

### Nice to meet you!

The **Learnigo** team is made up of therapists, educators, designers, and software engineers with over 30 years of experience creating content for educators and therapists. Our goal is to bridge the gap between theory and practice by creating digital materials that motivate, inspire, and simplify. By using technology and research to strengthen our mission, we can create fun, evidence-based educational and therapeutic materials while alleviating some of the everyday demands placed on today's educators and therapists.

One of the ways that we can reduce these demands is by incorporating technology into practice (while still making space for traditional methods) and taking advantage of the benefits, such as:

- increased engagement
- ease and time-saving
- accessibility
- increased opportunities for practice (at home, school, etc.)
- streamlined materials
- a supplement to traditional methods

More educators and therapists are turning to digital content in their practice. As of 2016, 81% of preschool-12th grade teachers reported using computers or laptops in their classroom, while 58% used interactive whiteboards and 52% used tablets.¹ This number has continued to increase in recent years. Incorporating technology into education and therapy comes naturally in an age where we use computers, tablets, and phones (among other digital tools) daily. Indeed, technology will continue to grow in many areas–including education and healthcare–and digital literacy will become an increasingly important skill for children and adults in this digital age.² In fact, researchers have proposed expanding the current clinician training paradigm from biological-social-psychological categories to include a "digital" category.³

As professionals supporting the education sector, we are always learning. That's why, in developing those programs, we asked a group of pediatric speech-language pathologists, special educators, behavioral specialists, and occupational therapists from different settings (e.g., private practices, schools, hospitals) to trial some of the activities and used their feedback to improve. We couldn't have created this program without the time they dedicated to providing feedback and, now, we are proud to bring the programs to you.

### Welcome to the Learnigo world!

<sup>1</sup> Patchan, Melissa, Cynthia Puranik. "Using Tablet Computers to Teach Preschool Children to Write Letters: Exploring the Impact of Extrinsic and Intrinsic Feedback." Computers & Education 102 (2016): 128–137, doi: 10.1016/j.compedu.2016.07.007.

<sup>2</sup> National Health Institute. "Preparing the Healthcare Workforce to Deliver the Digital Future." The Topol Review, Health Education England, (2019), https://topol.hee.nhs.uk/.

Ahmadvand, Alireza, Robert Gathel, John Brownstein, and Lisa Nisen. "The Biopsychosocial-Digital Approach to Health and Disease: Call for a Paradigm Expansion." Journal of Medical Internet Research 20, no. 5 (2018), doi: 10.2196/jmir.9732.



### Everything you need to organize sessions, classes and therapy in one place

LEARNIGO is a series of products designed to support modern therapists and teachers and to bring learners with developmental and educational needs closer to the ultimate goal: success.

### Fully interactive materials to target goals for students of all ages

(articulation, language, understanding and imitating speech, active speech, social communication, concentration, memory, listening, auditory perception, auditory processing disorders, handwriting difficulties, dyscalculia and more)

We've aimed to organize our products based on the professions they represent (e.g., education, speech therapy, and occupational therapy). That's why you'll see that our product titles are organized as follows:

**EDU** = for general and special education teachers and tutors

**SLP** = for pediatric speech-language pathologists working across all settings

**OT** = for pediatric occupational therapists working across all settings

However, we know that educators and therapists are flexible folk, so these title categories are not limited to each profession and can be used for a variety of settings and populations. Please see each product description carefully to decide which programs are right for you.



### **Why Learnigo**



The world's largest online library of materials, activities, and resources for therapists and teachers working with young learners who have special developmental and educational needs.



No Prep & Planning Time
Everything is organized by target and ready to go.



delivery model

No matter the size or diversity of your group and whether you're providing in-person, online, or hybrid therapy.



Versatile, Adaptable, and Portable
Can be used on any device: computer, tablet, interactive whiteboard or smartphone. It is also teletherapy platform-friendly.



Made by therapists for therapists
Highly functional, user-friendly and approved by
experts.



Sustainability
By providing our resources online, we are able to minimize the use of paper and ink, reduce our environmental footprint and contribute to a more sustainable world.



