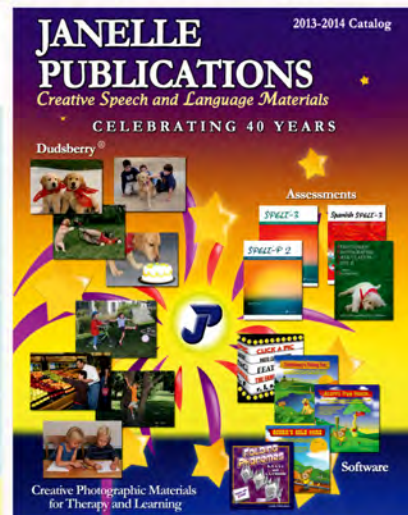
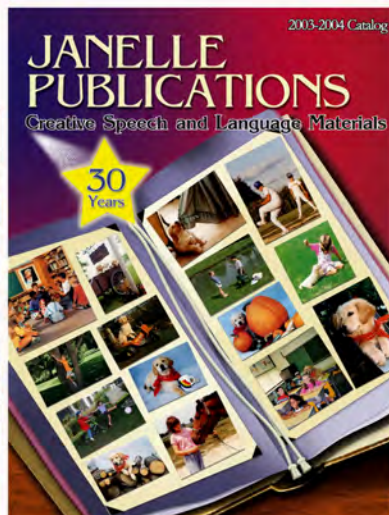
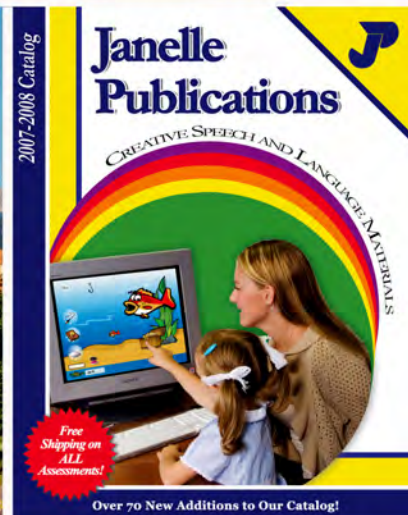
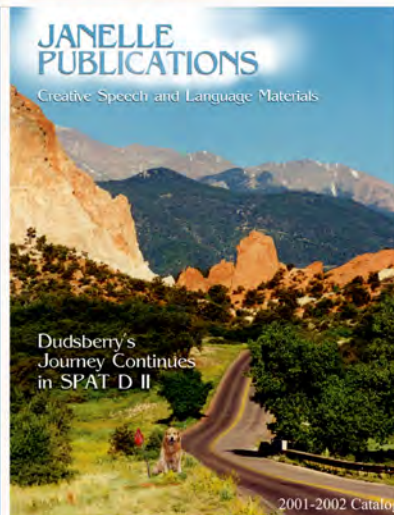




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STRUCTURED PHOTOGRAPHIC EXPRESSIVE LANGUAGE TEST 3 (SPELT®- 3)

The **SPELT-3** includes 54 full color photographs of everyday situations and objects paired with simple verbal questions and statements to elicit specific morphological and syntactical structures. It allows for analysis of specific language structures that may not occur in spontaneous language samples. The child's strengths and weaknesses can be readily identified. Test items target the child's use of MORPHOLOGY (preposition, plural, possessive noun and pronoun, reflexive pronoun, subject pronoun, direct/indirect object, present progressive, regular and irregular past, future, contractible/uncontractible copula, contractible/uncontractible auxiliary) and SYNTAX (negative, conjoined sentence, "Wh" question, interrogative reversal, negative infinitive phrase, propositional complement, relative clause, and front embedded clause). Administration time: 15 to 20 minutes. **Ages: 4-0 through 9-11.**

A study by Plante and Vance examined the evidence for using the **SPELT-3** to diagnose language impairment and found, "... that the data provide empirical support for the use of the **SPELT-3** for the purpose of differentiating between children with normal language and those with impaired language." LSHSS, 36, 103-115.

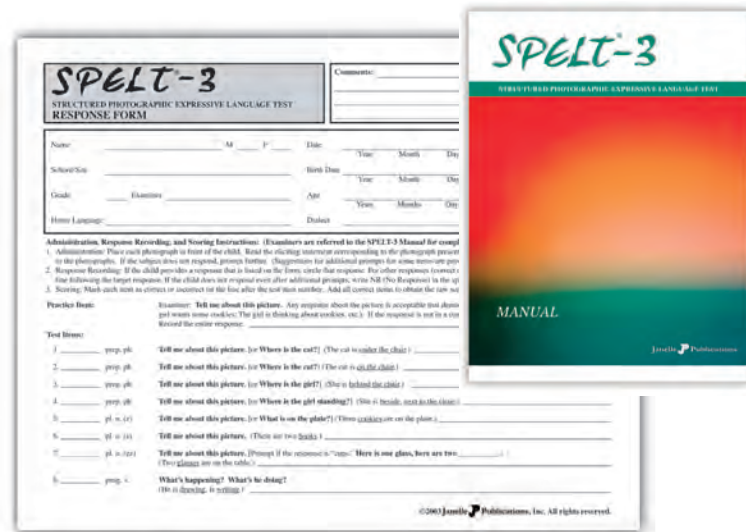
FEATURES OF THE SPELT®- 3

- Standard scores, confidence intervals, percentile ranks, percentile bands and test-age equivalents are provided for females and males, ages 4 through 9-11.
- Normative tables are based on a national sample of over 1800 children from the four geographical areas specified by the U.S. Census Bureau.
- A chapter on African American English and scoring guide are provided by Nola T. Radford, Ph.D.
- Reliability and validity studies are reported.

#0705 SPELT-3 Kit - \$299.00 [add to cart](#)

Contents: Manual, 54 color photographs (4" x 6") in a bound album, 50 response forms, sturdy storage box.

#0706 SPELT-3 Response Forms (50) - \$44.00 [add to cart](#)



STRUCTURED PHOTOGRAPHIC EXPRESSIVE LANGUAGE TEST-PRESCHOOL 2 (SPELT®- P 2)

The **SPELT-P 2** includes 44 full color photographs of everyday situations and objects paired with simple verbal questions and statements to elicit specific morphological and syntactical structures. It allows for analysis of specific language structures that may not occur in spontaneous language samples. This new edition targets 40 items using 44 photographs to probe the young child's ability to generate early developing morphological and syntactical forms. The child's strengths and weaknesses can be readily identified. Target structures include prepositions, articles, plurals, possessive nouns and pronouns, subject pronouns, auxiliary verbs, copulas, present participles, past tense, third person markers, as well as negatives, conjoined sentence, "wh" question, interrogative reversal, infinitive phrase, propositional complement, relative clause, and front embedded clause. Administration time: 15 to 20 minutes. **Ages: 3-0 through 5-11.**

A study by Plante and Vance examined the diagnostic accuracy, convergent validity, and divergent validity of **SPELT-P2**. "The empirical evidence supports use of the **SPELT-P2** as a valid measure for correctly identifying the presence or absence of language impairment in 4-and 5- year-old preschool children." LSHSS, 40, 150-160.

FEATURES OF THE SPELT®- P 2

- Normative tables are based on a national sample of over 1700 children from the four geographical areas specified by the U.S. Census Bureau.
- Standard scores, confidence intervals, percentile ranks, percentile bands and test-age equivalents are provided for females and males, ages 3-0 through 5-11.
- A chapter on African American English and scoring guide are provided by Nola T. Radford, Ph.D.
- Reliability and validity studies are reported.

#0707 SPELT-P 2 Kit - \$299.00 [add to cart](#)

Contents: Manual, 44 color photographs (4" x 6") in a bound album, 30 response forms, sturdy storage box.

#0708 SPELT-P 2 Response Forms (30) - \$44.00 [add to cart](#)



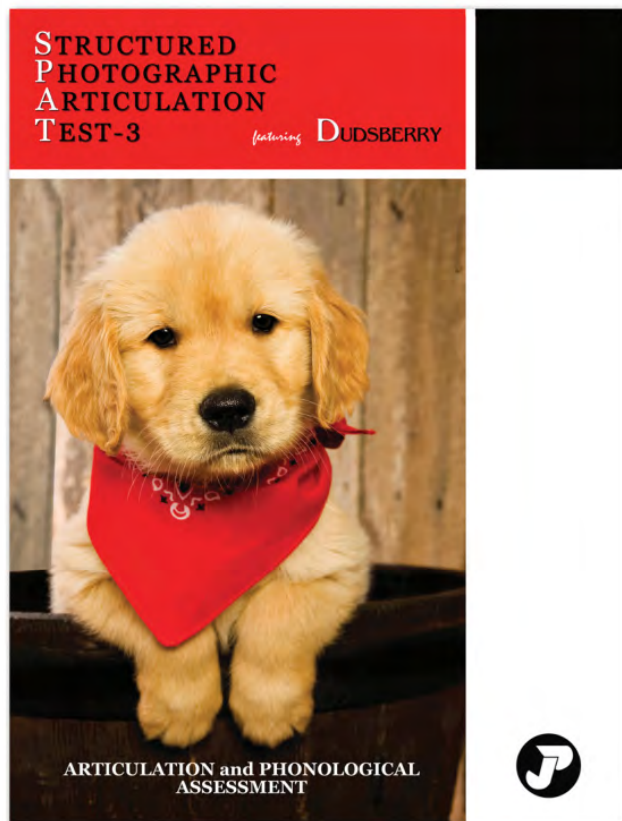
THE STRUCTURED PHOTOGRAPHIC ARTICULATION TEST FEATURING DUDSBERRY® (SPAT-D 3)

Strong quantitative and qualitative features; exceptional tool for assessing production in complex contexts; excellent resource for use with linguistically diverse speakers

More than 35 years since the introduction of Dudsberry at the 1988 ASHA Convention in Boston, the popular articulation test, *The Structured Photographic Articulation Test*, has once again been revised to provide clinicians with not only a quantitative tool but, in addition, a way to gather important qualitative information to assess the speech production skills of children ages 3 to 10. Results of the various quantitative and qualitative aspects of the **SPAT-D 3** can be used for qualifying the child for services as well as developing goals and monitoring progress and determining dismissal.

The 5 year development process resulted in the new edition of the *Structured Photographic Articulation Test*, the **SPAT-D 3**, providing normative data based on a sample of over 2,400 children reflecting the most recent U.S. Censuses. Quantitative analysis of 65 singleton consonants and 17 consonant blends at the word level are elicited by 36 color photographs of Dudsberry, the Golden Retriever, interacting with objects which contain the target phonemes allowing for calculation of standard scores, confidence intervals, percentile ranks, and percentile bands. Determining consonant inventory, percent of consonants correct, word shape, and presence of phonological patterns as well as evaluating vowel production provide a qualitative analysis at the word level.

Additional qualitative features of the **SPAT-D 3** include consistency in sound production and intelligibility in connected speech utilizing the story of "Dudsberry's Day at School," two **Multisyllabic Word Screeners (BASIC & ADVANCED)** for qualitative assessment of consonants in complex contexts to aid in gathering data regarding the stability of sound production in more complex sound contexts and goal formulation for older children, and resources to provide an in-depth guide for the influence on English production of the 6 most prevalent languages/dialect spoken in the United States to help determine a speech difference versus a true disorder.



NEW FEATURES:

- Assessment of Complex Contexts empirically linked to reading deficits
 - Most words used in standardized assessment tools are one- to two-syllables; although appropriate for diagnosing a speech sound disorder, these contexts may not be as useful when considering discharge
 - Two levels of **Multisyllabic Word Screeners** to help evaluate whether children who have received services for speech sound disorders (phonological or articulation) and appear ready for discharge have the phonological skills necessary to meet grade level expectations set forth by the Common Core State Standards (CCSS) in Speaking and Listening as well as Reading and Writing:
 - BASIC:** Ages 5-7 (picture stimuli)
 - 25 target words
 - 17-3 syllable; 7-4 syllable; 1 5 syllable
 - ADVANCED:** Age 7 and older (printed word lists)
 - 65 target words
 - Arranged by theme
 - Can be used to create a unique word list for specific children based on their sound challenges
- The **SPAT-D 3** manual provides an in-depth guide for the influence on English production of the 6 most prevalent languages/dialect spoken in the United States to help determine a speech difference versus a true disorder
 - Languages/dialect
 - African American English
 - Arabic
 - Mandarin
 - Spanish
 - Tagalog
 - Philippine
 - General background on each language/dialect
 - Presentation of shared phonemes and general patterns of typical deviation to aid in differentiating typical versus atypical influence on English speech
 - Specific examples and considerations for interpreting performance on the **SPAT-D 3** for each targeted language/dialect

HIGHLIGHTS:

- Normative tables for ages 3;0-9;11 are based on a national sample of over 2400 children from the four geographical areas specified by the current U.S. Census bureau.
- ASHA certified clinicians tested children from rural, suburban, and urban areas.
- Thirty-six 4" x 6" real life color photographs of Dudsberry in a photo book serve as stimuli to spontaneous elicit the word level production of 65 single consonants and 17 consonant blends.
- Standard scores, confidence intervals, percentile ranks, percentile bands and test-age equivalents for females and males, ages 3 to 10 provided.
- Validity, reliability, sensitivity and specificity, positive and negative likelihood ratios, and bias data included and support the use of the **SPAT-D 3** as part of the assessment protocol for a child suspected of a speech sound disorder.
- Color coded response form enables the examiner to immediately analyze articulation errors according to syllabic function and manner of articulation. No whole word transcription is necessary.
- Response form includes sections for recording consonant inventory, percentage of consonants correct (PCC) and PCC-Revised, word shapes, and vowels inventory.
- Common phonological processes can be assessed.
- Phoneme production in connected speech can be additionally assessed utilizing the story of "Dudsberry's Day at School" (8 photos) to determine consistency in sound production across contexts (word-connected speech).
- Multisyllabic Word Screeners target syllable fidelity and stress in addition to sound production/stability.
- Separate response form for Multisyllabic Word Screeners provided.

**ADMINISTRATION TIME:**

- Administration of the quantitative (standardized) portion of **SPAT-D 3** takes approximately 15 minutes. The color coded response form allows for quick and easy scoring.
- Administration of optional qualitative portions of the test will vary based on unique profile of the child and the clinician's purpose in administering the testing.

#0600 SPAT-D 3 Test Kit - \$325.00 [add to cart](#)

Contents: Manual, 44 color photographs (4"x6") in a bound album, 30 response forms, laminated page of eliciting statements, laminated multisyllabic basic screener photo sheet, all in a sturdy storage box.

#0601 SPAT-D 3 Response Forms (30)- \$44.00 [add to cart](#)

The newly redesigned **Spanish SPELT®-3** not only captures the best features of the **Spanish SPELT®-Preschool** and the **Spanish SPELT®-2**, but it elicits additional morphological and syntactical structures. It also samples the child's ability to use pragmatically appropriate language for various purposes. Utilizing the 13 large photographs, clinicians are able to identify areas of strength and weakness in the Spanish language of children ages 4-0 through 9-11. Children can readily identify with the scenes set in familiar surroundings (e.g., school, store, park), which facilitates responses. Normative data for both age and grade are based on children from across the country and from various Hispanic backgrounds. The manual summarizes early Spanish language development and provides an extensive resource for evaluating the responses of children from various Hispanic backgrounds. Based on the research available on language development in Spanish speakers, the content and format of the **Spanish SPELT®-3** offer an efficient way to obtain data to aid in determining if a Spanish-speaking ELL student might have a language-based difficulty. A "must have" for the battery of probes to help decipher language difference from disorder in children whose first language is Spanish. Administration time: 15 to 20 minutes. **Ages: 4-0 through 9-11.**



PLATE 5 - PICNIC © 2011 - Janelle Publications			
QUESTION / COMMENT	CIRCLE RESPONSE	WRITE IN OTHER RESPONSE	SCORING / NOTES
22. (Point to trees) Estos son ... (These are...) NAMING	long plural <u>árboles</u> (accept [palos] or any other dialectal variation for trees -even though it is not a long plural)		
23. (Point to houses) Estas son... (These are...) NAMING	short plural+correct gender <u>casas</u> --- <u>ventanas</u> --- <u>edificios</u>		
24. (Point to boy on the far right playing ball) Este niño ... (This boy...) DESCRIBING	periphrastic future OR present progressive +number agreement <u>le va a dar una patada</u> --- <u>va a patear</u> la pelota <u>está jugando</u> --- <u>está pateando</u>		
25. (Point to boy who is sitting at the picnic table) Este niño no juega porque ... (This boy does not play because...) EXPLAINING	copula +gender agreement <u>está cansado</u> indicative +number agreement <u>acaba de comer, beber/tomar</u> --- <u>quiere comer</u> negative+number agreement <u>no tiene ganas</u> --- <u>no quiere</u> periphrastic future <u>va a comer</u>		
26. Hay pocos niños en la foto porque los otros ... (There are very few children in the	reflexive +preterite+number agreement <u>se fueron</u> a su casa--- <u>se quedaron</u> en el salón negative + number agreement		

FEATURES OF THE SPANISH SPELT®- 3

- Normative data is based on children between the ages of 4-0 through 9-11 from various parts of the country and from various Hispanic backgrounds.
- Standard scores/percentile ranks and confidence intervals are based on age and grade.
- Thirteen 8" x 11" photographs portraying children of different ages and ethnic backgrounds involved in various activities including in the classroom, in an arcade, while on a picnic, and while shopping.
- The test prompts elicit 59 responses sampling various morphological and syntactical features and the child's ability to use pragmatically appropriate language for various purposes.
- The manual includes tables with Phonological and Lexical Variations found across the Hispanic World.

#0709 **Spanish SPELT®-3 Kit - \$299.00** [add to cart](#)

Contents: : Manual, 13 photographs (8" x 11") in a bound easel, 25 response forms, sturdy storage box.

#0710 **Spanish SPELT®-3 Response forms (25) - \$44.00** [add to cart](#)



TEST OF EXPRESSIVE LANGUAGE (TEXL)

The new *Test of Expressive Language (TEXL)* is a highly reliable and valid measure of a child's expressive spoken language ability. The test measures a child's ability to produce the following categories of English language forms:



- Vocabulary:** Word classes such as nouns, verbs, adjectives, and adverbs, and of words that represent basic percepts and concepts.
- Grammatical Morphemes:** Function words e.g., prepositions, pronouns, determiners and inflections (e.g., bound morphemes such as noun number and case, verb number and tense, noun-verb agreement, and derivational suffixes).
- Elaborated Phrases and Sentences:** Syntactically based word relations and elaborated phrase and sentence constructions, including the modalities of single and combined constructions (interrogative sentences, negative sentences, active and passive voice, direct and indirect object), embedded sentences, and partially and completely conjoined sentences.

Administration Time: 20 to 30 minutes. **Ages: 3-0 through 12-11.**

Features

- Norms for the **TEXL** are based on a nationally-representative sample of 1,205 children in the U.S. and stratified by age relative to region, gender, ethnicity, socioeconomic factors, and other critical variables.
- Percentile ranks, standard scores, and age equivalents are provided.
- Entry points, basal and ceiling rules for scoring are provided for each of the three subtests.
- The **TEXL** was co-normed with the *Test for Auditory Comprehension of Language-Fourth Edition (TACL-4)*.

Complete TEXL Kit includes: Examiner's Manual, Picture Book, and 25 Examiner Record Booklets, all in a sturdy storage box.

#3050 TEXL Complete Kit - \$415.00 [add to cart](#)

#3050A TEXL Examiner Record Booklet (pkg. of 25) - \$83.00 [add to cart](#)

ORAL AND WRITTEN LANGUAGE SCALES Second Edition (OWLS-II)

Building on the strong theory and research underpinning the original **OWLS**, the Second Edition of this highly regarded test offers an integrated, global approach to language assessment. The **OWLS-II** adds a *Reading Comprehension Scale*, updated norms, new items, a parallel form, improved scoring guidelines, and full-color stimulus materials. Moreover, a helpful new handbook, *Foundations of Language Assessment*, explains the theory upon which the **OWLS-II** is based, making it easier to understand the test and interpret results.



Measuring four language processes—separately and in relation to one another—this Second Edition gives you the most complete, accurate, and useful picture of language skills currently available.

Administration Times: Listening Comprehension Scale (10-20 minutes), Oral Expression Scale (10-30 minutes), Reading Comprehension Scale (10-30 minutes), Written Expression Scale (15-30 minutes). **Ages: LC/OE Kit (3 through 21), RC/WE Kit (5 through 21).**

#4493 OWLS-II Comprehensive Hand-Scored Kit - \$1,154.00 [add to cart](#)

Contents: Covers all 4 scales. Includes LC/OE Kit (W-603) and RC/WE Kit (W-604), with a single copy of *Foundations of Language Assessment* and 10 Profile Forms (W-602P).

#4494 OWLS-II Comprehensive Software Kit - \$1,649.00 [add to cart](#)

Contents: Covers all 4 scales. Includes all components listed above (W602) plus Unlimited-Use Computer Scoring CD (W-602U).

