

Effective iPad Applications for Primary Grades Skill Development

Researched, Evaluated and Organized by Troy A. LaRaviere

Reading Skill Apps

ABA Flash Cards (Several Sets of Cards are Available)
ABC Food
ABC Pocket Phonics
ABC Wildlife
All Sight Words
Alpha Writer, by Montessorium
Intro to Letters, by Montessorium
Match2Say
Montessori Crosswords
Sound Literacy
SpeechStickers
Super Why
Word Magic
Word Wagon
Word Wizard

Mathematics Skills Apps

100 Board – A Montessori Approach to Math
123 Animals Counting
Approach to Montessori: Numbers
Arithmaroo
Baby Shapes and Animals HD
Bugs and Numbers
Count to 100
Haunted Numbers
Hungry Guppies (by Motion Math)
Hungry Fish (by Motion Math)
Intro to Math, by Montessorium
Match, by Motion Math
Math Doodles
Math Girl Addition House
Math Glow
Math Magic
Math Series
Math Train
Montessori 1st Operations
Montessor Math: Add and Subtract Large Numbers
Montessori Numbers
Number Sense HD
Park Math HD, by Duck, Duck, Moose
Playful Minds Math
Splish Splash Inn HD
Talking Numbers
Tam & Tao in Numberland
Team Umizoomi Math: Zoom into Numbers HD
Thumble Dots
Toddler Counting
Todo Time
What's Hiding?
Wings (by Motion Math)
Zoom (by Motion Math)

Handwriting Apps

I Write Words
Little Sky Writers

Multiple Subject Apps

Dexteria
Injini
Monkey Pre-school
Fish School
Zoo Train
Alphabet Fun

Interactive Book Apps

- Books Apps were rating according to the presence of characteristics that foster reading fluency (read aloud audio, text tracking, text-based interactivity, engaging storyline, etc.)

Outstanding

Ansel's Africa
Another Monster at the End of this Book
Don't Let the Pigeon Run This App!
Goldilocks and the Three Bears, by So Quat
Itsy Bitsy Spider, by Duck, Duck, Moose (No Text)
Old MacDonald, by Duck, Duck Moose
The 3 Little Pigs: Pop Up Book, by Coleco
The Going to Bed Book
The Numberlys
The Monster at the End of this Book
The Penelope Rose HD
The Three Little Pigs, by Nosy Crow
The Three Little Pigs, by So Quat
Totally Terrific Duck
Word World ebook: Totally Terrific Book
Dr. Seuss
 The Cat in the Hat
 Fox in Socks
 Green Eggs and Ham
 How the Grinch Stole Christmas
 Oh, the Places You'll Go!
 The Sneetches
 Yertle the Turtle

Excellent

I'm Not Afraid, by Flying Rabbit Studios
Jack and the Beanstalk, by Ayers Animation
PopOut! The Tale of Pater Rabbit
The Magic School Bus
Wheels on the Bus HD, by Duck, Duck Moose
B.O.B. Books

iPad Activities for Primary Students – Rated and Organized by Skill Strand

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A note on the ratings: I downloaded and evaluated about 200 iPad applications for pre-school students. I rated them on a scale from 1 to 10 based on their effectiveness at facilitating student acquisition of specific skills. The skills are listed below and the applications that performed best on those skill strands are listed along with the score they received. No application that scored less than a 7 is included. Items with a score of “X” were not evaluated but look promising based on application descriptions.

Literacy Skill Strands

Letter Identification Fluency: The ability of students to name the upper and lowercase letters of the alphabet in *random* order when encountering them in print.

- Word Wizard > Movable Alphabet (9)
- Super Why > Alpha Pig Activity (8)
- Fish School > Letters (7)
- Bugs and Buttons > Letter Train (9)

Phonemic Awareness: The ability to hear and manipulate sounds in spoken words and the understanding that *spoken* words are made up of sequences of speech sounds.

