

Hello and thanks for visiting this document maintained by Sean Sweeney MS MEd CCC-SLP of speechtechie.com. This list by no means pretends to be comprehensive and was constructed to fill a need and via brainstorming, basically. If you would like to contact me with a resource you think should be included, please do at sean@speechtechie.com

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Thank you to sources of information for this growing list including Maureen Harper of [Global SLP Therapy](http://GlobalSLPTherapy.com), Amy Reid and Nathan Curtis of Waldo County General Hospital in Maine.

Interactive Websites useful in teletherapy are ones that allow students to make choices, create scenes, problem solve, let a story unfold or apply curriculum concepts or skills.

Many Interactive Sites are found by Google Search “(name of topic) interactive website”

Sites that are Flash based should still work on laptop, must allow flash. Often clicking “Get Adobe Flash” will prompt you to allow Flash. [FlashEmbed](#) extension can also work in Chrome.

Note that some links within some sites may not work. sites go out of date. These sites were listed here based on overall usefulness, free access and functionality as of November 2020

[ABCYa](#): Levels available PK-6+, categories of letters, numbers, holiday, strategy, “skill”, premium removes ads and allows fullscreen but very usable without these.

[Boola and Kwala](#): Cute conceptual click-based games suitable preschool and above

[BrainPop/BrainPop Jr](#): Sites with excellent animations about all curriculum topics, many districts subscribe and free for now, interactives available with each video (quizzes, games, semantic mapping, cloze activities)

[CBC: Canadian Broadcasting](#)- cute games can target turn taking/concepts e.g. 2-player snakes and ladders game

[Chateau Meddybemps](#): many SIMPLE interactives in variety of contexts, suitable for early learners, mouse skills interactives for training clients to engage in activities via mouse, also printable activity centers (e.g. make a village, beach)

[CityWalks](#) and [Drive and Listen](#) provide walking and driving tours of international cities, with both having accompanying audio that along with the scenes provide context for language and conversation.

[Cool Tools For Schools](#): Worth exploring especially for activities for older students

[Crickweb](#): UK site with cute, simple interactives in differering topics and levels.

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[Draw a Stickman](#): Episodes 1 and 2 great for any grade level, narrative, complex sentence formulation

[Education.com](#): Leveled games PK-6, sort by subject and CC standard (join for free access)

[E-Learning for Kids](#): Great site with wide range of activities in content areas and ELA, good for teaching language underpinnings (e.g. science section has many 5 Senses description activities)

[FunbrainJr](#): Simpler counting and letters interactives

[Geoguessr](#): Good for older students as well, loads Google Street View in game format and places you someplace random- look around and move to try to figure it out (one free game/day), for situational awareness, "thinking with eyes," having a conversation, inference.

[GCF LearnFree](#): Goodwill foundation lifeskill interactives, also see broader site for technology basics info (e.g. word processing, social media) for older students

[Highlights Kids](#): Hidden pictures and such, suitable for primary-elementary

[iCivics](#): Robust interactives about social studies/civics, good for mid elementary and older

[Into the Book](#): Mid-elementary balanced literacy interactives

[Into the Map](#): Mid-elementary map concepts useful for following directions, narrative, spatial concepts

[Interactive Sites for Education](#): Huge repository of activities BY TOPIC. I have noted this works best in Safari. Pick and choose as a good number of links are out of date

[McCrammond.com](#): Scottish site with many curriculum based links, suitable mid-elementary-middle school

[Mr. Nussbaum's Learning + Fun](#) is a collection of interactives that could be used to develop many language underpinnings. Some activities require subscription but many are free.

[Museum of Science and Industry](#): Several well-designed science games w language underpinnings including Simple Machines and GoReact

[Nick Jr Games](#): variety of topical games based on Nick Jr shows, PK-Elementary

[National Geographic Kids](#) has a variety of activities that can be language-building for older students (Upper elementary, MS, HS) including “personality quizzes” and “funny fill-ins” (Mad Libs); fit with themes.