#4495 OWLS-II LC/OE RECORD FORM—Form A (Pkg. of 25) - \$102.00 [add to cart](#)

#4496 OWLS-II RC/WE RECORD FORM—Form A (Pkg. of 25) - \$102.00 [add to cart](#)

#4497 OWLS-II WE RESPONSE BOOKLET—Form A (Pkg. of 25) - \$63.00 [add to cart](#)

ASSESSMENT

COMPREHENSIVE ASSESSMENT OF SPOKEN LANGUAGE Second Edition (CASL-2)

The **CASL-2** preserves the strengths of the original test and introduces new and enhanced features to increase validity, functionality, and ease of use. It measures the oral language processing skills of comprehension and expression across four structural categories: Lexical/Semantic, Syntactic, Supralinguistic, and Pragmatic Language. There are 14 stand-alone individually administered performance tests requiring no reading or writing. The examiner presents items using a self-standing easel featuring full-color illustrations that make administration more engaging, especially for young children and updated items to address current technology. There are two **CASL-2** record forms, the Comprehensive Form containing all 14 tests and the Preschool Form containing 10 tests. Administration time: 5 to 10 minutes for each test and 45 minutes for the General Language Ability Index (known as the Core Composite in the original **CASL**). **Ages: 3 through 21 years.**



#4500 CASL-2 Complete Kit - \$839.00 [add to cart](#)

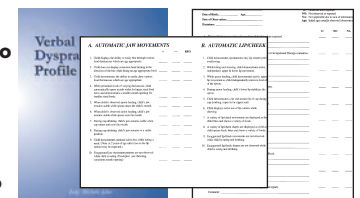
Contents: 10 Comprehensive Forms; Easel 1 (Lexical/Semantic tests); Easel 2 (Syntactic tests); Easel 3 (Supralinguistic tests and Pragmatic Language test); Manual. Also includes access to **CASL-2** online scoring and reporting features available through the WPS Online Evaluation System (platform.wpspublish.com). Registration required.

#4501 CASL-2 Comprehensive Form: Ages 3-21 (10 Forms) - \$80.00 [add to cart](#)

#4502 CASL-2 Preschool Form: Ages 3-6 (10 Forms) - \$75.00 [add to cart](#)

VERBAL DYSPRAXIA PROFILE

The perfect companion to Judy Jelm's **A Parent Guide to Verbal Dyspraxia** (page 45). This resource includes:



- An overview of oral-motor development as it relates to feeding and speech
- Tables comparing patterns of movement noted in feeding to those used in speech
- Verbal Dyspraxia: Clinical Picture Checklist to assist with the diagnosis of children who may demonstrate Verbal Dyspraxia
- Automatic and Imitative Oral-Motor Movement Checklists for jaw, lips/cheeks and tongue
- Sample therapy goals related to jaw, lips/cheeks and tongue movements in both imitation and automatic movement

#0801 Verbal Dyspraxia Profile - \$40.00 [add to cart](#)

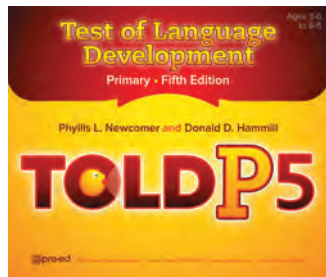
Contents: Manual with sample goals, 15 of each form.

#0801A Clinical Picture Checklist (15) - \$15.00 [add to cart](#)

#0801B The Oral-Motor Movement Checklist (15) - \$15.00 [add to cart](#)

Test of Language Development-Primary: Fifth Edition (TOLD-P:5)

The **TOLD-P:5** assesses spoken language in young children. Professionals can use the **TOLD-P:5** to (1) identify children who are significantly below their peers in oral language proficiency, (2) determine their specific strengths and weaknesses in oral language skills, (3) document their progress in remedial programs, and (4) measure oral language in research studies. It has six core subtests and three supplemental subtests which measure various aspects of oral language.



The **TOLD-P:5** has an *Online Scoring and Report System* (included as part of the **TOLD-P:5** Complete Kit) to provide an easy way to obtain scores. Administration Time: 30 minutes to one hour.

Ages: 4-0 to 8-11.

New Features of the TOLD-P:5

- Normative data ($N = 1,007$)
- Studies of the floors, ceilings, and item gradients for the **TOLD-P:5's** subtests and composites.
- Studies of test bias.
- Extensive criterion-prediction validity studies.
- Extensive studies of construct-identification validity.
- *Online Scoring and Report System* is now included and provides an efficient and easy way to obtain **TOLD-I:5** scores and a corresponding narrative.

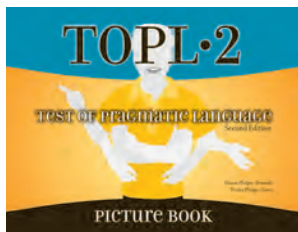
Complete TOLD-P:5 kit includes: Examiner's Manual, Picture Book, 25 Examiner Record Form, all in a sturdy storage box.

- #0724 TOLD-P:5 Complete Kit - \$458.00** [add to cart](#)
#0725 TOLD-P:5 Examiner Record Booklets (25) - \$126.00 [add to cart](#)

TEST OF PRAGMATIC LANGUAGE Second Edition (TOPL-2)

The *Test of Pragmatic Language* (**TOPL-2**) expands the original test for an even more in-depth and comprehensive analysis of social communication in context. It identifies individuals with pragmatic language deficits, determines individual strengths and weaknesses, and documents an individual's progress. The evaluation focuses on the student's ability to monitor and appraise the effectiveness of the response to resolve the social problem situation. Raw scores, percentiles, standard scores and age equivalents are provided. Administration Time: 45-60 minutes.

Ages: 6-0 through 18-11.



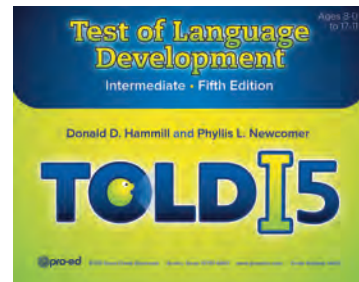
Complete TOPL-2 Kit Includes: Examiner's Manual, Picture Book, 25 Examiner Record Booklet (ages 6-7), 25 Examiner Record Booklets (ages 8-18) in a sturdy storage box.

- #1100 TOPL-2 Complete Kit - \$306.00** [add to cart](#)
#1101 TOPL-2 Examiner Record Booklets (25), Ages 6-7 - \$67.00 [add to cart](#)
#1102 TOPL-2 Examiner Record Booklets (25), Ages 8-18 - \$75.00 [add to cart](#)

Test of Language Development-Intermediate: Fifth Edition (TOLD-I:5)

The **TOLD-I:5** assesses spoken language in intermediate-age students.

Professionals can use the **TOLD-I:5** to (a) identify students who are significantly below their peers in oral language proficiency, (b) determine their specific strengths and weaknesses in oral language skills, (c) document their progress in remedial programs, and (d) measure oral language in research studies. It has six subtests that measure various aspects of oral language. The results of these subtests can be combined to form composite scores for the major dimensions of language: semantics and grammar; listening, organizing, and speaking; and overall language ability.



The **TOLD-I:5** has an *Online Scoring and Report System* (included as part of the **TOLD-I:5** Complete Kit) to provide an easy way to obtain scores. Administration Time: 30 minutes to 1 hour.

Ages: 8-0 to 17-11.

New Features of the TOLD-I:5

- Normative data ($N = 1,012$)
- Studies of the floors, ceilings, and item gradients for the **TOLD-I:5's** subtests and composites. were conducted.
- Studies of test bias studies.
- Extensive criterion-prediction validity studies.
- Extensive studies of construct-identification validity.
- *Online Scoring and Report System* is now included and provides an efficient and easy way to obtain **TOLD-I:5** scores and a corresponding narrative.

Complete TOLD-I:5 kit includes: Examiner's Manual, Picture Book, and 25 Examiner Record Booklets, all in a sturdy storage box.

- #0726 TOLD-I:5 Complete Kit - \$322.00** [add to cart](#)
#0727 TOLD-I:5 Examiner Record Booklets (25) - \$91.00 [add to cart](#)

THE TEST OF INTEGRATED LANGUAGE & LITERACY SKILLS (TILLS™)

The *Test of Integrated Language & Literacy Skills™* (**TILLS™**) is the reliable, valid assessment professionals need to test oral and written language skills in students ages 6-18 years. **TILLS** is a comprehensive, norm-

referenced test that has been standardized for three purposes: to identify language/literacy disorders, to document patterns of relative strengths and weaknesses, and to track changes in language and literacy skills over time. Fifteen extensively researched subtests are included:

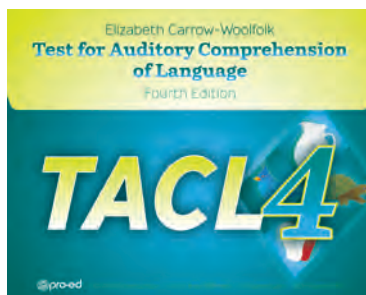
Vocabulary Awareness, Phonemic Awareness, Story Retelling, Non-word Repetition, Non-word Spelling, Listening Comprehension, Reading Comprehension, Following Directions, Delayed Story Retelling, Non-word Reading, Reading Fluency, Written Expression (yields 3 scores), Social Communication, Digit Span Forward, and Digit Span Backward. **TILLS** tested sensitivity and specificity across the full age range covered by the test. Each subtest meets strong psychometric standards using scientific evidence gathered in pilot studies and field trial, and a standardization study with more than 1,200 students. Diagnostic accuracy data are broken down into nine different "age bands" meaningful to the development of language and literacy skills. Administration time: 90 minutes or less. **Ages: 6-18.**



- #1750 TILLS Examiner's Kit - with TELE-TILLS - \$600.00** [add to cart](#)
Contents: Examiner's Manual, Stimulus Book, 25 Examiner Record Forms, Technical Manual, Quick Start Guide, Examiner's Practice Workbook, 25 Student Response Forms, 50 Student Language Scales, USB drive of digital audio files, and one tote bag.
#1751 TILLS Forms Set (50) - \$100.00 [add to cart](#)
Contents: One pack of 25 Examiner Record Forms and one pack of 25 Student Response Forms. Note: One Examiner Record Form and one Student Response Form is required for each student who takes the **TILLS**.

TEST FOR AUDITORY COMPREHENSION OF LANGUAGE Fourth Edition (TACL-4)

The *Test for Auditory Comprehension of Language-Fourth Edition (TACL-4)* is the latest revision of this popular, individually-administered test. It is a reliable and valid measure of a child's receptive spoken vocabulary, grammar, and syntax. The test measures children's ability to understand three language forms: Vocabulary, Grammatical Morphemes, and Elaborated Phrases and Sentences. Norms for the **TACL-4** are based on a nationally-representative sample of 1,142 children. Percentile rank, standard score, and age equivalents are provided.

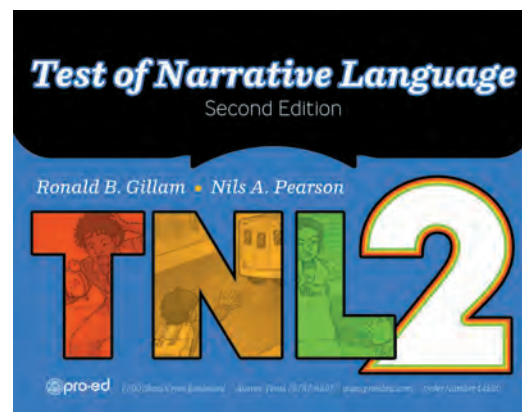


Administration Time: 20 to 30 minutes. **Ages: 3-0 through 12-11.**

Complete TACL-4 Kit includes: Examiner's Manual, Picture Book, and 25 Examiner Record Booklets, all in a sturdy storage box.

#3059 TACL-4 Complete Kit - \$421.00 [add to cart](#)

#3059A TACL-4 Examiner Record Booklet (25) - \$68.00 [add to cart](#)



TEST OF NARRATIVE LANGUAGE Second Edition (TNL-2)

The *Test of Narrative Language-Second Edition (TNL-2)* is a norm-referenced test that measures children's narrative language abilities (i.e., children's ability to understand and tell stories). Narration is an important aspect of spoken language, not usually measured by oral-language tests, that provides a critical foundation for literacy. The **TNL-2** enables clinicians to assess important aspects of narrative language without having to transcribe children's stories. It measures the ability to comprehend and produce three types of stories: a script, a personal narrative, and a fictional narrative. The **TNL-2** is a natural complement to other standardized tests that use contrived formats to assess components of oral language, and it is especially useful for diagnosing language-based learning disabilities.

Administration Time: 15-20 minutes. **Ages: 4-0 through 15-11.**

Complete TNL-2 Kit Includes: Examiner's Manual, Picture Book, and 25 Examiner Record Booklets, all in a sturdy box.

#3055-2 TNL-2 Complete Kit - \$228.00 [add to cart](#)

#3056-2 TNL-2 Examiner Record Booklets (25) - \$67.00 [add to cart](#)

EXPRESSIVE ONE-WORD PICTURE VOCABULARY TEST Fourth Edition (EOWPVT-4)

The **EOWPVT-4** assesses how well a person can name the object, actions, or concepts presented in full-color pictures. The test consists of 190 items presented in a developmental sequence (based on the 2010 normative sample) that reflects the concepts with which people currently have experience through home, school, or media. Administration Time: 20 minutes. **Ages: 2-0 through 80+.**

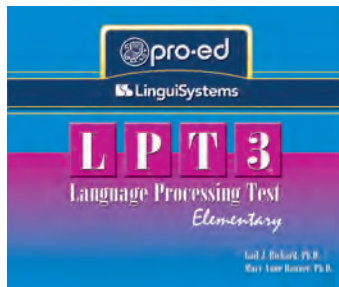


#0722 EOWPVT-4-English - \$220.00 [add to cart](#)
Contents: Manual, test plates, 25 record forms in vinyl folder.

#0723 Response Forms-English (25) - \$45.00 [add to cart](#)

LANGUAGE PROCESSING TEST - 3 ELEMENTARY (LPT-3)

Use the *Language Processing Test 3 Elementary (LPT-3)* to diagnose language processing disorders that might be easily missed in traditional language tests. This test evaluates the ability to attach increasingly more meaning to information received and then formulate an expressive response. The skills evaluated begin with simple tasks and progressively increase the language processing demand placed upon the student. This hierarchical approach ensures evaluation of prerequisite skills for increased processing demand. There are two pretests (Labeling, Stating Functions) and six subtests (Associations, Categorization, Similarities, Differences, Multiple Meanings, Attributes). Each subsequent subtest builds on the skills previously evaluated. The test items are valid clinical indicators of the ability to attach meaning to language. Norms for the **LPT-3** are based on a nationally representative sample of 1,313 children. Raw scores are converted to age equivalents, percentile ranks, and standard scores. Administration Time: 35 minutes. **Ages: 5 through 11 years**



#1619 LPT-3 Complete Kit - \$190.00 [add to cart](#)

Contents: Examiner's manual, 20 response forms.

#1620 LPT-3 Elementary Forms (20) - \$51.00 [add to cart](#)

RECEPTIVE ONE-WORD PICTURE VOCABULARY TEST Fourth Edition (ROWPVT-4)

The **ROWPVT-4** assesses how well a person can match a word that is heard to objects, actions, or concepts presented in full-color pictures (in a multiple-choice format). The test consists of 190 items presented in a developmental sequence (based on the 2010 normative sample) that reflects the concepts with which people currently have experience through home, school, or media. Administration Time: 20 minutes. **Ages: 2-0 through 80+.**



#0720 ROWPVT-4-English - \$220.00 [add to cart](#)

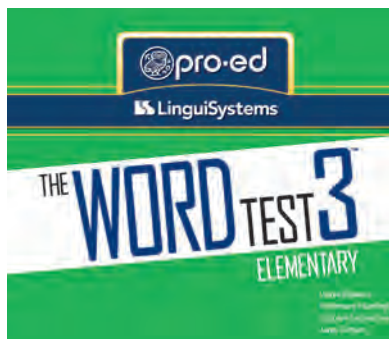
Contents: Manual, test plates, 25 record forms in vinyl folder.

#0721 Response Forms-English (25) - \$45.00 [add to cart](#)

THE WORD TEST 3 ELEMENTARY

Single-word vocabulary tests reveal only a small portion of a student's vocabulary know-how. This powerful test delves into the expressive vocabulary and semantic skills that affect learning. *The WORD Test 3 Elementary* assesses a student's ability to recognize and

express semantic attributes critical to vocabulary growth and language competency. Current research clearly supports the impact each task on this test has on academic and reading competency. SLPs will understand how students attach meaning to words and why they might be struggling in the classroom. The six subtests of *The WORD Test 3 Elementary* measure skills that correlate with word mastery, reading comprehension, and overall academic success. Subtests include: Associations, Synonyms, Semantic Absurdities, Antonyms, Definitions, Flexible Word Use. The test was standardized on 1,302 subjects. Administration Time: 30 minutes. **Ages: 6 through 11 years.**



#1627 **WORD-3 Elementary Complete Kit - \$190.00** [add to cart](#)

Contents: Examiner's manual, 20 response forms.

#1628 **WORD-3 Elementary Forms (20) - \$51.00** [add to cart](#)



COMPREHENSIVE RECEPTIVE AND EXPRESSIVE VOCABULARY TEST Third Edition (CREVT-3)

The **CREVT-3** assesses both receptive and expressive oral vocabulary. It can be used to identify individuals who are significantly behind their peers in oral vocabulary facility, note discrepancies between receptive and expressive oral vocabulary, document progress in oral vocabulary development as a consequence of intervention programs. The test was standardized on 1,535 subjects. Administration time: 20-30 minutes. **Ages: 5 through 89.**

Complete CREVT-3 Kit Includes: Examiner's Manual, Photo Album Picture Booklet, 25 Form A Examiner Record Booklets, and 25 Form B Examiner Record Booklets.

#1403 **CREVT-3 Complete Kit - \$375.00** [add to cart](#)

#1404 **CREVT-3 Form A Examiner Record Booklet (25) - \$70.00** [add to cart](#)

#1405 **CREVT-3 Form B Examiner Record Booklet (25) - \$70.00** [add to cart](#)

FUNCTIONAL COMMUNICATION PROFILE - REVISED (FCP-R)

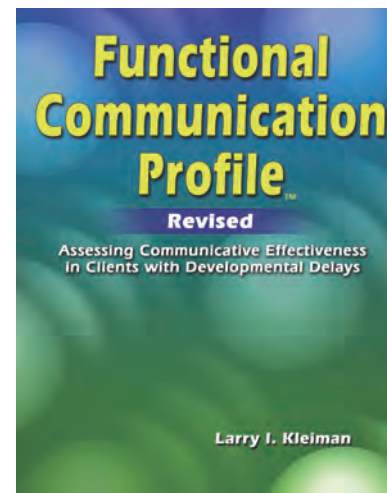
The **FCP-R** assists the SLP and the team in considering the unique aspects of communication and the diversity among individuals with developmental and acquired delays. It addresses all communication possibilities and is not limited to oral language expression. The **FCP-R** yields an overall inventory of the individual's communication abilities, mode of communication (e.g., verbal, sign, nonverbal, augmentative), and degree of independence. This is a criterion-referenced assessment. Clients are assessed and rated in the major skills categories of communication through direct observation, teacher and caregiver reports and one on one testing. The **FCP-R** is appropriate for individuals who range between mild and profound deficits. Subtests include: Sensory/Motor, Attentiveness, Receptive Language, Expressive Language, Pragmatic/Social Language, Speech, Voice, Oral, Fluency, Non-Oral Communication. Administration Time: 45 - 90 minutes.

Ages: 3 years through Adult.

#1623 **Functional Communication Profile - Revised - \$84.00** [add to cart](#)

Contents: Examiner's manual, 15 profile forms.

#1624 **Functional Communication Profile - Revised Forms (15) - \$40.00** [add to cart](#)



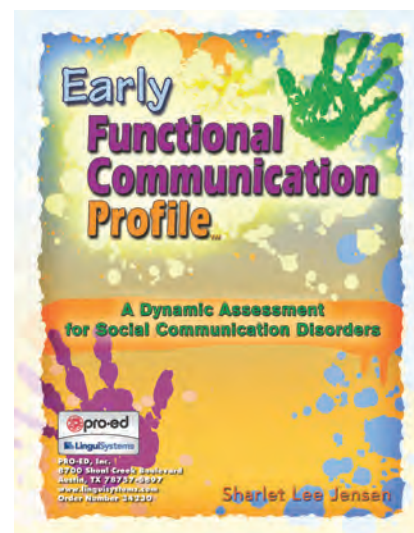
EARLY FUNCTIONAL COMMUNICATION PROFILE

Assess the pivotal preverbal communication skills children need to develop functional communication. The *Early Functional Communication Profile* is sensitive to small, subtle changes in joint attention, social interaction, and communicative intent. The targeted skills are hallmarks of atypical development in the preverbal child. The profile measures subtle, functional changes in nonverbal communication skills in children with severe disabilities along with larger gains in children with moderate disabilities. Use it to gather information that will help determine a starting point in therapy and show progress over time. The *Early Functional Communication Profile* is a criterion-referenced tool. As such, it does not supply age or number scores. The test's precise descriptive measures tell you what the child CAN do and how he/she responds to different types of prompts. Subtests assess a variety of skills in the three primary areas of preverbal skills. Skills Assessed: Joint Attention (requesting objects, receptive language), Social Interaction (turn-taking, response to greetings), Communicative Intent (requesting continuation of actions, requesting assistance, and protesting). Administration Time: 30-45 minutes. **Ages: 2 through 10 years.**

#1621 **Early Functional Communication Profile - \$84.00** [add to cart](#)

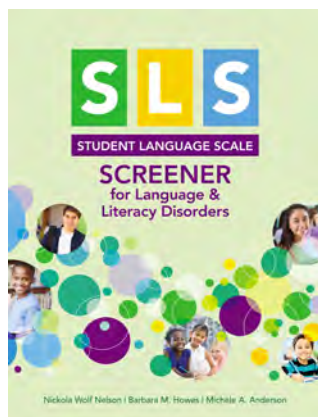
Contents: Examiner's manual, 15 profile forms.

