

Applying Technology to Support Social and Executive Functioning



Part 1- Apps And Other Resources Supporting Social Language and Cognition

Dedicated Resources for Social Skills/Cognition

[Social Express](#) (\$2.99/\$89.99 for Full Version for iPad), also available as “[Webisodes](#)” at cost, and companion [My DPS](#) (\$1.99) app: Interactive animated lessons to establish basic social cognitive concepts.

[Social Adventures](#) (\$19.99 for iPad), also available as [Web App](#): Comprehensive E-Guide to facilitating social cognition through low-tech and no-tech activities, comes with [Bag Game](#) (available separately for \$.99 for iPad).

[RubyCube’s StorySmart](#) apps for iPad: Fun way to explore social norms through narrative and visual contexts.

[Social Skill Builder](#) (\$2.99/\$14.99 for iPad): Provides access to SSB’s video modeling modules and quizzes, also available via CD-ROM.

[Flummox and Friends](#): 30-minute pilot episode for TV series about social cognition.

[Between the Lines](#) Series (\$.99/\$15.99 for iPad): Great video content for reviewing social scenarios, body language/metalinguistics and figurative language.

[Hidden Curriculum For Kids](#) for iPad (\$1.99, separate app for Adolescents/Adults): Based on work of Brenda Smith-Myles, provides exposure to concept of “Hidden Rules” for varying situations, could be context for discussion/role-play.

[Social Quest](#) (\$21.99 for iPad): Quiz-based game in which students respond to multiple-choice or open-ended questions about social rules in various settings.

[Conversation Builder](#) (\$19.99/additional modules with in-app purchase for iPad): Build scripts and engage in reciprocal and contingent exchanges, teen version available.

[Conversation Therappy](#) (\$24.99, Lite Version available for iPad): Photo and conversation prompts to target higher-level language and problem solving.

[Sōsh](#) (Free Lite Version can be used and explored for 7 days, \$39.99 thereafter for full app for iPhone-usable on iPad): Consult with families about the potential of using this app at home to help children regulate their social behaviors. Also can be used for mini-lessons on cognitive-behavioral strategies promoting social communication and other areas.

[Middle School Confidential](#) (2-book series, app wise, \$2.99 for iPad): Interactive book introducing social issues faced at MS Level.

[PBS Kids It's My Life](#): Social-Emotional website with interactive activities and videos geared toward teens; [That's Not Cool](#) deals (quite candidly) with relationship issues (both FREE).

See comprehensive list in Social Skills Category of [Autism Apps](#).

Developing Social Play through Apps

Many apps provide an “amplified” experience of play schema that can be used as a rehearsal and transferred to pretend play: see [Treat Street](#) (\$.99 for iPad), [Dr. Panda series](#) (various, across platforms).

Apps can creatively use the surface of the iPad to create a context for interaction “around the app:” [Toca Store](#), [Toca Tea Party](#) (both \$2.99 for iPad).

Suggest social play apps to parents: [PBS Parents Play and Learn](#), [Alien Assignment](#) (FREE for iPad).

Developing Social Behavior, Scripts, Situational Awareness through Animation and Comic Creation

[Toontastic](#) and [Puppet Pals](#) (both FREE for iPad, additional content such as settings and characters added at cost): Animation apps that can be used to demonstrate social behaviors and other concepts. For younger students, see [Art Maker](#) (\$2.99 for iPad).

For analogous animation Web Tools, see [Domo Animate](#) (FREE) and [Go Animate](#) (some features at cost).

[bookabi](#) (FREE), [Big Nate Comix by UI](#), [Strip Designer](#) (\$2.99 each), and [Comics Head](#) (Free/\$3.99), all for iPad: Create photo or traditional comics that relate to concepts, targeted behaviors or social narrative/social stories.

For analogous comic Web Tools, see [Kerpoof Studio](#) and [Pixton -For Fun](#) (both FREE).

[Scribble Press](#) (\$3.99 for iPad), eBook creation tool that can be used to put classroom content or social narrative into visual book form. See [My Story](#) (\$1.99 for iPad) for a similar tool that incorporates recorded audio. On the web, visit [Little Bird Tales](#), or emotionally rich [Storybird](#). (Both FREE)

[Pic Collage](#) (FREE for iPad)- Extremely versatile app that can be used to create picture scenes regarding situations and personalized information. On the Web, See [Glogster EDU](#).

Visual Supports for Social Behavior

[Keynote](#) (\$9.99, free with new iPad purchase, also available for Mac or analogous to PowerPoint): Employ Apple's presentation app to create and display visuals related to instruction such as 5-point scales, behavior charts.

