

Materials

Reading

- **Explode the Code, 1-8**
Excellent workbook series to teach decoding and spelling. By Nancy Hall Published by Educators Publishing Service
- **Games for Reading**
A variety of games to work on each aspect of reading. By Peggy Kaye Published by Farrar, Straus and Giroux
- **Megawords 1 -8, Multisyllabic Words for Reading, Spelling, and Vocabulary**
Workbook series for vocabulary development and a review of reading and spelling principles. By Christine Johnson Published by Educators Publishing Service
- **Read Naturally**
Grade level passages to work on oral reading fluency. By Candyce Ihno. Available at <http://www.readnaturally.com/> Published by Read Naturally
- **Reading Detective**
Presents short passages for the student to read. They then answer questions based on the passage and, for many of the questions, must provide proof of how they got their answer. By Cheryl Block, Carrie Beckwith, Margaret Hockett and David White Published by Critical Thinking Books & Software
- **Reasoning and Reading Series**
Works on language and reading comprehension at the word, sentence and paragraph level. By Joanne Carlisle Published by Educators Publishing Service

Written Language

- **All Write: A Student Handbook for Writing and Learning**
Excellent reference book to handle questions on almost any aspect of written language. By Dave Kemper/ Patrick Sebranek/ Verne Meyer/ Mary Ross Published by Write Source – Houghton Mifflin Company
- **Critical Thinking Activities to Improve Writing Skills: Arguments**
Presents a variety of scenarios. Students read the scenarios, can review the thought-provoking questions and then write a response. By Michael Baker Published by Critical Thinking Books & Software
- **Critical Thinking Activities to Improve Writing Skills: Descriptive Mysteries**
Writing prompts that require students to describe a picture in enough detail that another person could select the correct picture. By Karen Albertus, Bonnie Baker, Michael Baker, Carol Bannes, and Eliz Corve Published by Critical Thinking Books & Software
- **Critical Thinking Activities to Improve Writing Skills: Where-Abouts**
Each exercise contains a map with rules. Students must write out directions so that someone else could follow the directions on a map and reach the identified destination. By Karen Albertus, Bonnie Baker, Michael Baker Published by Critical Thinking Books & Software
- **Editor in Chief Versions Beginning, A1 & 2, B 1 & 2, C 1 & 2**
Exercises to work on editing skills. Includes an editing check list in the beginning and an explanation of grammar and punctuation rules at the end. By C. Block, L. Borla, G. Dietrich, and M. Hockett Published by Critical Thinking Books & Software, Block, L. Borla, G. Dietrich, and M. Hockett Published by Critical Thinking Books & Software
- **Evaluating and Improving Written Expression: A Practical Guide for Teachers**

Janice K. Hall Published by Pro-Ed

- **Games for Writing**
A variety of games to work on each aspect of written language. By Peggy Kaye Published by Farrar, Straus and Giroux
- **Handwriting Without Tears**
A systematic program that teaches manuscript and cursive handwriting based on stroke patterns (rather than alphabetically). Highly accessible materials and instruction. Robust (but not perfect) program.
By Jan Olsen, and Emily Knapton. www.hwtears.com
- **How to Teach Spelling**
Walks through spelling instruction from basic letter sound correspondence through complex “exception” rule word. By Rudginsky Published by Educators Publishing Service
- **Loops and Other Groups**
Handwriting program that teaches cursive in a logical order and uses visual and tactile supports. Published by PRO-ED, Inc. by Mary D. Benbow
- **Punctuation Puzzlers Series**
Fast exercises to work on basic punctuation rules. By M. A Hockett Published by Critical Thinking Books & Software
- **Writing Matters: Developing Sentence Skills in Students of All Ages**: Takes parents and teachers from the very basics of the parts of speech through how to compose compound complex sentences. Excellent resource. By William Van Cleave, W.V.C.ED, www.wvced.com
- **The Language Mechanic: Tuning Up English With Logic**
Excellent explanation of complex mechanics and grammar rules with practice exercises after each topic. There is a wonderful explanation of grammar and mechanics rules at the end of the book. By M. A. Hockett Published by Critical Thinking Books & Software

