

Infant and Toddler iPad Apps:

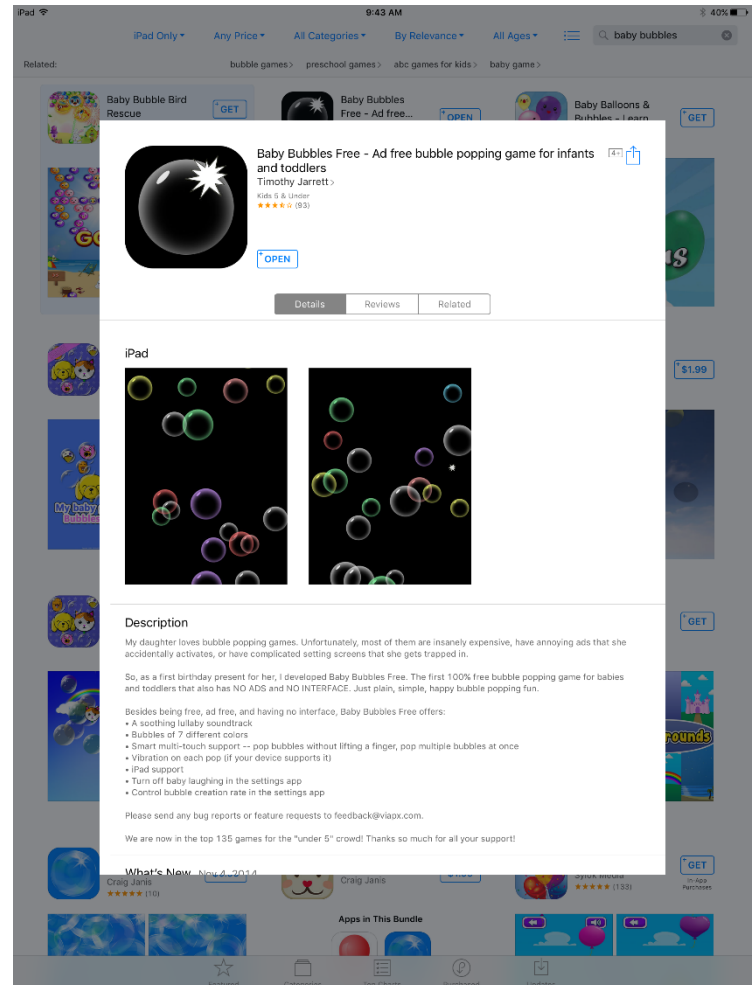
Anchor Center Comcast Digital Literacy Grant
Assistive Technology in Early Intervention

Baby Bubbles

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

Goals:

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

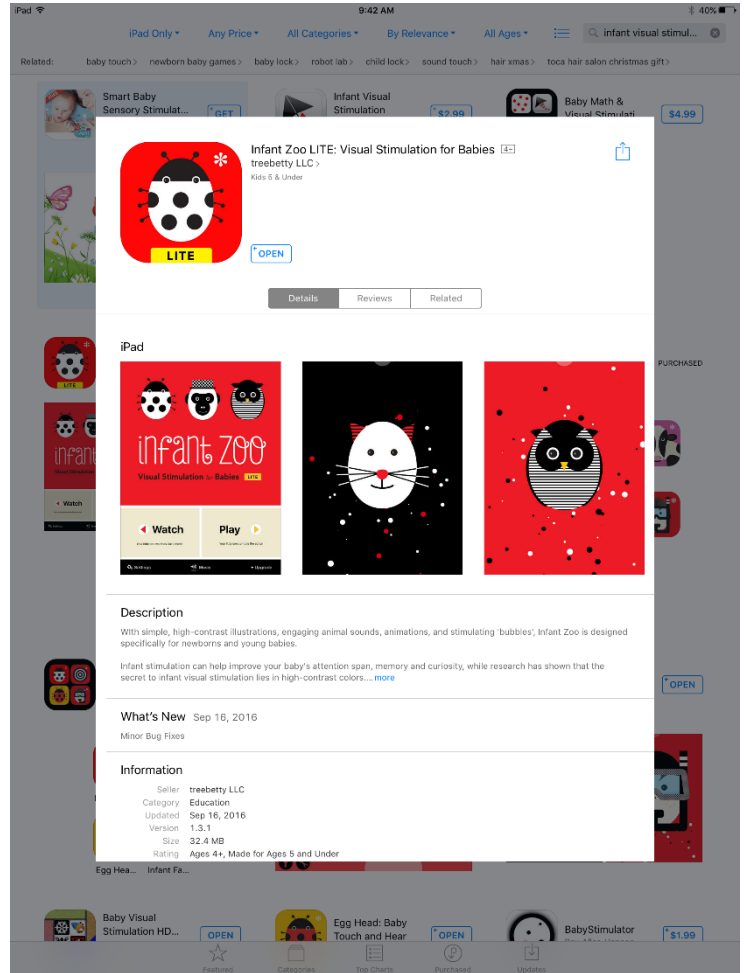


Infant Zoo LITE: Visual Stimulation for Babies

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?”

