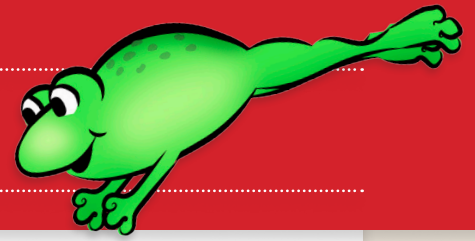
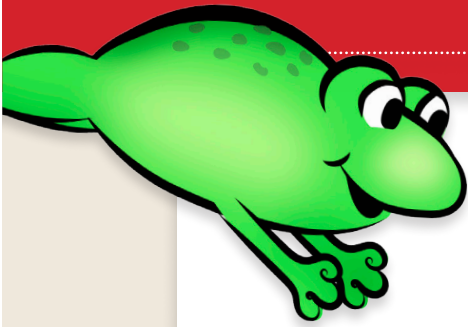


FROG GAMES



Apps that improve auditory processing through phonological awareness skills essential for the development of reading, comprehension and spelling

THE FROG GAMES tell about Hoppi the frog. An evil wizard put a spell on Hoppi so he lost his speaking voice. You need to help him get to the magical castle with the secret that breaks the spell. Throughout the game you practice the sounds in the same order as children acquire them while learning to speak.

The apps are for children from 4 years of age and all through elementary school. You can choose an easier exercise level for beginners.



Frog games 1, 2 and 3

For all families!

In three different interactive games kids help Hoppi, the frog, get his speaking voice again. Hundreds of illustrated pictures teach new vocabulary.



Frog Game - SCHOOL

In Frog Game-School you get all three games and more! You help Hoppi find the spell book, the magic wand and the magic key to the castle. In the castle you need to help Hoppi make the magic potion that he needs to drink to get his speaking voice again. The sun guides you at every level.

In all the Frog Games:

- Letter/sound recognition
- Capital and lower case letters
- Finger spelling ASL
- Phonemic awareness
- Sound discrimination
- Picture/sound recognition and recall
- Text/word; sight recognition and sound recall (naming speed)
- Vocabulary with hundreds of pictures
- Visual and interactive reinforcement
- No ads in the apps!
- **In Frog Game - SCHOOL** you can also:
 - Register students and follow progress
 - Track correct and incorrect responses
 - E mail results
 - Print data



Follow us!
kidssoundlab:



kidssoundlab.com
admin@kidssoundlab.com



Download on the
App Store



KIDS SOUND LAB

The award winning articulation approach is now available in an App

Kids Sound Lab

Kids Sound Lab is user friendly for all parents and professionals who want to give their children a head start on how to pronounce and practice English sounds. Ideal for bilingual or multicultural families.

The sounds are presented in the same order that children acquire sounds, so parents can control the difficulty level and begin by practicing easier sounds.

Children are taught to make the sounds in isolation, as well as in syllables, step-by-step and then gradually in words, as they “play” with the sounds and prepare phonological skills necessary for reading later in life. Excellent interactive app for school children to practice letter - sound conversion and correct articulation.

Kids Sound Lab, evolved through years of clinical work and studies through the authors collaboration with Dr. Bernard Silverstein professor at UT Knoxville (d. 2003). Consultants are: Dr. Barbara Hodson at Wichita State Univ, KA, and Dr. Katherine Abbott Verdolini at Univ. of Pittsburg, PA, leading specialists in the field of Articulation, Phonology and Voice.



Kids Sound Lab includes:

- User friendly parent-based program that is easy to follow
- Voice recording and playback feature for monitoring immediate responses
- 24 consonant sounds in English introduced in a systematic way with emphasis on visual and auditory recall/memory for each consonant
- Vowels introduced separately; A - E - I - O - U as long vowels that say their own names, short vowels that do not say their own names
- Consonant sounds in the main menu listed in developmental order of sound acquisition
- Descriptions of how to produce all consonant sounds are provided by Bonnie and Bobbie, the main characters
- Most consonant sounds are practiced in CV > consonant - vowel syllables > so all sounds are produced correctly before they are put into words
- Sounds practiced at beginning of words where they appear (see disclaimer in app) in English: /m, n, b, p, d, t, w, y, h, k, g, f, v, ng, ch, j, sh, s, z, l, r, th - voiceless and voiced/
- Prevocalic/consonantal R introduced and practiced (R followed by a vowel - easy to remediate and use to shape other vocalic Rs later)
- The (ng, zh) sounds are practiced at the middle and end of words, because they do not occur at the beginning of words in English
- Voiced /th/ practiced at the beginning, middle and end of words
- Each sound has three interactive game activities at the end of each level
- Original pictures made by illustrators/graphic designers Bui Kristjansson and Halla Solveig Thorgeirsdottir
- Original music Vedis Hverf, singer and composer
- Scoring and data tracking for each child/student
- Scoring provided for each sound with date, numbers, and %age of correct productions for monitoring progress
- Student profiles (name, age, email, gender, notes, photo)
- Notes can be added to each score for the sounds
- Email options to send scores with dates and notes, number of correct responses, and %age of total correct responses
- Extended voice recording time for making sentences with the words that are practiced with each sound
- Air print (with printer) with collective data
- No advertisements in the App



Follow us!
kidssoundlab:



kidssoundlab.com
admin@kidssoundlab.com

Download on the
App Store