

# Infant and Toddler iPad Apps:

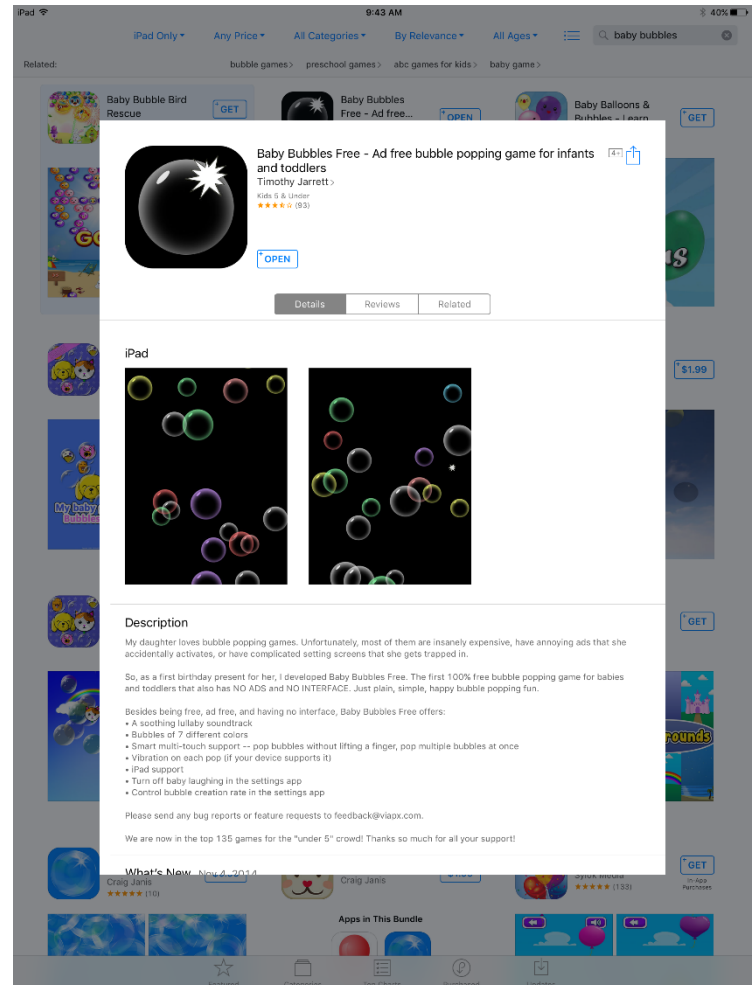
Anchor Center Comcast Digital Literacy Grant  
Assistive Technology in Early Intervention

## Baby Bubbles

Baby Bubbles Free - Ad free bubble popping game for infants and toddlers by Timothy Jarrett <https://appsto.re/us/FaoY.i>

### Goals:

- ◆ Cause and Effect
- ◆ After hand-under-hand demonstration, imitate a motion
- ◆ Visually- directed reach