### Learnigo SLP Articulation

A diverse library of interactive screens that systematically target each of the English phonemes in the initial, medial, and final positions (as appropriate) from isolation to oral reading.



What the Learnigo SLP: Articulation program consists of:

- Over 1000 interactive screens (games, puzzles, coloring, etc.) all accessible through a computer, Smart Board, tablet, and even mobile devices (online)
- A multisensory program created using evidence-based articulation principles
- Multiple opportunities to practice a target phoneme including recording for auditory feedback
- An easily navigable library organized by phoneme, starting with sound practice at the isolation level through oral reading
- Printable worksheets for additional practice
- **Customizable** practice, including options for hints, fewer options to minimize distractions, and a progress panel
- Multimodal options including written and recorded instructions
- Data on progress at the end of each phoneme

This program is most appropriate for younger learners working on articulation, but can be adjusted to fit individual needs. Some activities may be better suited for learners who can read. The program can be used 1:1 and group sessions as well as a stand-alone practice or supplemental practice with other activities.

The phonemes included in the program are:

/b/, /n/, /m/, /p/, /h/, /w/, /t/, /d/, /g/, /k/, /f/, /ŋ/, /j/, /v/, /dʒ/, /s/, /s/ blends, /z/, /tʃ/, /l/, /l/ blends, /ʃ/, /ʒ/,/ð/, /θ/, /r/, /r/ blends

The structure of the program is based on the established bottom-up drill approach for articulation. This program assumes that the errors are placement-based and the goal is to train for the correct production (via place, manner, and voice) using a hierarchy of difficulty for each phoneme, as appropriate: isolation, syllables, initial position of (one, two or three syllable words), medial position of words, final position of words, mixed word positions, phrases, sentences, connected sentences, such as texts and rhymes, conversation in various contexts with different communication partners.









## **Learnigo SLP**Understanding Speech and Imitating Speech

A set of interactive exercises for students with autism spectrum disorders, intellectual disabilities, and other communication difficulties.



The Learnigo SLP: Understanding and Imitating Speech programs is designed for therapists and teachers working with younger and older children who have:

- autism spectrum disorders,
- · delayed speech development,
- intellectual disabilities,
- and with other communication difficulties.

The program was designed with the following features in mind:

- Adapted for children with different levels of cognitive functioning, specifically concerning the needs of children with autism spectrum disorders.
- A comprehensive tool to support the development of basic skills that help the child to understand the world and the principles of functional communication.
- Speech imitation is divided into stages of varying degrees of difficulty, with gradually increasing difficulty to match the child's progress.
- Imitation exercises are based on a realistic model (e.g., representation of facial expressions).
- A broad range of terms covering different parts of speech and abstract concepts is presented.

- Database for the therapist/teacher that allows you to record activities with the students and monitor their progress.
- Arranged based on a hierarchy of pragmatic communication skills.
- The program was developed with particular emphasis on children with autism spectrum disorders, but it will prove useful when working with other students experiencing communication difficulties.

The **Learnigo SLP: Understanding and Imitating Speech** programs consists of:

- Over 1000 interactive screens (games, puzzles, matching, etc.)
- A token incentive system to motivate the child to complete the exercises
- Online access to content to use at any place at any time (e.g., school, home, therapy office, on-the-go-, etc.)
- Printable worksheets for additional practice
- **Customizable practice**, including options for hints, fewer options to minimize distractions, and a progress panel
- Easy descriptions including written and recorded instructions
- Data on progress









# Learnigo SLP Active Speech

A set of interactive exercises to support the development of skills necessary for expressive language (or "active speech"), with particular emphasis on naming, answering questions, and creating longer statements, such as describing and telling stories.



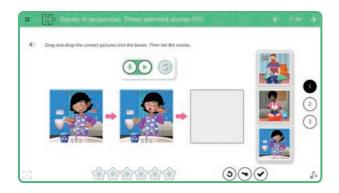
In the Learnigo SLP: Active Speech exercises, the child has the opportunity to practice the taught material in a variety of digital activities. The program's design allows for multiple repetitions of the material, including slight modifications to prevent memorization. Also, there is a reward for the child's effort that he or she puts into acquiring new skills.

