and up</p> <ul style="list-style-type: none"> • Fine motor • Visual motor • Range of motion • Tracking
<p>ABC Tracer ★★★★★</p>	<p>Large, dot to dot upper and lower case letters and numbers are presented and player can tap pencil to watch it be traced correctly, then player can trace with their finger or the stylus pen. A picture starting with that letter is shown if tapped, it states the word that starts with that letter</p>	<p>3 years and up</p> <ul style="list-style-type: none"> • Correct letter formation • Fine motor • Visual motor • Prewriting • Letter recognition • Number recognition • Word recognition • Pencil grip • Multisensory
<p>ABC Writing ★★★★★</p>	<p>Player traces individual and letters of word families with dot to dot letters in upper and lower case and then the letters and words are sounded out.</p>	<p>5 years and up</p> <ul style="list-style-type: none"> • Letter recognition • Word recognition • Fine motor • Visual motor • Visual memory
<p>ABC Match ★★★★★</p>	<p>A memory matching game with letters and numbers to match. It offers choice for number of cards. A time and accuracy score is given.</p>	<p>3 years and up</p> <ul style="list-style-type: none"> • Visual memory • Scanning • Letter/# recognition • Making choices

Application	Description	Age Group/Activity Analysis Skills
<p>ABC Puzzle ★★★★</p>	<p>Slide puzzle pictures are given for each letter of the alphabet. Player slides pieces into correct place to make the picture of the letter and word associated with it. Player is timed.</p>	<p>4 years and up</p> <ul style="list-style-type: none"> • Scanning • Visual motor • Form constancy • Visual memory • Matching • Fine motor • Finger isolation
<p>ABC123 ★★★</p>	<p>Bubbles of ever increasing numbers or letters in bubbles for player to remember in sequence and pop. Time to view decreases as player progresses.</p>	<p>7 years and up</p> <ul style="list-style-type: none"> • Visual sequential memory • Scanning speed • Fine motor • Coordination speed
<p>ABC4ME ★★★★</p>	<p>Dot to dot upper and lower case letters a-z and numbers 0-9 are presented for tracing with choices of blank or lined writing paper to write on also given.</p>	<p>3 years and up</p> <ul style="list-style-type: none"> • Fine motor • Visual motor • Handwriting
<p>ABCD ★★★★★</p>	<p>Sequencing of the alphabet a-z by player sliding the letters into the correct location as quickly as possible. Letters are faintly shown in background and turn pink when in correct location.</p>	<p>2 years and up</p> <p>Fine motor</p> <ul style="list-style-type: none"> • Visual motor • Visual sequential memory • Scanning • Coordination speed
<p>ABC Cheese by Game Salad ★★★★★</p>	<p>A tracing letter game where slices of cheese disappear as the player moves the mouse to eat the cheese as player traces the letters of the alphabet. Levels of difficulty are unlocked revealing obstacles like mouse trap or cat requiring more caution to accurately eat the cheese without losing a life. A popping sound occurs as player's mouse eats the cheese. Then a great job and hurray is heard for a reward. 3 lives are given and kept only if player stays on path.</p>	<p>2 years and up</p> <ul style="list-style-type: none"> • Fine motor • Visual motor • Letter formation • Tracking

Application	Description	Age Group/Activity Analysis Skills
ABCs and me by 5pumpkins ★★	An assortment of letters, numbers, shapes, coloring, and pictures given as player touches the screen and the word is announced as player touches the screen or slides from one screen to another.	1 year and up <ul style="list-style-type: none"> • Letter, number, shape, color recognition • Fine motor • Visual motor
abcSpellHD ★★	Word is given with a missing letter. Player has to guess the letter and then hit the = sign to see letter filled in is correct. Each word has a picture with it.	6 years and up <ul style="list-style-type: none"> • Visual sequential memory • Fine motor • Visual motor skills • Spelling
Ace Multiply ★★★★★	Checkerboard grid is given and multiplication problems pop up and player has to drag one of the possible given solutions of the problem into the spot as quickly as the player can. Points are given with score and time so player can compete.	8 years and up <ul style="list-style-type: none"> • Visual memory • Multiplication • Scanning • Fine motor • Coordination speed
Action Potato ★★★★★	3 cans are given that open and close and jump up to catch balls being thrown as player taps them. Catch all of the yellow balls as soon and as close to the first can as possible, for the player to get the most points. If the player catches the blue ones a can is lost. Catch hearts for extra cans or extra lives. Lose all cans or lives and game ends. Score is given with points.	2 years and up <ul style="list-style-type: none"> • Visual motor • Eye hand coordination • Visual memory • Fine motor • Finger isolation • Motor planning
Alexia ★★★	Make words by tapping letters as they fall in correct order to spell words. Higher points for longer words.	5 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Spelling • Coordination Speed
Alexicom AT ★★★★★	Assistive technology augmentative communication device that can be customized to each child	2 years and up communication device for those with limited or no verbal speech