- Word Magic (8)
- What Rhymes? (9)
- Bluster (9)
- Match2Say (X)
- Speech Stickers (X)

Phonics 1 - Letter-Sound Correspondence Fluency: The knowledge of the sounds represented by each letter of the alphabet and the ability to generate those individual sounds when encountering each letter in print

- Alpha Writer – Includes Diagraphs (9)
- Montessori Crosswords > Movable alphabet (9)
- Intro to letters > Record/Play Activity (8)
- Magic Penny 1 (7)
- abc Pocket Phonics > Word game (7)
- abc Pocket Phonics > Letter Sounds and Writing (7)

Phonics 2 - Letter-Sound Correspondence Fluency - Diagraphs: The knowledge of individual sounds represented by more than one letter of the alphabet (e.g., sh, ea, ch, ai, wh) and the ability to generate those individual sounds when encountering these letter combinations in print

- Word Wizard > Movable Alphabet (9)
- Alpha Writer (9)
- Montessori Crosswords > Movable alphabet (8)
- Intro to letters > Record/Play Activity (8)

Phonics 3: Blending or “Sounding Out” Fluency: The ability to track the text from left to right and blend individual sounds into recognizable words, eventually to the point where decoding processes are automatic, requiring no conscious attention.

- Montessori Crosswords > levels 1- 3 (10)
- Word Wagon > Levels 2 – 4 (10)
- Word Wizard > Movable Alphabet (10)
- B.O.B. Books (9)
- Alpha Writer (9)
- abc Pocket Phonics > Word game (8)
- Super Why > Red Rhyme Activity (8)
- Word Magic (8)
- Word World Build-a-Word (7)

Sight Word Fluency: The ability to read words by sight. These are usually words that *cannot be* sounded out (e.g., “eight,” “have,” “laugh,” “the”) or words that are most commonly found in text (e.g., “and,” “big,” “any”).

- All Site Words (10)
- Photo Touch Site Words (9)
- ABC Food (9)
- ABC Wildlife (9)
- Baby Shapes and Animals (8)
- A+ Dolch Site Words (7)

Reading Fluency: The ability to read words with no noticeable mental effort, having mastered word recognition skills to the point of being automatic.

- I do not recommend iPad apps that are specific to Reading Fluency. Reading Fluency develops and grows through plentiful opportunities to read text at incrementally higher levels of complexity. Therefore please use the list of interactive book apps on the iPad Applications List or printed children’s literature. Student’s fluency will develop and grow with each opportunity they have to read these materials.

Comprehension: The ability to extract meaning from text.

Again, I do not recommend iPad apps that are specific to Reading Comprehension. All children’s literature can be used to develop comprehension skills if the teacher or parent teaches and models comprehension strategies and encourages the student use them while reading. For an overview of comprehension strategies, see www.pplsp.org/pplsp8_powerpoint.ppt.

Word Use (Vocabulary) Fluency: The ability to derive accurate meaning from words or use words to convey a specific meaning. Several applications that include vocabulary lists are delineated below. I am not providing a rating because most are simply word lists. What makes them effective is how they are used. The following link provides strategies to use with these applications and for vocabulary development in general:

www.pplsp.org/pplsp7_powerpoint.ppt

- Super Why > Super Why Activity
- ABA Flash Cards
- ABC Food
- ABC Wildlife
- Word Wagon
- Kindergarten.com apps (Play, Actions, Fruits & Nuts, Instruments, etc.)
- Montessori Pre-Language Exercises – Opposites
- Montessori Approach to Vocabulary
- Zoola

Writing/Spelling

- Word Wizard > Spelling Quizzes (10)
- Alpha Writer (9)
- Montessori Crosswords (9)

Handwriting

- Letter School (10)
- Bugs and Numbers > School (9)
- Bugs and Bubbles > Follow Me (9)
- Injini > Frog, Letters, Tracing (8)
- iWriteWords (9)
- Write My Name, by Injini (9)
- SkyWriter (8)
- Approach to Montessori >tracing numbers (7)

Fine Motor Skills

- Dexteria (10)
- Injini > Puzzle, Frog, Letters, Tracing, Farm (10)

Math Skill Strands

Identify numbers

- Discreet Trial Training (DTT) Numbers (10)
- Bugs and Numbers > Circus (9)
- Team Umizoomi Math: Zoom into Numbers HD > Number Bubbles (9)
- Montessorium – Intro to Math – Activity 5, pt. 1 (9)
- Talking Numbers > Learn (9)
- Approach to Montessori > numbers (9)
- Piggy HD (9)
- Team Umizoomi Math: Zoom into Numbers HD > Race Around Umi City (7)