The program includes the following dedicated exercise sections:

- 1. Verbs
- 2. Categories
- 3. Adjectives
- 4. Nouns plural
- 5. Nouns singular
- 6. Stories in sequences
- 7. Thematic activities

Some of the features of the **Learnigo SLP: Active Speech** program are:

- Over 800 interactive, evidence-based activity screens that systematically target the production of words, phrases, and sentences
- printable worksheets for additional practice
- a range of **learning targets** including **frequently used vocabulary** (nouns, verbs, etc.) and themes (e.g., seasons and jobs)
- Versatile and adaptable to suit the needs of any learner with or without language delays, individually or in group-teaching settings
- Emphasis on **generalization** by providing **multiple repetitions** in **various contexts**
- Inclusion of a **reward system** to **reinforce concepts**, such as music and animations for when an answer is correct
- Data-tracking to view and share student progress









# Learnigo EDU & SLP Speech in the Social Context

A set of interactive exercises supporting the development of social communication skills.



According to the American Speech-Language-Hearing Association, there are three skills involved in social communication:<sup>1</sup>

- 1. **Using language** for various purposes, from greeting, informing, demanding, promising, and requesting
- 2. **Changing language** depending on the context, conversation partner, and location
- 3. **Following rules**, such as initiating and maintaining the topic, turntaking, facial expressions, etc.

The Learnigo EDU & SLP: Speech in the Social Context program is a set of interactive exercises supporting the development of communication skills. It is designed to work with children with autism spectrum disorders, intellectual disabilities, and other communication difficulties. It can be used in therapy and/or special education classes, individually or in small groups.

This program consists of two parts (emotions and communication) divided into several units.

In the Learnigo EDU & SLP: Speech in the Social Context program, the child has the opportunity to practice expressive language skills within social contexts in a variety of digital activities. The program's design allows for multiple repetitions including slight modifications to prevent memorization, otherwise known as the learning effect. Also, there are animated images and music that reinforce correct responses.

Features of this program include:

- Over 460 interactive screens centered on social communication skills
- a focus on understanding, recognizing, differentiating, and imitating common emotions and body language
- Online access to content to use at any place at any time (e.g., school, home, therapy office, on-the-go-, etc.)
- opportunities to practice and apply emotions and body language in a social context
- targeted practice for abstract and figurative language
- dedicated activities for readers and non-readers
- **progress panels** and **visuo-auditory rewards** to support progress and reinforce accurate responses
- printable worksheets for additional practice/homework

<sup>1</sup> American Speech-Language-Hearing Association. "Social Communication." https://www.asha.org/public/speech/development/social-communication/.









# Learnigo EDU & SLP Auditory Perception

A set of interactive exercises stimulating and improving the development of auditory perception, analysis and auditory synthesis, auditory attention and concentration, and auditory memory.



The Learnigo EDU & SLP: Auditory Perception program is most appropriate for younger learners (approximately 4-10 years old) working on reading and writing. This is because auditory perception disorders usually present themselves during the reading and writing process, as earlier they may have gone unnoticed by parents and teachers. The Learnigo Auditory Perception program can be adjusted to fit individual needs. Depending on the level of development of auditory functions and the child's age, it can serve different purposes: prevention of problems in the development of auditory perception, stimulation, therapy, and improvement of auditory perception functions.

The program can be used 1:1 and group sessions, as a stand-alone practice, or as supplemental practice with other activities.

### What the Learnigo Auditory Perception program consists of:

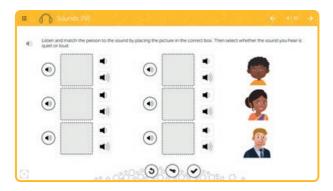
- Over 600 interactive screens (games, puzzles, selecting, etc.)
- Online access to content to use at any place at any time (e.g., school, home, therapy office, on-the-go-, etc.)
- Multiple opportunities to practice
- Printable worksheets for additional practice
- Customizable practice, including options for hints, fewer options to minimize distractions, and a progress panel

- Easy descriptions including written and recorded instructions
- Data on progress

The material in the **Learnigo EDU & SLP: Auditory Perception** program is arranged according to the level of difficulty.