Application	Description	Age Group/Activity Analysis Skills
Alice HdO ★★☆☆	A figure ground hidden picture game in which the player has to be able to read to know which items to look for.	8 years and up <ul style="list-style-type: none"> • Visual motor • Scanning • Figure ground • Reading skills
AlphaBabyFree ★★	Game where player touches the screen and random letters shapes and numbers pop up when the screen is tapped.	1 year and up <ul style="list-style-type: none"> • Fine motor • Finger isolation • Pencil grip • Visual motor • Scanning • Shape, letter and # recognition
Alphabet ★★	Coloring pages with alphabet are presented. Touch color and then the area to be filled in by that color.	1 year and up <ul style="list-style-type: none"> • Visual motor • Fine motor
Alphabet Tracing ★★★★★	Tracing dot to dot upper and lower case letters and numbers are presented. Arrows and numbers indicate correct letter formation. Option of a train that will move on letter to show where to start and direction to trace. Has word and associated picture. Option to purchase the ability to create custom worksheets for tracing words and uploading custom image.	3 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Pencil grip • Multisensory input • Letter/word association
Alphabet world ★★★★★	Assortment of choices of letters with reading bar with repeated words and animation, shows drawing in of letters, has channel letters for tracing, alphabet game of matching pictures to word that is sounded out.	2 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Letter/word recognition • Early reading

Application	Description	Age Group/Activity Analysis Skills
AlphaRobots by Ensenasoft games ★★★★★	Matching game of upper and lower case letters. 2 players on each side can compete with memory letter matching. Game gives scores for time and number correct. Player can touch letters to hear letter sounds, chose letter quiz to be given 6 letters where player is asked to identify the correct letter sounded out.	3 years and up <ul style="list-style-type: none"> • Visual motor • Visual memory • Matching • Fine motor • Sequencing • Letter recognition • Visual sequential • Memory
Amazon by big fish games ★★★★★	Hidden Expedition picture game in which player reads items to search for in various pictures presented.	8 years and up <ul style="list-style-type: none"> • Visual motor • Figure ground • Scanning • Reading • Visual memory • Fine motor • Finger isolation • Pencil grip
Animal Memory Match ★★★★★	1-4 players can match 12-36 animal cards either in pairs, 3s or 4s.	2 years and up <ul style="list-style-type: none"> • Visual motor • Visual memory • Matching • Turn taking • Fine motor
Animal Match ★★★★★	A single player memory match with easy, medium or hard level that keeps score.	2 years and up <ul style="list-style-type: none"> • Visual motor • Visual memory • Matching • Turn taking • Fine motor
Animal ResQ ★★★	Game where player has to realign animals with 3 or more in a line to free the animal that is closed in a cage before time runs out.	6 years and up <ul style="list-style-type: none"> • Visual motor • Matching • Scanning • Sorting • Fine motor

