







Switch Accessible Software Title *	Company	Description							Product Number	Dunamis Price
			Single Switch	Two Switch	Auditory Scan	Touch-screen	Ikeys	Mouse		
Animated Stories Toolkit	Adaptive Technology	Reading and writing opportunities with animated characters moving through scenery. Teachers can create new stories using digital photos and templates provided.	X	X	X	X	X	X	ADP-AST	99.00
The Dairy Farm	Adaptive Technology	Activities in language arts, math, science, multimedia activities, game with movies and photos to explore real dairy farm. Great unit study.	X	X	X	X	X	X	ADP-DF	30.00
Digital Writer	Adaptive Technology	Classroom Suite activities and templates for writing across the curriculum.	X	X	X	X	X	X	ADP-DW	39.95
Basic Coins	Attainment	Three progressively challenging segments: name, match, and purchase	X				X	X	AT-BAC-07T	56.00
Basic Fractions	Attainment	Name and recognize wholes, halves, thirds, quarters, sixths and eighths in illustrations of familiar foods; parts of a whole, parts of a collection, measurement, and equivalent fractions.				X		X	AT-BF-07T	56.00
Community Signs	Attainment	80 important places and services in the community				X		X	AT-CN-40T	94.00
Dollars and Cents	Attainment	First Money- names and values, Spending Money- shopping from a list, Making Change	X			X	X	X	AT-DO-07T	94.00
Functional Words	Attainment	Six CD series with 480 nouns and verbs taught with video clips, photos, and text. Management system easily allows assignment of words not known, automatically moves on with mastery.	X			X		X	AT-CNS-07T	94.00
Match Time	Attainment	4 levels with matching the hour, matching fifteen minute intervals, matching all minutes, earlier and later. Analog and digital	X			X	X	X	AT-MT-07T	94.00
Show Me Math	Attainment	4 basic operations, numbers to 20, "show me" gives student a short animated movie to help students visualize math problem.	X			X	X	X	AT-SO-07T	94.00
Social Skills at School	Attainment	Book and video versions of five engaging stories where student actors face common social situations	X			X		X	AT-SOS-07T	75.00
Social Skills at Work	Attainment	Real-life workers with developmental disabilities and their employers! Book and movie versions of five skill areas – Dress Right, Be on Time, Be Friendly, Be a Team Player, Be Ready to Work				X		X	AT-SSK-07T	94.00
Timescales	Attainment	3 modules: hours of the day, minutes of the hour, and time to time, varying clock faces	X			X	X	X	AT-TM-07T	94.00
Clicker 5	Crick Software	A talking word processor where you write using the keyboard, or a Clicker grid with letters, words, or phrases. Add graphics, video and animation, create talking books with speech support. Crick USB Switch Box needed for switch users.	X			X		X	CSCLK2005F	219.00
Clicker Paint	Crick Software	Integrates into Clicker 5 or stand alone. Switch users can draw freehand or color pictures. Illustrate stories in Clicker 5. Requires Crick Switch Box.	X			X		X	CSCLKP	95.00
Cloze Pro	Crick Software	Create an cloze activity, quickly remove words or phrases, grids are created automatically. Track student progress. Ready to use materials on web.	X			X		X	CS-CP	199.00
Penfriend	Crick Software	Word prediction for Clicker 5.	X			X		X	CS-PNF2205P	149.00

Wordbar	Crick Software	Rapid point and click access to words and phrases to send to your word processor.				X		X	CSWBR2201	149.00
Find Out, Write About	Crick Software	Interactive talking book made in Clicker 5 with Clicker writing page for each page of the book. Levels for emergent, struggling, and fluent readers. Requires Clicker 5	X			X		X	CSFW-XXN	46.55
Planet Wobble	Crick Software	Animated Clicker talking books and related on-screen activities for early reading and writing skills. BETT Award Winner for 2003 Three levels	X			X		X	CSPW2005	59.00
Early Songs and Play	Linda Burkhart	Child-directed exploration of early concepts; balloon play, clay, blocks, Spider Song, Five in the Bed, Big/Small/Fast/Slow	X	X		X	X	X	LB-ESP	38.00
Two Switches to Success	Linda Burkhart	IntelliTalk and IntelliPics Studio activities, template, and directions for 2 switch scanning and step scanning; includes 28 page book describing Stepping Stone Process (Burkhart 2004)	X	X		X	X	X	LB-TSS	43.00