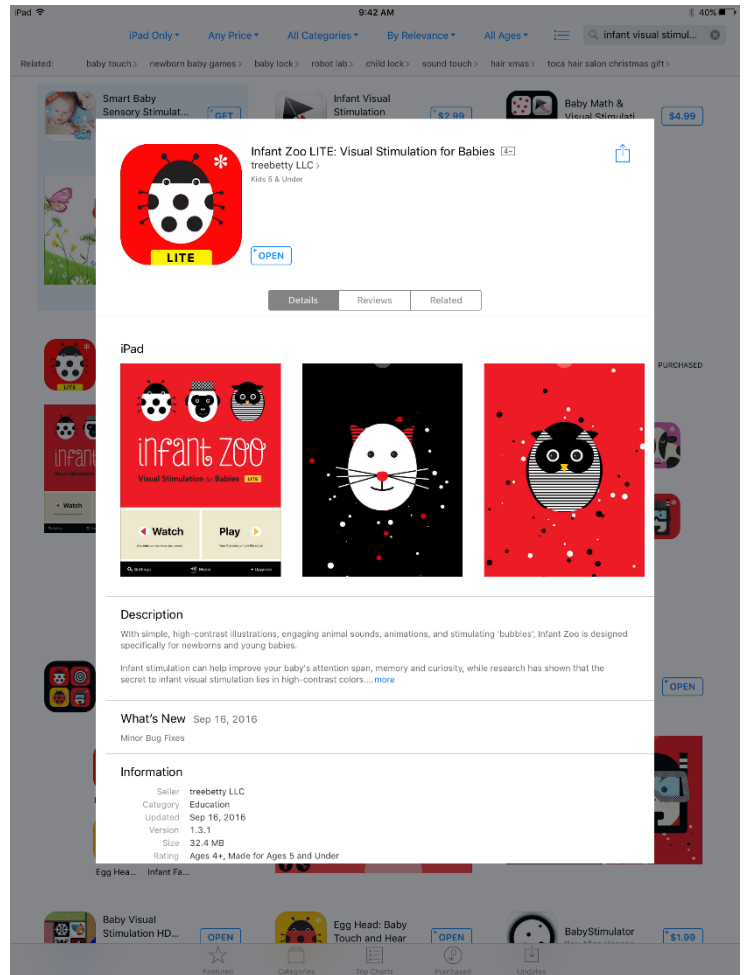


# Infant Zoo LITE: Visual Stimulation for Babies

Infant Zoo LITE: Visual  
Stimulation for Babies by  
treebetty LLC [https://appsto.  
re/us/OrCxO.i](https://appstore.us/OrCxO.i)

## Vision Goals:

- ◆ Responds appropriately to familiar gestures of adult
  - ◆ Visually begins to explore surroundings; momentarily focus (5-10 sec.) on variety of objects
  - ◆ Visually shifts attention between 2 objects
    - Playing the iPad game with your child – your child can shift attention from your face to the iPad screen-expressing emotion and positive reinforcement!
  - ◆ Regards own hands
- ★ Teaching Tip: Sing, “What’s in the egg, what’s in the egg, what could it be? Reach out and touch it, reach out and touch it, what do you see?”