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animalPaint ★★★	Teaches how to draw with verbal and drawn simple pictures. Player can then color in picture or paint it.	4 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Drawing
AnimalsHD ★★★★★	Animal card memory matching game	3 years and up <ul style="list-style-type: none"> • Matching • Visual memory • Scanning • Fine motor
Animation ★★★	Allows drawing of figures and making them into animated characters	8 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Drawing
App Tracker	Lets player know when apps are on sale or free.	To be used by owner of iPod or iPad
ArcadeHoops ★★★	Shoot basketball like at the arcade and rack up points.	2 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Tracking • Coordination speed
Art Creator Lite ★★	Free drawing, coloring and painting board	1 year and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Drawing
Autism Express ★★	How are player feeling faces? Person can tap facial expression and it will make sounds of different emotional states.	1 year and up <ul style="list-style-type: none"> • Communication • Visual motor • Fine motor
Bowl Lite ★★★	Arcade type skeet ball bowling with points.	2 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor

Application	Description	Age Group/Activity Analysis Skills
My first puzzles circus “ “ snakes ★★★★★	Assemble 8 or so piece puzzles to make a circus animal by touching and sliding the pieces into place.	2 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Perceptual
Clock Master ★★★★★	Given a picture of a non digital clock player is asked to match the time on a digital type clock and click to see if player are right	6 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Telling time
Coloring Book by Visual Statement ★★★★★	Coloring pictures for each letter a-z. Use finger tip or stylus to touch and chose color and then move as if normally coloring to color the parts of the picture. It does not allow for going out of line boundaries and it does not automatically color and fill in with just a tap as some of the coloring apps. perform the fill in with just a tap.	1 year and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Letter recognition • Decision making
Connect Dots ★★★★★	Game of connect the dots by number or letter sequencing in an outline. It allows player to pick colors and color in by stroking finger or stylus pen, does not keep color inside of line but will allow child to color outside of lines.	5 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Sequencing of letters/# • Decision making • Color recognition
My first games: find the differences ★★★★★	2 pictures are given side by side and player has to find the differences and tap on the one on the right to identify where it is different from the picture on the left.	4 and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Figure ground • Scanning • Like and different
My first games: find the differences pirates	2 pictures are given side by side and player has to find the differences and tap on the one on the right to identify where it is different from the picture on the left.	4 and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Figure ground • Scanning • Like and different

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Dino Match ★★ ★★	Dinosaur pictures are given in 3 sections all mixed up. The player swipes each section to move it to match the head, body or tail of the dinosaur.	3 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Scanning • Matching • Object permanence
Dinopuzzle ★★ ★★	Layered puzzle from egg to grown dinosaur showing growth and sequence of growth. Player drags pieces into correct spot.	3 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Sequencing • Depth perception • Matching • Perception
Dot to dot ★★ ★★	Dot to dot by connecting numbers by tapping each number consecutively to create a picture.	4 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Sequencing
Dots for tots ★★ ★★	Draw a line from numbered dots in sequence to make simple shapes	3 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Sequencing • Shape recognition
Draw ABC ★★ ★★ ★★	A collection of mazes, letter/word writing, and coloring with letter recognition games.	2 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Pre writing
dtdnumwizlite ★★ ★★ ★★	Dot to dot learning game with choice of age group for level of difficulty starting at 4 up to 10+. Player draws or taps numbers in sequence. Game is timed and player can unlock levels. Purchased upgrade has the option of multiplication tables to complete the dot to dot drawing as well.	4 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Sequencing • Number recognition • Speed

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Finger sketch ★★	Drawing pad where player can choose the background color and then choose shapes or different designs for drawing lines.	2 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor
First words ★★★★	Collection of animal flashcards of spelling words. Words are scrambled and player has to drag letters into correct spot to spell word.	5 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Spelling
Hide and seek lite ★★★★	Read or listen to instructions of items to find. Items may be hiding under or behind other objects on the page. Tap the object and it comes out and its name is announced and the word for the picture is spelled.	2 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Scanning • Word recognition • Reading • Spatial relations
iBooks ★★★★	Can use to read on ipad.	2 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Reading
iwrite words abc Or iwrite letters ★★★★★	Letters and words are selected for tracing with correct letter formation. A crab appears at the start of the letter with numbers appearing in sequence to trace and follow. Channel letters are displayed for the pathway. It states the letter after it is completed correctly and a buzzer goes off if off path.	2 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Letter formation • Sequencing • Word/letter recognition
Kids animal match	Animal matching game starting with 2 cards then moving up as player unlocks levels. Player is timed and scored.	2 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Matching • Scanning • Visual memory