AbraKadabra	Inclusive	Cause and effect, three levels of difficulty, each with 10 scenes to build. Animated and auditory rewards	X			X		X	IC-AK01	80.00
Big Bang	Inclusive	Cause and effect, stimulating movement, crazy sounds effects to get attention. Animations and picture builds can be played in different way to suit the learner.	X			X	X	X	IC-BB02	71.00
Blob CD for Windows	Inclusive	Bright, high quality graphics, animation, and sound encourage switch users to develop their switching and cognitive skills				X		X	IC-BL01	66.00
<u>Choose and Tell:</u> Nursery Rhymes Legends Fairy Tales	Inclusive	Create a story by choosing from options, many possible outcomes keep activity fresh	X		X	X			IC-CTXX	80.00
<u>SwitchIt!</u> Arcade Adventure At Home Christmas Extra Diggers Facemaker Farm Extra Gadgets Hygiene Extra Opposites Patterns People Extra Pictures Scenes Weather Extra Wildlife	Inclusive	Demonstrate an understanding of cause and effect, develop thinking and language skills in a fun and motivating environment.	X						IC-SZ01 IC-SH01 IC-SW19 IC-SD01 IC-FM01 IC-SW16 IC-SG01 IC-SW21 IC-SW08 IC-SW02 IC-SW12 IC-SW04 IC-SW06 IC-SW14	71.00 71.00 104.00 71.00 71.00 104.00 71.00 104.00 71.00 71.00 104.00 71.00 71.00 104.00
SwitchIt! Maker 2	Inclusive	Turn your text, images, movies, and sounds into simple on-screen activities. Free player version allows students to take their activities home.	X	X		X	X	X	IC-SQ02	104.00
Chooselt! Maker 2	Inclusive	Create decision-making activities or help students learn scanning techniques. Great for accessible quizzes! 1500 example files	X		X	X		X	IC-CH02	104.00
SwitchIt! Jigsaw Maker 2	Inclusive	Make your own pictures into interactive puzzles of 2, 4, or 9 pieces. Puzzles can be completed in 4 ways. Puzzles can be printed to extend puzzle away from	X	X	X	X		X	IC-SJ04	104.00

		the computer. New feature: add pics directly from your digital camera.								
Spider in the Kitchen!	Inclusive	Positional language, understanding processes, matching objects to location in kitchen, sequencing; wide range of savable options	X	X		X	X	X	ICSK01	71.00
Early Math with Spider and Friends	Inclusive	Six early learning activities include sorting, matching, copying, drawing, and counting. Select scanning speed and number of problems in each set.	X			X	X	X	IC-SF01	71.00
Making Sense with Letters	Inclusive	Word building activities using 300 different graphics and sounds. Find the initial sound, the missing letter, listen and type, and unscramble the letters.	X			X		X	IC-MS02	80.00
Making Sense with Numbers	Inclusive	Collection of 9 activities including number recognition, counting, dot-to-dot, dominoes, memory activities, and painting by numbers	X	X		X	X	X	IC-MS01	80.00
Oops!	Inclusive	Four arcade games that develop switch or mouse timing skills.	X			X		X	IC-OO01	80.00
Learn More about Math	Inclusive	Six activities include counting to 9 with animated creatures, complete a sequence of numbers, memory game, analog and digital time, addition and subtraction. Fully configurable.	X			X		X	IC-LM01	80.00
Two by Two	Inclusive	Huge selection of pairs For a matching game							IC-TT01	80.00
Easy Games	Inclusive	Collection of six classic arcade-style games that help develop the skills of observation, anticipation, timing, and concentration. Different levels and options; you can also create your own. Save user settings.	X						IC-EG01	80.00
Switch Friendly Games	Inclusive	Six games to help develop scanning skills and have some fun! Many possible setups, including up to four switches per player. Play against another switch user, the mouse, or a computer opponent (except chess)	X			X		X	IC-SF06	114.00
Step by Step	Inclusive	Build images step-by-step and see them animate, sound effects	X			X		X	IC-YB01	61.00
Switch Skills 1	Inclusive	Collection of easy switch timing activities. Exciting themes provide motivation. Also learn speaking and listening skills as well as concentration. Tracks student performance. Options for difficulty.	X			X		X	IC-SS05	80.00