[PBS Kids](#): Variety of activities based on shows of interest, PK-elementary

[PHET Interactive Simulations](#): If you get really into the language of science, cause-effect, etc, this site offers great content

[ReadWriteThink](#): From ILA and NCTE, wide range of ELA interactives, some also available as iPad apps, also offering detailed lesson plans for use.

[Roy The Zebra](#): Reading/emergent reading and grammar activities

[Randall's ESL Listening Lab](#): Fun, functional, topical audio files with quizzes, leveled

[Sheppard Software](#): Range PK- College, many topics addressed, great for geography

[Scholastic](#): WIDE range of activities and activity types K-6

[Scratch](#): Created by MIT. Play or create fun projects. Good for older students to work on sequencing, cause-effect, following directions. To get started, use the [coding cards](#) or other resources [on educator page](#).

[Starfall](#): Particularly good for early learners, learning letter sounds, academic interactives

[TinyBop Schools](#): offering COVID Free until July 2020, would be worth paying for as exceptional content (their apps w same activities are \$3.99 each)

[UEN Interactives](#): repository of interactives K-12, many linking to resources on this list but well-organized by subject area

Video Resources provide content useful for targeting speech and language goals and objectives. Series of videos for contextual flow are particularly useful.

Resources about videos useful in treatment are contained on Anna Vagin, Ph.D/SLP's [website](#), [YouTube channel](#), [Twitter](#), and [in her book on the topic. YouCue Feelings \(available in Kindle for immediate download\)](#)

[Common Sense Education](#): Digital Citizenship Curriculum, leveled, with songs for youngsters and videos, worksheets for all. Requires login but free.

[Cookie's Crumby Pictures](#): narratives about self regulation strategies (Cookie Monster), pop culture references can also be used for older students.

[Cosmic Kids Yoga](#): Yoga play-based "Adventures" as well as mindfulness clips

Narratives through [Simon's Cat](#), [Patchwork Pals](#) and [Animanimals](#) series

Mobile apps such as those for iPad cannot really be made interactive in teletherapy. You can a) mirror your screen through Quicktime on Mac or use wireless mirroring such as LonelyScreen or Reflector. However, this makes the iPad screen show up as an image/video on desktop. You will be able to interact with the iPad but the client will not, even with cursor control. [A tutorial on this is at this link](#). These apps are free unless otherwise stated. Some are available in both iOS and Android.

While these apps limit the physical abilities of the client to act or control the app, they do provide great opportunities for expressive language by clients as they direct you.

All these apps can be used for various expressive language abilities as long as the app is of interest to your client. All actions of the apps are put into motion by what the client says. Their utterance has power to turn them on. It can range from an initial sound, single word, to complex sentences according to the client's goals. Interacting with the apps can utilize the use of correct articulation, adjectives, adverbs, all forms of prepositions, plurals, pronouns, verbs, vocabulary building, not to mention using carrier phrases, creating statements, questions, requests, building a narrative and giving a story retell.

Speech and Language dedicated apps: See websites of Hamaguchi, Little Bee Speech, Tactus, Smarty Ears and Virtual Speech Center. Also see [SLP App List](#) crowdsourced from speechtechie.com.

Top 4: (rest in alphabetical order)

1. [Toca Boca's](#) apps range in age appeal and price from free ([Toca Kitchen Monsters](#), [Toca Tailor Fairy Tales](#), [Toca Dance Free](#)) to about \$3.99. Excellent apps for students verbalizing verbal choices from simple to complex. The Toca Life series are open ended

contextual sandboxes that allow screen recording. Great [YouTube](#) videos can stimulate play moves/imagination and provide narrative resources.