#1622 **Early Functional Communication Profile Forms (15) - \$40.00** [add to cart](#)



TILLS STUDENT LANGUAGE SCALE SCREENER FOR LANGUAGE AND LITERACY DISORDERS (SLS)

For use with the **Test of Integrated Language and Literacy Skills™ (TILLS™)**, other assessments, or on its own, the **TILLS Student Language Scale (SLS)** is a simple, cost-effective way to screen for language and literacy disorders. This quick and easy 12-question screener is filled out by parents, teachers, and students to show each party's perspective on how the student is performing on academic tasks as compared to their same-age peers. The **SLS** helps screen for language/literacy disorders, gather input about strengths and needs across multiple sources, and gather perspective from both home and school. Administration Time: 3 minutes to complete the checklist. No scoring required. Time to interpret and synthesize varies. **Ages: 6 to 18 years.**



#4514 Student Language Scale Screener (SLS) - \$80.00 [add to cart](#)

SLS Folder Contents: User's Manual, TILLS Student Language Scale Forms (50), SLS Quick Start Guide.

#4515 TILLS Student Language Scale Screener- Forms Only (50) - \$35.00 [add to cart](#)



ORAL PASSAGE UNDERSTANDING SCALE (OPUS)

The **Oral Passage Understanding Scale** is a measure of listening (auditory) comprehension. It evaluates a person's ability to listen to passages that are read aloud and recall information about them. This ability is key to success in the classroom, as well as in social and occupational settings. The **OPUS** also measures memory skills, which are integral to listening comprehension. The **OPUS** is a companion assessment to the **CASL-2**, but may be used on its own. Results will provide insight on the student's ability to integrate and apply knowledge in three categories of language: lexical/semantic, syntactic, and supralinguistic. Administration Time: 10-20 minutes. **Ages: 5 to 21 years.**

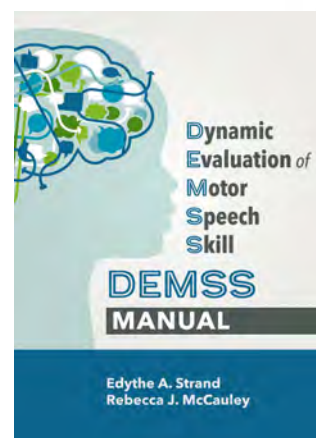
#4503 Oral Passage Understanding Scale (OPUS) Complete Kit - \$402.00 [add to cart](#)

Contents: 10 Forms, Easel, Manual. Includes access to OPUS online scoring and reporting system.

#4504 OPUS Forms (10) - \$61.00 [add to cart](#)

DYNAMIC EVALUATION OF MOTOR SPEECH SKILL (DEMSS) MANUAL

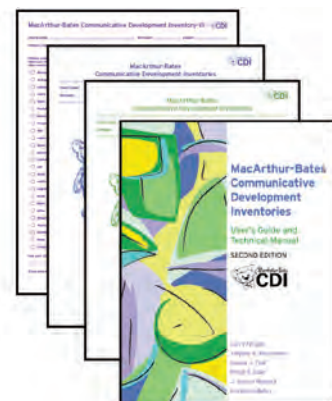
Dynamic Evaluation of Motor Speech Skill (DEMSS) is a criterion-referenced, dynamic assessment designed to determine to what degree motor speech impairment is contributing to a child's severely impaired speech production. Developed by one of the leading experts on childhood apraxia of speech (CAS) and an expert on test development, this tool is an efficient way to assess children who have significant speech impairment, especially reduced phonemic and/or phonetic inventories, vowel or prosodic errors, poor speech intelligibility, and/or little to no verbal communication. Use the **DEMSS** to diagnose severe speech sound disorders in children 3 and older, facilitate, confirm, or rule out a diagnosis of CAS, estimate the severity of a child's disorder and prognosis, inform treatment goals, and gain information about effective methods of cueing during treatment. For each of the 60 items on the **DEMSS**, the SLP provides a verbal model, asks the child for a direct imitation, and follows up with more cues and supports if the child's first attempt is incorrect. Scoring considers overall accuracy in producing the word, vowel accuracy, consistency of production, and accuracy of prosodic features of the word. **The manual includes a keycode that unlocks access to the video tutorial and free unlimited DEMSS forms, downloadable online.** 112 pages. Administration Time: 15-25 minutes. **Ages: 3 and up.**



#4509 Dynamic Evaluation of Motor Speech Skill (DEMSS) - \$150.00 [add to cart](#)

MACARTHUR-BATES COMMUNICATIVE DEVELOPMENT INVENTORIES, 2nd EDITION (ENGLISH SET)

The **MacArthur-Bates Communicative Development Inventories (CDIs)** provide a systematic way for professionals to collect information on a child's language and communication development using parents as informants. The goal of the **CDIs** is to yield reliable information of language development history including early signs of comprehension, nonverbal gestural signals, early vocabulary, and the beginnings of grammar. Normative data is provided for each inventory for boys, girls, and both genders combined. Additional interpretive statistics are provided throughout the manual. The manual includes the case history form used during test development and a summary report form for the clinician. The **CDIs 2nd Edition** includes Words and Gestures (8-18 months), Words and Sentences (16-30 months) and the **CDI III** (30-37 months). Administration Time: 20-40 min. Scoring Time: 10-15 minutes. **Ages: 8 to 37 months.**



#4510 CDI 2nd Edition with CDI III (English Set) - \$62.00 [add to cart](#)

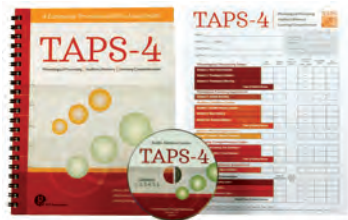
#4511 CDI 2nd Edition Words and Gestures Inventories, English (25) - \$15.00 [add to cart](#)

#4512 CDI 2nd Edition Words and Sentences Inventories, English (25) - \$15.00 [add to cart](#)

#4513 CDI 2nd Edition - CDI-III Inventory Forms (25) - \$11.00 [add to cart](#)

TEST OF AUDITORY PROCESSING SKILLS-4 (TAPS-4)

The **TAPS-4** assesses auditory and language processing skills across three intersecting areas: phonological processing, auditory memory and listening comprehension. These areas underpin the development of effective listening and communication skills, and are critical to the development of higher order language skills, including literacy. The **TAPS-4** has 11 subtests organized into 3 indices. Phonological Processing: word pair discrimination, phonological deletion, phonological blending, syllabic blending. Auditory Memory: number memory forward and reversed, word memory, sentence memory. Listening Comprehension: processing oral directions (with and without background noise), auditory comprehension. Administration Time: 60-90 minutes. **Ages: 5 to 21 years.**



#4505 Test of Auditory Processing Skills (TAPS-4) Complete Kit - \$230.00 [add to cart](#)
Contents: 5 Test Forms, Administration CD, Manual.

#4506 TAPS-4 Test Forms (25) - \$95.00 [add to cart](#)

SOCIAL LANGUAGE DEVELOPMENT TEST - Elementary: NORMATIVE UPDATE (SLDT-E:NU)

The **Social Language Development Test-Elementary: Normative Update (SLDT-E: NU)** assesses language-based skills of social interpretation and interaction with peers, the skills found to be most predictive of social language development. Specifically, it measures the language required to appropriately infer and express what another person is thinking or feeling within a social context, to make multiple interpretations, take mutual perspectives, and negotiate with and support their peers. These tasks reflect the developmental refinement of social language comprehension and expression and differentiate typically developing children from those with autism spectrum disorder. The test has four subtests, which require students to make inferences, interpret photographed scenes, and explain how they would resolve problems with peers. Administration Time: 45 minutes. **Ages: 6 to 11.**



#4524 Social Language Development Test - Elementary: Normative Update (SLDT-E:NU) Complete Kit - \$253.00 [add to cart](#)
Contents: Examiner's Manual, Scoring Standards and Example Responses Book, Picture Book, 25 Examiner Record Booklets, sturdy storage box.

#4525 SLDT-E: NU Examiner Record Booklets (25) - \$48.00 [add to cart](#)



TEST OF SEMANTIC REASONING (TOSR)

Semantic reasoning requires both development of word knowledge depth and the use of inductive and deductive reasoning skills. The **TOSR** assesses breadth (the number of lexical entries one has) and depth (the extent of semantic representation for each known word) of vocabulary knowledge without taxing expressive language skills, providing an important new resource for individuals assessing children with possible language and literacy deficits. Breadth and depth are both important for literacy as breadth is related to early decoding, and depth to later comprehension. The test includes 90 sets of four high-quality color photographs that reflect a vocabulary word in a variety of contexts. The individual must use semantic reasoning to analyze the pictures and then select the single word from a choice of four that best represents the multiple contexts of the word represented by all the images. Administration Time: 20 minutes. Scoring Time: 5 minutes. **Ages: 7 to 17 years.**

#4507 Test of Semantic Reasoning (TOSR) Complete Kit - \$192.00 [add to cart](#)
Contents: Manual, Test Easel, Record Forms (25).

#4508 TOSR Record Forms (25) - \$44.00 [add to cart](#)

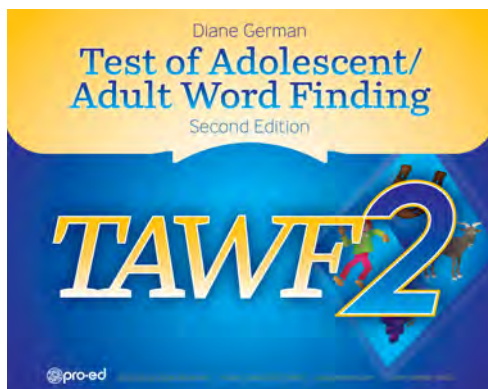
ROSSETTI INFANT-TODDLER LANGUAGE SCALE

The **Rossetti Infant-Toddler Language Scale** is a criterion referenced instrument that assesses Interaction-Attachment, Pragmatics, Gesture, Play, Language Comprehension, and Language Expression. It is designed to provide the clinician with a comprehensive, easy-to-administer, and relevant tool to assess the preverbal and verbal aspects of communication and interaction in the young child (Birth to 36 months). Behaviors can be directly elicited from the child, directly observed, or reported by parent or caregiver to credit the child's performance. The items included at each age level are considered the most representative of the developmental skills at that age, with results reflecting the skill level that has been mastered by the child. Severity rating guidelines help to interpret the results and confidently communicate the severity of the child's delay. Suggestions for case history questions and a reproducible Parent Questionnaire are provided in English and Spanish. Administration Time: Varies. **Ages: Birth to 36 months.**



#4516 Rossetti Infant-Toddler Scale - \$131.00 [add to cart](#)
Contents: Examiner's Manual, 15 test forms.

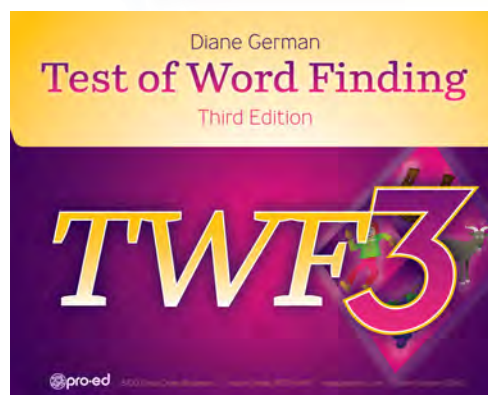
#4517 Rossetti Infant-Toddler Scale Test Forms (15) - \$51.00 [add to cart](#)



TEST OF ADOLESCENT AND ADULT WORD FINDING-2 (TAWF-2)

The **Test of Adolescent and Adult Word Finding-2** is a norm-referenced, single-word expressive language test designed to assess the word-finding ability of adolescents and adults. Like the **Test of Word Finding-3**, the **TAWF-2** is based on the single-word retrieval model for differential diagnosis of word finding problems. The **TAWF-2** will assist the clinician not only in identifying if a word retrieval problem is present, but will provide insight into the nature of the word finding deficit using the Informal Assessment procedures. Contains both the 80-item Complete Test and the 28-item Brief Test for use with examinees or in situations where the Complete Test is not feasible. Administration time 20-30 minutes. **Ages: 12-80.**

- #4522 Test of Adolescent and Adult Word Finding-2 (TAWF-2) Complete Kit - \$458.00** [add to cart](#)
Contents: Examiner's Manual, Word Finding Assessment Picture Book, Comprehension Check Picture Book, Examiner Record Forms (25) in a sturdy storage box.
- #4523 TAWF-2: Examiner Record Booklets (25) - \$70.00** [add to cart](#)



TEST OF WORD FINDING-3 (TWF-3)

The **Test of Word Finding-3** is a norm-referenced, single-word expressive language test designed to assess children's word-finding ability. The **TWF-3** is based on the single-word retrieval model for differential diagnosis of word finding problems. The **TWF-3** will assist the clinician not only in identifying if a word retrieval problem is present, but will provide insight into the nature of the word finding deficit using the Informal Assessment procedures. Age/Grade-appropriate forms are included: the Preprimary form for preschool and kindergarten students; the Primary form for students in Grades 1 and 2; and the Intermediate form for students in Grades 3 through 6. Administration Time: 20-30 minutes.

Ages: 4-6 to 12-11.

- #4518 Test of Word Finding-3 (TWF-3) Complete Kit - \$560.00** [add to cart](#)
Contents: Examiners Manual, Word Finding Assessment Picture Book, Comprehension Check Picture Book, 10 Each of Preprimary, Primary, and Intermediate Examiner Record Forms in a sturdy storage box.
- #4519 TWF-3 Preprimary Examiner Record Booklets (10) - \$34.00** [add to cart](#)
#4520 TWF-3 Primary Examiner Record Booklets (10) - \$34.00 [add to cart](#)
#4521 TWF-3 Intermediate Examiner Record Booklets (10) - \$34.00 [add to cart](#)

EVALUATING ACQUIRED SKILLS IN COMMUNICATION - 3 (EASIC-3)

Evaluating Acquired Skills in Communication-Third Edition (EASIC-3) is a five-level inventory developed for use with children who are developmentally disabled, have autism, or have moderate to severe cognitive and language disorders. It provides assessment items in the areas of prelinguistic skills, semantics, syntax, morphology, and pragmatics. Clinicians may select the inventories that are most appropriate for the child: **Prelanguage, Receptive I, Expressive I, Receptive II, or Expressive II**. Each inventory is organized into skill clusters ordered from least to most difficult per developmental data. Performance is summarized on a profile which can be used up to 5 times for each child, such that a student's growth may be recorded over time. Items are scored by noting if skills are accomplished, emerging, or not yet developed and may be observed, cued, or imitated. The examiner will need to gather a variety of common objects and toys to use in administration. The **Developmental Age Charts** and **Goals and Objectives** appendices of the manual are key for interpreting results and making recommendations for **IEP programming**. Administration Time: 15-30 minutes per inventory. Developmental **Ages: 3 months to 6 years.**

- #4526 Evaluating Acquired Skills in Communication - Third Edition (EASIC-3), complete kit - \$230.00** [add to cart](#)
Contents: Manual, Picture Book, Picture Cards, 10 copies of each of the 5 Inventory Booklets, 10 copies of each of the 5 Profile Forms, Developmental Age chart (Appendix A), and a Goals and Objectives List (Appendix B).
- #4527 EASIC-3 Prelanguage Refill (10 Profile forms, 10 Inventory Booklets) - \$48.00** [add to cart](#)
#4528 EASIC-3 Receptive I Refill (10 Profile forms, 10 Inventory Booklets) - \$48.00 [add to cart](#)
#4529 EASIC-3 Receptive II Refill (10 Profile forms, 10 Inventory Booklets) - \$48.00 [add to cart](#)
#4530 EASIC-3 Expressive I Refill (10 Profile forms, 10 Inventory Booklets) - \$48.00 [add to cart](#)
#4531 EASIC-3 Expressive II Refill (10 Profile forms, 10 Inventory Booklets) - \$48.00 [add to cart](#)



SEEK-A-BOO!

Combine vocabulary, memory, and motor skills with a life sized, floor memory game. Where's the duck? "Can you find the apple?" This fun, active game helps young children learn the names of colors, shapes, animals, foods and more while seeking and finding each match. Seek-a-Boo! Challenge advanced learners by giving clues to the picture to be found. Includes 36 large, round "Seek Me" photo cards to scatter face down around the room, and 36 matching "Find Me" cards for a parent or teacher to call out. Cards are color coded by category. Use 1 set or all 5 to meet the needs of the players. For 2 or more players. **Ages: 1 - 3 years.**

#1615 **Seek-a-Boo! - \$24.00** [add to cart](#)

Contents: 36 square "find me" cards, 36 round "seek me" cards, and instructions.

WHERE'S BEAR?

Multiple award-winning **Where's Bear?** combines stacking blocks and hidden objects to create an inviting game for your youngest ones. Each sturdy nesting block illustrates a room in bear's home, with key objects and simple scenery ideal for language extension activities. SLPs will find these nesting blocks promote language naturally within the game through sequencing, narration, deduction, and categorization.

Ages: 2 and up.

#1805 **Where's Bear? - \$21.00** [add to cart](#)

Contents: 6 nesting blocks (between 3" and 5" square), 1 wooden bear figurine, parent guide with developmental milestones, instructions.



MAGNETIC FOAM OBJECTS

There are countless ways to use these foam picture magnets in therapy. Pictures are colorful and kid friendly. The array of familiar pictures is perfect for articulation/phonology, vocabulary development, sorting, describing, and more. Find groups of animals, compare and contrast things that fly, play "I spy," or find words containing the "s" sound! Packaged in a sturdy plastic canister. **Ages: 3 and up.**

#4481 **Magnetic Foam Objects - \$21.00**

Contents: 60 objects with at least 2 pictures for each letter of the alphabet.



ROLL & PLAY

PAL Award Winner!

Develop vocabulary, turn taking, and social skills with **Roll & Play**. To play, simply toss the big plush cube and identify which colored side faces up. Choose a matching color card and perform the simple activity shown. Have fun acting out simple verb-object combinations such as "Make a happy face," "Moo like a cow," and "Find something blue." Activity cards cover 6 categories: emotions, body parts, animal sounds, counting, colors, and actions. Cards are brightly colored with clear pictures to provide visual supports. **Roll & Play** is the ideal way to gently introduce play patterns and rules through a loving, joyful play experience. **Ages: 2 and up.**

#1247 **Roll & Play - \$28.00** [add to cart](#)

Contents: 1 large plush cube, 48 cards - 8 in each category, storage pocket for cards, parent's guide.



LIFE ON THE FARM GAME - Preschool Version

Young children will enjoy the colorful and friendly farm scenes on this combination board game and simple inset puzzle. Simply draw a card and match colors to move. It is fun to take turns! Land on an animal square and get that animal puzzle piece to put in your barn. Be the first to fill your barn with the 7 farm animals and you win! Develop early social skills, thematic vocabulary, or combine with many other speech and language goals using this engaging game for young children. For 2 to 4 players. **Ages: 3 - 7.**

#1402 **Life on the Farm - Preschool Version - \$29.00** [add to cart](#)

Contents: 50 game cards, 4 barn pawns, 4 barn puzzles, 1 game board.



RUFF'S HOUSE TEACHING TACTILE SET

Reach in and feel all the textures! Help the fuzzy dog find all the bones he hid in his doghouse! This cute game engages the sensory system while teaching children about matching, taking turns and sharing. Features a variety of rubber and cloth bones: smooth, silky, scratchy, bumpy, ridged and more. **Ages: 3 - 5.**

#1234 Ruff's House Teaching Tactile Set - \$35.00 [add to cart](#)

Contents: Small stuffed dog, twenty 2" textured bones (2 each of 10 textures), activity guide, and plastic doghouse measuring 5"L x 5"W x 5"H.



WRIGGLEWORMS

Pull up new skills one wiggly worm at a time! Using the unique tri-grip tong, kids catch and pull worms from the garden (a soft foam activity board). With the included spinner and activity cards, kids can turn learning into a game by sorting by size or color, completing the activity card analogies, comparing, identifying outliers, and more. The included activity guide provides additional ideas to use the game as a springboard for addressing a variety of speech/language targets. For 1 or more player. **Ages: 3 and up.**

#2104 Wriggleworms - \$28.00 [add to cart](#)

Contents: 20 worms, 20 analogy cards, 4 fences, tri-grip tong, foam mat, spinner.

HAPPY BUNNY

In this cooperative game, everyone helps the bunny pick the best carrots to bring home to his family, plucking them from the box just like you would from the ground. All of the bitten carrots are for the bunny, while the untasted ones are for the farmer. At the end of the game, compare the bunny's carrots with the farmer's carrots to see who picked the tastiest bunch! Carrots vary by size and whether or not they've been "tasted," creating an ideal scenario for noting attributes. This adorable game is perfect to teach teamwork, comparing attributes, and simple game play. For 1 to 4 players. **Ages: 3 and up.**

#1901 Happy Bunny - \$20.00 [add to cart](#)

Contents: playing field, 40 carrots, wooden farmer token, wooden bunny token, 1 bunny house, 1 colored die.



NEW

HOP, WADDLE, STOMP

Active bodies lead to active brains! **Hop, Waddle, and Stomp** features 8 simple animal puzzles with which you can explore and pre-teach animal habitats, animal babies, animal sounds, and animal movements before the game even begins. Animal boards are separated from the animal cards and placed around the room. Children throw the soft, foam ball, match the color, and hop, waddle, or stomp back to grow their communication skills. For one to four players. **Ages: 2 and up.**

#2409 Hop, Waddle, Stomp - \$20.00 [add to cart](#)

Contents: 8 animal puzzles, 1 soft and washable ball, and instructions.



SEE & SNAP PICTURE HUNT

It's the find it, snap it, match it game that gets kids up and moving! Young children will enjoy activating their motor skills to find colorful, salient pictures using their See & Snap "Camera." This fun twist on flashcards is as simple as it is fun: simply hide the 20 large picture cards around the therapy room, place one of the 20 small picture cards inside the pretend camera, and send the child off on a fun scavenger hunt to find and match the cards. Picture cards are real photos on simple backgrounds. Photos include 5 categories: foods, toys, animals, clothing, and vehicles. Photos can also be matched by shape. Once students find their matching cards, the activity can easily expand by using the camera to "see & snap" more speech and language targets around the room or discuss features such as size, function, or component of the found card. **Ages: 18 months and up.**

#2009 See & Snap Picture Hunt - \$20.00 [add to cart](#)

Contents: play camera, 20 large picture cards, 20 small picture cards, 5 shape cards.