Teddy Games	Inclusive	12 different types of activities, including click to make something happen, matching and sorting, dominoes, creating a scene, and dress the teddy.	X	X		X		X	IC-T601	71.00
Touch!	Inclusive	Visual discrimination to develop touch or mouse skills. 3 configurable games provide sight/ sound reward.				X		X	IC-TO01	52.00
Hey Presto	Inclusive	Visual perception, early switch techniques, language. Cause and effect with simple graphics, animation, and sound rewards. 30 pictures are built in stages. Select the # of presses to complete, backgrounds.	X			X		X	IC-HP01	71.00
Happenings	Inclusive	Cause and effect, develop visual perception, learn new concepts, and develop switch skills as student builds pictures	X			X		X	IC-HA01	80.00
Happy Duck	Inclusive	Cause and effect. Color step-by-step or all, selection of 45 line drawings, complete with sound effects and	X			X		X		

		final sound reward. Second option picture to partially hidden so student can guess what it is.							IC-HD01	71.00
Let's Go to Town	Inclusive	Story-based program with 9 interactive scenes with linking animations to provide cohesion. Catch the bus to go to town, shop, mail a letter, and more.	X			X	X	X	IC-LI01	85.00
Let's Go to the Beach	Inclusive	On-screen storybook with decision making activities and animations to link the beach story together. Each page has a limited number of things to click on, making it easy for learning switch scanning.	X			X	X?	X	IC-LB03	85.00
Touch Balloons	Inclusive	Eye-hand coordination skills by popping balloons as they float by. Change direction of travel, speed, and number of balloons. Options for your own pictures	X			X		X	IC-TB01	71.00
MegaMix	Inclusive	Activities from LaraMera. Domino, fruit picking, dot-to-Dot, Maze, reveal, complete the picture, Paintbook, Music.	X			X		X	IC-MM01	80.00
Drumkit	Inclusive	New, noisy, music making software. Pick a tune, add percussion sounds or tune motifs. Learn rhythm. Hit switch in time with music. Add your own music.	X			X	X	X	IC-DK01	61.00
Toyshop	Inclusive	Designed for switch users that are progressing from cause and effect to making choices. Toy, vehicle, and animal pictures. Memory game included	X			X		X	IC-TY01	61.00
Disco	Inclusive	Amuse, develop switch skills and cause and effect. One press to get an animated reward to many presses to build up a scene. Appropriate for older students	X			X	X	X	IC-DO01	71.00
On the Farm	Inclusive	Five types of activities. Build a scene one picture at a time using mouse, spacebar, switch. Click to see word, hear a sound or the word, label the scene, create you own scene and add text. Click on an area of the farm to visit.	X			X		X	IC-OF01	61.00
Balanced Literacy	IntelliTools	Address all the essential elements of beginning reading and writing instruction in a fun, interactive environment. Research indicates highly effective with at risk students.	X			X	X	X	IKITR-BLMW	285.00
Classroom Suite	IntelliTools	All activities created in IntelliTalk 3, IntelliMathics and IntelliPics Studio are switch accessible. On-screen keyboards and word prediction built in. Use activities in the program, download from Activity Exchange, or make your own.	X	X	X	X	X	X	IKICS-MW	285.00
MathPad	IntelliTools	On-screen math problems (four basic operations) for those who find paper and pencil math difficult. Use problem lists that are included or enter your problem set. Cueing supports calculation process.	X			X	X	X	IKCM-MPW	75.95
MathPad Plus	IntelliTools	On-screen math manipulatives support decimal and fraction math. Students can work out the problem with the manipulatives, then return to the problem.	X			X		X	IKCM-MPPFDMW	94.95
Number Concepts 1	IntelliTools	Explore mode or Q&A mode for counting 1-20, greater than, less than, and equal to, beginning addition and subtraction. Counting hand reinforces one-to-one correspondence. Tracks data.	X			X	X	X	IKCM-NC1-MW	75.95
Number Concepts 2	IntelliTools	Explore or Q&A modes for Hundreds Chart, Place Value, Skip Counting, and Factoring. Polar theme. Data tracking	X			X	X	X	IKCM-NC2-MW	75.95
Cause and Effect	Judy Lynn	16 activities with an amusement park theme	X	X		X				

Amusement Park									JL278	39.00