2. [Sago Mini's](#) (owned by Toca Boca) apps provide a similar but simpler experience suitable for early learners or higher support students.
3. [My Playhome](#) apps (2.99) provide a simple (fewer objects to interact with) experience of a home, stores, school, and hospital (separate apps). Note that at least the home version of My Playhome is also available from the [Windows Store](#) so cursor control in tele would be an option.
4. [Pic Collage](#)- great for any age, create a story collage (insert pics from Web Search), cut around pics, make a vocab board or story collage. Also has GIF search. Also available in Windows Store.

[360 Thinking Time Tracker](#) and [Pie Time](#) (\$2.99 each) promote time management- possibly display while screen sharing and shrink window size while conducting other activities.

AR Apps: if you want to experiment with Augmented Reality, simpler options like [Do Not Touch](#) and [Fiete Cats](#) overlay digital objects over real world spaces.

[Bamba Apps](#) (some w Lite free versions, others \$.99), offer variety of contexts- pizza, burger, post office- for students to make choices, use vocabulary and verbs, sequence

[Barefoot World Atlas](#) (\$4.99) an interactive globe with animated icons in each country, also text and audio about countries, regions etc. Where do you want to go? What do you want to see? Why is there a cow in Ireland? (comprehension questions)

[Beep beep Alfie Atkins](#) city builder app, students could make choices/give directions

[Breathe Think Do with Sesame](#) is a self regulation app teaching about breathing and solving problems- children could verbalize choices and practice the breathing technique. Also each situation presents a narrative

[Cars in Sandbox](#) (\$2.99) Solve how to make trucks perform certain tasks. Students could give verbal directions to accomplish the tasks

[Duck Duck Moose's apps](#): free from Khan Academy, many interactive options including Chatterpix, make photos talk, Build a Truck, incorporating STEM and common core standards

[Eric Carle Bundle](#): apps incorporating Carle's books, useful for sequencing, part/whole, play/sleep, eating, transformation/building (\$19.99 for the bundle of 5 apps)

[Felt Board](#) (\$2.99) construct scenes using choices, descriptive language and narrative

[iESLP](#) (\$27.99), a full-featured app allowing the creation of “boards”- ideally the student would tap and touch but the visuals are potentially very robust for verbal interactions

[Marcopolo Learning's apps](#) (Weather, Ocean, Arctic) will allow students to make verbal choices to construct scenes--in the case of Weather tons of cause/effect and if/then-- related to STEM topics

[Maverick Software's apps](#) (e.g. More Buffet, \$2.99 each) allow students to make choices, discuss food

[Nessy's](#) apps target phonemic awareness (\$2.99 each)

[Peapod Labs' apps](#) (e.g. ABC Go, \$2.99 each) provide a wealth of visuals and vocabulary, more advanced nouns, good for use with Expanding Expression Tool

[Pepi Apps](#) (\$1.99) have simple choices and sequences e.g. bathtime, house, recommended 3-7 years

[Plum's Creaturizer](#) and other PBS Kids apps- make a creature and then “photograph it” using augmented reality.

[Puppet Pals](#) (director pass \$3.99 allows you to add custom photo puppets and backgrounds) make animations to tell a story, students could contribute choices and audio.

[Plotagon Story](#) create/choose characters and type dialogue to have them speak it. Great for conversational stories and conversation moves (comments, questions etc). Also have [emotional response choices I mapped here](#). Good for older students.

[Rory's Story Cubes](#) (\$1.99) roll the cubes and make up a story- taps syntax, play, narrative, flexibility

[#Selfcare](#) gamelike interface exploring actions for self care- good for older students

[Stop Breathe and Think](#) apps provide mindfulness exercises, playful in the kids version

[Super Stretch Yoga](#) provides choices and videos, good way to incorporate movement and mindfulness in sessions

Tinybop's creation/construction apps- [Robot Factory](#), [Infinite Arcade](#), [The Monsters](#), [Everything Machine](#), [Me: A Kid's Diary](#), all \$2.99, useful for students making choices and using expressive language. See their [handbooks](#) and [my post on their other more curriculum related “models” available free](#).