The program includes the following dedicated exercise sections:

- 1. Recognizing and differentiating between sounds
- 2. Sequences and rhythms
- 3. Phonemic hearing
- 4. Auditory analysis and synthesis
- 5. Auditory memory
- 6. Rhymes and puzzles
- 7. Listening games
- 8. Listen hear, play arrange (worksheets)









## Learnigo EDU & SLP Understanding Speech Despite Distractors

A rich set of interactive exercises to support the development and improvement of higher auditory functions in addition to the development of attention and memory based on an auditory input.



The program is designed for use in special education settings as well as speech therapy. The programs aims to support active training and stimulation of higher auditory functions in children showing symptoms of central auditory processing disorder (CAPD). It can be used for corrective and compensatory work, but also for progress monitoring, as well as with other work intended to stimulate higher auditory functions in children with difficulties in learning, writing, and reading, and in children with co-existing emotional disorders that may be due to impaired sound analysis at a central level. This program is intended for therapists, including speech therapists and teachers working with pre-school and elementary school children, aged 5+ (within typical developmental norms) or regardless of age in the case of children with intellectual disabilities.

The exercise sets in the program are designed to reflect the criteria contained in the definition of central auditory processing disorder (CAPD) formulated by the American Speech-Language-Hearing Association (ASHA, 1996\*).

- \* According to the recommendations of the American Speech-Language-Hearing Association (ASHA), auditory processing disorders are diagnosed in cases where at least one of the essential higher auditory functions is impaired. The symptoms of auditory processing disorders include:
- 1. difficulties with understanding longer statements;
- 2. difficulties with understanding speech in noise;

- 3. difficulties with locating the source of sound;
- 4. problems with concentration;
- 5. difficulties with learning to read;
- 6. auditory hypersensitivity.

The program includes the following dedicated exercise sections:

- 1. Sound source location and lateralization
- 2. Sound identification and discrimination
- 3. Recognizing sound features
- 4. Temporal aspects of hearing
- 5. Understanding speech despite distractors
- 6. Understanding distorted speech
- 7. Variety fair
- 8. Hearing tasks









### Learnigo EDU & OT Focus & Memory

A set of interactive exercises to stimulate cognitive functions, as well as improve perception, memory, and attention.



The Learnigo EDU & OT: Focus & Memory program is a set of interactive exercises to stimulate cognitive functions, as well as improve perception, memory, and attention. Based on the content and the application of special graphic and functional solutions, the program is perfectly suited to work with children with sensory disintegration, dyslexia (or those who are at risk for dyslexia), attention deficit and/or hyperactivity, and hand-eye coordination. The program can be used during correction and compensation work, teaching and remedial classes, as well as in other activities intended to foster and improve cognitive and perceptive functions, memory, and attention.

The purpose of the exercises is to work on: memory (working, operational, visual, auditory), attention (the ability to focus on several stimuli, selectivity, persistence), as well as other areas of executive functioning and elements of relaxation. Studies have shown that, by targeting these areas, positive transfer of skills may be observed. Visual working memory skills, for example, have been linked with academic and cognitive performance; a deficit in these skills has been observed in learning disabilities and Attention Deficit and Hyperactivity Disorders (ADHD).<sup>2</sup>

The program can be used in 1:1 and group sessions, as a stand-alone practice, or as supplemental practice with other activities.

What the **Learnigo EDU & OT: Focus & Memory** program consists of:

- Nearly 500 interactive screens (games, puzzles, selecting, etc.)
- Online access to content to use at any place at any time (e.g., school, home, therapy office, on-the-go-, etc.)
- Multiple opportunities to practice
- Printable worksheets for additional practice
- **Customizable** practice, including options for hints, fewer options to minimize distractions, and a progress panel
- Easy descriptions including written and recorded instructions
- Data on progress

### **Engaging and Successful Learning**

The program is based on interactive exercises, colorful illustrations, and age-appropriate instructions. The material is divided into two difficulty levels – separate exercises for younger children and for older children/teenagers.