Cause and Effect Cinema	Judy Lynn	90 3-7 second Video clips. First switch hit displays text on-screen and voice announces title; second hit plays movie.	X						JL501	39.00
Cause and Effect Factory	Judy Lynn	12 segments with an assembly line theme	X						JL501	39.00
Cinema 2 –Life Skills	Judy Lynn	75 film clips for common life skills, each 5 -10 sec. Text appears on screen with first hit, voice announces the title, and second hit shows the film.	X						JL251	39.00
Desktop Maker	Judy Lynn	Create an accessible desktop that launches 2-20 WIN programs.	X	X		X		X or keyboard	JL502	39.00
In Sequence Daily Living Skills	Judy Lynn	Students arrange pictures in chronological sequence. Customizable settings for presentation and response.	X	X		X		X	JL901	59.00
In Sequence Illustrated Stories	Judy Lynn	A story is read to the student and then the review is to sequence the events. 15 stories and you can add your own. Customizable settings for presentation and response.	X	X		X		X	JL801	49.00
Intro to Cause and Effect	Judy Lynn	Large, brightly colored geometric patterns animate for 3-5 seconds to develop cause and effect and visual tracking skills. 35 segments. Switch prompt.	X					X or keyboard	JL115	39.00
Learning Two Switch Scanning	Judy Lynn	21 activities grouped into 7 lessons, gradually moving the single switch user toward step scanning.		X					JL553	47.00
Look and Listen	Judy Lynn	Basic Cause and Effect. Graphic animated with lively music. 100 graphics and 35 different songs. Add your own pictures and songs.	X					X or Space bar	JL141	39.00
Match It	Judy Lynn	20 different matching activities cover shapes, colors, animals, food, letters and numbers. Timed scanning skills developed.	X						JL601	39.00
Paddle Pong	Judy Lynn	Two player game where the players can use a variety of input methods. Customize size and color of paddle, ball speed, skill level, amount of points to win. Can be made a one player game.	X			X		X or keyboard	JL701	19.00
Scan and Paint	Judy Lynn	Select number of colors, of paint, animation speed, add your own pictures, print. 60 pictures included. Timed scanning, horizontal and vertical tracking, etc.	X	X					JL302	39.00
Switch Accessible Boombox	Judy Lynn	Utilize a virtual stereo to play your favorite songs or video clips.	X	X	X	X		X	JL977	39.00
Wheel of Sounds	Judy Lynn	Switch hit activates spinner on the screen and once picture is selected, a sound is played. Customizable – add own pics and sounds, choose number of pics on-screen. Game options include matching, letters, colors, and numbers	X	X	X	X		X	JL219	39.00
<u>Creature Games</u> Antics Cartoons Capers Features Magic	Laureate Learning	Introduce and reinforce cause and effect, turn-taking, and the use of a single switch. All four programs work the same way, but each offers 5 different games with 5 different characters. Every time a response is made, a zany character puts on a hilarious performance.							L-401-WB L-407-WB L-403-WB L-404-WB L-406WB	81.00 81.00 81.00 81.00 81.00
Creature Chorus – Sterling Edition	Laureate Learning	Sterling editions include step scan.	X	X		X	X	X	Various S408	90.00
Adjectives and Opposites	Laureate Learning	Circus theme is used to train over 115 vocabulary items and 26 pairs of opposites within 7 activities.	X			X		X or keyboard	L700	119.00

Concentrate Series	Laureate Learning	Strengthen skills trained in the Words and Concepts series using the Concentration game format.	X			X		X or keyboard	L808	245.00
Early Emerging Rules	Laureate Learning	Train negation, plurals, and prepositions. Each program includes a game that introduces concepts, four levels of instruction, and a test option. Provide an ideal link between First Words series and comprehensive syntax training in Micro-LADS.	X			X		X or keyboard	L805	342.00
Exploring Early Vocabulary Series	Laureate Learning	Great for training vocabulary in context! Explore 140 words within logical scenes. Animated reinforcement and animations to illustrate verbs.	X			X		X or keyboard	L811	288.00
First Categories – Sterling Edition	Laureate Learning	60 common nouns are used to train six essential categories – animals, foods, body parts, clothing, furniture, and vehicles.	X	X	X	X		X or keyboard	L206	219.00