Math

- **50 Problem Solving Lessons**
Presents a variety of math problems for students in grades 1 -6. By Marilyn Burns Published by Math Solutions Publications
- **Algebra I Word Problems**
A variety of Algebra story problems. By Anita E Harnadek Published by Critical Thinking Books & Software
- **Building Mathematical Thinking Series**
Excellent series that breaks down fundamental math topics. There are practice exercises with each topic. By Marsha Stanton Published by Educators Publishing Service
- **Games for Math**
A variety of games to work on each aspect of math. By Peggy Kaye Published by Farrar, Straus and Giroux
- **Hands-On Equations**
Published by Henry Borenson, Ph.D. Provides a visual and kinesthetic method for learning algebraic principles.
- **Number Jugglers**
A series of games working on basic mathematical principles. By Ruth Bell Alexander and Deborah Zemk Published by Workman Publishing
- **When Are We Ever Gonna Have to Use This?**
A variety of math story problems arranged by topic and related to different jobs. By H. Sanders Published by Dale Seymour Publications

Thinking Skills

- **Building Thinking Skills Series (Beginning, Level 1, Level 2 and Level 3)**
Works on a variety of verbal and nonverbal thinking skills. By Howard Black Published by Critical Thinking Books & Software
- **Card Games for Smart Kids**
A range of card games with lists of skills area each game works on. By Margie Golick, Ph.D. Published by Sterling Publishing Co. Inc.
- **Games for Learning**
A variety of games to work on fundamental skills sets needed in the K - 3 grade classroom. By Peggy Kaye Published by Farrar, Straus and Giroux
- **Perplexors (Levels Beginning, A, B, C, D and Expert)**
Great logic puzzles that organize the information in a fun and easier way to solve (this are not those awful grids that leads people to cross their eyes). Great logical reasoning skills and reading comprehension. Published by Mindware.

Parent/Teacher Reading

- **500 Great Books For Teens**
Anita Silvey Published by Houghton Mifflin
- **A Special Kind of Brain: Living With Nonverbal Learning Disability**
Nancy Russell Burger Published by Jessica Kingsley Publishers
- **Better IEPs: How to Develop Legally Correct and Educationally Useful Programs**
Barbara D. Bateman and Mary Anne Linden
Published by IEP Resources
- **Book Crush: For Kids and Teens - Recommended Reading for Every Mood, Moment and Interest**
Nancy Pearl Published by Sasquatch Books
- **The Brilliant Memory Tool Kit**
Walks through the most basic memory tools and provides direct practice to improve memory skills. Not in any way shape or form a kit you can hand to a kid but has techniques you can teach to kids from about 5th grade on. By Dominic O'Brien. www.watkinspublishing.co.uk.
- **Delivered From Distraction**
Edward M. Hallowell and John J. Ratey Published by Ballantine Books
- **Driven To Distraction: Recognizing and Coping with Attention Deficit Disorder from Childhood Through Adulthood**
Edward M. Hallowell and John J. Ratey Published by Touchstone
- **Fluency Instruction, Second Edition**
Excellent articles on how to work on reading fluency based on research. Practical ideas for classroom and one-on-one instruction. Edited by Timoth Rasinski, Camille Blachowicz, and Kirsten Lems. The Guilford Press. www.guilford.com.
- **Number Sense and Number Nonsense: Understanding the Challenges of Learning Math**
A review of current research and teaching practices related to dyscalculia. By Nancy Krasa and Sara Shunkwiler Published by Brookes
- **Overcoming Dyslexia**
Sally E. Shaywitz, Published by Knopf

- **Parenting a Struggling Reader**
Susan Hall and Louisa Moats Published by Broadway
- **The Misunderstood Child**
Larry B. Silver M.D. Published by Three Rivers Press
- **The Myth of Laziness**
Mel Levine M.D. Published by Simon & Schuster Ltd
- **The Source for Nonverbal Learning Disorders**
Sue Thompson Published by Jessica Kingsley Publishers