Application	Description	Age Group/Activity Analysis Skills
<p>Kids Math ★★★★★</p>	<p>This is a game of adding and subtracting with object counting, 3 choices are given for selection of the correct answer to be chosen from. A score is given and player can move up levels to show progress.</p>	<p>5 years and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Math • Scanning • Decision making
<p>Mad Math ★★★★★</p>	<p>Adding, subtracting and multiplication practice made into a game format. Gives a report card that can be emailed giving training time, questions attempted, and percent correct for documentation of progress.</p>	<p>5 years and up</p> <ul style="list-style-type: none"> • Visual motor • Math skills • Visual memory • Scanning
<p>Magnetic ABC lite ★★★</p>	<p>Magnetic letters that can be slid onto board to spell things</p>	<p>4 years and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Spelling • Scanning
<p>Make me a Princess ★★★★★</p>	<p>Choose from different skin tones of girls, select their dress, shoes, jewelry, background, hairstyle, purse etc</p>	<p>2 years and up</p> <ul style="list-style-type: none"> • Fine motor • Visual motor • Matching • Body image
<p>Make a Martian ★★★★★</p>	<p>Choose from different Martian bodies, arms, facial features, colors, etc. to create a Martian.</p>	<p>2 years and up</p> <ul style="list-style-type: none"> • Fine motor • Visual motor • Matching • Body image
<p>Awesome Memory ★★★★</p>	<p>Memory matching game with different levels to complete.</p>	<p>3 years and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Matching • Visual memory

Application	Description	Age Group/Activity Analysis Skills
Multiples ★★★	Multiplication table practice with visuals for counting by the number given.	8 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Scanning • Math
Numbers ★★★	Drawing numbers with dot to dot lines provided, states the number after it is traced.	3 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Number recognition
Owl AtoZ lite ★★★	Picture is given and player has to choose the correct word for the picture, given 4 choices.	3 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Letter/Word recognition • Scanning • Visual memory
Peepers ★★★★	Choice of 3 interactive reading activities while working on opposites with 3 reading games.	2 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Concept of opposites • Color recognition • Reading • Scanning
Phraseboard	Written yes, no, choices of pain, and requests, tap on request and it is spoken. Useful for those with limited verbal communication that are able to read and make choices using finger, stylus pen.	8 years and up Communication device for those who can read but not speak
Pocketphonics ★★★★	Choose a letter and it will teach the player correct letter formation, lets the player trace over letter and phonic letter sounds or choose to play word game and try to spell sounded out words.	3 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Scanning • Auditory processing • Letter sound/visual recognition

Application	Description	Age Group/Activity Analysis Skills
Pop the color ★★★	Pictures of objects of different colors appear and player taps to pop the requested color.	2 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Scanning • Auditory color words sound recognition
preschoolTap ★★★★★	4 animals are presented and a question is asked about the animal. Players are asked to tap the correct answer.	1 year and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Scanning • Auditory skills • Concepts of size • Animal recognition
Puzzles ★★★	Inset puzzles are given and player has to touch and drag pieces of puzzle into correct spots.	2 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Scanning
RF alphabet (red fish alphabet) ★★★★★	Touch a letter and be given a different game each time related to that letter	1 year and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Scanning • Sorting • Reading • Scanning • Color recognition • Word recognition
Shapes ★★★★★	Player is given 4 shapes of various colors. Player can read or listen to the question. Then the player taps to identify the correct color and shape.	1 year and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Color/shape recognition • Reading • Auditory skills