First Words, First Words II, and First Verbs – Sterling Edition	Laureate Learning	Each program trains 50 words in developmental order. Probe testing identifies words that the student does not know and the words are trained. When one word is mastered, another is chosen to take its place.	X	X	X	X		X or keyboard	L820	500.00
Following Directions Series	Laureate Learning	24 different activities train one-level, sequential, and two-level commands using important school concepts; spatial relations and directional terms.	X			X		X or keyboard	L202	167.00
Language Activities of Daily Living: My House, My Town, My School	Laureate Learning	Each program uses 6 engaging scenes to train over 100 common vocabulary items. Have fun while building functional language and increasing independence.	X			X		X or keyboard	L803	321.00
Language Links	Laureate Learning	Comprehensive series takes children from early two-word development stage through mastery of a broad range of syntactic forms. 75 essential grammatical forms in developmental order.	X			X		X or keyboard	L121	927.00
Micro-LADS	Laureate Learning	Seven modules use over 600 pictures to train comprehension of 46 fundamental grammatical structures. Animated character amuses student after correct answer.	X			X		X or keyboard	L111	176.00
Nouns and Sounds – Sterling Edition	Laureate Learning	Listen to and discriminate environmental sounds. Match sounds with pictures. 100 nouns, nine activities accommodate a wide range of language functioning levels.	X	X	X	X		X or keyboard	L752	119.00
Prepositions!	Laureate Learning	Captivating 3D characters and objects illustrate 10 essential prepositions and increase engagement. Six modules teach prepositions in developmental order.	X			X		X or keyboard	L652	171.00
Sentence Master	Laureate Learning	Remedial Reading program which focuses on mastery of the non-content words that make up the majority of any page of text. Failure free design.	X			X		X or keyboard	L804	1411.00
Simple Sentence Structure – Sterling Edition	Laureate Learning	Students learn the importance of Subject-Verb-Object word order in sentences.	X	X		X		X or keyboard	L707	181.00
Swim, Swam, Swum	Laureate Learning	High frequency irregular verbs are trained in their base, present, present progressive, past, and past perfect forms.	X			X		X or keyboard	L750	143.00
Talking Nouns I, Talking Nouns II,	Laureate Learning	Compliments the First Words series by developing the active use of the nouns and verbs trained in	X	X		X	X	X or keyboard	L810	321.00

Talking Verbs		those programs. Press a word, phrase, or picture on the monitor screen to make your computer talk. IntelliKeys Overlays included.								
TalkTime with Tucker	Laureate Learning	A voice-activated program that encourages children with speech impairments to vocalize. Microphone needed.	X					keyboard	L815	119.00
Twenty Categories	Laureate Learning	Multiple choice questions to train 300 nouns from 20 categories. Teacher can select categories to train, criterion to end lesson, and question format.	X			X		X or keyboard	L204	143.00
Adventures in Reading	Learning Magic	Branching stories and a template to create more.	X	X	X	X	X	X	LM-AR	48.00
Animal Kingdom	Learning Magic	A collection of 18 books, two sets of 9 arranged into 2 bookshelves in My Own Bookshelf or read with included reader. Must specify Mac or WIN	X	X		X	X	X	LM-AK	181.00
Cause and Effect and Beyond	Learning Magic	A collection of 5 templates and 30 activities. Data captures for 2 button activities so a report can be generated.	X	X	X	X	X	X	LM-CEB	48.00
Comprehension	Learning Magic	A collection of 11 templates and 36 activities help determine level of comprehension and improve reading, listening, and observational skills. Science, social studies, and original stories.	X	X	X	X	X	X	LM-C	67.00
Exploring Nature Collection	Learning Magic	Adapted Stories collection targets older students at an emergent literacy level. 10 monthly study units include on the computer activities and off the computer support materials.	X	X	X	X	X	X	LM-ENC	171.00