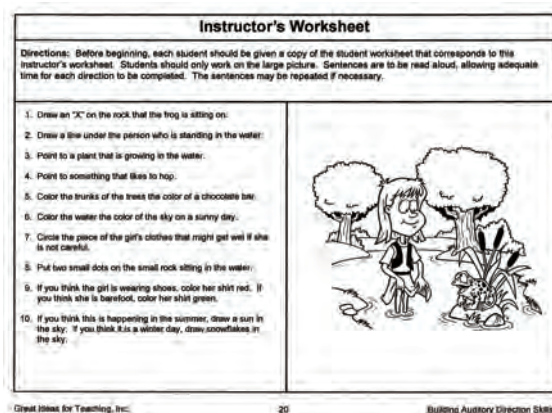
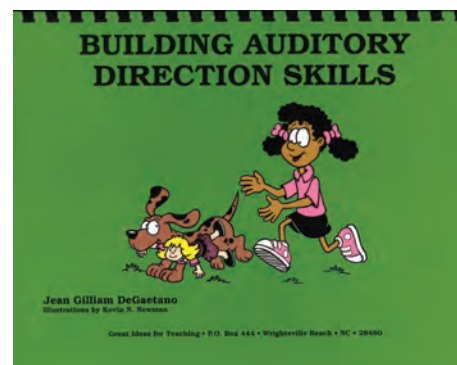


SURPRISE PARTY

You never know what might be inside the presents of **Surprise Party**. Within each colorful numbered box, little ones will find a fun surprise figure - from a little blue robot to a high-flying plane to a friendly teddy bear, there are 10 manipulative-style gifts in all that kids can wrap and rewrap again and again. With every unboxing, kids build language such as colors, numbers, vocabulary, and attributes. SLPs can use these surprises for guessing games, describing games, and more! Kids can also use the presents of **Surprise Party** for imaginative games of hide and seek, or as a whimsical addition to games of pretend and stuffed animal birthday parties. For 1 or more players **Ages: 3 and up.**

#2010 Surprise Party - \$24.00 [add to cart](#)

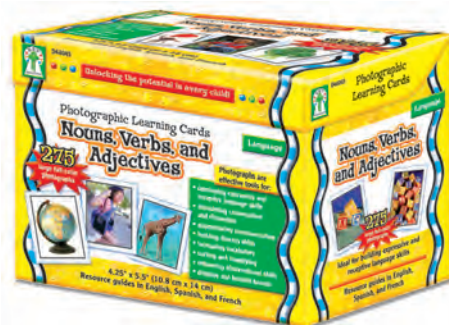
Contents: 10 present boxes with fully removable lids and 10 surprise figures.



BUILDING AUDITORY DIRECTION SKILLS

Boost auditory and language skills with this collection of language lessons designed to enhance children's ability to follow simple auditory directions. As students follow directions, they are learning and reinforcing knowledge of adjectives, conditions, and size concepts. Ideal for small or large groups. 60 Pages. **Grades: Pre-K - 2.**

#3317 Building Auditory Direction Skills - \$30.00 [add to cart](#)



NOUNS, VERBS, AND ADJECTIVES PHOTOGRAPHIC LEARNING CARDS

An impressive set of 275 full color photo cards (4.25" x 5.5") designed to promote receptive and expressive language skills. This set is divided into 6 themes which include: Nouns: Everyday Objects, Nouns: Food, Nouns: Things at School, Verbs: Actions, Adjectives: Opposites, and Talk About a Child's Day. These photographs are effective tools for building vocabulary, developing receptive and expressive language, stimulating conversation or discussion, sorting and classifying, or for use on displays and bulletin boards. **Ages: 3 and up.**

#4419 Nouns, Verbs, and Adjectives Photographic Learning Cards - \$54.00 [add to cart](#)



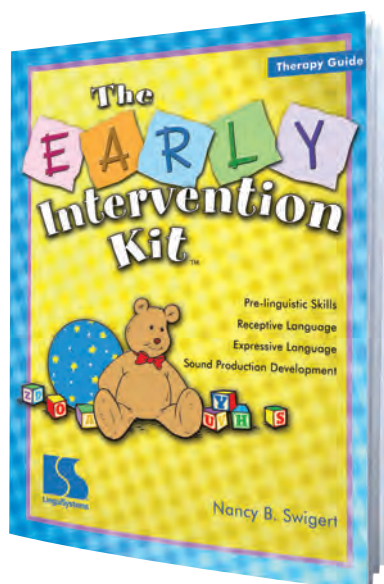
FOX IN THE BOX

Fox in the Box is a complete, hands-on practice set for SLPs seeking to teach positional word and rhymes. The colorful, sturdy items are well sized for manipulation. The spinner and the leveled cards permit SLPs to instruct children at multiple levels, utilizing several variations in play and instructional levels. Tokens are color coded to rhyme with the objects, allowing for multiple targets to occur naturally within the game, such as rhyming and vocabulary naming. Positional words addressed include: on/off, in/out, top/bottom, over/under, right/left, above/below, front/back, and near/far. **Ages: 4 and up.**

#1804 Fox in the Box - \$37.00 [add to cart](#)

Contents: 20 picture cards, 40 double sided activity cards, double sided spinner, 4 game pieces (tree, chair, box, hat) approximately 4" high.





THE EARLY INTERVENTION KIT

This favorite tool of SLPs who provide birth to three services contains a thorough therapy resource book, a loaded activities book, and sturdy sign language cards. It includes a complete inventory of speech and language developmental milestones, short-term and long-term goals for pre-linguistic skills, receptive and expressive language, and sound production, several assessment tools, documentation forms, implementation of AAC, and more. The activities book is loaded with over 200 activities to address pre-linguistic skills, receptive language, expressive language, and sound production in a developmental sequence. Educational handouts supplement teaching and can be printed from the CD-ROM. Each activity includes treatment objective and goals, instructions and teaching suggestions, expected age of development, list of materials/toys needed. Also included are 88 sign language cards for simple vocabulary, letters, and numbers. **Ages: Birth - 3 years.**

#1632 The Early Intervention Kit - \$84.00 [add to cart](#)

Contents: 183-page therapy guide, 187-page activities book plus a CD-ROM of reproducible pages, 88 sign language cards, and vinyl folder.



SORTING SURPRISE PIRATE TREASURE

There's pirate treasure afoot, and it's packed with learning fun! Unlock new sorting and matching skills with the **Sorting Surprise Pirate Treasure**. Within each of this set's five numbered plastic pirate chests hides a colorful toy surprise; kids can discover a purple parrot, a green octopus, a red spyglass, and more. To capture their pirate treasure, kids must unlock each chest using the correct key, sized just right for little hands. The **Sorting Surprise Pirate Treasure** also includes 15 colored treasure coins that add to the sorting and matching fun. Sort pirate treasure by color, match the coins to their toy surprises, or just drop them through the slots in the tops of the chest. The activity guide offers a number of language based variations and questions, including basic concepts, problem solving, and comparing. For 1 or more players. **Ages: 3 and up.**

#2105 Surprise Pirate Treasure - \$27.00 [add to cart](#)

Contents: 5 numbered treasure chests, 5 shaped keys, 5 surprise treasures (octopus, parrot, hat, diamond, and telescope), 15 coins, and activity guide.

FUNCTIONAL LANGUAGE PROGRAM FOR CHILDREN

Teach children with severe language impairments to understand and use early developing syntax and semantics. Children learn functional language, increase mean length of utterance, and master 22 phrase structures in a systematic progression of engaging lessons. The heart of the program is the 251 full color, print-your-own picture cards (print with online access code). The picture cards are presented in sets with one picture representing the target phrase and the other pictures representing phrases that differ from the target by only one word. The program systematically teaching single word utterances to four word phrases using four types of training activities in each level: picture card training, functional training activities (using common toys/objects), classroom group activities, and everyday environment. The program also includes sample goals, a picture library of 28 signs, teaching suggestions, and storybook adaptations. 62 pages. **Ages: 2 - 7 years.**

#1630 Functional Language Program for Children - \$39.00 [add to cart](#)

Contents: 62 page therapy manual plus online access to reproducible manual sign pictures and 251 full-color, and "print-your-own" picture cards.

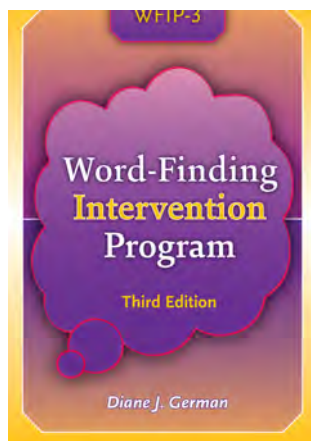
THAT'S LIFE! LANGUAGE CARDS

That's Life! Language Cards offer practical content for helping adolescents develop age-appropriate language skills. The content reflects the vocabulary and language demands of junior high and high school classrooms and is organized into three major areas: *semantics* (antonyms, synonyms, categories, similarities and differences, multiple meanings, idioms, and homonyms), *syntax/morphology* (past tense verbs, discriminating verb tenses, pronouns, verbs and adverbs, and plurals), and *pragmatics* (stating opinions, discussion topics, Who am I?, Persuade Me, and role-playing). Stimulus items within each skill area (e.g., antonyms, past tense verbs, etc.) are presented in a hierarchical order. The cards are written stimuli only; some students or clients will need supplementation from the clinician with visuals or other supports. Use the cards for direct instruction, to launch discussions, as stimuli in games, in learning centers, and for independent study. Each card has four to ten stimulus items. **Ages: 12 - 18 years.**



#2203 That's Life! Language Cards - \$54.00 [add to cart](#)

Contents: 200 double sided coated 4" x 6" stimulus cards, 13 instruction cards, sturdy storage box



WORD FINDING INTERVENTION PROGRAM, 3RD EDITION (WFIP-3)

The *Third Edition of the Word-Finding Intervention Program* provides speech-language pathologists with specific interventions to address word-finding difficulties. The **WFIP-3** uses a three-fold model for word-finding intervention: (1) retrieval strategy instruction, (2) self-advocacy instruction, and (3) word-finding-based differentiated instruction. Although this is an intervention program, the **WFIP-3** includes a chapter on differential diagnosis, including referral resources that will allow you to review and confirm the nature of the child's errors. It also includes downloadable reproducible materials for evaluation and progress monitoring. The **WFIP-3** is a flexible resource, designed for use with a wide age range and organized according to the differential diagnoses of clients' word-finding skills. You'll get comprehensive lesson plans for retrieval and self-advocacy instruction as well as specific lessons to implement differentiated instruction in the classrooms for learners with word-finding difficulties. 265 pages.

#2202 Word Finding Intervention Program, 3rd Edition - \$100.00 [add to cart](#)



THAT'S LIFE! SOCIAL LANGUAGE

Help adolescents be effective, appropriate communicators in a wide variety of situations. Using direct instruction, role-playing, observation, and discussion, students learn how and why specific social skills may improve interpersonal relationships. Units include Basic Communication, Conversation Skills, Emotions and Self-Esteem, Peer Relationships, and Working with Others. Each unit has student handouts, group activities, vocabulary guides, and individual work activities for teaching skills. The detailed table of contents allows you to select lessons specific to the goals and objectives identified by and for each student. The assessment checklist offers formats for input from students, parents, or educators. 175 pages. **Ages: 11 - 16 years.**

#2204 That's Life! Social Language - \$51.00 [add to cart](#)

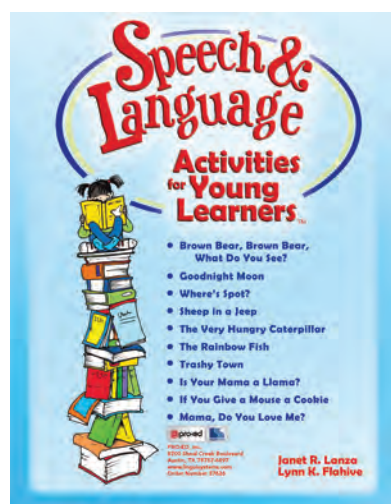


ALL AROUND TOWN

This "kindergarten readiness" set is loaded with activities aligned with speech and language goals. The four included dramatic play boards feature doors, openings, slots, and spinners for encouraging language in a role-playing setting. Take orders at the donut shop, write and mail letters at the post office, take your cat to the vet, and of course, go to school. Each dramatic play board comes with props and activity cards just right for setting the scene to build and elicit language and phonemic awareness skills. **Ages: 4 years and up.**

#2212 All Around Town - \$53.00 [add to cart](#)

Contents: 4 fold out scene boards, 4 activity card sets (15 cards per set), donut tongs, 20 wooden donuts, donut order form, mail bag, fill in the blank (4) and rhyming (16) postcards, address book, 10 animals in stands, 10 animal shaped tags, letter and number practice sheets, alphabet go fish cards, pointer.



SPEECH AND LANGUAGE ACTIVITIES FOR YOUNG LEARNERS

Use popular children's books as a backdrop to improve speech and language skills. Suitable for groups and individuals, the activities transfer the magic of a child's favorite book to your therapy session. The kit comes with ready-to-use lesson plans, picture cards, worksheets, and activities that correspond with well-known children's books. Each book-based unit contains activities to target the following skills: vocabulary, concepts, phonological awareness, articulation and phonology, questions, and expansion activities. Copy the student activity pages or print them from the free CD-ROM. The units are based on these books (books are not included in the kit): *Brown Bear, Brown Bear, What Do You See?*, *Goodnight Moon*, *Where's Spot?*, *Sheep in a Jeep*, *The Very Hungry Caterpillar*, *The Rainbow Fish*, *Trashy Town*, *Is Your Mama a Llama?*, *If You Give a Mouse a Cookie*, *Mama, Do You Love Me?* **Ages: 3 - 5 years.**

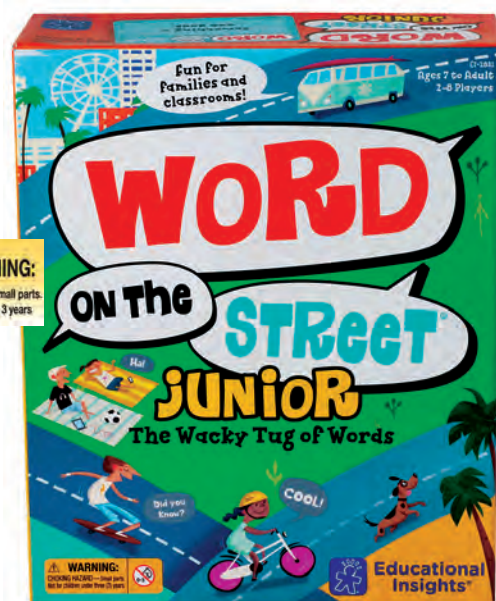
#1633 Speech and Language Activities for Young Learners - \$51.00 [add to cart](#)



LANGUAGE SKILLS MINI FILE FOLDER GAMES

Improve and enrich the basic language and conversation skills of young children or children with special needs using this collection of 15 mini file folder games. The games and learning activities are perfect for small group therapy or centers and learning stations. Games are written to promote vocabulary development and expansion, conversation building, and social skill improvement. Other skills addressed include associative pairs, opposites, descriptive words, positional words, and emotions. These file folders are easily adapted for small group work within the therapy or classroom setting. Just laminate, cut, and play. **Ages: 4 - 8.**

#1502 Language Skills Mini File Folder Games - \$25.00 [add to cart](#)
Contents: score pad, pencil, 15 game boards, 50 letter tokens, 50 category cards.



WORD ON THE STREET JR

Capture as many letters to your side of the street by brainstorming just the right word in the category. Teams battle for each letter on the street until one team has taken them all! This game contains two levels of categories and many variations of play so you can choose just the right challenge for therapy. **Ages: 7 years and up.**

#2312 Word on the Street Jr - \$28.00 [add to cart](#)
Contents: Game Board (28.5" x 7.75"), 26 letter tiles, 108 category cards (216 categories), 30 second sand timer, activity guide 50 category cards.



CATEGORY SORTING

Children build classification, language, and thinking skills as they sort these 50 realistic 3-D objects into 10 categories: animals, people, toys, food, things to wear, baby items, vehicles, tools, musical instruments, and eating utensils. Expand discussions to other attributes such as function, location, or associated objects. **Grades: PreK to 1.**

#1714 Category Sorting - \$60.00 [add to cart](#)
Contents: 50 objects (five in each of ten categories), 10 sorting cups, storage basket, teaching notes.



ON YOUR SPARK CATEGORY GAME

Use this two-in-one board game to engage students with many needs! With "Race To Find The Picture" OR "Category Matches," your students can enjoy two games in one, while improving vocabulary and associations, labeling and describing skills, and concentration. Students with articulation targets can be given specific pictures cards to find while students with language needs can search more broadly. Categories are set up so you can narrow choices down by quadrant or allow students to search the whole board. For two or more players. **Ages: 4 and up.**

#2411 On Your Spark Category Game - \$22.00 [add to cart](#)

Contents: Game Board (28.5" x 7.75"), 26 letter tiles, 108 category cards (216 categories), 30 second sand timer, activity guide.

WORD-FACT-OH BASICS

Use concentration and memory to find the antonym, synonym, and definition card for each word card. The winner is the first player to accurately combine the four cards and build a Word-Fact-Oh triangle for each group of connected cards. SLPs will masterfully add pre-teaching and visuals to make this a robust game of vocabulary connections, which, in turn, expands a child's ability to comprehend and use rich language. Contains 3 levels of difficulty that allows the SLP to customize the words selected to the needs of the child. The vocabulary words in the game are Tier 2 words that will provide a just-right challenge for each child. For 2 to 5 players. **Ages: 8 and up.**

#1909 Word-Fact-Oh Basics - \$25.00 [add to cart](#)

Contents: 24 solution cards (8 per level), 72 connection cards (24 per level), 9 game changer cards (3 per level) and instructions.



JUMBO MAGNETIC SPIN WHEEL

Transform your whiteboard or anything magnetic into an interactive, group game space! Simply place the 16" spinner on any magnetic surface and use your dry-erase markers to create games and activities you need. The possibilities are limitless. From a classroom management tool to subject-specific games, the **Jumbo Magnetic Spin Wheel** gets kids on their feet and participating. The activity guide includes ideas for classroom management and curriculum-based games. **Ages: 3 and up.**

#1220 Jumbo Magnetic Spin Wheel - \$55.00 [add to cart](#)

Contents: Jumbo 16" magnetic spin wheel 3 double-sided write-on/wipe-off cards; teacher guide with 16 classroom management, math, language arts, readiness, and other activity suggestions.



BLURT!

Think fast! What word means "a partially dried grape"? Be the first to say "raisin," and you're on your way to winning this riotous game of rapid word recall. Players take turns reading clues aloud, competing to blurt out the correct answer first and move ahead on the board. The first person or team to circle the board wins. Sounds simple, right? But as the race for the right word heats up, and the blurting gets boisterous, it's easy to get tongue-tied! Features 900 clues per level. Level one or "junior version" is for ages 7 to 9. Level two contains clues for ages 9 to adult. For 3 to 12 players. **Ages: 7 and up.**

#4915 Blurt!- \$20.00 [add to cart](#)

Contents: 300 clue cards (6 clues per card), game board, 6 game pieces, die, and instruction guide.



BASIC VOCABULARY PHOTO CARDS

A classic speech language pathology resource! Use this versatile set of 156 photo-illustrated cards to develop oral language skills related to everyday themes. Each 3" square write-on/wipe-off card features a photograph and word on one side while the reverse side features the same photograph without the printed word. This set includes themes such as: weather/seasons, classroom, feelings, animals, school, food, and family. 16 themes in all. Includes a 16 page activity guide and tabbed dividers. **Ages: 3 - 8.**



#4400 Basic Vocabulary Photo Cards - \$35.00 [add to cart](#)

COMMUNITY HELPERS SEQUENCE CARDS

SPARK sequencing cards are carefully designed to promote multiple language skills including sequencing, sentence formulation, prediction, reasoning, answering questions, narration, basic concepts, and vocabulary. Each box contains 12 complete story sets (4 cards each) with brightly colored, carefully detailed pictures. SLPs can use the stories in each set to promote a variety of language skills with just the right amount of scaffolding. Beginners can work on putting the cards in order, answering simple questions, retelling the story, and making connections. Our more advanced language users can work on expansions, comparing, making inferences, and writing. Cards measure 4.5" x 4.5" and are printed on durable glossy cardboard. Sturdy box and tabbed dividers are included. **Ages: 4 years and up.**

#2321 Spark Community Helpers Sequence Cards - \$35.00 [add to cart](#)
Contents: 48 durable, glossy story cards (12 stories), 12 tabbed dividers, Activity Guide, and Storage box.