Student Reading

- **All Kinds of Minds: A Young Student's Book About Learning Abilities and Learning Disorders**
Mel Lavine Published by Educators Publishing Service
- **Bird's-Eye View of Life with ADD and ADHD: Advice from Young Survivors**
Chris A. Zeigler Dendy and Alex Zeigler Published by Cherish the Children
- **Learning Outside The Lines**
Jonathan Mooney and David Cole Published by Fireside

Games

- **7 ate 9**
Works on processing speed, math and base 10. Advanced speed game. Published by Out of the Box Publishing
- **Babylon**
Works on executive functioning (problem solving and planning). By FoxMind Games
- **Backgammon**
Works on statistics, math and planning. Published by Available through multiple sources
- **Bananagrams**
Works on spelling and vocabulary. Published by Bananagrams, LLC
- **Blink**
Works on processing speed. Published by Out of the Box Publishing
- **Cadoo**
Works on a variety of skills from visual motor integration to problem solving. Published by Cranium
- **Catch the Match**
Works on visual discrimination. Published by Playroom Entertainment
- **Chess**
Works on working memory, planning, problem solving and attention. Published by Available through multiple sources
- **Continuo**
Works on math and problem solving. Published by U.S. Games Systems
- **Code Names**
Help your team identify the group of code words to prevent the other spies from winning. Think of associations or categories of words to help identify as many cards with as few clues as

possible. Works on categorization, word retrieval, and expressive language. Great game!

- **Cobra Paws**
Works on visual perception, attention and processing speed. Published by Bananagrams
- **Cribbage**
Works on math skills sequencing and working memory. Published by Available through multiple sources
- **Cubulus**
Works on visualizing in three dimensions, executive functioning and sequencing. Published by Gigamic
- **Distraction**
Cards contain numbers or numbers and distractions prompts. Each player must recite the numbers in the stack in the correct order without making mistakes. If the distraction card is played, you have to answer a question before reciting the numbers. Very challenging! Works on auditory short term memory and auditory short term working memory.
- **Dixit**
Players have 6 cards. The active player develops a verbal descriptor for one card and then everyone selects one card they believe matches that description. Players then vote for the card they believe the active player put down. Very popular game. Works on verbal reasoning skills, word retrieval and logical reasoning. Published by Asmodee.
- **Duo**
Works on planning and sequencing. Published by U.S. Games Systems
- **Dr. Eureka**
Pour different color marbles between test tubes without dropping them to match the target card. First one to have the exact match wins the card. Works on sequencing, processing speed and executive functioning.
- **Equilibrio**
Works on visual spatial processing and executive functioning. Published by FoxMind Games
- **Five Crowns**
Works on statistics, problem solving, and math. Published by Set Enterprises
- **Forbidden Island and Forbidden Desert**
Teamwork game that involves sequencing and problem solving skills. Published by Gamewright
- **Ghost Fighting Treasure Hunters**
Go retrieve the treasures from the haunted house without being caught by the haunts. Works on executive functioning and sequencing. Published by Mattel
- **Go Getters**
Works on inductive and deductive reasoning. Published by Toysmith Group, DaMert Company
- **Gobbler!**
Works on visual memory, strategy development and planning. Published by Blue Orange Games
- **Gridworks**
Works on inductive and deductive reasoning. Published by Thinkfun
- **Hive**

Works on executive functioning, visualization and sequencing skills.
Published by Smart Zone