Application	Description	Age Group/Activity Analysis Skills
Sight words Several different versions of this one are available ★★★★★	Player picks which grade level and sight words are given to trace, one version allows spelling of the word after sounded out by allowing picking of the letters to spell it.	4 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Reading • Word recognition
SmartfrogHDlite ★★★★★	Player chooses a frog and goes on a journey by hopping on lily pads with diamonds to make it to its mate. Player has to move in a certain sequence as cues are given as to which pads do what. Player has to take frog to all diamond pads prior to getting to frog's mate to succeed.	4 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Reading • Sequencing • Motor planning • Strategic planning • Scanning • Memory
Spa-Eng Free ★★★★★	Type in words or phrases to have them translated.	9 years and up Good to assist with communicating with those who speak Spanish only if they are able to read in Spanish
Super Match free ★★★★★	Animal memory matching tiles with variable number of tiles and numbers of players.	3 years and up <ul style="list-style-type: none"> • Visual memory • Scanning • Fine motor • Visual motor • Concept of like and different • Turn taking
My First Tangramslite ★★★★★	Design made of simple shapes is presented with shapes; player has to drag shapes into correct location to make the presented design.	3 years and up <ul style="list-style-type: none"> • Visual motor • Matching • Scanning • Fine motor
TapToTalk ★★★★★	Tap pictures and simple need and want phrases will be read aloud.	1 year and up <ul style="list-style-type: none"> • Assistive technology • Augmentive communication • Great for children or adults with significant speech difficulties or lack of speech

Application	Description	Age Group/Activity Analysis Skills
theartbook ★★★★★	Picture coloring, tracing or drawing with dot to dot or free draw choices. Ability to color in the pictures after drawing, frame it and take a picture of work and save it.	1 year and up <ul style="list-style-type: none"> • Fine motor • Visual motor
TimesTables ★★★★★	Choose times table to practice multiplication levels. Easy gives three choices for answer and most difficult is timed and has player write in the answer on the screen. Player can view and listen to and study before trying to complete on their own.	7 Years and up <ul style="list-style-type: none"> • Fine motor • Visual memory • Math
Tracing Pad ★★★★★	Upper and lower case letters and numbers 0-10 are presented in channel letter format with arrows and numbers to indicate correct letter formation as player traces the letter inside the channel.	2 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Letter/number recognition
Pirate treasure hunt ★★★★★	8 challenges are presented with reading and math skills incorporated into a game to make it fun while learning. Challenges involve making words with letters given, setting time on a clock, following directions in a certain sequence, basic adding, and sequencing items given	6 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Direction following • Sequencing • Basic math • Reading • Visual memory • Telling time • Scanning
UnderSea Math ★★★★★	Checkerboard with simple math problems is presented with 5 choices for answers on the side. Player must slide the answers into the correct slots and as player gets them right an under sea picture is revealed. Player is timed as player works the problems and can work to different levels.	5 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Simple math • Scanning

Application	Description	Age Group/Activity Analysis Skills
Word Family ★★★★★	Various word families are given with words written in dot to dot format for tracing.	5 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Reading skills
Handwriting Lite ★★★	Tracing numbers are presented with lines and arrows for correct number formation. Also has a doodle board for practicing handwriting.	3 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Number recognition
Color Shake ★★★★★★	Left and Right color thumb prints indicate if person holding iTouch or pad is to touch and move pad to left or right and place finger on the indicated color in a timely fashion. Move as fast as possible while keeping the correct sequence. Player is given a score. Compete with self or others to improve brain integration and executive functions to improve productivity.	5 years and up <ul style="list-style-type: none"> • Left/right integration • Executive functioning • Color recognition • Direction following • Visual sequential memory • Range of motion of forearm and wrist
Shape sorter lite Shape Builder ★★★★★★	Puzzle outlines are given and shapes are out to the side. Player has to move shapes into matching spot to create a picture. When last piece is placed the picture comes to life and makes sound.	3 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Matching
Give me cats ★★★★★	Tapping game in which player taps the checked boxes as they appear, checks move faster and faster, if player keeps up and gets all checked boxes as they are lit up then a picture of a cat will appear.	3 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Coordination speed • Visual attention • Scanning