AMUSING ANIMALS

Show students the lighter side of the animal world with these entertaining language cards. Designed to help stimulate the development of oral and written language skills, the set includes 34 two-sided 6" x 8" photo cards (total of 68 different photos) featuring a variety of domestic and wild animals behaving in amusing ways. Cards include a teacher guide with usage ideas and sample story starters. **Ages: 3 and up.**

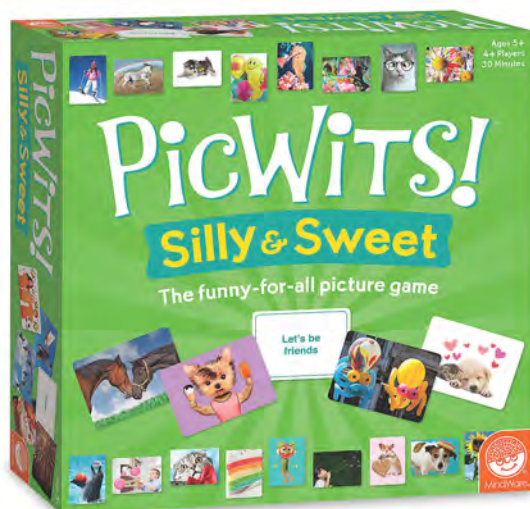
#1248 Amusing Animals - \$20.00 [add to cart](#)

LANGUAGE CARDS

Photos for Developing Oral and Written Language Skills

A picture can paint a thousand words, and using these photos in a variety of activities can help stimulate the development of both oral and written language skills. Organized by theme, each set of language cards contains common and unique topics such as architecture, people from far-off places, animals, and sports. Each set contains a resource card which includes usage ideas and story-starters and a contact sheet with a small picture of each photo. Themes included are as follows. Beginner: family, friends, familiar activities, community helpers, transportation, animals, food, holidays, and sports. Intermediate: family, friends, familiar activities, community activities, community helpers, people from far-off places, transportation, animals, holidays, and sports and recreation. Advanced: friends, familiar activities, community helpers, people from far-off places, architecture, social issues, disasters, history, cultures, nature, and sports and recreation. Photos measure 6" x 8". 68 photos per set. **Ages: 3 and up.**

#4442 Beginner Language Cards **\$20.00** [add to cart](#)
#4443 Intermediate Language Cards **\$20.00** [add to cart](#)
#4444 Advanced Language Cards **\$20.00** [add to cart](#)



PICWITS! SILLY & SWEET

PicWits Silly & Sweet is a funny-for-all picture game. Players try to match their PicWits photo cards with the caption card. The perfect fit all depends on your perspective. **PicWits Silly & Sweet** strengthens language, creativity, category identification and social skills, all within the context of a little silliness! SLPs can adjust how the caption card is presented and judged or even use the 500+ real photo cards for additional skills and activities. The photo cards feature modern, realistic yet motivating pictures that children of all ages will find interesting. For 4 or more players.

Ages: 5 and up.

#2102 PicWits! Silly and Sweet - \$30.00 [add to cart](#)
Contents: 504 glossy, full color photo cards and 144 caption cards.

LANGUAGE BUILDER PICTURE CARDS

The **Language Builder Picture Cards** is a set of 350 bright, child-pleasing photographic images from nine basic categories: animals, foods, vehicles, furniture, clothing, toys, everyday objects, shapes, and colors. The 105 unique "Basic Stage" subset set contains 7 exemplars (matching and similar) of 15 common words. The remaining 245 cards are single items divided into the categories noted above. Photos are updated and have been carefully selected for familiarity and appeal to young children. This set of picture cards is a tremendous tool for teaching key vocabulary words and concepts to young children with language needs. Goals such as receptive labeling, expressive labeling, matching, and sorting can be addressed with this versatile and thorough set of noun picture cards. **Ages: 3 and up.**



#1810 Language Builder Picture Cards - \$150.00 [add to cart](#)
Contents: 350 color 3.5" x 5" photo cards, tabbed dividers, instruction guide with index of all photos.



IN, ON, UNDER, AND MORE

Finally, a preposition game with real objects! Demonstrate and practice key position words as students enjoy this simple lotto game. This preposition lotto game asks children to match cards to game boards and then use objects to recreate the prepositions *in*, *on*, *under*, *behind*, *in front of*, and *next to*. The addition of real objects allows SLPs to teach, reinforce, and check for understanding of position words in an interactive way. For 2 to 4 players. **Ages: 3 and up.**

#1715 In, On, Under, and More - \$50.00 [add to cart](#)
Contents: 4 lotto boards, 24 lotto cards, 4 chicks, 4 penguins, 1 red hat, 1 baby stroller, 1 wash tub, 2 storage containers with lids.

5 SECOND RULE JR.

It seems like it would be easy to name three flavors of ice cream—but can you do it under the pressure of 5 seconds twisting down, and with the other players staring at you? You have to be quick, so just say whatever comes to mind and risk silly answers slipping out . . . because that would be funny, and we all like to laugh! It's all in good fun with this fast-paced game where you have to Just Spit it Out!™ For 3 or more players. **Ages: 6 & Up.**



#1652 5 Second Rule Jr. - \$22.00 [add to cart](#)
Contents: 400 Questions on 200 Game Cards, 6 Pawns, 5-Second Twisted Timer, Game Board, Rules.

5 SECOND RULE - Revised Edition

Now with more than 150 new cards! It should be easy to name 3 breeds of dogs—but can you do it under the pressure of 5 seconds twisting down, and with the other players staring at you, waiting for you to get flustered? Time's not on your side, so just say what comes to mind and risk ridiculous answers slipping out as time twirls down on the unique twisted timer! It's all in good fun with this fast-paced game where you have to Just Spit it Out!™ For 3 or more players. **Ages: 10 - Adult.**



#1144 5 Second Rule - \$25.00 [add to cart](#)
Contents: 5 Second Twisted Timer, 576 questions on 288 cards, instructions.



SPARK SEQUENCING CARDS JUNIOR

Spark Sequencing Cards Junior are designed to teach both basic sequencing and advanced picture interpretation skills. This set features a mix of familiar sequences and those that may require more discussion and expansion. Each sequenced set includes 6 colorful, glossy line drawn pictures designed for sequencing, narration and description, and detail analysis. These cards are also ideal for additional language goals such as predicting, problem solving, verbs, pronouns, sentence structure, inferencing, and reasoning skills. Picture cards are dry erasable to allow for active learning and discussion. Sequences include: Raking the Leaves, Ordering Ice Cream, Building a Doghouse, Cutting a Fruit Salad, Preparing a Fish Tank, Setting up a Campfire, Making a Birthday Sign, and Nighttime Routine. **Ages: 4 and up.**

#2110 Spark Sequencing Cards Junior - \$35.00 [add to cart](#)
Contents: 36 high quality, colorful 4.5" x 4.5" picture cards, stand up custom tab dividers with answers and suggested analytical questions, user guide.



ALL THROUGH THE DAY: Magnetic Story Book

All Through the Day presents 20 regular and 10 irregular verbs commonly used throughout the day by young children. Additionally, subject-verb agreement for auxiliary BE can be targeted. The story format utilizes these verbs within the contexts familiar to the child thus aiding in carryover into conversational speech. The delightful illustrations and sturdy magnetic pieces motivate the child to actively engage in the task. 8 pages. **Ages: 4 - 9.**

#0945 All Through the Day - \$8.00 [add to cart](#)
Contents: 1 storybook with sturdy cardboard pages, 16 illustrated magnets, case for magnets attached to book, in-depth book application/suggestion supplement.



PEEK-A-BIRD LEARNING BUDDIES

These colorful birdies are ready to support any type of speech/language activities for your little ones. Kids enjoy peeking inside each of the colorful numbered birdhouses or tucking away the five birdies, each with a unique facial expression. This set is ready for all kinds of play, from stacking and counting to shapes, colors, and social-emotional learning! **Ages 18: months and up.**

#2314 Peek-a-Bird Learning Buddies - \$20.00 [add to cart](#)
Contents: 5 two-piece bird houses, 5 birds, activity guide.



SORT & SEEK POLAR ANIMALS

It's the coolest way to explore hide-and-peek play! Within this set of five colorful numbered igloos kids will find five arctic animal friends ready for naming, counting, mixing, matching, and fine motor play! Animals include a polar bear, penguin, walrus, narwhal and arctic hare. Easily incorporate a variety of speech/language skills during play with this engaging set. **Ages 18: months and up.**

#2315 Sort & Seek Polar Animals - \$20.00 [add to cart](#)
Contents: 5 Two-piece igloos, 5 polar animals, activity guide.

THE EXPANDING EXPRESSION TOOL (EET) - SECOND EDITION

The *Expanding Expression Tool (EET) - Second Edition* was created by Sara Smith, MS, CCC/SLP, to provide preschool through high school students with a hands-on structured approach to describing and defining. It facilitates improvement of vocabulary skills, common core learning objectives, comprehension of curriculum material, report writing, and expressive language.

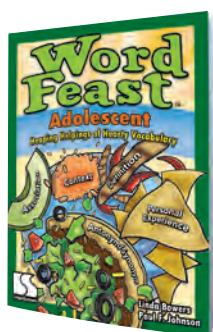
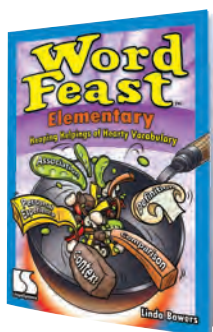
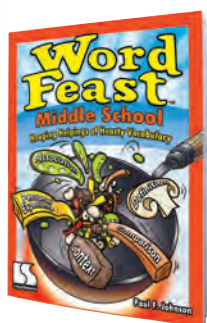
The **EET** helps to build the following language skills:

- Oral expression
- Written expression
- Vocabulary comprehension
- Defining and describing
- Making associations
- Stating functions of objects
- Categorization
- Similarities and differences

Students quickly learn each symbol and consistently describe and define objects and items providing 6-7 details in an organized manner. Entire schools have adopted the program to facilitate improved expression and comprehension. Students with autism, Down syndrome, cognitive impairment, learning disabilities, and also students in general education and gifted programs have been successful using the **EET**. It allows students to quickly progress from word to phrase to paragraph to multi-paragraph levels. **Grades: Pre-K through 12.**

#1528 **EET - \$249.00** [add to cart](#)

Contents: Expanding Expression Tool, Expanding Expression manual, object cards for describing, stickers for writing, classroom poster, dice game, instructional icons, and prompt cards (for writing or oral expression).



WORD FEAST

Teach the vocabulary that has the most potential to affect academic performance and expression. Recent research tells us that robust vocabulary instruction focuses on the Tier 2 words that are most productive for expanding everyday expression, learning, and reading comprehension. These carefully chosen words appear frequently across a variety of subject areas, add specificity and flexibility to students' expression, and easily link to other words students already know. The substantive, seven page lessons in the Word Feast series use a consistent pattern of reading, thinking, and writing exercises. Each lesson progresses from comprehension to expressive activities and follows this sequence: introduction of new words and teaching tips, questions to activate prior knowledge, reading passages, word definitions, associations, and critical thinking. 120 pages each.

#1634 **Word Feast Elementary - \$39.00** [add to cart](#)

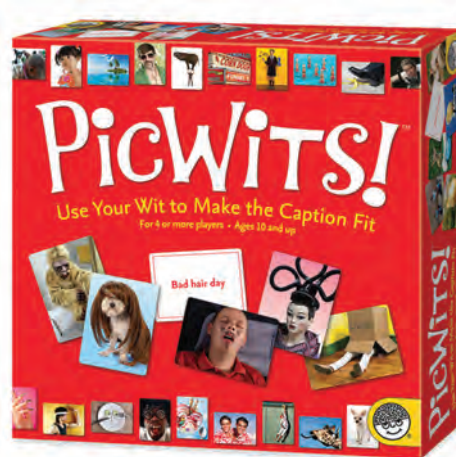
Grades: 2-5

#1635 **Word Feast Middle School - \$39.00** [add to cart](#)

Grades: 6-9

#1636 **Word Feast Adolescent - \$39.00** [add to cart](#)

Grades: 8 and up



PICWITS!

Every picture is worth a thousand laughs as players try to match their PicWits photo cards with the judge's caption card. Which picture is the perfect fit? If the judge picks your card, you win the round! The player with the most match-ups takes the game.

PicWits offers SLPs a great new game to address language comprehension and expression with older elementary students and up. Your students will be requesting this game in their sessions. For 4 or more players. **Ages: 10 and up.**

#1506 **PicWits! - \$30.00** [add to cart](#)

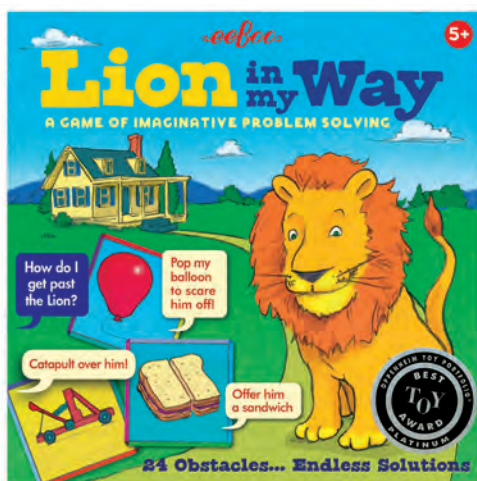


MY STORYMAKER

Start working on narrative language with your youngest children! The colorful icons on this light-up device allow children to create a story by pressing one button from each section: hero (WHO?), adventure (HOW DID THEY GO?) and happy ending (WHERE?). Sections light up to guide children in creating their story. Use the red star button to listen to the narration or tell the story yourself. Narrated stories are simply told at a speed appropriate for young children. Repeat the same story over and over again for mastery or create more than 100 different variations. Each narration adds fun sounds and expressive voices to engage children. Can customize stories with the child's name so the narrator will announce who made the story! A natural wood top makes for a modern, rich look and feel. For 1 or more players. **Ages: 1 and up.**

#2108 My Storymaker - \$30.00

Contents: 5.75" x 9.5" wooden story tablet, 3 AAA batteries.

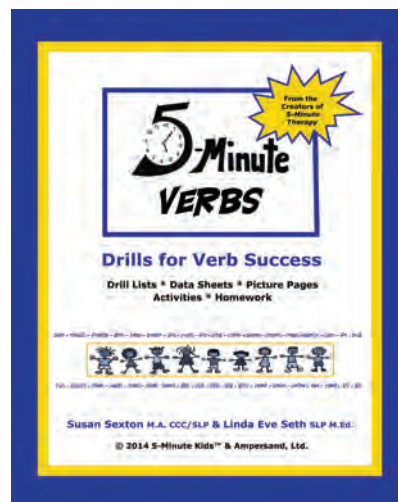


LION IN MY WAY

Lion in My Way is a unique journey along a path of hazards and barriers which are overcome by the collective cleverness of the players. Armed with the tools they are dealt, imagination and some silliness, players cooperate creatively to innovate solutions that let them get home together. Students take their turn by describing how they will use their chosen tool to overcome the obstacle on the path home. Use of creative license is encouraged! For example, a bird can fly the team over the tracks or the box of chocolates can be used to distract the lion as the team passes by. For 2 to 5 players. **Ages: 5 and up.**

#1509 Lion in My Way - \$24.00 [add to cart](#)

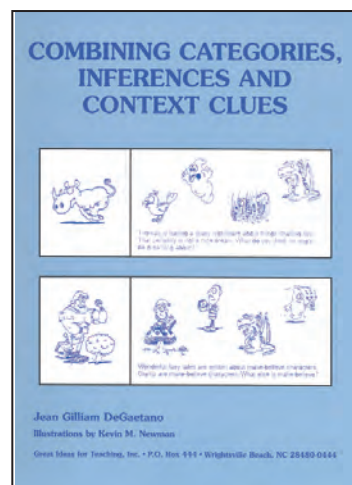
Contents: 25 path cards, 100 tool cards.



5-MINUTE VERBS

Ideal for tiered interventions, improving automaticity, and supplementing traditional therapy with repetition, **5-Minute Verbs** provides tasks for practicing verb targets on several levels. This practical volume contains over 500 verbs and addresses present, progressive, regular and irregular past tense forms. It contains: drills for repetition and sentence completion, charts to record progress, pictures for games and assessments, homework pages. Students and clients will have fun and find success with **5-Minute Verbs**. 136 pages. **Grades: 2 and up.**

#1600 5-Minute Verbs - \$32.00 [add to cart](#)



COMBINING CATEGORIES, INFERENCES, AND CONTEXT CLUES

Develop abstract language skills in children as they practice advanced categorization, making inferences, and interpreting context clues all in one! Each lesson includes three short stories or scenes with stimulus questions. Reproducible, visual cues are provided for the student. 60 pages. **Ages: 5 - 8.**

#3321 Combining Categories, Inferences, and Context Clues - \$30.00 [add to cart](#)



PICTURE THIS FLIPBOOK

Picture This has 20 action-packed, full-sized picture scenes loaded with language opportunities for sentence building, descriptions, actions, emotions, prepositions, and answering WH questions. **Picture This** is designed to help young children develop their vocabulary and schematic knowledge through questions, storytelling, and discussion. Each scene includes a list of 50+ WH questions organized by question type (who, what, where, when, why, how) and a prompt card with prepositions, emotions, actions, and descriptions. A sheet of 25 write-on speech bubble stickers is included. Students with articulation needs will have many opportunities to practice target sounds on each scene. 11.5" x 9.5" spiral bound, laminated full color pages with stand. **Ages: 4 and up.**

#2410 **Picture This Flipbook - \$24.00** [add to cart](#)



EMOTIONS LANGUAGE CARDS

Help students of all ages recognize and understand the subtleties of human emotion while expanding their oral and written language skills. Expressive, two-sided photo cards capture familiar childhood emotions. The set also includes related emotion word cards to facilitate interactive classroom exercises and help build vocabulary. Set includes 52 photo cards and 64 word cards. Photos measure 6" x 8." **Ages: 3 and up.**

#4446 **Emotions Language Cards - \$20.00** [add to cart](#)

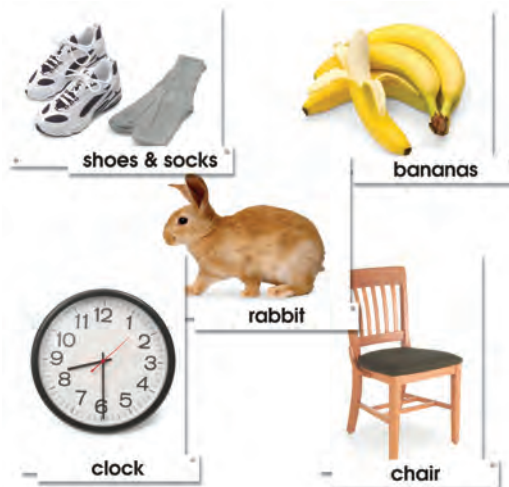


HOLIDAY SEQUENCE CARDS

SPARK sequencing cards are carefully designed to promote multiple language skills including sequencing, sentence formulation, prediction, reasoning, answering questions, narration, basic concepts, and vocabulary. Each box contains 12 complete story sets (4 cards each) with brightly colored, carefully detailed pictures. SLPs can use the stories in each set to promote a variety of language skills with just the right amount of scaffolding. Beginners can work on putting the cards in order, answering simple questions, retelling the story, and making connections. Our more advanced language users can work on expansions, comparing, making inferences, and writing. Cards measure 4.5" x 4.5" and are printed on durable glossy cardboard. Sturdy box and tabbed dividers are included. **Ages: 4 years and up**

Spark Sequencing Cards

#2322 **Spark Holiday Sequence Cards - \$35.00** [add to cart](#)



BASIC VOCABULARY LANGUAGE CARDS

An excellent tool for developing basic vocabulary skills, these full-color photos and matching word cards feature common objects found in everyday life. Set includes 62 pairs of photo and word cards. All card pairs are labeled for self-checking. Themes included are: Around the House, In the Kitchen, In the Bathroom, At School, Tools, Animals, Clothes, Food, and Miscellaneous. Photos measure 6" x 8." **Ages: 3 and up.**

#4445 **Basic Vocabulary Language Cards - \$22.00** [add to cart](#)



6 SPEAKING GAMES

This set of educational games and activities is designed to teach speaking and listening skills. The value pack contains 4 board games, 12 scenario cards, 16 picture puzzles, counters, die and spinner. Teaching topics include questioning, thinking, general language skills. Games include What Are They Saying?, Silly Scenarios, Things that Go Together, What, Where, When?, Who Where Why?, and What Are They Thinking? Salient line drawing pictures are colorfully illustrated over a white background. Children will love practicing their speaking skills to win the game. For 1 or more players. **Ages: 3 and up.**

#2005 **6 Speaking Games - \$30.00** [add to cart](#)

Contents: 4 board games, 12 scenario cards, 16 picture puzzles, counters, die, and spinner.



GO FIGURE!

Finally a strategy beyond drill for gaining a true understanding of figurative language. Each book uses literacy based activities to help students comprehend the underlying meaning of figurative language such as idioms, proverbs, and more. **Go Figure!** is divided into 20 units, organized by academic content area or theme, making connecting to curriculum easy. Units teach 5 phrases in a number of creative, literacy based activities. These books will help you get beyond the basic of naming and explaining figurative language to achieve true comprehension and understanding! 136 pages each.

1808 **Go Figure! Grades 2-4 - \$25.00** [add to cart](#)

1809 **Go Figure! Grades 5-8 - \$25.00** [add to cart](#)



PHONEMIC AWARENESS CARDS

Phonemic Awareness Cards: Identifying, segmenting and blending sounds and syllables can be addressed with the **Phonemic Awareness Cards**. **Phonemic Awareness Cards** is a collection of 89 cards featuring photos of common items grouped by sound. Each card has 3 clear photos of items that have a common sound in the same word position. The photos are on the front and the printed words are on the back. **Grades: K and up.**

#2403 **Phonemic Awareness Cards - \$38.00** [add to cart](#)
Contents: Phonemic Awareness Cards.



VOCABULARY BUILDING CARD BUNDLE

Vocabulary Building Card Bundle: Use phonemic awareness to explore how words gain or change meaning spelling patterns or suffixes. The **Suffix Cards** set features 27 foldable cards with color line drawings depicting the meaning of each word with and without its addend. The **Suffix Cards** includes 22 suffixes and 5 prefixes. The **Homophone Cards** contains 69 cards with colorful, simple line drawings depicting words that sound the same but have different meanings depending on their spelling pattern. The words are printed under each picture so that students may explore and discuss each spelling pattern while looking at the picture. **Grades: K and up.**

#2404 **Vocabulary Building Card Bundle - \$33.00** [add to cart](#)
Contents: Suffix Cards and Homophone Cards.