- **I Spy Snap**
Works on attention and word retrieval.
Published by Briar Patch
- **In A Pickle**
Works on thinking skills and oral language.
Published by Gamewright
- **Ingenious**
Works on executive functioning (problem solving and planning).
Published by Sophisticated Games
- **Jaipur**
- Works on executive functioning and planning skills. Fun game that can be broken into shorter sessions (has 2-3 rounds before establishing a winner). Published by Asmodee
- **K-9 Capers**
Works on visual memory.
Published by Gamewright
- **Ka-Ching**
Works on executive functioning and math.
Published by Gamewright
- **Killer Bunnies**
Works on reading comprehension, strategy development, social skills and problem solving.
Published by Playroom Entertainment
- **Knock Your Blocks Off**
Works on visual spatial processing and executive functioning. Published by Gamewright
- **Magic Labyrinth**
Navigate hidden walls to collect tokens. Works on memory and executive functioning skills.
- **Lickety Split**
Works on visual discrimination and processing speed.
Published by Gamewright
- **Loot**
Works on math, planning and problem solving.
Published by Gamewright
- **Loose Change**
Works on money skills by having running totals up to \$1.00. Go over and you bust with the other player taking all the cars. Published by Mindware
- **Mancala**
Works on math and sequencing.
Published by Pressman
- **Mastermind**
Works on inductive and deductive reasoning.
Published by Pressman
- **Math Dice**
Works on a variety of math skills.
Published by Thinkfun
- **My Word and My Word Jr.**
Works on spelling, word retrieval and processing speed.

Published by Out of the Box Publishing

- **Out Foxed**
Collaborative game to use clues to figure out who committed the crime. Works on inductive and deductive reasoning. Published by Gamewright
- **Pass the Pigs**
Works on math and working memory. Requires your student to keep a running total of their score before they “bank” their points. Published by Winning Moves
- **Pentago**
Works on executive functioning and visual spatial processing. Advanced game but younger students (third to fourth grade) may be able to play well with support. Published by Mindtwister USA
- **Q-bitz , Q-bitz Extreme, Q-bitz Jr.**
Works on visual spatial processing and executive functioning. Published by MindWare Works on processing speed and sequencing. Published by International Play Things
- **Quiddler**
Works on spelling, word retrieval and problem solving. Published by Set Enterprises
- **Qwitch**
Works on sequencing and processing speed. Published by Out of the Box Publishing
- **Rat a Tat Cat**
Works on visual memory and math. Published by Gamewright
- **Ricochet**
Works on math, sequencing and processing speed. Published by Gamewright
- **Right Turn Left Turn**
Works on visual memory. Published by Playroom Entertainment
- **Roadside Rescue**
Works on problem solving and sequencing. Published by Thinkfun
- **Ruckus**
Works on attention, planning and processing speed. Published by Fun Street Games
- **Rush Hour, Rush Hour Jr., Safari Rush Hour**
Works on problem solving and sequencing. Published by Thinkfun
- **Scattergories/Scattergories Jr.**
Works on oral language skills of categorization and word retrieval. Published by Hasbro, Milton Bradley
- **Scrabble**
Works on spelling and word retrieval. Allow your student to use a dictionary while playing. Published by Hasbro, Milton Bradley
- **Set**
Works on set theory, visual perception, working memory and problem solving. Published by Set Enterprises

- **Secret Code 13+4**
Roll dice to add, subtract, multiple and divide to get a target number. Works on working memory and math concepts.
- **Sherlock**
Works on visual memory and problem solving. Published by Playroom Entertainment
- **Six**
Works on executive functioning and visualization skills. Published by FoxMind
- **Sleeping Queens**
Works on basic math skills, problem solving and visual memory. Published by Gamewright
- **Spot It!**
Works on processing speed, visual processing and visual discrimination. Published by Blue Orange Games
- **Speedy Recall**
Works on category naming/rapid naming. Major hit in our office. Maranda Enterprises. www.MarandaEnterprises.com.
- **Super Circles**
Works on processing speed. Published by Out of the Box Publishing
- **Suspend**
Hang different lengths pieces on a frame without making any fall off. Works on gross and fine motor skills as well as planning.
- **Tangoes**
Working on visual spatial skills and part/whole relationships. Published by Available through multiple sources
- **Tapple**
Working on word retrieval
- **The Classic Book of Board Games**
A variety of games working on thinking skills, planning, attention, and sequencing. Published by Klutz Press
- **The Three Little Pigs**
Build houses made of straw, wood and brick to earn points. Works on probability and executive functioning.
- **Ugly Dolls**
Works on processing speed and attention. Published by Gamewright
- **Wig Out**
Works on processing speed. Published by Gamewright
- **Word on the Street**
Works on word retrieval, spelling and executive function. Publish by Out of the Box
- **Zeus Is On The Loose**
Works on math skills and working memory. Published by Gamewright