Counting to 20 or below

- Bugs and Numbers > Diner (10)
- Bugs and Numbers > Boat Dock (10)
- Montessorium – Intro to Math – Activity 5, pt 1 (9)
- Piggy HD (9)
- Bugs and Numbers > Junk Yard (9)
- Bugs and Buttons > Apple Pickin' (9)
- Bugs and Buttons > Connect Dots (9)
- Bugs and Buttons > Button Truck (9)
- Bugs and Bubbles > Bubble Harvest (9)

Counting to 100/Random starting Points

- Bugs and Numbers > Garage (10)
- 100 Board (9)
- Number Sense HD > do the dotty (9)

Counting with one-to-one correspondence

- Montessori Numbers (10)
- Bugs and Numbers > Store (10) [Tallying]
- Bugs and Buttons > Counting (9)
- Bugs and Bubbles > Counting (9)
- Arithmaroo Instant Counting (10) Starts at level 1 and won't move forward until child is ready.
- Approach to Montessori > Number Rods (10)
- Approach to Montessori > Bead Stairs (10)
- Numberland>Count (10)
- Splash (10)
- Bugs and Bubbles > Bowling (9)
- Park Math > Swing and Count (10)
- Team Umizoomi Math: Zoom into Numbers HD > Toy Store Counting (9)
- Montessorium – Intro to Math – Activity 2 (9)
- Number Sense HD > Booster Balls (9)
- Montessorium – Intro to Math – Activity 5, pt. 2 (9)
- Approach to Montessori> Blocks (9)
- Approach to Montessori > Counters (9)
- Animals Count (9)Leveled
- Talking Numbers > Fill in the spaces (9)
- 123 Counting (9)
- Alphabet Fun > 1 2 3 - teach student how to mark off as you count (9)
- Montessorium – Intro to Math – Activity 4 (8)
- Approach to Montessori>Numbers (8)
- Haunted Numbers (8)

Skip Counting

- Bugs and Buttons > Bees Eye (9)
- Count to 100 (9)
- Math Easy HD (8)
- Piggy HD (7)
- Count to 100 (9)

Odd/Even Numbers

- Montessori 1st Operations > Odd/Even
- Approach to Montessori > Counters (10)
- 100 Board (9)
- Montessorium – Intro to Math – Activity 5, pt. 2 (9)
- Montessorium – Intro to Math – Activity 5 (part 3) (9)
- Montessori 1st Operations > Play Box > Even & Odd [practice game]- (10)
- Montessori 1st Operations > Play Box > Doubles and Halves (10) [practice game]

Number Sense

- Montessori Numbers > All Games (10)
- Hungry Guppy (10)
- Hungry Fish (by Motion Math)
- Zoom (by Motion Math) (10)
- Park Math > See-Saw Balance (10)
- Number Sense HD > Toot-Toot Train (10)
- 10 Frame Fill (10)
- Math Glow > Racing Numbers (10)
- Team Umizoomi Math: Zoom into Numbers HD > Rolling Toy Parade (10)
- Montessori 1st Operations > Tool Box > addition and subtraction grid (10)
- Bugs and Bubbles > Math Scales (10)
- Math Doodles > Splat Go Round (10)
- Wings (by Motion Math)
- Line 'em Up (9)
- Count to 100 (9)
- Number Sense HD > Fishoonka –comparing num w/manipulatives (9)
- Math Series (9)
- Pattern Sets (9)
- Number Sense HD > Numberella (7)
- What's Hiding? (9)
- 100 Board (8)

Addition (Basic Conceptual – Beginning Primary)

- Teachley: Addimal Adventure (10)
- Montessori 1st Operations > Play Box > Monster + (10)
- Montessori 1st Operations > "+" (addition)
- Montessori Numbers (10)
- Math Girl (10) Leveled, manipulatives
- Math Glow > Glowing Blocks (10)
- Team Umizoomi Math: Zoom into Numbers HD > Up! Up! And Balloons! (9)
- Park Math > Duck Count (9)
- Math Train (9)

Addition (Fact Mastery & Advanced Primary Skills like Place Value and Multiple Digit Addition)