[Class Dojo](#) (FREE for iPad/Android, also for web) can be used to set up targeted social behaviors and reward/subtract points.

[iBooks](#) (Free): Easily utilize PDF files (perhaps in conjunction with [Dropbox](#)) from targeted products to reduce planning time, save trees and grab clients' attention! Have students "complete" or interact with worksheets with tools such as [neu.Annotate +PDF](#). Preview on Mac or paid versions of Adobe Reader can also be used to annotate PDFs.

[Qrafter](#) (or any [QR Code Generating](#) website) and [Aurasma](#) (FREE for iPad) allow you to incorporate engaging visuals to teach content or concepts via the use of QR codes and augmented reality. Incorporate audio as a strategy with QR codes using [Croak.lt](#) (FREE for iPad) or [RecordMP3.org](#) (FREE).

Learning More about Social

[Social Thinking](#)®, referenced here today and based on the work of Michelle Garcia Winner is a wealth of resources addressing social cognition, including many free articles. Think creatively about how to use tech as a context for lessons.

[Jill Kuzma's Social and Emotional Sharing](#) website, [Speech Room News](#) and [The Speech House](#), as well as [SpeechTechie.com](#) are resources for information integrating technology and social instruction.

Part II: Apps And Other Resources Supporting Executive Function and Organization

Visual Planning

[Skitch](#) (FREE across platforms) Allows you to annotate a photo to illustrate “zones” where different activities occur, or details of a place.

[Doodle Buddy](#)- (FREE for iPad) Simple way to sketch out a visual plan for an activity or task.

[Penultimate](#) (FREE for iPad)- For older students, make a visual plan and add it to Evernote notebook.

Reminders, [Clear](#) (\$2.99 for iPhone), [Epic Win](#) (\$2.99 for iPhone), [Remember the Milk](#) (FREE for web, Android, iPad)- checklist applications with varying features.

Language Organization

[Popplet Lite](#) (FREE for iPad, Full Version \$4.99, also available on web) is a fun visual way to explore connections in language and build understanding of text structure.

[SGM®](#) (\$25.99 for iPad) is an app version of the [Story Grammar Marker](#) manipulative and story mapping methodology.

[Inspiration Maps](#) (\$9.99), [Kidspiration](#) (NEW, Lite and Full Versions Available, both also available for Mac/PC)- plan a piece of writing or steps to a task using these concept-mapping applications.

Planning and Awareness of Time

[Kid's Calendar](#) (\$2.99 for iPad)- get kids started early using time concepts with this engaging, kid-friendly calendar. For younger kids and monthly view, see [4KidCal](#) (\$1.99 for iPad) and 4KidShare.

Sync any Google Calendar through the Mail, Contacts, Calendars setting on iPad/iPhone, or use a 3rd-party app such as [Calendars+ by Readdle](#) (\$6.99).

[inClass](#) (FREE for iPad): Highly regarded app for keeping track of assignments and note-taking.

[Painting with Time](#) (\$.99 for iPad)- use to conduct lessons containing temporal vocabulary and differing spans of time.

[Fun Timer](#) (\$2.99 for iPad)- help students link behavior to positive rewards (or loss of rewards).

[30/30](#) (FREE for iPad)- visual timer allowing tasks to be broken down into discrete chunks, also practice in estimating how much time a task will take.

Where are my Materials??

[Google Drive](#) (FREE for Mobile and Web)- create and organize documents and spreadsheets right on iPad, then accessible from any computer. Full web version also allows for creation of Drawings (can serve as graphic organizer).

[DocScanner](#) (\$4.99)- scan any piece of paper, then “Open In...” a PDF annotator such as [Neu+ Annotate PDF](#) (\$1.99), also see PaperPort Notes (FREE for iPad).

[Evernote](#) (FREE across Platforms)- best way to organize notes, many great features for saving almost anything digital, including visuals.

Making Changes

[Zones of Regulation](#) (\$4.99-\$9.99 across platforms)- app complementing the curriculum by [Leah Kuypers](#).

[Unstuck](#) (FREE for iPad)- this app walks you through the steps of clarifying and moving past thoughts and feelings that are keeping you “stuck.”

[SuperBetter](#)- a “game” supporting general well-being, productivity, regulation through the use of “Power-Ups” and “Quests,” also free for web.

Supporting the Specifics

[ChorePad](#) (Free/\$4.99 for full version)- allows parents and children to assign and keep track of chore completion, cash in for rewards.

[EasyBib](#)-takes the hassle out of tracking sources for projects and papers by allowing scanning of book barcodes.

Learning More about EF

See [Sarah Ward’s website](#) and [Cognitive Connections Pinterest Board](#).

Questions? sean@speechtechie.com