Math Magic	Learning Magic	12 ready to use activity sets as well as addition and subtraction templates, practice with numbers 6-10	X	X	X	X	X	X	LM-MM	16.00
Puzzling	Learning Magic	Sixty puzzles plus six new puzzle templates; built in IntelliTools Classroom Suite.	X	X	X	X	X	X	LM-P	48.00
Natural Disasters	Learning Magic	9 books in My Own Bookshelf and 9 ready-to-use tests in Test Me, Score Me. Books install as a single bookshelf into MY Own Bookshelf or can be read with reader.	X	X		X	X	X	LM-ND	67.00
RAPS	Learning Magic	Classic RAPS from Caroline Musselwhite retooled. Three stories and associated computer activities organized into the Four Block Model for reading instruction. Appropriate for older students.	X	X	X	X	X	X	LM-RAPS	48.00
Raptors	Learning Magic	Unit study includes Raptors content, writing activities, an explore activity, and a math activity.	X	X	X	X	X	X	LM-R	17.00
Reptiles	Learning Magic	A unit study with content, 8 writing templates, a comprehension activity, and a simple explore activity	X	X	X	X	X	X	LMREP	17.00
The Nature Series	Learning Magic	A collection of 18 books, two sets of nine books that introduce students to different environments. Import as two bookshelves into MY Own Bookshelf or can be used with reader.	X	X		X	X	X	LM-NS	69.00
The Wonders and Magic of Nature	Learning Magic	A collection of 8 study units covering different biomes. Requires Clicker 5 software. Units may be purchase separately.	X			X		X	LM-WMN	258.00
The Writing Bin	Learning Magic	Collection of 30 finished activities and seven templates. Students can insert a picture and write about it. Toolbars on-screen provide word choices.	X	X	X	X	X	X	LMWB	67.00
Early Learning 1	Marblesoft	Match colors, learn shapes, count numbers, match letters. Simple screens and clarity of content make this a must! Dozens of options to customize.	X	X		X	X	X or keyboard	M0170	67.00

Early Math Skills	Marblesoft	Addition, subtraction, number sequencing, and greater than/less than; Seven activities and dozens of difficulty levels.	X	X		X	X	X or keyboard	M0270	57.00
Money Skills	Marblesoft	Five activities teach counting money, making change, and shopping. Currency from US, Canada, Europe, UK, and Australia. Many levels of difficulty	X	X		X	X	X or keyboard	MO670	57.00
Early Learning Suite	Marblesoft	Includes all of the programs above	X	X	X	X	X	X or keyboard	MO770	143.00
Single Switch Games	Marblesoft	14 games, including 4 tow-player single switch games. Includes 3 maze games, switching lanes while driving, solitaire, concentration, arcade games.	X	X		X		X or keyboard	MO960	57.00
Boardmaker Plus	Mayer-Johnson	Interactive boards for classroom activities	X	X	X	X		X	MJF1M13462C	237.00
Speaking Dynamically Pro	Mayer-Johnson	Interactive boards for communication and classroom activities	X	X	X	X		X	MJF128W62C	465.00
Edmark Reading Program	Riverdeep	Sight vocabulary program. "The One that Works" Short instructional steps, appropriate for all ages. Two levels teach 350 Dolch words, meanings, word endings, capitalization and punctuation, comprehension and word in context. Track progress. Printable flash cards and sign manual. 2002 Codie Award Winner	X			X		X	R9658	808.00
The Edmark House Series	Riverdeep	Beloved software, updated management tools include reporting, pacing, accessibility options. Closed captioning included. Bailey, Mille, Sammy and Trudy teach basic pre-reading, math, science and social studies skills.	X			X		X	RMO360R	305.00
Words Around Me	Riverdeep	275 Sight common sight words. Word ID, plurals, Categorization, Sameness, and Difference. Make flash cards, track progress. English and Spanish	X			X		X	R11302	1796.00
Attention Getter	SoftTouch	Interesting music, sounds, and movement attract attention; morphing of pictures holds attention	X	X		X	X	X	ST-AGCD	76.00
Attention Teens	SoftTouch	Same as above, age appropriate topics	X	X		X	X	X	ST-ATCD	76.00
Concepts on the Move - Basic	SoftTouch	Learn color, shape, size using morphing images and interesting sound	X	X		X	X	X	ST-CM#1	110.00
Concepts on the Move-Advanced	SoftTouch	Learn about categories, occupations, functions, matching, and prepositions.	X	X		X	X	X	ST-CM#2	110.00