100 TASK CARDS IN A BOX

Boost key comprehension skills with a targeted set of ready to use, skill based task cards. Each card features a high-interest mini passage with 5 key questions to support the targeted skill. SLPs can enhance the student experience of the content within the mini passage by activating background knowledge, examining real photos and pictures, or making topic/text connections for a robust, experiential language task. Comprehension Helper cards included in each set provide kid-friendly definitions, tips, and examples to help students master their comprehension skills. Each sturdy box includes 120 8" x 5" cards (100 content cards and 20 comprehension helper cards). **Ages: 4 - 6.**

100 Task Cards Context Clues: Using context clues to figure out the meaning of unfamiliar words can be tricky. Key questions per passage give students lots of practice unlocking the meaning of new words by examining definition, synonyms, antonyms, word parts, and more.

100 Task Cards Figurative Language: Help students master figurative language through passages designed to illustrate figurative language skills. Each passage focuses on one form of figurative language. Skills addressed include idioms, metaphors, similes, personification, and "other figures of speech" (irony, understatement, alliteration, and onomatopoeia).

100 Task Cards Making Inferences: Making inferences is a key comprehension skill that requires students to read between the lines and extract the meaning of a text, even when that meaning is not explicitly stated. Hone students' inferencing skill with this collection of ready-to-use task cards, which features a variety of informational and literary mini-passages with comprehension questions.

#2208 100 Task Cards Context Clues - \$32.00 [add to cart](#)

#2209 100 Task Cards Figurative Language - \$32.00 [add to cart](#)

#2210 100 Task Cards Making Inferences - \$32.00 [add to cart](#)

Contents: 100 skill cards and 20 comprehension helper cards per box. Cards are laminated 8" x 5" in a sturdy box.



KIDS IN MOTION PHOTO LANGUAGE CARDS

Photos and story starters focus on kids' activities and sports, including casual outdoor play, recreational activities, and competitive individual and team sports. Photos include a range of activities such that students may have personal connections to some and find others to be depicting unfamiliar activities. Photos are clear, salient and updated. Designed to help stimulate the development of both oral and written language skills, this set includes 34 two-sided 6" x 8" photo cards (68 numbered photos) and a teacher guide with usage ideas and sample story starters. **Ages: years and up.**

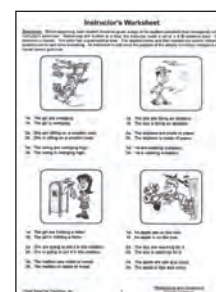
#2211 Kids in Motion - \$20.00 [add to cart](#)

DAILY WORD LADDERS: IDIOMS

Daily Word Ladders: Idioms makes learning figurative language "a piece of cake". This book includes 90 short word-study lessons called *word ladders* to help your students explore idiomatic expressions in a game-like manner. Although word ladders are playful in nature, they also integrate important language development with both receptive and expressive word study. The word ladders in our book integrate comprehension, vocabulary development, word solving, phonics, and spelling—all key your students' success in learning to read. Solving Word Ladders integrates key language learning strategies by requiring students to focus first on meaning by solving semantic clues. To move to the next step on the ladder, students must layer in a close examination of the *sound-symbol relationship* to determine how the sounds in the first word can change to make another. 192 pages. **Grades: 4 and up.**



#2207 Daily Word Ladders: Idioms - \$22.00 [add to cart](#)



RECOGNIZING AND VERBALIZING CORRECT GRAMMAR

Help your students recognize correct grammar patterns with this fun and repetitive activity set. Each lesson contains four pictures, each with three sentence pairs, targeting grammatical forms such as pronouns, copula and auxiliary verbs, and past tense. Recognition and use of correct grammar is strengthened as children identify the grammatically correct sentence from the pair. 80 pages. **Grades: Pre-K - 2.**

#3318 Recognizing and Verbalizing Correct Grammar - \$30.00 [add to cart](#)



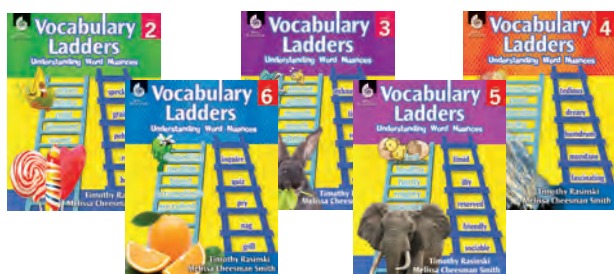
RIDDLE MOO THIS!

Cock-a-doodle do you know the answer? Giggle, learn and grow vocabulary with this exciting riddle game. It's a fruit, it can be red, and it crunches when you take a bite." Buzz if you know the answer! Features 2 levels of game play. Students build vocabulary by identifying words based on a description. Utilize level 2 for students to use critical thinking and expressive language skills to change one clue on the brainteaser card to create a new answer to the riddle. This engaging game also promotes peer interaction, turn taking, socialization and laughter! For 3 or more players.

Ages: 5 and up.

#1608 Riddle Moo This! - \$32.00 [add to cart](#)

Contents: 4 animal sounds buzzers, 150 double sided riddle cards, requires 8 AAA batteries (not included).



VOCABULARY LADDERS

Recent research highlights the need to increase the breadth and depth of vocabulary in children with language impairments. Increase both in ten minutes a day with this cluster approach to help children learn many semantically related words at once! This resource provides opportunities for students to explore and expand vocabularies, increase reading comprehension, and improve writing composition. The Common Core and other state standards are supported by assisting students' understanding of word relationships and nuances in word meanings. Each lesson features seven semantically related words and several corresponding activities. Utilize speech therapy sessions to further enhance the written activities by searching for visuals, creating skits to depict the words, and more. 144 pages in each book. **Grades: 2 - 6.**

#1641 Vocabulary Ladders - Grade 2 - \$25.00 [add to cart](#)

#1642 Vocabulary Ladders - Grade 3 - \$25.00 [add to cart](#)

#1643 Vocabulary Ladders - Grade 4 - \$25.00 [add to cart](#)

#1644 Vocabulary Ladders - Grade 5 - \$25.00 [add to cart](#)

#1645 Vocabulary Ladders - Grade 6 - \$25.00 [add to cart](#)



INTERACTIVE STORIES

Since 1997, thousands of children, parents, therapists, and educators around the world have enjoyed Interactive Storybooks. This unique series of books was created by Beth E. Breakstone, a Speech-Language Pathologist with expertise working with children with communication, motor, cognitive, and behavioral challenges. Now you, too, can share these fun-filled books with the special children you know!

These "easy to use" books have concepts that are easy to understand, bright, colorful graphics that are easy to see, pages that are easy to turn, and text that is easy to follow.

These books are fun-filled and interactive. They feature Picture Communication Symbols® from Mayer-Johnson LLC with key words that are highlighted in red. Perfect for families with typically-developing children and those with special needs. The books are ideal for inclusive childcare settings, classrooms, and libraries. Effective for individual and small-group therapy settings. **Ages: 3 and up.**

#7066 Ooo...It's Halloween [add to cart](#)

#7067 My Dog and Me [add to cart](#)

#7068 Time to Go to Bed [add to cart](#)

#7069 The Wheels on the Bus [add to cart](#)

#7070 A Hot and Sunny Day [add to cart](#)

#7071 Let's Get ready for School [add to cart](#)

#7072 Old McDonald Had a Farm [add to cart](#)

#7073 Here and There and Everywhere [add to cart](#)

#7074 A Cold and Snowy Day [add to cart](#)

#7075 5 Little Monkeys [add to cart](#)

#7076 All around the busy town [add to cart](#)

#7077 Happy Birthday to Me! [add to cart](#)

#7078 The 3 Little Pigs [add to cart](#)

#7079 Goldilocks and the 3 Bears [add to cart](#)

#7080 Let's Go Shopping [add to cart](#)

#7081 The Gingerbread Man [add to cart](#)

#7082 Jack and the Beanstalk [add to cart](#)

#7083 Follow Me to School [add to cart](#)

#7084 At the Park [add to cart](#)

#7085 If You're Happy and You Know It! [add to cart](#)

#7088 This Old Man [add to cart](#)

Interactive Stories - \$30.00 each

Contents: High-quality books with sturdy laminated pages, die-cut objects that move from book to storyboard, Velcro® coin fasteners that keep die-cut objects securely in place, Velcro® strips that can be added to pages when extra help in turning pages is needed, a communication board to help children "talk" about the story and anticipate what comes next, heavy-duty Zip Loc® bag for storage.



SLOTH IN A HURRY

Develop imagination and communication skills with this improv game for all ages. A player draws a WHO card, a WHAT card, and then spins for HOW and then acts it out on the spot on their own or with a partner. Combinations such as “a giant eating candy in the wind” or “a bumblebee climbing a mountain backwards” create a game that is sometimes challenging, always fun! SLPs will see many ways to modify and scaffold this game to support the language needs of each player. For two to four players. **Ages: 5 and up.**

#2402 Sloth in a Hurry - \$24.00 [add to cart](#)

Contents: Spinner, 40 character cards, 40 action cards, 60 die cut award stars.



HOOT OWL HOOT!

Hoot Owl Hoot! is a cooperative game where players work together against a common obstacle rather than each other. They win together and lose together, developing a natural sense of community and encouraging kids to help each other. In **Hoot Owl Hoot!**, players build social communication skills as they work to help the owls fly to their nest before the sun comes up. Draw a color card and move to that space, draw a sun card and you are one step closer to daylight. **Hoot Owl Hoot!** can also be integrated into other types of speech and language therapy. For 2 to 4 players. **Ages: 4 and up.**

#1401 Hoot Owl Hoot! - \$18.00 [add to cart](#)

Contents: 1 game board, 6 owls, 1 sun token, 50 color and sun cards.



DOG CRIMES AND CAT CRIMES (2 GAME SET)

Choose between dogs or cats to solve mysteries using paw prints, pet toys, and personality traits as clues. Teams must work together using deductive reasoning and inferential skills to analyze the evidence and solve each of the crimes. Each game includes 40 crime cards with a series of clues. The game board and manipulatives provide even more information that amateur detectives need to solve the crime. For 1 player or 1 team. **Ages: 8 and up.**

#2008 Dog Crimes and Cat Crimes 2 Game Set - \$32.00 [add to cart](#)

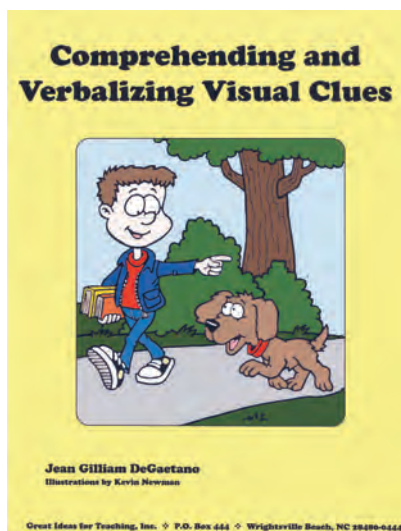
Contents: Each game includes game board, 6 character tokens with stand, 6 crime tokens, 40 crime cards with solutions, instructions with clues and visual supports..



SOCIAL SKILLS MATTER!

HUGE resource book filled with mini-lessons to help your students learn how to communicate effectively, make good choices, and practice appropriate behavior with **Social Skills Matter!**. This book includes over 80 reproducible mini-books for children to assemble, color, read, and make their own. Each mini-book is written from a first person perspective emphasizing acceptable, positive options in various situations. The collection of 80 mini books highlights various skills within the areas of Communication, Cooperative Play, Feelings, Staying Calm, Manners, and the School Day. 382 pages. **Ages: 4 - 7.**

#1504 **Social Skills Matter! - \$28.00** [add to cart](#)



COMPREHENDING AND VERBALIZING VISUAL CLUES

Children learn social skills through observation and practice. Help children struggling to interpret non-verbal cues develop their social language and interaction skills. Children will practice observing the clues that give a scene meaning and have the opportunity to verbalize and share their interpretations and clues. Perfect for pragmatic language groups! 60 pages. **Ages: 3 - 7.**

#3319 **Comprehending and Verbalizing Visual Clues - \$30.00** [add to cart](#)



EMOTIONS AND FEELINGS FLIPBOOK

Teaching young children about feelings and emotions is a crucial skill during the early childhood years. Children benefit from exposure and conversation about the emotions they experience. This flipbook was designed to depict emotions in a variety of familiar settings to help engage children in conversation about emotions and feelings. Details depicted include facial expressions, body posture, and overall body language. SLPs can lead children through a discussion about the emotions the characters may be feeling and make connections to the emotions children experience. The eight emotions included in this flipbook are: happy, sad, scared, embarrassed, surprised, frustrated, angry, and excited. Each section has illustrations to discuss ways we might choose to act when we feel each emotion, 5 scenes depicting each emotion, question prompts for critical thinking, prediction, problem solving, and personal connections, and an opportunity to use a dry erase pen (included) to draw a face. The book (9.5" x 8") is spiral bound with a stand-up easel. Tabbed dividers make it easy to flip between emotions. Approx 60 pages.

Ages: 3 years and up.

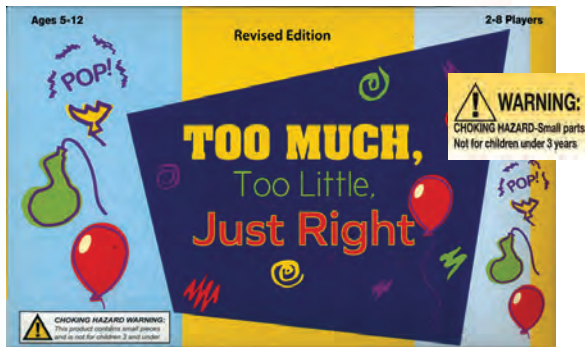
#2324 **Emotions and Feelings Flipbook - \$22.00** [add to cart](#)



SOCIAL SKILLS MINI FILE FOLDER GAMES

Target, reinforce, or enrich the basic social skills of young children or children with special needs with these mini file folder games. The games and learning activities are designed for small groups or individuals and can easily be used in therapy or classroom settings. Clinicians can use these games and activities to plan for targeted remediation of social problem solving and the recognition and management of emotions. Activities offer points for discussion of social skills but also embed opportunities to address language skills such as sequencing, compare and contrast, and answering WH questions. Just laminate, cut, and play. **Ages: 4 - 8.**

#1505 **Social Skills Mini File Folder Games - \$28.00** [add to cart](#)
Contents: Fifteen 8" x 12" full color mini file folder games, fifteen game cards with answer key.



TOO MUCH, TOO LITTLE, JUST RIGHT - Revised Edition

A unique social skills game that focuses on interactions between players, not interactions described on a game board. This game teaches children to pay attention to tone of voice, observe body language, and note how these cues affect the message. Children assume two roles during game play: Messenger and Listener. They learn by observing others and by getting immediate feedback about their own expressive abilities. Children become better able to develop appropriate and satisfying social relationships as they learn to use self-control, adjust volume, expression, gestures, and other physical cues. For 2 to 8 players. **Ages: 5 - 11.**

#4967 Too Much, Too Little, Just Right - \$60.00 [add to cart](#)
Contents: 45 Too Much/Too Little/Just Right cards, 90 message cards, 64 action cards, 50 response records, 100 reward chips, 1 feedback express-o-meter.



KIDS ON STAGE

Multiple award-winning **Kids on Stage** is a perfect charade game for the speech/language room. Developed for children ages 3-8 years, players will act out an action, object, or animal pictured on their card. Vocabulary on the cards is developmentally appropriate for children and ideal for language expansion within the game, by discussing aspects such as category, function, and other attributes. **Kids on Stage** is a fun way to put language into motion to promote good communication skills! Rules are minimal and easy to follow - open and play! For 2 to 6 players. **Ages: 3 and up.**

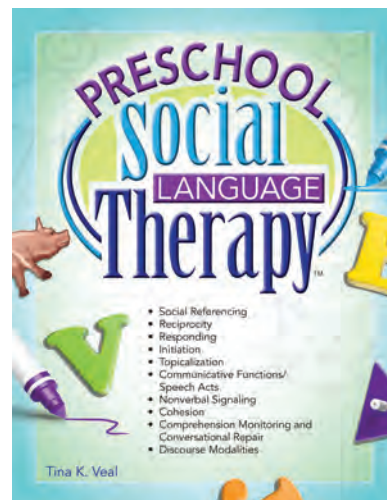
#1812 Kids on Stage - \$21.00 [add to cart](#)
Contents: Game board with Spinner, 6 Playing Pieces, 20 Red Action Cards, 20 Green Object Cards, 20 Blue Animal Cards.



SPEAKER'S BOX

Build oral language, critical-thinking skills and confidence. Students reach into the box, pick a color coded prompt card, then get talking! Non-threatening because there are no right or wrong answers. Topics include: decisions, favorite things, steps in a simple process, descriptions of real life photos and more. Questions and topics are familiar for students with limited language knowledge and can be scaffolded to meet the needs of each student. Ideal for social pragmatic therapy, language therapy, and articulation carry over practice. Box measures 5"L x 5"W x 5"H, 86 cards, each measuring 2.5" square. For 2 or more players. **Grades: 1 and up.**

#1609 Speaker's Box - \$20.00 [add to cart](#)
Contents: 86 write-on/wipe-off cards (14 blank for customization), box, and activity guide.



PRESCHOOL SOCIAL LANGUAGE THERAPY

Help your preschool child develop age-appropriate social language skills. This book is chock-full of functional, goal-directed activities and practical "know-how" in ten key areas of social language development. Each chapter features a very short review of the skill, teaching tips and goal hierarchy suggestions followed by pages of specific activities and materials to address the skill at the preschool level. Ten chapters cover: Social Referencing, Reciprocity, Responding, Initiation, Topic Maintenance, Communicative Functions, Nonverbal Skills, Cohesion, Repair, and Discourse. 174 pages. **Ages: Toddler - 5 years.**

#1629 Preschool Social Language Therapy - \$51.00 [add to cart](#)



COMPREHENSIVE ARTICULATION RESOURCE DIRECTORY (CARD)

This resource book is brimming with individual pictures and multi-stimulus scenes that are intended to facilitate production of 20 different phonemes (p, b, m, k, g, f, v, t, d, n, l, r, sh, ch, dz, z, h, th, s, z, and l, r, and s blends). There are up to 48 pictures per singleton in the initial, medial and final positions of single words. Consonant blends are provided in the initial and final positions. The pictured targets and the scenes are great for pre-readers since they require little or no prompting from the clinician. Words, phrases and sentences are available for children who can read. This is one of the most practical, inexpensive resource books for articulation and phonological practice on the market. **Ages: 4 and up.**

#1000 Comprehensive Articulation Resource Directory (CARD) - \$35.00

[add to cart](#)

Contents: 1,000 reproducible pictures and scenes; 2,775 word, phrase, and sentence lists.

ARTICULATION CONSISTENCY PROBE

The **Articulation Consistency Probe (ACP)** was designed in response to the need for a simplistic probe to evaluate the consistency of production of the consonant phonemes. Each **ACP** response form provides an in depth picture of one of the 20 different speech sounds (p, b, m, k, g, f, v, t, d, n, l, r, sh, ch, dz, z, h, th, s, z, and l, r, and s blends) in words and connected speech through storytelling. The information obtained can be used to supplement information gathered in a standardized three position articulation test or language sampling to probe facilitating contexts, determine where to begin therapy, plan goals, and evaluate progress. It was designed to be used with the **Comprehensive Articulation Resource Directory** (see above). **Ages: 3 and up.**

#1010 Articulation Consistency Probe (CARD required to use ACP) - \$20.00

[add to cart](#)

#1015 Order both CARD and ACP - \$45.00

[add to cart](#)

SOUNDS LIKE FUN

Kids love jokes and SLPs and teachers love fast and easy ways to improve students' phonological awareness. That's why every elementary and middle-school SLP and educator needs this playful, effective activity book, packed with jokes and riddles that increase students' awareness of the phonemes that make up words. Each lesson takes about 15-20 minutes to complete and includes a variety of activities such as warm up exercises, phonological humor activities, challenge activities, and review and reflection tasks. Units include "Take Away a Consonant Sound, Change a Consonant Sound, Change a Vowel Sound, and Add a Consonant Sound." Also includes Challenge Activities and Review Units. 176 pages. **Ages: 6 and up.**

#1122 Sounds Like Fun - \$35.00

[add to cart](#)



OOPS GROUPS RHYMES

The Oops Groups Express Train has one word that does not rhyme in each car and can't move until the mistakes are identified. Find the "Oops" on each train car and it will lead you to the next piece of the puzzle. Color coded trains feature one type of syllable: short vowels, short vowels and "ing," long vowels, and irregular vowels/compound words. Color coded design and step by step play are ideal for scaffolding and support from the SLP, providing opportunities to label common objects and determine phonemic rhyming patterns. Game instructions include reproducible worksheets that align with game's educational targets and suggestions for extending and supporting the game. For 2 to 5 players. **Grades: PreK and up.**

#1703 Oops Groups Rhymes - \$22.00

[add to cart](#)

Contents: 5 train engine cards, 5 train caboose cards, 20 rhyme cards, 20 red and 5 green transparent plastic game chips, worksheet with word bank, and instructions with extension activities.

Dudsberry® Fun Pack!

Articulation and Language Learning Set

The Dudsberry® Fun Pack offers many opportunities to work on articulation and language within the context of creative, multi-sensory activities.