<sup>2</sup> Elif Isbell, Fukuda Keisuke, Helen J. Neville, and Edward K. Vogel. "Visual working memory continues to develop through adolescence." Frontiers in Psychology, 6, no. 696 (2015): 1-10, doi: 10.3389/fpsyg.2015.00696.







<sup>1</sup> Chein, Jason M., and Morrison, Alexandra B. "Expanding the mind's workspace: Training and transfer effects with a complex working memory span task." Psychonomic Bulletin & Review, 17 (2010): 193-199, doi: 10.3758/PBR.17.2.193.



### Learnigo EDU Math - Dyscalculia

A set of interactive exercises supporting thinking and mathematical skills, intended for children with difficulties in this area.



Dyscalculia has been present for as long as humans have been counting. Its significance became particularly noticeable with the rise of formal education systems. For years, children with dyscalculia were, unfortunately, and mistakenly, misdiagnosed or lacking support. Thanks to recent advances in psychological and neurological research, we now possess a more profound understanding of dyscalculia and its nuances.

The Learnigo EDU: Math – Dyscalculia program is a set of interactive exercises designed for children who need support in the areas of critical thinking and mathematical skills. The program helps gain foundational mathematical skills in a structured and interactive manner.

The program is prepared for therapists and teachers who support children's counting skills and mathematical thinking. It is recommended for children aged 6+ (within the intellectual norm) or regardless of age in the case of children with intellectual disabilities. It is best for use during correction and compensation work as well as in teaching and remedial classes, as well as during other activities to develop and strengthen mathematical skills at the early elementary grades.

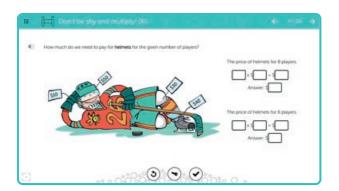
What the Learnigo EDU: Math - Dyscalculia program consists of:

- Over 600 interactive screens (games, puzzles, selecting, etc.)
- Online access to content to use at any place at any time (e.g., school, home, therapy office, on-the-go-, etc.)
- Multiple opportunities to practice

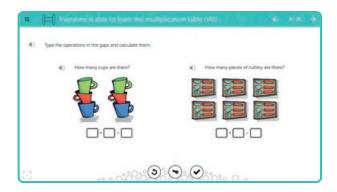
- Printable worksheets for additional practice
- **Customizable practice**, including options for hints, fewer options to minimize distractions, and a progress panel
- Easy descriptions including written and recorded instructions
- Data on progress

The following methodological solutions were considered when creating this program:

- systematic progression from the specific to the abstract
- materials familiar to children (e.g., real-life mathematics)
- tasks for logical thinking
- "small steps" approach each activity can be divided into smaller stages
- materials to strengthen the ability to read and interpret graphs
- tasks for spatial and perspective thinking
- elements of coding as well as examples of creative mathematics
- other therapeutic exercises, such as shaping visual perception.









### Learnigo EDU & OT Handwriting

This program is designed for the prevention, screening, and intervention of dysgraphia as well as for writing practice and developing fine motor skills.



The program can be used for correction and compensation work as well as for teaching and remedial classes with children with developmental delays, specific learning difficulties (including those showing symptoms of dysgraphia or low muscle tone), children with poor concentration, intellectual disabilities, and autism spectrum disorders. It can also be a preventive tool to prepare children for learning to write, which supports traditional writing exercises.

This program allows specialists to evaluate the child's level of graphomotor skills and plan preventative or therapeutic actions based on the child's observed challenges, in both the preschool and early school stages.