Application	Description	Age Group/Activity Analysis Skills
<p>Sky Burger ★★★★★</p>	<p>Player is shown a burger made with certain toppings and player has to remember it and create one just like it from the toppings as they fall by tilting and moving the iPad or iPod in order to catch the correct items. If player gets them all right points are scored.</p>	<p>3 years and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Bilateral coordination • Motor planning • Visual memory • Visual sequential memory • Sequencing • Visual tracking • Range of motion of wrist and forearms • Coordination speed
<p>Dress-up ★★★★★</p>	<p>Pick a boy or girl and pick how to dress them by touching and dragging items and colors. Change color and designs on each clothing item.</p>	<p>2 years and up</p> <ul style="list-style-type: none"> • Fine motor • Visual motor • Body image • Matching • Dressing • Sequencing
<p>iSay ★★★★★</p>	<p>Simon game for iPad and iPod. Tap correct lights as they light up in correct sequence. Try to achieve normal visual memory of 7 item recall or more.</p>	<p>3 years and up</p> <ul style="list-style-type: none"> • Fine motor • Visual motor • Visual sequential memory • Visual attention • Coordination speed and dexterity • Scanning
<p>Highlights Hidden Pictures Lite ★★★★★</p>	<p>Traditional hidden picture game just like in the highlights magazine with the exception of when player taps the item, it is colored in and makes a noise.</p>	<p>4 years and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Visual memory • Figure ground • Scanning • Finger isolation

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Alice in Wonderland hidden objects ★★★★★	Realistic looking items with words listed of items player needs to locate.	8 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Visual memory • Figure ground • Scanning • Finger isolation
Titanic Lite ★★★★★	Realistic looking items with words listed of items that the player needs to locate.	8 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Visual memory • Figure ground • Scanning • Finger isolation
Super Search 60 ★★★★★	Words are written at top of screen with a number. Player has to locate the picture form of the word mixed among many other pictures as many times as the number indicates. Player is timed.	8 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Visual memory • Figure ground • Scanning • Finger isolation
Little things lite ★★★★★	Given a picture and a word of an object to find along with a number of how many to find. Player is timed on how long it takes to find all the items.	8 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Visual memory • Figure ground • Scanning • Finger isolation
Meritum Paint ★★★★★	Swirly and feathery looking paint is used with finger or stylus pen to make marks, letters or designs using the intriguing colors of mixed paint.	1 year and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Pre writing skills • Finger isolation • Pencil hold

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<p>Dogs HD ★★★★</p>	<p>Memory matching game with real pictures of various dogs</p>	<p>3 years and up</p> <ul style="list-style-type: none"> • Visual memory • Scanning • Fine motor • Visual motor • Like and different • Turn taking
<p>The Very Hungry Pumpkin</p>	<p>Player has to help the pumpkin move to eat the candy on the street while avoiding being stepped on by children trick or treating. If stepped on the pumpkin will lose its life.</p>	<p>2 years and up</p> <ul style="list-style-type: none"> • Eye hand coordination • Visual motor • Fine motor • Finger isolation • Coordination speed
<p>iMazing ★★★★</p>	<p>Maze in which player can pick the level 1-14 of difficulty while moving the ball from the green go dot to the red stop dot. The line will turn red if player is on the wrong path.</p>	<p>3 years and up</p> <ul style="list-style-type: none"> • Eye hand coordination • Visual motor • Fine motor • Eye hand coordination • Tracking • Understanding of boundaries
<p>Dragon Dictation ★★★★★</p>	<p>Application that lets player talk into the microphone on iPod or iPad to dictate notes, letters, reports, or words for spelling check. This is great for those that have great difficulty spelling and writing.</p>	<p>5 years and up</p> <p>Assistive technology great for those with learning disabilities in the area of writing.</p>
<p>Shape shifter ★★★★</p>	<p>Touch screen, slide finger on the screen to achieve various movement of colored dots into various shapes and designs.</p>	<p>1 year and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Finger isolation • Pencil hold • Tracking