Monkeys Jumping on the Bed	SoftTouch	Enjoy the antics of these monkeys with music and animations. Five activities include choice-making, color and number matching.	X	X		X	X	X	ST-MJCD	95.00
My Own Bookshelf	SoftTouch	Create electronic books for students to enjoy quickly and easily.	X	X		X	X	X	ST-MBS	133.00
Puzzle Power Clothes and Transportation Fall and Halloween Fast Food and Sweets Fruits and Vegetables Occupations and Water Animals Zoo	SoftTouch	Puzzles give students a chance to work and play at the same time. Our Puzzle Power programs teach mouse skills while students develop thinking skills. Manipulating puzzles gives students practice with part-whole relationships, shape discrimination & problem solving. 2 themes, 20 puzzles/theme. 2,3,4,8,or16 pieces	X	X		X	X	X	ST-PPBUN	328.00
Old MacDonald's Farm Deluxe	SoftTouch	6 activities including Old MacDonald song, dot-to-dot, matching activities and reading books. 3 picture	X	X		X	X	X	ST-OMCD	104.00

		formats								
<u>Puzzle Power</u> Bundle 1	SoftTouch	Includes Zoo, Clothes and Transportation, and Fast foods and Sweets	X	X		X	X	X	ST-PP123	167.00
<u>Puzzle Power</u> Bundle 2	SoftTouch	Includes Fall and Halloween, Fruits and Vegetables, and Occupations and Water Animals	X	X		X	X	X	ST-PP456	167.00
<u>Running Start Books</u> Animated Stories Social Scripts Solar System Thematic Templates	SoftTouch	These books with brand new stories created with My Own BookShelf. read them with the MOBS Book Reader that is included or import them into your copy of My Own BookShelf.	X	X		X	X	X	ST-RSAS ST-RSSS ST-SOS ST-RSTT	110.00 110.00 110.00 110.00
Shop 'til you Drop	SoftTouch	Four activities with a shopping and money theme give students experiences with earning & spending; learn row column scanning	X	X		X	X	X	ST-SDCD	104.00
Switch Basics	SoftTouch	Eight engaging activities give students experiences from cause-and-effect to row-column scanning.	X	X		X	X	X	ST-SBCD	110.00
SoftTouch Classics 1 2	SoftTouch	SoftTouch Steps to Learning Program reprises the songs from SoftTouch classic programs. Classics 2 for older students around a transportation theme	X	X		X	X	X	ST-STC1 ST-STC2	110.00 110.00
Switching On American History	SoftTouch	Switching On American History enables standards-based curriculum to be taught at the cause-and-effect and choice making levels.	X	X		X	X	X	ST-SOAH	110.00
<u>Switching On Science</u> Earth Habitats Solar System	SoftTouch	Earth -includes units on water, air, land and natural disasters. Habitats- 8 different animals in their natural environment. Solar System - Space Exploration, the Universe, Sky Wonders, and Solar System.	X	X		X	X	X	ST-SOE SO-HAB ST-SO-S	110.00 110.00 110.00
Task Builder	SoftTouch	Build step-by-step visual tasks for the autistic student	X	X		X	X	X	ST-TBCD	124.00
Teach Me About Series	SoftTouch	Leveled curriculum includes 18 titles in life sciences and habitats, each title has four levels of books and tests. Coordinates with All About Animals Activity Books which provides standards-based curricular activities.	X	X		X	X	X		
Teach Me Functional Foods	SoftTouch	116 different foods ranging from fruits and vegetables to fast food	X	X		X	X	X	TMFF	110.00
Teach Me Nouns Series	SoftTouch	180 or more words per program with target sounds in specific positions: initial medial, final or beginning blends. Full color photographs morph to Mayer-Johnson PCS symbols showing students a connection between the concrete and abstract representations. Words on screen supports emerging literacy skills	X	X		X	X	X	ST-TMN1	110.00
Teach Me to Talk	SoftTouch	A language and speech stimulation program that enables students to focus on individual words. 4 different learning activities. Vocabulary groups include animals, clothing, food, household items, transportation and words that begin with b, p and m.	X	X		X	X	X	ST-TKUSB	110.00

Teen Tunes Plus	SoftTouch	2 activities to learn switch, choice making and computer control. Wide variety of graphic and music styles to get students' auditory and visual attention.	X	X		X	X	X	ST-TTPCD	76.00