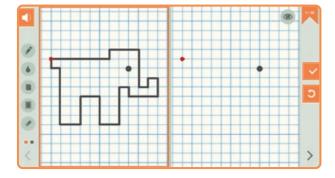
The **Learnigo EDU & OT: Handwriting** program contains nearly 800 interactive screens for four age groups (3, 4, 5, 6/7) that:

- provide an initial screening via graphomotor skills test
- help personalize the work with the child and include tasks that best suit their needs
- allow versatility mainly when working with a tablet, but also with a whiteboard or interactive monitor (during handwriting exercises and exercises involving drawing large patterns)
- allow comprehensive letter-drawing check direction, shape, sequence, checking the number of points missed, and checking the number of contour lines intersections.

Below are some of the skills needed before and in the course of learning to write:

- drawing vertical, horizontal, and oblique lines
- drawing oval lines and circles
- drawing from memory
- drawing a pattern (with and without gridlines)
- drawing with one-hand movement
- finishing an incomplete drawing or pattern
- completing the elements most frequently associated with graphomotor skills: mazes, coloring, connecting dots, patterns
- writing letters (learning to draw on multiple levels)

The Learnigo EDU & OT: Handwriting program also includes many exercises where focus and attention are key elements. These include many drawing exercises in which various parameters are scored, such as drawing in a given direction, drawing without lifting the hand, the number of points through which the line has been drawn, etc.









### Learnigo EDU & OT Visual Perception

A set of interactive exercises that promote the improvement and development of visual perception, concentration, and attention based on a visual analyzer.



In psychology and education, visual perception is broadly defined as the ability to understand and interpret visual experiences. This is essentially the central nervous system's response to visual stimuli. According to M. Frostig and D. Horne (1972), visual perception "involves the ability to recognize, differentiate, and interpret visual stimuli by referencing prior experiences." The **Learnigo EDU & OT: Visual Perception** program is an interactive product inspired by the Marianne Frostig method.

This definition underscores the central nervous system's role in processing visual stimuli. The authors emphasize that what's formed on the retina is just a visual impression, with the actual interpretation happening in the brain.

Key aspects of visual perception critical for children's development and learning include:

- Figure and background perception,
- Constancy perception,
- Perception of object placement in space,
- Visual-motor coordination,
- Spatial relationship perception (Frostig & Horne, 1972).

It is most appropriate for therapists and teachers who support visual perception in children aged 4+ but can be adapted for any age/need.

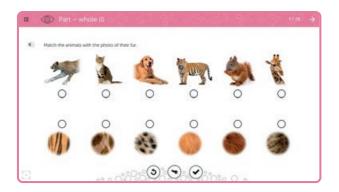
The program can be used in 1:1 and group sessions, as a stand-alone practice, or as supplemental practice with other activities.

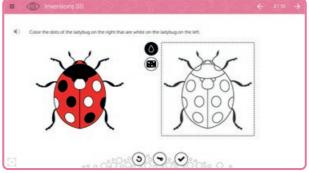
The product is designed for corrective, remedial, as well as didactic and compensatory classes.

What the **Learnigo EDU & OT: Visual Perception** program consists of:

- Over 600 interactive screens (games, puzzles, matching, etc.)
- Online access to content to use at any place at any time (e.g., school, home, therapy office, on-the-go-, etc.)
- Multiple opportunities to practice
- Printable worksheets for additional practice
- **Customizable practice**, including options for hints, fewer options to minimize distractions, and a progress panel
- Easy descriptions including written and recorded instructions
- Data on progress

<sup>1</sup> Frostig, Marianne, and David Horne, Advanced Pictures and Patterns, Follet Publishing Co., 1972.







### **Our awards**

### **Recognized Standard in the Field**

Our Learnigo programs were inspired by similar materials already created by our team that have received awards for their efficacy and design.



Finalist for the 2021 BETT Award in Special Education Needs Solutions Category. BETT is the largest Education Technology Exhibition in the World, featuring over 600 EdTech resource providers.



Awarded the Special Prize at the 2019 Best European Learning Materials Awards (BELMA).



Awarded the Education Award for the best Special Education Needs (SEN) Resource of the Year at the 2022 Global Educational Supplies and Solutions (GESS) Education Awards.

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