Features of the Dudsberry® Fun Pack :

- build semantic relationships
- use photo cards with traditional semantic graphic organizers to help the child visualize the connections
- facilitate concept growth long before they can read
- 16 categories: animals, body parts, food, grooming, home, kitchen, special days, sports, sweets, tools, items to wear, toys, transportation, water, winter, and yard
- 28 lotto boards and 252 photo cards for production of the target sounds: k, g, f, v, sh, ch, z, r, l, s, and r, l, s blends

The Activity Guide provides an array of engaging activities to enhance:

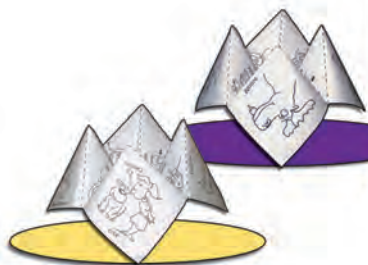
- classification of common vocabulary words
- identification of attributes
- compare/contrast of vocabulary items
- articulation

Contents: 252 Dudsberry photocards, 28 lotto boards, activity guide, DVD-ROM, Dudsberry plush toy.

Grades: Preschool and up.

#0947 Dudsberry® Fun Pack - \$59.00 [add to cart](#)

The activity guide provides an array of engaging activities to address articulation, classification of common vocabulary words, identification of attributes, and comparison/contrast of vocabulary items.



FOLDING PHONEMES® CD

An all time favorite of children! Each folding phoneme contains 12 pictures per sheet with the target phoneme in the initial and final word position with the exception of the blends which are pictured in the initial position only. Phonemes pictured include /k,f,s,l,r/ and s,l,r blends. A great way to practice articulation during therapy or when assigned for homework! With the easy to navigate print menu, target individual phonemes. Each page includes 12 pictures and simple instructions for folding and cutting printed pages. Print with plain copy paper or use colored paper for different phonemes. **Grades: Preschool and up.**

#0946 Folding Phonemes CD - \$25.00 [add to cart](#)

System Requirements: PC: Windows XP or higher, Mac: 8.1 or higher.

**TABLE B
CATEGORY LIST BY CARD DECK (Use with Activity 6)**

Animals	Food	Special Days
beats	french fries	ghost
cat	chicken	prevent
deer	grapes	scarecrow
duck	beans	skeleton
elephant	jelly beans	Valentine
fish	juice	
frog	lemon	
giraffe	lettuce	
goose	lollipop	
gorilla	muffin	
grasshopper	oranges	
lamb	peach	
lion	pear	
moose	potatoes	
pig	radish	
puppies	radishes	
rabbit	salad	
reindeer	sandwich	
seal	soup	
snake	sugar	
starfish	waffle	
zebra		

Graphic Organizers

Orange Round Fruit Good for you Grow on Trees Yellow Long

FOLDING PHONEMES

k, f, s, l, r and s, l, r blends

Click on the buttons below to print out the Phonemes.

FOLDING PHONEMES

[Back](#)



IMPROVING OVERALL INTELLIGIBILITY

Improving Overall Intelligibility is designed to help students up to age 12 with motor speech disorders or mild to moderate apraxia achieve 100% intelligible speech. It uses auditory bombardment and self monitoring to systematically improve intelligibility and reduce your students' frustration of not being understood. Backed by solid research and best practice methods, the program is divided into two sections and easily adapted to individual student needs. Early Developing Sounds include: /p/, /b/, /t/, /d/, /k/, /g/, /ng/, /m/, /n/, /j/, /h/, and /w/. Late Developing Sounds include: /f/, /v/, voiced and voiceless /th/, /l/, /dg/, /ch/, /sh/, /s/, /z/, and /r/. The **Improving Overall Intelligibility** program includes: auditory bombardment, production exercises at various levels, carryover exercises, and tools to improve rate, quality, volume, and pitch. Improving overall intelligibility is difficult but with the right exercises becomes an achievable goal for your students. 197 pages. Access via download to 86 full color printable pages. **Ages: 3 to 12 years.**

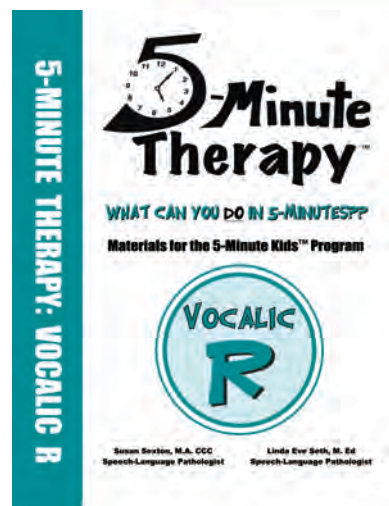
#1719 **Improving Overall Intelligibility** - \$51.00 [add to cart](#)



44 VOWEL AND CONSONANT SOUND POP UP

Set up this flip book directory of words divided by vowel or consonant sound in your speech therapy sessions for a quick word list of any consonant or vowel sound in English. One of the most complete word lists by vowels for SLPs! Each card features one vowel or consonant sound, illustrating the variety of spellings that can be used to form the target sound. Color coded cover and tabs makes it easy to flip between sounds. 19 vowel sounds are divided by short vowels, long vowels, and R-controlled vowel sounds. Flip the book over to find 25 consonant sounds divided by singletons and consonant digraphs such as sh, ch, zh and ng. The book is constructed of sturdy coated cardboard with thick, glossy, double-sided pages. **Ages: 4 and up.**

#2004 **44 Sound Pop Up** - \$17.00 [add to cart](#)

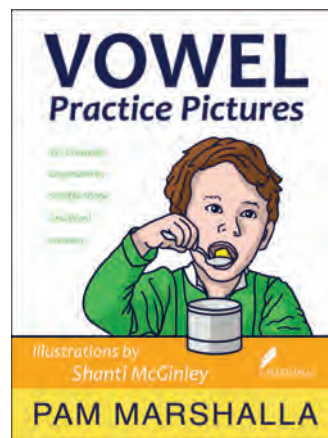


5-MINUTE THERAPY: Vocalic R

A welcome addition to the family of the previous 5-Minute™ Therapy books, this NEW, UNIQUE, stand-alone book follows the same format as the first six books with 5-minute drill lists and activities for producing VOCALIC /R/ words. Targeted sounds include /AR/, /ER/, /OR/, /AIR/, /OUR/, /IRE/, /EAR/ and recurring vocalic /R/. 147 pages. This activity book includes:

- Repetition drills for maximum opportunities to practice sounds
- Word banks of 25 - 50 words in the initial, medial and final positions (when appropriate). Data collection sheets to record responses for each vocalic /R/ sound at the WORD, PHRASE and SENTENCE level.
- Reading lists for each vocalic /R/ sound at the word, phrase and sentence-level.
- Games for 5-Minute Therapy, including the popular ENVELOPE GAMES for each targeted sound.
- Challenge sentences that include multiple vocalic /R/ sounds for older students.
- Homework activities for each targeted sound.
- Prepared percentage charts to calculate production

#2002 **5-Minute Therapy: Vocalic R** - \$24.00 [add to cart](#)



VOWEL PRACTICE PICTURES

The "vowel quadrilateral" returns in this unique resource for articulation and pronunciation of vowels. Pam Marshalla came through again with this technical yet easy-to-follow manual for vowel production. 375 line drawings organized by vowel sound and word position make it easy to target specific vowels. Chosen words are kid-friendly and pictures are simple and recognizable. This will be a classic book for addressing vowel production in children. 53 pages.

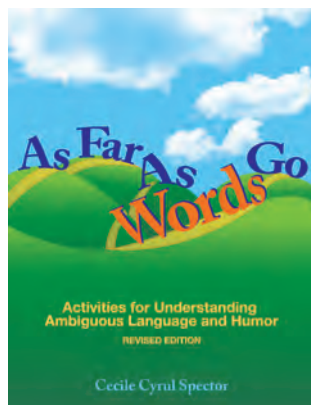
#1617 **Vowel Practice Pictures** - \$38.00 [add to cart](#)



ARTICULATION DRILL SKILLS

Build your students' foundation for correct phoneme production in conversational speech. This collection of activities provides excellent, repetitive practice for phonemes in all positions of words. Students will love the humorous cartoon art on each activity page. A wonderful resource for home carry-over. 100 pages. **Ages: 3 - 6.**

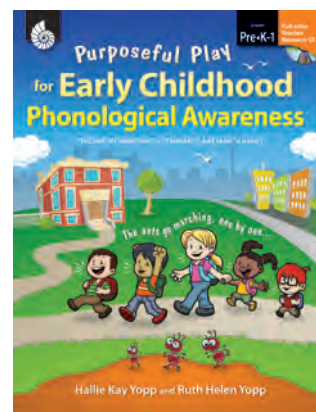
#3316 Articulation Drill Skills - \$32.00 [add to cart](#)



AS FAR AS WORDS GO

A follow-up to Cecile Cyrul Spector's **Sounds Like Fun**, these engaging, effective activities will help older students grasp the subtleties and complexities of the English language so they can become more skillful readers and communicators. Ideal for use with students in the upper elementary grades through high school and beyond. **As Far As Words Go** is what speech-language pathologists and education professionals need to promote development of the skills students need to decode language complexities and humor cues independently. Units include Multiple Meaning Words, Phrases, and Sentences, Sound Changes, and Stress and Pausing. 177 pages. **Ages: 9 and up.**

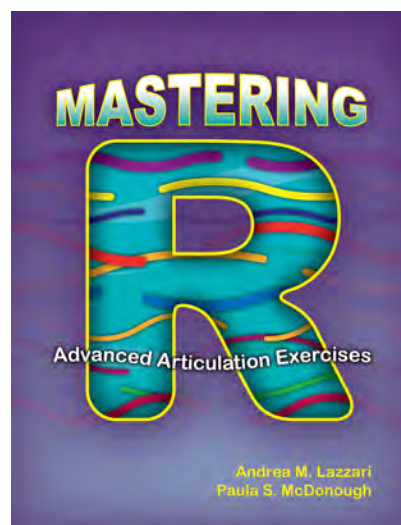
#1121 As Far As Words Go - \$43.00 [add to cart](#)
Contents: Book and CD-ROM with reproducible activities, printable game cards and game mat.



PURPOSEFUL PLAY FOR EARLY CHILDHOOD PHONOLOGICAL AWARENESS

Use this fantastic guide to start your therapy sessions or share the ideas with student teams and families. **Purposeful Play for Early Childhood Phonological Awareness** provides 70 activities designed to help students detect and manipulate the sounds of language. Whether through singing songs, engaging in role-playing games, or tossing balls of yarn, every activity provides fun ways for children to interact with language and one another while offering explicit support for developing phonological awareness. Use fun, engaging activities, grouped according to phonological skills, that build sequentially and reinforce previously learned skills while introducing new skills. Address how to isolate sounds in words so young children can hear and recognize individual words, syllables, initial sounds, rhymes, and phonemes. Pronunciation guides give explicit instruction so that all sounds are correctly articulated. Includes Teacher Resource CD with family letters, picture cards, templates, and song lyrics. 192 pages. **Grades: pre-K - 1**

#1526 Purposeful Play - \$30.00 [add to cart](#)



MASTERING R ADVANCED ARTICULATION EXERCISES

Mastering R: Advanced Articulation Exercises is specifically written to provide generalization opportunities for practicing the production of /r/ in mixed contexts. Stimulus materials are organized in such a way that SLPs can specifically select the right challenge to systematically move towards generalization, such as sentence level by number of occurrences (2-8+), theme-based sentences, or paragraphs organized by number of R occurrences (25-150). Mastering R is targeted toward students or clients in grades 4 and above who can read proficiently. *It is intended to be used as a resource to promote generalization of correct production of /r/ after initial instruction in isolated syllables and single words.* 144 pages. **Grades: 4 and up.**

#2205 Mastering R Advanced Articulation - \$38.00 [add to cart](#)



CLICK A PIC PHOTO CUBE CREATOR Featuring The Famous Phonemes: r, l, s, sh, k, f

This spectacular CD-ROM allows your students to create their own custom photo cubes and play games with them. It includes 400 photos that can be used to practice articulation and phonology skills for: r, l, s, sh, k and f and r, l, s blends. Speech skills can be practiced at the word, sentence and spontaneous speech level. Easy to follow directions on how to fold the print out of objects into a cube. Instructions are given for various games that can be played using the cubes. **Ages: 3 and up.**

#6234 Click A Pic Photo Cube Creator - \$25.00 [add to cart](#)
Compatible with both Mac and Windows systems.

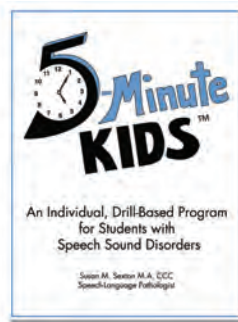
5-MINUTE GAMES CD

From the creators of 5-Minute Therapy™ Series, this CD, 5-Minute Games™, is a collection of more than 80 games in FULL COLOR. Designed for use in traditional speech/language programs as well as for a 5-Minute Kids™ drill-based approach. These easy-to-prepare, quick-to-play, FUN games can be played in an individual session or in small groups focused on any speech or language goals. (Produce the target, draw a card.) They can also be used at Tiers 2 & 3 of a multi-tiered system of support (RTI).



These versatile games take only minutes to prepare: Print the selected page, cut apart and play! Some games target specific speech sounds including: r, l, s, z, sh, ch, th, k, g and blends. Students with language goals can also choose from a range of game choices like seasonal activities, curricular connections or special interests. The games are easy to pack and carry and copies can be made and sent home for additional practice. Students will request their favorite games over and over!
Grades: Pre-K and up.

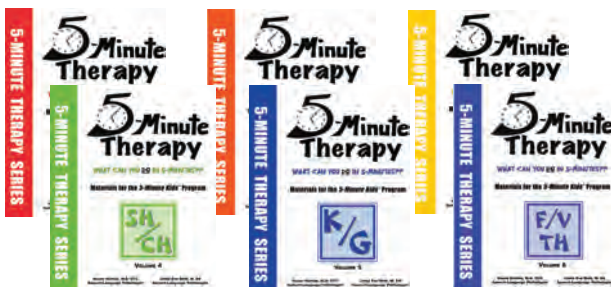
#4433 5-Minute Games CD - \$30.00 [add to cart](#)



5-MINUTE KIDS

5-Minute Kids™ is a clear, step-by-step program developed by a speech language pathologist to help children with speech sound disorders. The intent of this program is to minimize the amount of time that a child spends out of the classroom, and improve the quality of time that the child spends working on individual speech sounds in therapy. A student enrolled in the 5-Minute Kids™ program receives individual therapy for five to seven minute sessions, two to four times per week. The child practices targeted speech sounds by repeating words, naming pictures, reading, and conversation. The suggestions for data collection and organization would also be beneficial for serving students using the RTI model. The 5-Minute Kids™ Book includes: step by step manual, including a variety of data collection sheets, Pre and Post testing forms for s, r, l, sh, ch, k, g, th, f and v, pictures for baseline word items and attendance calendars through 2022. **Grades: Pre-K and up.**

#4432 5-Minute Kids - \$32.00 [add to cart](#)



5-MINUTE THERAPY BOOKS & CDs

What can your articulation students get done in 5 minutes? The creator of 5 Minute Kids brings you a series of six books featuring word lists and activities for the 5 Minute Kids program. Each sound specific book contains lists of words, phrases, and sentences for drill practice, simple games and activities, homework materials, data collections sheets, and charts to calculate percentages of correct production. **Each book is now available on CD with printable games in full color. Ages: 6 and up.**

#1106 5-Minute Therapy Complete Set (6 books) - \$110.00 [add to cart](#)
#1106A 5-Minute Therapy Complete Set (6 CDs) - \$110.00 [add to cart](#)
#1107 5-Minute Therapy Volume 1 R (75 pages) - \$20.00 [add to cart](#)
#1107A 5-Minute Therapy Volume 1 R (CD) - \$20.00 [add to cart](#)
#1108 5-Minute Therapy Volume 2 S/Z (93 pages) - \$20.00 [add to cart](#)
#1108A 5-Minute Therapy Volume 2 S/Z (CD) - \$20.00 [add to cart](#)
#1109 5-Minute Therapy Volume 3 L (75 pages) - \$20.00 [add to cart](#)
#1109A 5-Minute Therapy Volume 3 L (CD) - \$20.00 [add to cart](#)
#1110 5-Minute Therapy Volume 4 SH/CH (89 pages) - \$20.00 [add to cart](#)
#1110A 5-Minute Therapy Volume 4 SH/CH (CD) - \$20.00 [add to cart](#)
#1111 5-Minute Therapy Volume 5 K/G (91 pages) - \$20.00 [add to cart](#)
#1111A 5-Minute Therapy Volume 5 K/G (CD) - \$20.00 [add to cart](#)
#1112 5-Minute Therapy Volume 6 F/V/TH (107 pages) - \$20.00 [add to cart](#)
#1112A 5-Minute Therapy Volume 6 F/V/TH (CD) - \$20.00 [add to cart](#)



ACORN'S GOLD MINE

An Interactive CD-ROM Game for Articulation and Language Skills

Acorn is off on another adventure! Ride the elevator with him deep into the mine. Turn on Acorn's helmet lamp to reveal the shiny cracks in the wall. Using the game's unique mining pic cursor, discover delightful action animated objects hidden in the mine. The child will name each object. The game will automatically generate a Speech Dollar corresponding to the number of correct elicitations. A beautiful printable Acorn Mining Certificate has been included. What a great motivator for correct production!

The game includes 150 animated action objects with words containing the initial and final positions for r, l, s, k, and f.
Ages: 4 and up.

#6236 Acorn's Gold Mine - \$25.00 [add to cart](#)
Minimum System Requirements: PC-Windows® 98
or higher, Mac-8.1 or higher.

DUDSBERRY'S FISHING FUN

An Interactive CD-ROM Game for Articulation and Language Skills

With Dudsberry fast asleep, a strong storm blows open his photo album casting his photographs into a nearby pond. Using the game's fish hook cursor children retrieve Dudsberry's photos from the water. Players will enjoy rebuilding his photo album while creating their own printable pages. Choose words from 150 photos featuring Dudsberry. Word lists target l, r, and s in the initial, medial, and final positions of words, as well as l, r, and s blends in the initial and final positions in words. **Ages: 3 and up.**

#1021 Dudsberry's Fishing Fun CD-rom Game - \$25.00 [add to cart](#)
Minimum System Requirements: PC-Windows® 2000
or higher, Mac-OSX or higher.



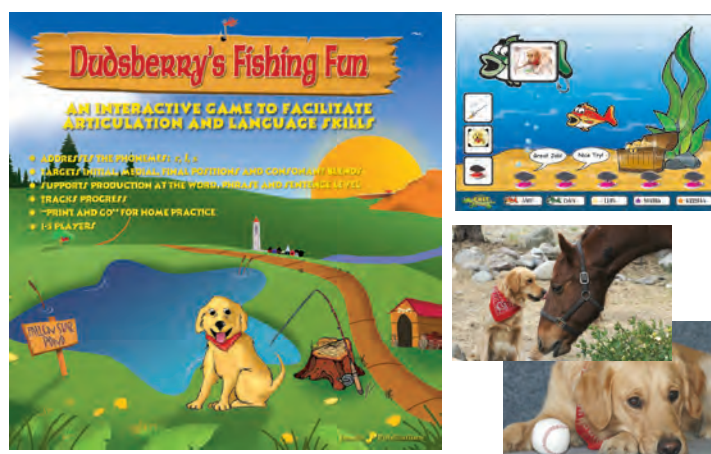
ACORN'S TREE HOUSE

An Interactive Game for Vocabulary and Language Skills Enhancement

From his tree house, Acorn, the squirrel, is able to view the world with his telescope. Using a printable telescope included in the CD-Rom program, wrapped around a standard empty toilet paper roll, the magic of Acorn's world comes alive as children view everyday objects through their own telescope. This game contains basic common core vocabulary in functional categories, and was designed to accommodate a variety of skill levels. Depending on the goals and ability level of the children, the game board may be modified to feature 2-25 photographs on the screen for a round of play. One child who is able to see the secret object with the use of the printable telescope provides clues to the other players. "It is found outside." "It has two wheels." The excitement builds with each new clue. The first player to guess the object being described wins a point. The first player to six points wins the game. **Acorn's Treehouse** can be played competitively or cooperatively. Game board categories include: transportation, food, farm animals, toys, zoo animals, back yard, clothing, school supplies, park, tools, furniture, kitchen utensils, appliances, and cleaning supplies. **Ages: 4 and up.**

#6232 Acorn's Tree House - \$25.00 [add to cart](#)

Minimum System Requirements: PC - Windows® 98 or higher,
Mac - 8.1 or higher.



Speech and Language Development														THIRD EDITION Peggy Kipping Addy Gard Leslea Gilman Jim Gorman	
0-3 Months	3-6 Months	6-12 Months	12-18 Months	18-24 Months	24-30 Months	30-36 Months	36-42 Months	42-48 Months	48-54 Months	54-60 Months	60-72 Months	72-84 Months	84-96 Months		
Speech															
Meaning & Concepts															
Play & Movement															
Grammar															
Interaction & Expression															

SPEECH AND LANGUAGE DEVELOPMENT CHART Third Edition

The ever-popular speech and language developmental milestones reference chart has been updated, refined, and made more user-friendly than ever before! This 38" x 26" wall chart continues to serve as a quick and colorful guide for SLPs, parents, treatment teams, and educational teams. The chart has been redesigned to appeal to a contemporary audience with clear descriptions, full-color photographs, and updated content and references. The developmental milestones are arranged into 14 age categories, ranging from birth to 7 years of age. Each age segment lists age appropriate skills in the areas of speech, meaning and concepts, grammar, interactions, expression, play and movement. The colorful wall chart is printed on heavy paper and varnished for protection. The chart has pre-drilled holes for easy hanging.

