

## **Enhancing Therapy Through the Use of Technology**

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## **Enhancing Therapy Through the Use of Technology**

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## **Technology Resources: Where to Look on the Web**

<http://www.herring.org/speech.html>

- Compilation of websites for all areas of Speech/language pathology

## **Samples of Information to be gained from [herring.org](http://herring.org):**

- Organizations & Associations
- General Information
- Children
- Autism
- Augmentative and Alternative Communication
- Anatomy & Physiology
- Neurological Disorders
- Voice

## **Samples of Information to be gained from [herring.org](http://herring.org):**

- Dysphagia
- Aphasia
- Accent Reduction
- ASL
- Computers and Technology for the SLP
- Publications
- Career Opportunities/Liability Insurance
- Product Vendors

## **[www.speechpathology.com](http://www.speechpathology.com)**

- Great site for getting CEUs
- Large variety of courses

[www.quia.com/pages/speechersclass.html](http://www.quia.com/pages/speechersclass.html)

- Lonn Swanson's website with all his games
- FREE!!!!

<http://www.speechdelay.com>

- Good source of information for parents

<http://speech-language-therapy.com>

- Carolyn Bowen's website
- Good source of information for SLPs and parents

<http://www.apraxia-kids.org>

- Great resource
- Parent information
- Professional information
- Library

[www.do2learn.com](http://www.do2learn.com)

- FREE Teacher and Parent materials
- FREE computer-based instruction
- Educational supplies, games and resources
- FASD -- Fetal Alcohol Syndrome Disorder toolbox

<http://www.pppst.com/>

- FREE Presentations in PowerPoint format
- FREE interactive activities for kids
- Numerous topics

### <http://speech.jppss.k12.la.us/index.htm>

- Website designed by SLPs for parents covering AAC, articulation, fluency, language, voice.
- "Red Flags" primary characteristics info.
- Therapy briefly outlined
- Parental suggestions
- PowerPoint activities for articulation & language

### Subscription Sites

**Quia**  
<http://www.quia.com/web>

- Costs \$49.00 per year
- Offers Group pricing
- Create 16 types of games/activities
- Create quizzes (with 10 types of questions)
- Create classes & track quiz results
- Create class pages

**Therasimplicity**  
[www.therasimplicity.com](http://www.therasimplicity.com)

- Costs \$189.00 per year
- Offers Group pricing
- Create 4 types of games/activities
- Create worksheets
- Create slideshows
- Create boards (AAC, sequencing, story & visual)
- Print pre-created materials

### Subscription Sites

**Quia cont'd**

- Maintain online schedule
- Upload images and audio clips
- Copy & modify Quia activities to suit your needs
- Share your activities with others

**Therasimplicity cont'd**

- Access special features (search for images, save/retrieve work, upload up to 100 images)
- Targets 7 "areas" (cognition, communication, swallowing, Theraboard, Theragames, Theratools, Resources)

### Designing PowerPoint Activities

- Go to <http://www.spechtx.com>
- Click on Technology
- Look at PowerPoint downloads of ready-made activities
- How-to articles
- e-books - free downloads for creating talking books



BREAK TIME!!!!

Take a 15 minute break.

### 10 Facts From Research

#1 National Reading Panel, 2000

The computer has been found to be effective in teaching and reinforcing phonemic awareness - as a brain strategy it has its place.

However, if the task that the student performs on the computer resembles a similar task on a drill and kill worksheet, then it becomes just another ineffective practice.

**10 Facts From Research**

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#2 Burgess, 2000; Pert, 1997

When students have fun, learning is facilitated.

**10 Facts From Research**

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#3 Miller, 2000

More information goes into the brain visually than any other modality. Anything you can do to facilitate understanding through the use of visuals is appreciated by the brain.

**10 Facts From Research**

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#4

In general, the left and right hemispheres of your brain process information in different ways. We tend to process information using our dominant side. However, the learning and thinking process is enhanced when both sides of the brain participate in a balanced manner. This means strengthening your less dominant hemisphere of the brain.

**When we are having FUN, we use both sides of the brain.**

**10 Facts From Research**

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#5 Marcia Tate

Humor and games are two of the motivating strategies for teaching.

**BONUS: humor not only strengthens memory but the immune system as well.**

**10 Facts From Research**

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#6 Caine & Caine 1997

Games use the most basic level of active processing -- creative rehearsal

**10 Facts From Research**

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#7 Beyer 1998

Human play fulfills the body's need to express emotions, to bond with others and to explore new learning with challenge, feedback, and success.

**10 Facts From Research**

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#8 Bjorkland & Brown 1998

The mechanisms involved when students are playing a game are just as cognitive as when students are doing math seatwork!

**10 Facts From Research**

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#9 Jensen 2000

Play speeds up the brains maturation process since it involves the built in processes of challenge, novelty, feedback, coherence, and time.

**10 Facts From Research**

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#10 Miller 2002

95% of what the brain takes in does not come from direct instruction, but as unconscious learning.

**Locutour**

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- \*Phonology I
- \*Phonology II
- \*Articulation

**Buddy Bear Series for PDD & Autism**

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- \* Basic Questions
- \* Opposites
- \* Categories
- \* Yes/No Questions
- \* Associations
- \* Comparatives

**Linguisystems**

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- \*Language
- \*Basic Concepts
- \*Vocabulary
- \*Grammar

## Earobics I

- \* Discrimination of vowel pairs & consonant minimal pairs
- \* Auditory memory for environmental sounds, words, digits & speech sounds
- \* Ident. of non-rhyming & rhyming wds.
- \* Recognition of cons. & vowel sounds
- \* Blending of syllables and sounds
- \* Segmenting syllables & phonemes in words

## Earobics II

- \* Auditory Memory
- \* Segmenting & Sequencing Sounds
- \* Blending Sounds/word closure
- \* Discrimination of vowels & consonants
- \* Recognizing wd. endings & beginnings
- \* Blending onsets with rimes
- \* Segmenting & Deleting phonemes
- \* Excellent RTI tool
- \* Advancement is dependent upon student achieving criteria.

## Earobics Website

<http://www.earobics.com/gamegoo/goocy.html>

- . Beginner, intermediate, advanced games
- . Following directions
- . Sentence word order
- . Antonyms, synonyms
- . Letter-sound correspondence

## Adventure Pack

<http://www.2galsspeechproducts.com>

- . articulation drill software to habituate correct production
- . 1440 auditory & visual stimuli targeting /k,g,f,v,r,s,l,sh,ch,th/
- . Words, phrases and sentences
- . 4 interactive video games for the computer
- . ages 4 - 12 with varying levels of game play

## Adventure Pack Benefits for the child:

- . Fun way to practice their speech
- . Good way to habituate the sound
- . Encourages independent correct production -- less reliance on the SLP for feedback
- . Encourages natural rate and prosody; eliminates over exaggeration of the target sound
- . Change of pace from usual therapy setting/ increases desire to come to therapy

## Adventure Pack Benefits for the SLP:

- . Change of pace .... variety in your therapy
- . Creates time to work 1:1 during group therapy
- . Creates extra time ("simultaneous time") for the SLP
- . Eliminates canceling therapy to do paperwork & report writing
- . Keeps child actively engaged entire therapy time/no waiting on "their turn."

### **Adventure Pack Beyond therapy, use of software teaches:**

- Fine motor skills and eye-hand coordination
- Increases vocabulary
- Increases sentence development (MLU through imitation) \*ESL\*
- Increases attention and focus
- Increases problem solving and reasoning skills

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- Left Vs. Right Which Side are You on? 2005. 2008 <http://www.web-us.com/brain/lrbrain.html>

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