Test Me, Score Me	SoftTouch	Create tests with yes/no or multiple-choice answers. Use pictures, movies, text and speech	X	X		X	X	X	ST-TMSM	161.00
Wheels on the Bus	SoftTouch	3-D graphics make this program come alive. 4 different activities include song, story, vocabulary, and prepositions. Changeable format, collect data.	X	X		X	X	X	ST-WBCD	110.00
Pixwriter	Slater	Create picture-supported word banks for writing activities by just typing! Students use the word banks with multiple access methods.	X		X	X	X	X	SS-PWW	171.00
Read and Tell Primary Intermediate Teen	Slater	Pixwriter set-ups for books common to each age level. Use to retell or answer questions. 160 books for Primary, 30 for Intermediate, 25 for Teen. Ready to print summaries, vocabulary activities, quizzes, and flashcards for two higher levels.	X			X	X	X	SS-RT3	171.00
Simply Science Animals Vol 1 Animals Vol 2 Energy	Slater	Ready to print PDFs with picture supported text for instruction, project directions, quizzes, worksheets, and more. Pixwriter set-ups for writing.	X			X	X	X	SS-SSB	162.00
The Magic of Mother Goose	Slater Software	Picture It and Pixwriter activities for preschool and early elementary grades. Balanced approach to emergent literacy	X			X	X	X	SS-MG2	47.00
Everybody has Feet	Simtech Publications	Enchanting animated story with music. Sing along or Explore modes. Options for words with pictures, printable files for full color storybook, coloring book, communication display, sheet music. Play the CD in a CD player too.	X	X		X		X	S4000	48.00
Cause and Effect Sights and Sounds	Simtech Publications	Five musical themes and 3 colorful animated activities. Teach momentary, timed and latching switch activation.	X	X					S1050	29.00
New Frog and Fly	Simtech Publications	4 switch training activities teach cause and effect, step scanning, auto-scanning, and reaction time. Very entertaining for students different abilities.	X	X					S1030	29.00
More Cause and Effect Sights and Sounds	Simtech Publications	Mix and match more musical themes and animated activities for cause and effect training.	X	X					S1070	29.00
Picasso Series	Simtech Publications	Drawing and coloring with Cause and effect activities as well auto and step scan. Deightful art, music, and animation.	X	X					S3005	48.00
Revenge of Sights and Sounds	Simtech Publications	All new music themes and animated activities. Great for all ages.	X	X					S1090	29.00
Scan and Match Series	Simtech Publications	All six volumes now on one CD! Beautiful graphics and digitized sound.	X	X		X New!		X New!	S3006	48.00
Sharon Won't Share	Simtech Publications	Another delightful early literacy experience. Same options as Everybody Has Feet.	X	X		X	X	X	S4001	48.00
Son of Sights and Sounds	Simtech Publications	More musical themes and animated activities.	X	X					S1080	29.00
Super Switch Puzzles	Simtech Publications	34 puzzle pictures or load your own. Single switch cause and effect, auto scan or step scan.	X	X					S1100	29.00
Spider Maze	Simtech Publications	Frogs aren't the only ones who eat flies! But ladybugs and cans of bug spray change the action. Teaches cause and effect, step and auto scanning.	X	X					S1060	29.00

Switch Arcade	Simtech Publications	Practice cause and effect, step scanning and auto-scanning with midway games.	X	X					S1040	29.00
Switch Kids	Simtech Publications	Fun for young switch users as they blow bubblegum bubbles and dress a kid. Music and sounds focus attention.	X	X					S1010	29.00
Switch Wars	Simtech Publications	Alien spacecraft have invaded our galaxy! Four games teach cause and effect, step scanning, auto-scanning and reaction time. Great for older students who cannot play standard video games.	X	X					S1020	29.00
Switch Ensemble	Switch In Time	Enable your students to actively participate in exciting musical activities! Over 90 songs and activities. No musical expertise is required.	X			X	X	X	SIT-SE	72.00
Switch Jam	Switch in Time	Select a song and start jamming! No musical expertise is required.	X			X	X	X	SIT-SJ	72.00

* This list is a work in progress, and accurate to the best of our knowledge. Updated versions of this list will be available at www.dunamisinc.com.