Application	Description	Age Group/Activity Analysis Skills
Tozzle lite ★★★	Inset puzzle with various animal bug shapes in which player touches and slides the pieces into the correct location.	1-2 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Object recognition and naming • Scanning • Size discrimination • Matching
Let's make shapes ★★★★★	Dotted shapes are presented for tracing in various colors. It tells the player what to draw and if the correct color or not. It has free draw and will name what the player draws as they draw.	1 year and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Shape recognition • Pre writing skills • Color recognition
Speak It To Me ★★★★★	Type in word or sentence with finger or stylus pen and tap on the word speak and a voice will state what was typed. Tap email and it will email what was typed. Shake I pod or pad to clear what was entered and type new text.	5 years and up Assistive technology device great for those with poor speech intelligibility. Person must be able to type, read and write with hand or mouth to tap screen or hold stylus pen to tap screen to select correct letters.
3 point hoops ★★★	Use finger or stylus pen to swipe screen from basketball toward goal to shoot basketball into goal.	2 years and up <ul style="list-style-type: none"> • Fine motor • Pencil-grip • Handwriting • Eye hand coordination • Visual motor • Tracking
VoiceGenerator ★★★	Type in word or sentence with finger or stylus pen and tap speak and voice will state what player has typed.	5 years and up Assistive technology device great for those with poor speech intelligibility. Person must be able to type, read and write with hand or mouth to tap screen or hold stylus pen to tap screen to select correct letters.

Application	Description	Age Group/Activity Analysis Skills
SpellNSayLite ★★★	Letters on a keyboard can be tapped and then it states the letter and a word that starts with that letter.	2 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Letter recognition • Scanning
Math Ninja ★★★★★	Reading and math combined as player plays a game of target shooting and then a math problem pops up. If player solves it correctly then the player can get new ninja weapons. The level of difficulty and type of math can be selected.	7 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Basic math skills • Reading skills
Write Now ★★★	Note pad for handwriting with finger or stylus pen	2 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Handwriting
Text2Speech ★★★	Type in a phrase and it will be said for player	5 years and up Assistive technology device great for those with poor speech intelligibility. Person must be able to tap screen to select letters, read and write.
Brain-Go ★★★★★	What does not belong is the question and the player is given 5 real pictures to start and has to decide which one does not belong with the others and tap and slide it into the trashcan.	3 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Like and different • Scanning • Categorizing
Whimsy ★★★★★	5 or so pieces of a puzzle are given and player has to slide into correct spot to create an image, then the image comes to life with a real animal sounds.	1 ½ years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Animal naming and recognition

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Cut the Rope ★★★	Cut the rope in different locations to feed the creature and gain points.	8 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Tracking • Strategic planning
Highlights My First Hidden Pictures ★★★★★	Pictures are presented hidden among other pictures with a list across the top of the items player need to find. When player correctly taps the items they turn to black and white if correct.	2 years and up <ul style="list-style-type: none"> • Visual motor • Scanning • Fine motor • Figure ground • Matching • Visual attention
Simon Says ★★★★	Traditional Simon says game where player taps one of 4 lights in the correct sequence testing player's memory recall.	3 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Scanning • Visual sequential memory
SlingshotSafari ★★★★	Pick level of beginner or expert and use stylus or finger to pull sling shot to release as player aims at bulls and hits to get points. Do not hit the black rhino or player will lose 10 points.	3 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Scanning • Tracking • Visual attention • Eye hand coordination
Rushhour by Thinkfun ★★★★★	Cars are parked in a garage player has to move the red car out of the garage by moving the other cars out of the way of the exit. Easy to expert level can be selected.	5 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Problem solving • Scanning • Visual attention
Dress Me Up ★★★★★	Pick boy or girl and choose their hair, and clothing	2 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Making clothing choices • Matching • Body image

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<p>Quick Graph ★★★★</p>	<p>Allows graphing of formulas</p>	<p>10 years and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Math and graphing skills
<p>Tig Sell Lite ★★★</p>	<p>A word is presented and then letters are given scrambled up. The player has to touch and slide letters into correct order.</p>	<p>4 years and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Spelling • Word recognition
<p>Tic Tac Glow ★★★</p>	<p>Play tic tac tow with x and o that glow</p>	<p>3 years and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Motor planning • Strategic planning
<p>Puzzling Penguins ★★★</p>	<p>Slide penguins on ice on pathways and into holes in the ice to complete level. Player must be able to read instructions to know what ice and other objects do to help or hinder the penguin.</p>	<p>7 years and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Following directions • Visual attention • Tracking
<p>Free MusicBox ★★★</p>	<p>Piano keyboard labeled with correct keys for playing songs.</p>	<p>1 year and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Learning of keys and notes in piano • Finger isolation
<p>2 Player Piano ★★★</p>	<p>2 pianos are shown with keys and 2 people can play at the same time.</p>	<p>1 year and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Finger isolation
<p>Play it yourself lite ★★★★</p>	<p>Piano keys are highlighted and teach player to play songs</p>	<p>6 years and up</p> <ul style="list-style-type: none"> • Visual motor • Fine motor • Finger isolation • Learning to play piano