- Match, by Motion Math (10)
- Montessori Math: Add and Subtract Large Numbers > "+" (addition) > Stamp Game [base ten stamps] (10)
- Montessori Math: Add and Subtract Large Numbers > "+" (addition) > Bead frame [base ten manipulative] (10)
- Montessori Math: Add and Subtract Large Numbers > "+" (addition) > Magic Slate [base ten addition] (10)
- Montessori Numbers (10)
- Montessori 1st Operations > Play Box > Monster + (10)
- Montessori 1st Operations > Play Box > Bubble Game + (10)
- Montessori Math: Add and Subtract Large Numbers > Missing digits/Wiz Quiz/Bubble Game
- Bugs and Bubbles > Math Scales (10)
- Montessori 1st Operations > Tool Box > addition and subtraction grid
- Hungry Guppy (10)
- Hungry Fish (by Motion Math)
- Math Doodles > Sum Stacker (10)
- Math Doodles > Connect Sums (10)
- Math Doodles > Unknown Square (10)
- Bugs and Numbers > (9) Game Show (10)
- Wings (by Motion Math) (10)

Subtraction (Basic Conceptual)

- Park Math > Falling apples (10)
- Montessori 1st Operations > "-" (subtraction)
- Montessori 1st Operations > Play Box > Monster- (10)
- Math Train (9)
- Park Math (9)
- Piggy HD (7)

Subtraction (Fact Mastery and Advanced Primary Skills)

- Match, by Motion Math (10)
- Bugs and Numbers > Game Show
- Montessori 1st Operations > Play Box > Monster- (10)
- Montessori 1st Operations > Play Box > Bubble Game- (10)
- Montessori 1st Operations > Tool Box > addition and subtraction grid
- Montessori Math: Add and Subtract Large Numbers > "-" (subtraction) > Stamp Game [base ten stamps] (10)
- Montessori Math: Add and Subtract Large Numbers > "-" (subtraction) > Bead frame [base ten] (10)
- Montessori Math: Add and Subtract Large Numbers > "-" (subtraction) > Magic Slate [base ten] (10)
- Montessori Math: Add and Subtract Large Numbers > Missing digits/Wiz Quiz/Bubble Game

Shapes (Geometry)

- Montessori Geometry (10)
- Curious George: Curious about shapes and colors (10)
- Baby Shapes and Animals (10)
- Bugs and Numbers > Hotel (10)
- Injini > Balloons (9)
- Fish School (8)
- Bugs and Bubbles > Shape Stacker

Patterns

- Park Math > Pattern (10)
- Injini > Pattern & Squares (10)
- Bugs and Buttons > Patterns (10)
- Bugs and Bubbles > Patterns (9)
- Bugs and Numbers > Garden (9)

Colors

- Fish School > colors (10)
- Monkey Lunch Box (9)
- Bugs and Buttons > Firefly Sky
- Bugs and Bubbles > Color Ninja
- Bugs and Bubbles > Which?

Differences/Sorting/Matching/Memory/Spatial Relationships

- Bugs and Numbers > Hotel (10)
- Fish School > Differences (10)
- Bugs and Buttons > Sorting & Factory Sorting (10)
- Park Math > Dog Sort (10)
- Park Math (10)
- Monkey Lunch Box (10)
- Injini > Balloons, Puzzle, Find it, Lunch Box & Matching (10)
- Symmetry Shuffle (10)
- Bugs and Buttons > Pinch and Grab (10)
- Bugs and Buttons > Matching (10)
- Bugs and Numbers > Dance (10) [sequencing]
- Bugs and Numbers > Theater (9) [comparisons]
- Bugs and Numbers > Store [sorting]

Money

- Bugs and Numbers > The Claw (9)

Time

- Todo Time (10)
- Bugs and Numbers > Train Station (9)
- Math Doodles > Splat Go Round (9)

Fractions

- Bugs and Numbers > Pizzeria
- Math Doodles > Splat Go Round (9)

Measurement

- Bugs and Numbers > Lab

Division

- Montessori 1st Operations > Play Box > Doubles and Halves (10) [practice game]
- Montessori 1st Operations > Play Box > Smart Fingers (10) [Halving practice game]