TECHNOLOGY LIST

Technology

- **Dragon Naturally Speaking**
Voice recognition software. Version 11 is out and the accuracy has increased. Costs range from \$100 - \$200+.
- **Inspiration/Kidsperation**
Brain storming and organization software for writing. Type ideas into bubbles, link them together and it will generate an outline which can be dropped into word processing programs. Free trials online. Software costs \$69.
- **Learning Ally (formerly Recordings for the Blind and Dyslexic).**
Audio books that can be downloaded or ordered to play on DAISY players. There is a free application to play the books on PC's or Mac's. The iPhone/iPad/iTouch app is \$20.
- **Livescribe**
A pen that has an integrated digital voice recorder and image capture for notes. When you write on special paper, it links the audio recording to the written image. You can tap on a word or drawing and hear the voice recording from that part of the lecture. You can also upload your notes to the web to share with other people or search your notes. Costs - \$150 - \$200.
- **Text to Speech**
Software that allows you to convert any text to spoken words. On Apple computers, this built into the system and the computer will read any typed words. On PC's, additional software may be needed. TextAloud has a free trial download (<http://www.nextup.com>)

COMPUTER SOFTWARE

- **Clicker 6***
<http://www.cricksoft.com/us/products/tools/clicker/home.aspx>. Word processor that features both pictures and text to support emergent writers. Haven't used, no comment.
- **Cmap***:
<http://cmap.ihmc.us>. Provides digital planning tool. Haven't used, no comment.
- **Co:Writer***:
<http://donjohnston.com/cowriter/#.UzyVf14gGec>. Word prediction software. Haven't used, no comment.
- **Dragon Naturally Speaking**
Voice recognition software for both Mac and PC. New version for the Mac is out.
- **Evernote:**
Organization/project tracking program.
- **Kindle:**
Amazon's electronic books. Mac's can read aloud using the built in Text to Speech function
- **One Note**
Allows you to take notes by hand (on tablet computers) or by typing. Also allows you to record lecture as writing and will link the recording to the note taking.
- **Overdrive Media:**
Allows people to access electronic text and audio books through library or other sources. King County Library has some great resources.
- **PixWriter***
<http://www.suncastletech.com>. Word processor that features both pictures and text support emergent writers. Haven't used, no comment.

iPad/iPod/iPhone Apps

GAMES (these actually work on skill sets)

- **Boggle**
Works on spelling, sequencing, processing speed, and reading.
- **Forbidden Island and Forbidden Desert**
Work as a team to rescue treasures (Forbidden Island) or parts of a flying machine (Forbidden Desert) before you die. Each team player has a special power and must work in cooperation for the team to win. Excellent game for sequencing and executive functioning skills. A huge favorite in the office.
- **Ingenious**
Works on executive functioning.
- **LetterReflex**
Works on visual perceptual skills and letter reversals
- **Little Things**
Works on visual perceptual skills.
- **Number Addict**
Works on planning, basic number concepts and executive functioning
- **Pictureka!**
Works on attention to detail, categorization and flexible thinking.
- **Qwirkle**
Match shapes or colors to build sequences up to six tiles. Works on planning, probability and executive functioning skills.
- **Rules**
A diabolical game that requires you to tap numbers in a sequence based on rules. Each round adds a new rule. Works on working memory and attention.
- **Set**
Works on visual perception, processing speed, and problems solving skills.
- **SpellTower**
Works on spelling, working memory and executive functioning.
- **Ticket To Ride**
Works on planning, time/resource management and executive functioning.
- **Where's Waldo**
Works on visual perceptual skills, attention and processing speed.