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BugiesHD ★★★★	Player moves finger or stylus pen to direct the lady bug to eat leaves and find the hole to move to the next level without running too close to the edge and losing its life.	4 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Tracking • Scanning • Finger isolation
Fingerpaint ★★★	Free drawing on black screen with colors.	1 year and up <ul style="list-style-type: none"> • Visual motor • Fine motor
Number paint ★★★	Paint by number pictures with high level of difficulty. Tap number board to discover what color the number indicates and then search for that number and tap to fill the section. If wrong area is tapped it will not fill.	7 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Scanning • Finger isolation • Number recognition • Matching
Everest lite ★★★★	Hidden picture game in which player has to read items in which to search for.	9 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Figure ground
Smoky the train ★★★★	Build a train track matching the one shown on the left for the one shown on the right, by dragging the correct pieces to the correct location, and then the train will run on the track.	6 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Matching • Concept of like
Puzzle Maker ★★★	Use slide type puzzle to reveal pictures when player slides into correct spaces.	8 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Problem solving • Concept of part and whole

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Bumpercars ★★★	Player has a red bumper car, swipes or uses arrow keys to move car to bump into the other cars and get points.	5 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Tracking • Motor planning • Directionality
Hangman ★★★	Traditional hangman game with guessing of letters before whole person is formed.	8 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Spelling
CookieDoodle ★★★★★	Make cookie dough by dragging in flour, sifting it by turning handle, cracking eggs, slicing butter, and pouring the vanilla. Then roll out the dough by swiping the screen and pick cookie cutter, bake and decorate the cookie.	3 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Cooking skills • Sequencing • Making choices • Problem solving
my Language ★★★★★	Type in word or phrase to be translated and it will be translated. It can be emailed.	7 years and up translator assistant when working with those who only speak Spanish
UYH ★★★	Black lined notepaper that player can use to take notes or practice handwriting on using various colors of ink.	2 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Handwriting
Coloring ★★★	Various simple pictures are presented for selection to color.	1-2 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Handwriting • Making choices

Application	Description	Age Group/Activity Analysis Skills
LunchBox ★★★★★	A collection of games incorporating matching, puzzle assembly, largest vs. smallest choices, counting, and color recognition. After completing a series of the games then player gets to pick a sticker.	2 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Counting • Color recognition • Making choices • Size discrimination
BumbleBuzz lite ★★★★★	Help bees get pollen and then back to their hive without colliding in the path of another bee and earn points.	2 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Tracking • Visual attention • Pre-writing
Baby Finger ★★★	Touch screen and see different shapes and colors.	1 year and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Cause and effect
Pocket Frogs ★★★★★	Frog is given and player makes it jump to various lily pads while trying to get presents and meet other frogs, find a mate and have frog babies to keep in frog nursery.	7 years and up <ul style="list-style-type: none"> • Visual motor • Fine motor • Tracking • Motor planning • Tracking
Snowman Lite ★★★★★	Picture of snowman is on the left of the screen and one on the right that is empty. Player has to select the correct items to complete the picture on the right just like the one on the left.	3 years and up <ul style="list-style-type: none"> • Fine motor • Visual motor • Perceptual • Concept of like • Pencil grip
A++ ★★★★	This is a game where there is a circle of letters with a letter in the center that constantly changes. The object is to tap the correct letter in the outer circle to match the center letter as quickly as player can while it times player.	3 years-adult <ul style="list-style-type: none"> • Finger isolation • Pencil grip • Visual motor • Scanning • Matching • Response speed