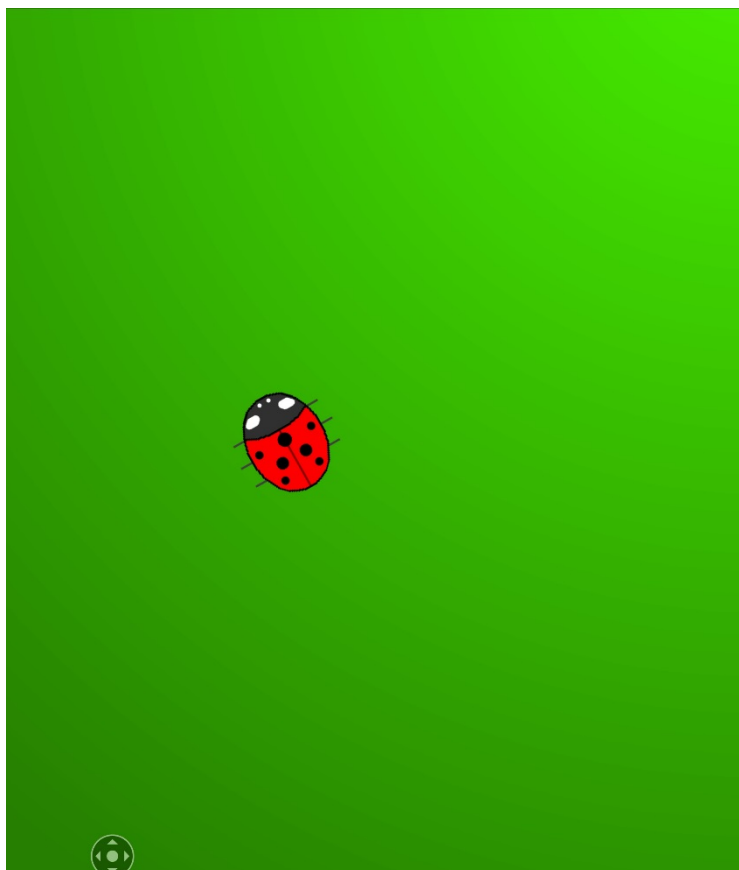
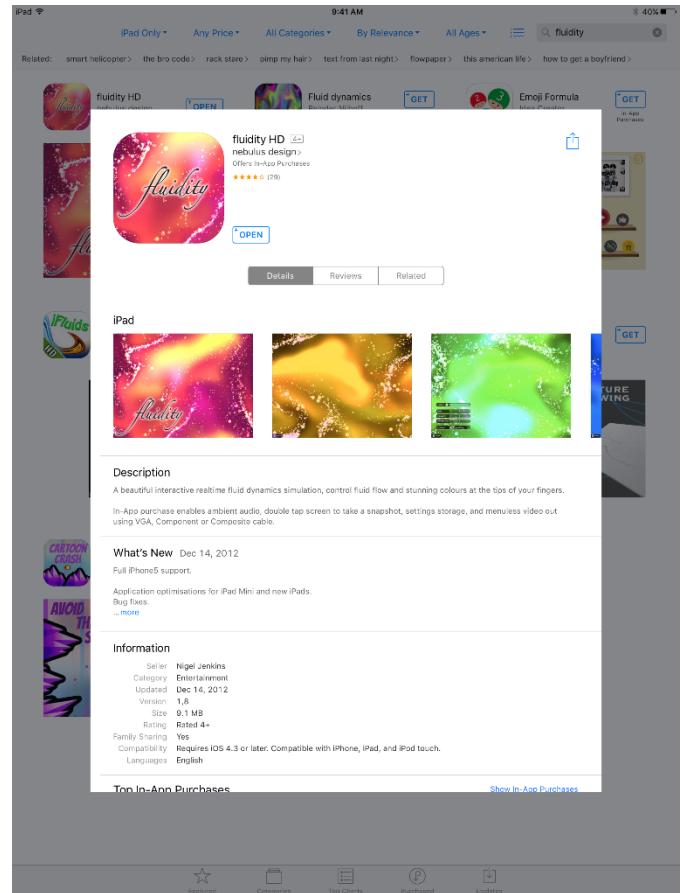


Fluidity HD

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