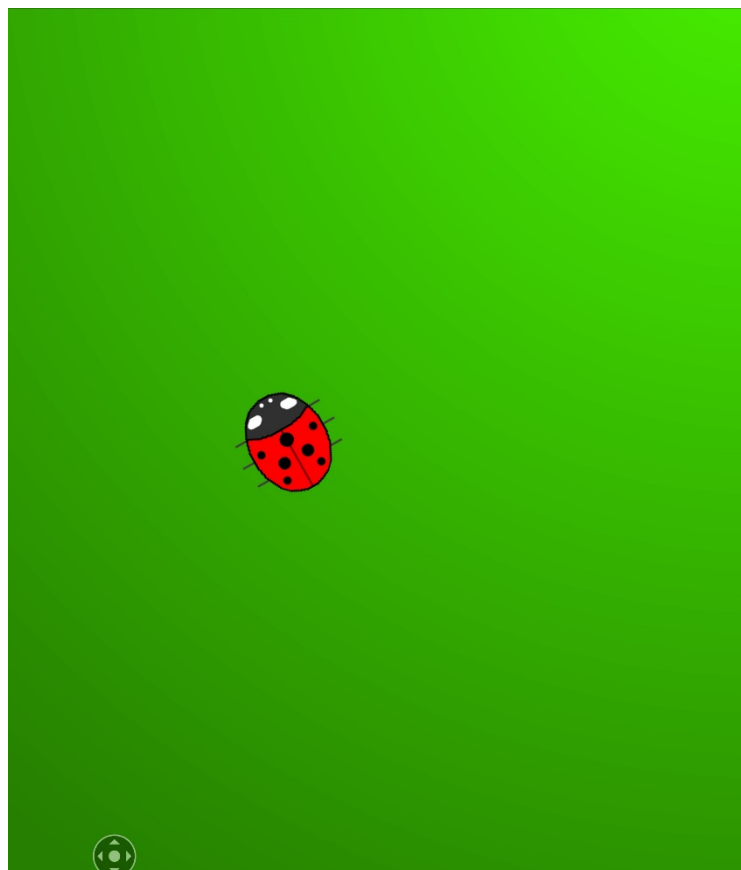
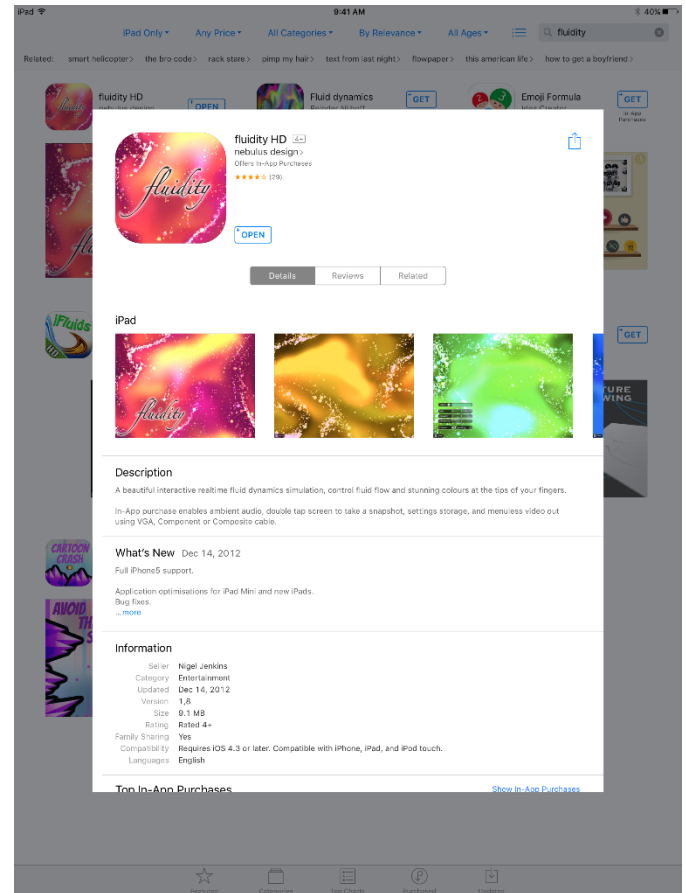


# Fluidity HD

fluidity HD by nebulus design  
<https://appsto.re/us/fUMZx.i>

Vision Goal:

- ◆ Stares at source of light
- ◆ Teaching Cause and Effect



# Touch the Ladybug

Touch the Ladybug, free and easy game for babies. by David Herrera Solas <https://appsto.re/us/pP8IO.i>

## Vision Goal:

- ◆ Tracks objects moving horizontally and vertically
- ◆ Has visually-directed reach
- ◆ Explores all 4 quadrants of the screen

## January 2017 Progress Notes and Outcomes:

- ★ Children may be hesitant at first to touch the screen. You can use hand-under-hand guidance or modeling to allow your child to imitate an appropriate motion usually acquired by visual imitation. Your child may increase iPad touching
  - First watching you model
  - Communicating by gesture or sound to use your hand
  - Touching using 1 finger
  - Using 2 hands to explore the whole screen!

- ★ Boost self-confidence! Allow your child to successfully play with a socially appropriate game, even if they have not developed a visually guided reach. Students are successful in playing baby bubbles using hand-under-hand or assistance in placing their hands on the screen. Auditory feedback provides students with success without using vision or motor control of their hands.

#### Social Goals:

- ◆ Plays unattended for 10 minutes
  - ◆ Plays 2 interactive games (Peek-a-boo)
  - ◆ Plays independently beside another child
  - ◆ Repeats actions which get laughter and attention
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- ★ Introducing the iPad is a wonderful activity for your child to share with a friend or when working with new adults. This can be a multi-sensory and social experience for students with visual impairments and or multiple disabilities to share by playing a typical and socially appropriate game with their peers.

\*\*Vision goals are cited from The Oregon Project for Visually Impaired & Blind Preschool Children: Skills Inventory from the Vision, Compensatory and Socialization areas