GENERAL

- **Letter Reflex**
Works on letter orientation. Has a tilt and flip activity.
- **PDF Expert**
Allows you to review and mark on a PDF document (i.e. take notes). If a test were sent in PDF form, the student could type answers into the PDF.
- **Visual Attention**
Requires student to focus on a letter and then find the exact match in a field of letters. Published by Tactus Therapy Solutions.

READING

- **Say It Sight Words (has microphone that looks like a space ship)**
Presents words and has voice recognition for the words. While the delay to allow pronunciation of words is too long, the program allows good flexibility in developing the word list for practice. Little juvenile for older kids but if they can get past the interface, a very valuable app.
- **Sight Word Snapper**
Provides visual drill on sight words and allows the parent to set the amount of exposure time of the word (i.e. 1 second, 0.5 seconds). Does require someone monitoring to make sure the word was read correctly.
- **Overdrive Media:**
Allows people to access electronic text and audio books through library or other sources. King County Library has some great resources.
- **Voice Dream Reader**
Text to Speech program on iPad.

WRITING

- **Dexteria**
Works on letter formation and finger dexterity. Not a huge fan of the finger dexterity.
- **Dragon Dictation**
Voice recognition software. Will only be able to process 30 seconds of speech, and accuracy can be a problem.
- **Easy Spell**
Uses voice recognition to spell words. Tap the button, say the word and it provides it spelled correctly in a readable font.
- **Inspiration / Kidspiration**
Graphic organizer/brainstorming software that generates an outline. Graphic organizer/brainstorming software that generates an outline.
- **iTrace**
Works on handwriting. Provides an outline the letter shape and prompts to start and stay within outline. With practice, the width of the letters decreases..
- **MyScript Notes Mobile**
Will translate handwriting into text.
- **Shake a Phrase**
Provides story starters or quizzes for parts of speech. Has a vocabulary function and is just fun to play with.
- **Wet Dry Try**
Handwriting Without Tears app. While the curriculum is excellent, the interface is more than irritating. It gives great practice. Any child over the age of 6 is going to be driven nuts by the "voice" and the corrections for minor errors. It does not move very fast and has limited trials for time invested.

MATH

- **Dragon Box**
Teaches basic algebra using pictures instead of letter variables. Thought I would hate it, but felt the need to run through the entire app (meaning I did not want to set it down)
- **Hands On Equations**
Love the curriculum. User interface is so so. Great way to learn algebra. Have to put up with the video lesson from the old guy in the cap.

- **MyScript Calculator:**
Write your math problem on the screen. It will turn handwriting into text then solve the problem. WAY TO COOL.
- **Khan Academy**
Provides explicit and detailed instruction in math and other academic areas. The specific topic is explained and a visual diagram is provided to support the instruction.
- **Math Doodles**
Great way to play with number concepts and have visual support. Lots of different ways to make the problems more interesting and change the difficulty level. Winner.
- **Math Dictionary**
Provides definitions and instruction for basic processes. Not amazing like Khan Academy, but is a useful reference.
- **Mod Math**
Great tool for providing written work on math problems without having to write. Free program developed by parents for their dysgraphic son. Great tool and easy to use. Highly recommended.
- **SymShuffle**
Great program for orientation and visual perception. You have to figure out how to flip, rotate or slide figures to match an underlying figure. Can play to just figure out how to cover the figures or with minimizing the number of moves to cover all figures on the page. Another winner.
- **Symmetry**
Works on moving shapes to reflect target layout. Can reflect on one, two or four axes.
- **Operation Math**
Works on automaticity of math facts.
- **Code Squad**
Works on math calculations. Can provide practice on specific operations (addition, subtraction, multiplication and division) or provide a random set of problems to work on.