#1406 Speech and Language Development Chart - \$32.00 [add to cart](#)

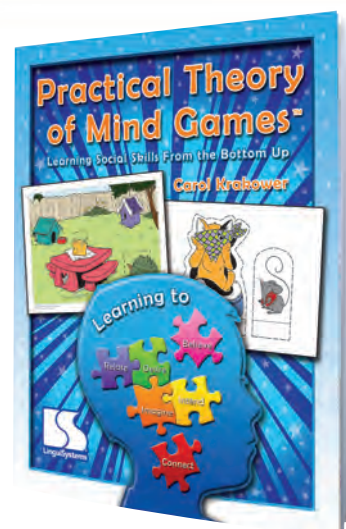


PROP-IT EASEL

The PROP-IT "10-in-1" Easel is a portable, multi-functional tool for speech/language therapists. It's everything you could ever need and perfect for small spaces, traveling therapy, or in-home therapy. This lightweight, plastic, collapsible easel stands at 18" x 18" front x 15" high x 12" deep and collapses flat for storage. The flannel surface (16" x 15") is mounted to the easel while the twin sided, magnetic dry erase and chalkboard is easy to attach when needed. Straps for storing "big books" are located on the back while flip up extensions on the front allow for propping large items. Can also be used as an art easel, presentation easel, or display board. Suction cups are included to secure easel to smooth surfaces.

#2310A Prop It Easel - \$43.00 [add to cart](#)

Contents: Easel with flannel surface, magnetic chalk and dry erase board, non-breakable mirror, dry erase marker, eraser, and 20" x 20" plastic storage sleeve.



PRACTICAL THEORY OF MIND GAMES

Help your students with autism or other social language impairments develop their social intelligence and improve their social understanding and behaviors with **Practical Theory of Mind Games**. Divided into three sections, this book quickly reviews the literature on the importance of teaching theory of mind, and then provides easily accessible activities to teaching the understanding of the informational states and emotional states of others. Children will learn to infer and predict behavior, take another person's perspective, and understand his intentions in this collection of step-by-step lessons. 188 pages. **Ages: 4 - 12.**

#1639 Practical Theory of Mind Games - \$48.00 [add to cart](#)



PROP-IT Speech Therapist's Tool Kit

A breakthrough product that has combined essential therapeutic items needed by the SLP into a lightweight, compact kit no larger than a magazine! The PROP-IT portable easel supports the included mirror and magnetic board as well as your therapy materials. Collapses flat to 8" x 11". The free-standing non-breakable mirror (6 3/4" x 6 3/4") is large enough to view the clinician's and client's faces side by side. The freestanding steel magnetic board doubles as a dry-erase board and comes with a black marker and felt eraser. A must for the busy clinician!

#2310 PROP-IT - \$31.00 [add to cart](#)

Contents: Easel, mirror, magnetic board, black marker, felt eraser, clear plastic storage bag.



SPIN TO PLAY PICNIC

Set the stage for language-building pretend play! Where will your picnic take place? Who will attend? Then take turns spinning for your picnic gear and goodies - main course, fruit, vegetable, dessert and more. Be the first to fill your plate with something from each category to win. Items in the picnic include a variety of food items, offering opportunities to discuss part/whole, texture, origin, and other attributes. For two to four players. **Ages: 3 and up.**

#2401 Spin to Play Picnic - \$24.00 [add to cart](#)

Contents: spinner, 28 die-cut, sturdy food, silverware and plate pieces, fabric tablecloth.



PIA THE FILL & SPILL PINATA

Kids can discover all-new speech and language skills while hiding candy inside this pretend pinata, which holds ten colorful textured counting treats. Just drop candy into Pia's head and open her tummy to spill it out! As they play, they'll build vocabulary, following directions skills, and fine motor essentials. Or expand applications in your speech therapy setting to meet any need. "Fill and Spill" can be played as quickly as needed to keep little ones engaged and moving. **Ages: 18 months and up.**

#2313 Pia The Fill & Spill Pinata - \$17.00 [add to cart](#)

Contents: 1 Pinata toy, 10 numbered rainbow candies, activity guide.



KABOOM BLOCKS

The sound of the ticking clock adds a dramatic flair to speech/language sessions pairing skill and drill work with fun and games. Race to roll and place your blocks on the pattern card. Successfully match all the blocks and live to roll another day. Take too long and the spring-loaded board might just go KABOOM! For 1 to 4 players. **Ages: 7 years and up**

#2318 Kaboom Blocks - \$29.00 [add to cart](#)

Contents: 1 Kaboom base with pop-up tray, 16 six-colored dice, 20 double sided patter cards, activity guide.



FASTRACK

Fastrack is a disc-shooting speed game filled with non-stop thrills and sporty action. Using only one hand and the elastic band, the goal is to fire all 10 discs through the tiny slot to the other side of the track. Aim carefully but be fast or you'll be bombarded by your opponent's zooming discs. Ride the fine line between fast speed and accuracy to win! This all wooden game is a great backdrop for any type of speech/language target. The quick play set up of the game allows the SLP to incorporate it into therapy in a way that meets the needs of each child. For 2 or more players.

Ages : 5 and up.

#2001 Fastrack - \$22.00 [add to cart](#)

Contents: 1 wooden track, 10 wooden discs, 1 pouch, illustrated rules.



BUILD A ROBOT

Kids will love this puzzle spinner game! Players build robots by placing interchangeable parts in their puzzle frame. A new robot can be created every time! **Build A Robot** game combines fine motor skills, counting, vocabulary, and early social skills in this great game perfect for reinforcing speech/language skill practice. Easy to modify for younger children or varying skill levels. Game boards are 9" x 6.5". For 1 to 4 players. **Ages: 5 and up.**

#1606 **Build A Robot** - \$24.00 [add to cart](#)

Contents: 4 puzzle frames, 24 puzzle pieces, and 1 spinner.



SPIN & WRITE PYRAMID

This rotating, four-sided, dry-erase board lets students of all ages collaborate, play games, share ideas, sequence, and so much more. Each dry-erase side is 10.875" high and 8.5" wide at the base. Each dry-erase triangle has a color-coded frame in case you want to keep track of the action, assign a color to a student or categorize. The four-sided board smoothly rotates and has a braking mechanism for those times when you want it to be stationary. **Ages: 3 and up.**

#2408 **Spin & Write Pyramid** - \$35.00 [add to cart](#)



WRITE-ON/WIPE-OFF DICE

Add some fun, novelty, or surprise to your therapy session with customizable dice! Easily create your own specialty die set on the spot for any of your speech and language activities. Each die measures 2" square and features a metal dry erase surface on all six sides. Surface erases cleanly without residue. **Ages: 5 and up.**

#1704 **Write-On/Wipe-Off Dice** - \$33.00 [add to cart](#)

Contents: four 2" square (6 sided dry erase) dice, one each of red, blue, yellow, and green.



DIGGIN' DINO BONES

Dig into the excavation site and be the first paleontologist to locate your dinosaur bones to assemble your dinosaur bone puzzle. On each turn, players, can choose to "dig" or "trade" bones. The first player to complete their puzzle is the winner. This open-ended game with a familiar style of play (e.g., go fish) is fast moving and allows for SLP discretion with respect to how speech/language targets are incorporated. This high interest topic is sure to add some variety to your activities for younger students. For 2 to 4 players. **Ages: 4 years and up.**

#2206 **Diggin' Dino Bones** - \$17.00 [add to cart](#)

Contents: 1 game board, 36 dinosaur puzzle cards (9 cards per puzzle), 8 dirt cards, 8 action cards (e.g., dig 2 more, lose a turn, etc.).



WARNING:
CHOKING HAZARD-Small parts.
Not for children under 3 years.

FISH CLUB

Fish Club is a classic two player visual strategy game with a modern twist. Two families of fish are going head to head for the best spot in the new aquarium! On your turn, choose one of your fish pieces and drop it. Be careful as pieces bounce in unexpected directions and sea creatures try to block the fish from forming a group! The first player to connect 5 of their fish in the aquarium wins the game. **Fish Club** is a game that moves quickly, allowing you to maximize both speech/language practice and motivational fun. For 2 players. **Ages: 5 and up.**

#2100 **Fish Club - \$20.00** [add to cart](#)

Contents: 1 aquarium, 2 families of fish (each with 4 seahorses, 4 small fish, 2 seashells, 2 starfish), rules.



OOPS GROUPS CATEGORIES

The Oops Groups Express Train has one mistake on each car and can't move until the mistakes are identified. Find the "Oops" on each train car and it will lead you to the next piece of the puzzle. Each color coded train features one category: food, animals, tools, season, and colors. Color coded design and step by step play are ideal for scaffolding and support from the SLP, providing opportunities to explain reasoning or classify objects within a group. Game instructions include suggestions for extending and supporting the game and reproducible worksheets that align with the game's educational targets. For 2 to 5 players. **Grades: PreK and up.**

#1702 **Oops Groups Categories - \$22.00** [add to cart](#)

Contents: 5 train engine cards, 5 train caboose cards, 20 category cards, 20 red and 5 green transparent plastic game chips, worksheet, instructions with extension activities.



WARNING:
CHOKING HAZARD-Small parts.
Not for children under 3 years.

SPINDOODLE

Follow the rules or adapt the play for this drawing and guessing game with a literal twist. The erasable drawing board spins while the artist attempts to draw the clue word. Choose easy or hard words and customize your spinning speed for lots of laughs during your sessions. Each clue card has 10 clues (5 easy, 5 hard) for a total of 1000 clues included. Clue words include words from Tier 1, 2 and 3 and are divided into 5 categories: Thing, Place, It's Alive, Something You Do and Impossible. Requires 3AA batteries (not included). For 4 or more players. **Ages: 8 and up.**

#2106 **Spindoodle - \$28.00** [add to cart](#)

Contents: erasable doodle-disc, 100 double sided clue cards (each side has 5 choices), dry erase marker, category die, 30 second timer, doodle scorecards.



WARNING:
CHOKING HAZARD-Small parts.
Not for children under 3 years.

ZINGO!

Bingo with a Zing! This innovative game encourages pre-readers and early readers alike to match the pictures and words on game tiles to the pictures and words on the challenge cards. Zingo is a great way to practice vocabulary, articulation, and more. Students love using the Zingo! Zinger machine! The first player with a full card wins the game by yelling "Zingo!" Zingo features 2 levels of play, and several game variations keep the zaniness going for hours! For 2 to 8 players. **Ages: 4 - 6.**

#1153 **Zingo! - \$24.00** [add to cart](#)

Contents: Zingo! Zinger, 8 Zingo! Cards, 72 picture tiles, and Playing Guide.



BOUNCIN' BABY ROOS

Infuse some quick fun into speech/language therapy sessions with this ping-pong style bouncing game. Help the Baby Roos hop home and don't let the Silly Dingos block your bounces. Safely bounce the most Baby Roos home in 30 seconds and win. Simple set up, easy play, and plenty of ways to modify allows you to maximize the time spent on speech/language targets. For 2 to 4 players. **Ages: 5 years and up.**

- #2317 **Bouncin' Baby Roos - \$25.00** [add to cart](#)
Contents: 1 Mama Roo with opening pouch, 10 Baby Roos (printed ping pong balls), 1 Baby Roo Corral, 30-second sand timer, 3 wooden dingo blocks, activity guide.



COUNT & CLEAN DUST BUNNIES

These dust bunnies will not count and clean themselves! Dance, tiptoe, stomp, or hop to collect dust bunnies by sweeping and sorting this fun game that builds essential gross motor skills. Get kids moving, searching, and talking about where they find these adorable dust bunnies. Includes 20 colorful dust bunnies, a mini toy broom and dustpan, 5 number cards, and 1 spinner. **Ages: 3 years and up.**

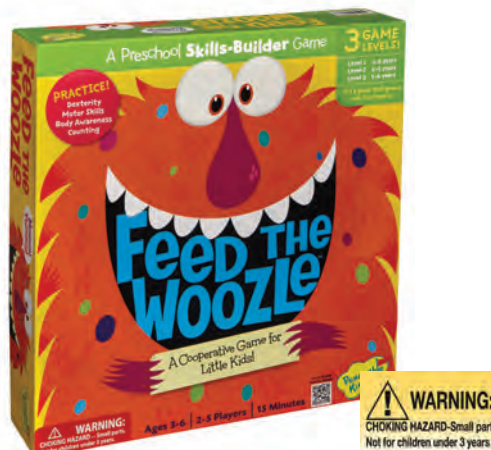
- #2316 **Count & Clean Dust Bunnies - \$20.00** [add to cart](#)
Contents: 20 colorful dust bunnies, a mini toy broom and dustpan, 5 number cards, and 1 spinner



THE SNEAKY SNAKKY SQUIRREL GAME

Use the unique Squirrel Squeezers to help your forest friends collect a snack. Spin the spinner, squeeze the matching acorn, and fill your log to win! Little squirrels learn to be strategic as they collect acorns, steal an acorn, or lose an acorn. **The Sneaky Snacky Squirrel Game** is a fun activity to add to any speech therapy setting. For 2 to 4 players. **Ages: 3 and up.**

- #1161 **Sneaky Snacky Squirrel Game - \$23.00** [add to cart](#)
Contents: 1 set of Squirrel Squeezers, 20 colored acorns, 4 logs, spinner, and game board (doubles as game box).



FEED THE WOZZLE

Encourage speech production, language skills or social skills with the hungry, big-mouthed Woozle. In Level 1 (ages 3-4), roll the die and place that number of silly snacks on your spoon, then walk over and feed the Woozle. In Level 2 (ages 4-5), spin the spinner, and then move toward the Woozle doing the movement the spinner directs. In Level 3 (ages 5-6), do the directed move blindfolded, and rely on your team to tell you where to go. Unlike most competitive games, **Feed the Woozle** encourages cooperative play to accomplish a goal allowing players to work together, learn together and help each other. For 2 to 5 players. **Ages: 3 - 6.**

- #1500 **Feed the Woozle - \$24.00** [add to cart](#)
Contents: 1 stand-up Woozle, 24 silly snacks, 12 yummy cards, 1 die, 1 spinner, 1 giant spoon, instructions for 3 game levels.



REEL BIG CATCH

Not your typical fishing game! Players use a fishing pole to “catch” telescoping fish and measure them with their fisherman’s measuring tape. Practice comparison and size concepts while children experience using their measuring tape (in inches or centimeters)! Reel Big Catch game also offers plenty of opportunities to expand therapeutic targets for social skills, embedding other language and speech skills, or reinforcing fine motor skills. For two or more players. **Ages: 3 and up.**

#2400 Reel Big Catch - \$25.00 [add to cart](#)

Contents: 9 expanding fish, 1 fishing rod, laminated paper measuring tape (approx. 40”).



NEW

WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 years.



TIGHTROPE

A simple but intense new strategy game that all will enjoy when you build it into speech language sessions! Take turns placing marbles on rubber bands that sway and bounce, adding to the suspense of this exciting board game. If you don't find a safe spot for your marbles, they may fall off the tightrope and right back into your pile. Win by having the fewest marbles in this fun and educational game that builds decision-making skills and improves hand-eye coordination. Kids can help with the easy set up and the game is just the right length of playing time (approx. 20 min) for a speech language therapy session. For two to four players. **Ages: 6 and up.**

#2407 Tightrope - \$32.00 [add to cart](#)

Contents: 1 game board, 24 pegs, 20 stretchy silicone bands, 4 marble cups, 64 small marbles, 4 big marbles and rules.



NEW

WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 years.

BEST DRESSED BANANA

Players will go bananas for this silly magnetic dress-up game! Take turns dressing the bananas and then awarding each banana with a certificate. Players can discuss and decide on bananas that win awards such as “Most likely to live in a castle,” “best cook,” or “most likely to be a circus star.” Modify by reversing the game and asking students to find features to match their given (or chosen) title. The bananas can be dressed cooperatively so everyone is working together on descriptive words, superlatives, and characteristics. For two to four players. **Ages: 4 and up.**

#2406 Best Dressed Banana - \$25.00 [add to cart](#)

Contents: 4 banana boards, 1 die, 20 award certificates, 84 magnetic pieces, 5 feature boards and instructions.



WARNING:
CHOKING HAZARD—Small parts.
Not for children under 3 years.

SNUG AS A BUG IN A RUG!

Use attributes or practice other communication skills to obtain all of the little colorful bugs under the rug before the 3 stink bugs stink up the place! Players take turns spinning the spinner, looking for bugs that match both the die and spinner (by shape, color, or letter). Make sure you work together to find those matches before all 3 stink bugs are on the board and you all win! **Snug as a Bug!** is easily modified by clinicians to match student ability levels beyond the Levels of Play listed in the instructions. For 2 to 4 players. **Ages: 3 - 6.**

#1501 Snug as a Bug in a Rug! - \$24.00 [add to cart](#)

Contents: 1 board game with built-in spinner, 24 colorful bugs, 3 stink bugs, 1 die, instructions for 3 game levels.



TONGUES OUT!

Tongues Out! is bound to be your new favorite game to use with any speech/language therapy targets. The pugs ate all the lollipops! Luckily, their tongues are dyed the color of the lollipop they had. Each turn, try to match two lollipops on the dice with two squishy pugs that you think licked them. When you gently squeeze the little pups, their tongue comes out! No matter how cute these chubby pugs are, they will not get away with this. The first player to match 6 pugs with their lollipop colors wins the game! For 2 to 4 players. **Ages: 4 years and up.**

#2311 **Tongues Out! - \$22.00** [add to cart](#)



KEE KEE THE ROCKING MONKEY

This talented little monkey loves to juggle, but just how many balls can he handle while balancing on a banana? Players take turns adding a ball anywhere on Keekee. With different sized pieces and a teeter totter base, placement choice is key! The last player to add a ball without letting any drop wins! For 1 to 6 players. **Ages: 3 and up.**

Awards

- Dr. Toy Best Green Product
- Parent's Choice Approved
- Tillywig Toy Awards: Brain Child Award

#1412 **Kee KEE the Rocking Monkey - \$27.00** [add to cart](#)
Contents: 1 wooden rocking monkey, 24 wooden cylinders for balls, illustrated rules.



JUMP JUMP JOEY

This fun game of hide-and-seek will have toddlers jumping, marching, and performing other actions shown on cards they turn over as they search for the baby kangaroo card. The cards turned over feature simple actions such as shake a leg, wiggle, and dance. Adding to the fun of pretend play, little ones can put on the apron with pouch to play the role of mama kangaroo searching for her Joey. The cards and game are easily adapted for other speech/language targets. This hop-around-the-room game encourages active play as toddlers move, laugh and communicate! For one or more players. **Ages: 2 and up.**

#2405 **Jump Jump Joey - \$22.00** [add to cart](#)

Contents: 12 kangaroo cards, 1 kangaroo apron with pouch, instruction guide.



SPARK ACTION FLOOR GAME

Language skills are moving and improving with the Spark Action Floor game. Choose from 5 different games using the Action Cards to build language and vocabulary while engaging balance and coordination skills. The Spark Action Floor game features 35 early acquired verbs, each pictured on a jumbo floor card and "show it" small card. Activity suggestions include seek and find matching, motor imitation, verb tense practice, and charades style game play. Verbs such as bend, clap, hands up, peek, march, touch head, and wiggle are included. Two or more players. **Ages: 2: years and up.**

#2323 **Spark Action Floor Game - \$25.00** [add to cart](#)
Contents: 35 jumbo action cards (8" x 8"), 35 small action cards (5" x 5"), activity guide.



KABLOCKS BLAST

KaBlocks Blast uses kinetic force rather than air power to blast soft foam blocks high into the air! Even your little ones can create impressive “explosions” time after time. Features a high quality silicone launch pad and easy to use stomp lever. Highly motivating and easily incorporated into speech/language sessions with creative thinking, following directions, and more. Have fun with a mix of building and kinesthetic action. Ready, Set, BLAST! **Ages: 3 years and up.**

#2319 **KaBlocks Blast - \$50.00** [add to cart](#)

Contents: build and blast platform, 22 lightweight foam blocks and guidebook.



INDOOR CORNHOLE

Get up and get moving during speech/language sessions with this game specifically designed for small spaces. **Indoor Cornhole** is a sturdy-yet-compact version of the popular outdoor bag-throwing game that many enjoy. Game boards are made of thick, solid cardboard that maintain shape when played and fold up easily in the box when not in use. Tap into the kinesthetic side of learning with this welcome addition to your speech/language room! For 2 to 4 players. **Ages: 6 and up.**

#1811 **Indoor Cornhole - \$27.00** [add to cart](#)

Contents: 8 cornhole bags, 2 fold-up game boards, instructions.



SEEK-A-BOO FLIP AND FIND WORD CARDS

Toddlers and preschoolers love these interactive flip-and-find cards made just for them! Explore each card by lifting the flaps to find the hidden pictures. You can use the questions on each card to help your child count, find colors and do actions. Cards feature real photos and come in four learning categories: On the Farm, Outdoors, At School and Around the House. Designed to be adaptable for older or younger children with focus on color and letter recognition, memory, and more physical movement. 40 high quality, laminated cards in a sturdy box. **Ages: 6 months and up.**

#2320 **Seek-a-Boo Flip and Find Word Cards - \$17.00** [add to cart](#)



MAGNA-TILES TREASURE HUNT

Capitalize on a familiar learning toy (Magna-Tiles) to provide opportunities for language enrichment, social development, imagination, and more with **Magna-Tiles Treasure Hunt**. Children will enjoy the fast-moving, easy games embedded into the engaging Magna-Tiles toys. Small visuals provided will help add context to the game that could serve as a great launch pad for meeting any speech and language targets. For 2 to 4 players. **Ages: 3 years and up.**

#2200 **Magna-Tiles Treasure - \$35.00** [add to cart](#)

Contents: 3 orange tiles, 7 green tiles, 10 gold coins, 4 movers, 1 volcano sticker, 2 island stickers, 3 treasure chest stickers, 2 sneaky monkey stickers, 2 crocodile stickers, 1 die, 1 instruction book.

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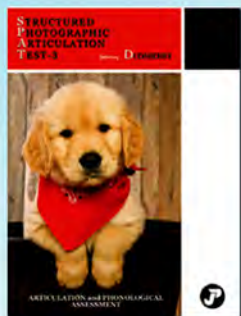


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