[Toontastic 3D](#), a screen recording animation app. Move/create “toys” to move around a variety of scenes/settings- record dialogue or narration by speaking.

[Wonderkind GMBH's apps](#) (e.g. Tiny Pirates, Tiny Firefighters, generally \$2.99-3.99) are rich tappable scenes that have actions unfold when you tap- students could make choices and describe results

[WWP Vocabulary](#) Great vocab sets based on context, pair with picture books that have the same context, games to play where students could do the verbal matching

[Yasa Pets](#) apps are free, scene based apps useful for concepts, context, categories, stories (Hotel, Village)

Sources of E-Text

E-text sources can be very useful in teletherapy for screen-sharing, co-reading, setting context, text mapping/graphic organizer use and other comprehension/expression strategies

[EPIC! Books for Kids](#) is always free with educator account and has a huge range of books in different levels and topics

[Readworks](#) offers leveled passages and collections as well as quizzes

[Storyline Online](#), [Vooks](#) (free for year at request), YouTube in general can be sources of picture books read aloud

Kindle apps on iPad or your computer can sync with books purchased for amazon or borrowed from public library with your library login/ID on Overdrive

Expository Resources:

RESOURCE	FREE	PAID
DOGOnews dogonews.com	news: current events, science, social studies, sports books: book reviews for-and-by kids movies: trailers and for-and-by reviews (G, PG, PG-13)	PRO Account: ready-to-use assignments and worksheets for ELA, science & social studies. Targets: reading comprehension, critical thinking, vocabulary in context \$: 3 dollars/student, minimum 15 students
Newsela newsela.com	Current event articles	PRO Account: over 20 genres, primary sources, career profiles, pro/con, explainers, geography profiles, speeches, how-tos, biographies, etc. \$: "contact us for pricing"
Nat Geo - Kids kids.nationalgeographic.com	short videos, animal overviews	digital magazine 12 issues/\$12

Expository Resources:

RESOURCE	FREE	PAID
TIME for Kids timeforkids.com	Articles: k-1, 2, 3-4, 5-6	Archived material \$: 4.95/student account
Scholastic - SCOPE scope.scholastic.com	Month trial	Leveled texts, differentiated worksheets, Teacher's Guide w/step-by-step lesson plans, audio versions \$: 8 issues, 9.99/student
Wondoropolis Wondoropolis.com	2,000+ Wonders of the Day, wide range of topics	
Sports Illustrated for Kids sikids.com	Sports articles by "kid reporters"	

Expository Resources:		
RESOURCE	FREE	PAID
BrainPOP brainpop.com	Limited version, short animated movies	Archived material \$: BrainPOP Jr. 175/year, BrainPOP 230/year
Ducksters ducksters.com	history, science, biography, geography	
Brainy Quote brainyquote.com	Famous quotes organized by author or topic	
Infoplease infoplease.com	Single search source that combines the contents of an encyclopedia, dictionary, atlas, almanacs, facts, and historical records	
Flocabulary flocabulary.com	30 day trial, educational hip-hop videos	\$. Lite: Individual Teacher access 10/month for a year

Credit: Amy Reid and Nathan Curtis, Waldo County General Hospital, Maine.

Professional Development Free Opportunities-

[ASHA Learning Pass](#) free through June 30, 2020, just a few options of many available (all free CEUs):

- [Preparing To Offer Quality Services Through Telepractice: An Introduction](#)
- [Serving Students With Autism Using Telepractice](#)
- [Using Telepractice To Address Early Intervention Needs](#)
- [On-Site and Telepractice Service Delivery Models: Working Together To Benefit Students and Improve Caseloads](#)
- [Apps and Web-Based Materials for Telepractice](#)

[Teletherapy Bootcamp](#): 7 hrs recorded with small fee for CEUs

[SLP Now's Free webinar](#)

[Everyday Speech](#) webinar on using their resources during COVID-19

[Mindwing free recorded webinars](#) on targeting narrative and expository language/trauma-sensitive distance learning