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Mobile apps are available on both platforms (iOS, Android), unless otherwise stated.



AnimalWatch Vi Suite (for iPad)

This app supports students in building their math word problem solving skills while also teaching about endangered species.

Twenty-five math units and supporting materials align with the sixth grade Common Core Math Standards, and include lessons in multiplication and division, like and unlike fractions, speed, time, and distance, converting units of measurement, and more.

Recommended ages: 5th to 7th grade (math level).



Audiojack

An audiojack is an audio-based movie with no words, no music, no video, only sounds.

The beauty of audiojack is that it promotes mindfulness, allowing your imagination and memory to converge as you start to build your own story based on what you hear. Appropriate for young students to older adults, Audiojack is perfect for creative, fun, educational, medical, and therapeutic settings.

Simply download the Audiojack app, choose your subscription plan, and play audio-based movies from one of several categories. Writing and art activities are also included to enhance the experience.



Braille Badges (for iOS devices)



This fun, accessible sticker pack for iMessage is great for sharing.

Stickers include white canes, cute guide dogs, and Simbraille bubbles, perfect for any occasion. Simply download the Braille Badges app from the App Store, open the Messages app, and look for the stickers under the message apps button, the capital A shape in your text message screen. You may also need to open the apps drawer using the four-dot icon at the lower left of the screen to see Braille Badges.



BrailleBuzz™ App

This app provides fun sounds and activities.

The BrailleBuzz App provides an introduction to braille, as well as teaching the skills necessary to perform basic activities for controlling the app, and identifying braille letters.

The app provides the functionality of the original BrailleBuzz product, with the added electronic braille experience. While this app was designed especially for APH's Chameleon 20[™] and Braille Trail Reader LE refreshable braille displays, it also works with any connected display.

CodeQuest (for iPad)

This app teaches players coding and O&M skills.

Help an astronaut move across a grid-style gameboard to his ship so that he can explore the galaxy. In each level, players start at row 1, column 1 and must program in a route for the astronaut to take to his ship. Along the way, players also learn orientation and mobility skills such as mental mapping and coding concepts such as problem-solving, planning, computational thinking, loops, and sequencing.



Crossword

Enjoy this accessible cross-platform web app, which comes preloaded with over fifty digital crossword puzzles, on your own desktop computer.

Universal design concepts provide effective tools for solving crossword puzzles, and is compatible with most internet browsers and screen readers. Players can also add and create new puzzles. **crossword.aphtech.org**



Draw2Measure Protractor (for iOS devices)

This handy app allows measuring angles in two ways.

Draw2Measure Protractor is designed for students who are blind and visually impaired, and can be used by sighted students too! It gives all students an alternative way to measure angles, thus meeting students' diverse needs in math and science classrooms.



Flip-Over FACES

This app allows a child to casually explore facial expressions within a fun and versatile context.

Perfect for students with low vision and for students with additional disabilities, such as autism and language delays, users can generate hundreds of different facial expressions by changing the eyebrow position, eye direction, and mouth type. Multiple hairstyle and eyewear options are also available to add interest or visual complexity.



Recommended ages: 5 years and up.



Going to the Playground (for iPad)

This app works with Going to the Playground Overlays (1-08148-00).

Going to the Playground helps young children, ages 3-5, learn orientation directions, such as left and right, in and out, and up and down, as they become familiar with the layout of a virtual playground. The Going to the Playground Overlays and accompanying yellow frame can be used in conjunction with the app on a 9.7 inch iPad. With these tactile, braille overlays, children can use their sense of touch, along with the self-voicing app, to explore all three items on the playground: the merry-go-round, sandbox, and monkey bars.



KNFB Reader

Read print documents aloud with this fully accessible app and portable stand!

The KNFB Reader Enterprise and Portable Scanning Stand utilizes your phone and an OCR (optical character recognition) app to read print materials. Simply create an account, sign in on the app, and place a phone on the portable stand. Once a document is positioned underneath the phone's camera view, a picture is taken and the text is read aloud.



Math Flash

Use with Google Assistant or Alexa® Skill.

Based on the popular Math Flash software that combines math flash cards with fun audio feedback and a snarky personality. When triggered, Math Flash will allow students and adults to practice their addition, subtraction, multiplication, and division facts. You may choose from three difficulty levels at any time in settings.



Math Robot™ (for iOS devices)

A math app that is fully accessible for all users, making it ideal for use by an entire class.

Math Robot uses a flashcard format with a smart "know-it-all" math robot character providing fun drills and practices for simple math problems.



O&M Trivia

Use with Google Assistant or Alexa® Skill.

Answer questions about cardinal directions, cane techniques, and landmarks in this fun game. Play alone or with up to three additional players. Scores are calculated automatically for friendly competition. Game settings also allow users to select appropriate difficulty levels.

Practice2Master Fractions (for iOS devices)

Every elementary school math teacher should have this fully accessible app in their teaching toolbox.

This app is the perfect supplement to teachers' instructions and offers unlimited practice drills in adding, subtracting, multiplying, and dividing fractions. Problems can be customized according to students' individual level of study. Teachers can add self-created fraction problems to the already pre-loaded, machine-generated problems.

Recommended ages: 9 years and up.



SlapStack for Math™ (for iOS devices)

This app is an action and memory game that uses math flash cards instead of playing cards.

Whoever collects the most points by pulling in the most cards, wins! Slapstack Math is fully accessible for all users.



Talking Typer

An accessible typing and computer keyboard tutorial app with a game to help increase speed and accuracy.

Learn to type or improve your skills with drills, practice lessons, keyboard explorer, and an entertaining game. Fully accessible for all users.



Typer

This self-voicing software helps students improve their typing skills.

A modernization of APH's Talking Typer for Windows, Typer is a typing tutor along the lines of Talking Typer, except, of course, instead of self-voicing, this web app uses the screen readers and voices you already know and love. With Typer, students can sharpen their typing skills with drills, practice lessons, and a keyboard explorer.



Visual Brailler™ (for iPad)

UEB

This app is the simple braille editor

Displays a traditional 6-dot keyboard and simulated braille on your iPad screen. You can edit and save your work, which makes Visual Brailler perfect to use for on-the-go practice for NLS certification exercises.





KNFB Enterprise Reader and Portable Stand in use.



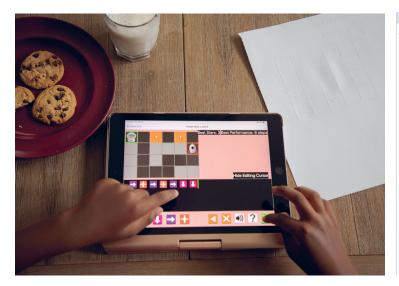
Child's hands feeling tactile overlay while using the Going to the Playground app on iPad.



Student using AnimalWatch Vi Suite.

Please visit **aph.org** to order, to learn more about these products, or to find related products.

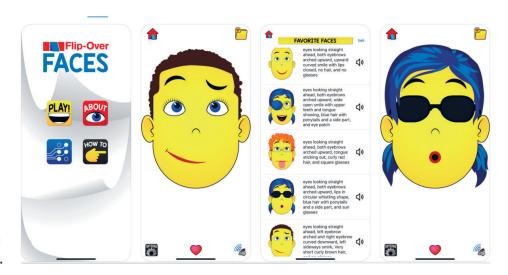
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Student using CodeQuest app on iPad.

Example Crossword on web browser.



Examples of faces on Flip-Over FACES app.





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