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Double Dice Articulation Workbooks
Ages 4 and up Grades PreK and up

Are your students tired of the typical, boring drill-based articulation activities that often occur once correct placement and production is established, but isn’t automatic? If so, then Double Dice Articulation is the solution!

Here is how it works:
- The unique double dice (a large 12-sided die with shapes depicted on the outside and a smaller 12-sided inner die with numbers on the inside) is the motivation component.
- A student rolls the unique double dice.
- The student determines which shape was rolled on the outer die.
- He/she finds the corresponding shape on the game sheet.
- He/she repeats the word/phrase/sentence the number of times indicated on the inner die.
- He/she colors or marks out a portion of the game sheet as indicated in the directions.
- The next student has a turn, and this continues until the worksheet is complete.

Each workbook is 200+ pages. A double dice is not included, but is sold separately at the bottom of this page.

200+ pages, reproducible workbook

WB-2110 (Set of 6) $160.99

Double Dice (package of two)
Ages 4 and up Grades PreK and up

Two double dice in separate blister packs. For use with all Double Dice workbooks and Double Dice Decks.

DD-100 $11.99
Double Dice Articulation Add-On Decks
Ages 4 and up Grades PreK and up

Providing speech therapy has never been easier or more productive than with our Double Dice Articulation Add-On Decks. Each deck contains the following:

- Colorful photographs of the target words on 3” x 5” cards.
- Target words separated by word position (I/M/F) and by syllable amount (1-syllable words, 2-syllable words, etc.)
- Opportunities for production at the following levels: single-word, phrase, sentence, and sound-loaded sentence.
- Each deck contains 46-60 cards.

Here is how it works:

- The instructor places nine cards face down.
- A student rolls the double dice and it lands on a shape.
- The student turns over the card with the corresponding shape.
- The student practices at the designated level the number of times indicated on the inner die.

46-60 cards per deck, storage tin

| DDD-024 | $16.99 |
| DDD-023 | $16.99 |
| DDD-021 | $16.99 |
| DDD-025 | $16.99 |
| DDD-026 | $16.99 |
| DDD-027 | $16.99 |
| DDD-022 | $16.99 |
| DDD-028 | $16.99 |
| DDD-020 | $16.99 |

DDD-028C Set (9 Decks & 1 Double Dice) $129.99

Carryover Stories
Double Dice Add-On Deck
Ages 6 and up Grades 1st and up

Stabilize carryover skills with all ages using this versatile double dice deck. It targets six later developing sounds:

- r
- l
- sh
- s/z
- th
- ch

Students answer questions related to a sound-packed story on each card. Terrific for carryover practice with elementary and teen students. Questions are strategically created in order to elicit the target sound when answered.

54 cards, storage tin

| DDD-047 | $16.99 |
**DOT Preschool Early Developing Sounds**

Ages 3 and up  Grades PreK and up

Now your preschool students can “dot” their way to clear speech! It works just like the other DOT books that you have loved with your older students, but it is designed for the younger (or less intelligible) student. Each student receives a game sheet and a paint marker. The student marks each dot as he/she practices the target sound.

- Targets 18 sounds: p, b, t, d, k, g, m, n, f, v, w, h, s, sh, ch, l, s-blends, and l-blends. All sounds are targeted in the initial and final word positions, except for w, h, s-blends, and l-blends, which are targeted in the initial word position only.
- Multisyllabic words are targeted separately: two-syllable words and three-syllable words.
- Target words were carefully chosen to have simplistic syllable shapes (i.e., CV, CVC, etc.) that preschool children need.
- Worksheets can easily be incorporated into almost any treatment approach.
- Paint markers/ink daubers sold separately, see below.

204 pages, reproducible pages

**Phono Bingo**

Ages 4 and up  Grades PreK and up

Work on these six phonological patterns—final consonant deletion, velar deviation, stridency deletion, consonant cluster reduction, gliding, and syllable reduction—while playing bingo!

- Five bingo game cards per target.
- Multiple targets per phonological pattern (i.e., Final Consonant Deletion contains: p/b, t/d, m/n, s/z, k/g) all on separate game cards.
- Bingo game cards are reproducible, so students can use ink daubers to mark them up, and they can bring them home for homework.

Phono Bingo encompasses so many therapy targets (over 125 bingo cards) that you can incorporate it into any therapy group (including traditional articulation therapy)!

162 pages, reproducible pages

**Paint Markers/Ink Daubers**

Ages 4 and up  Grades PreK and up

Four scented, washable, non-toxic, long-lasting paint markers/ink daubers in a handy plastic carrying case. They can be used with any of the DOT workbooks.

**The Entire World of Early-Developing Sounds**

Ages 3 and up  Grades PreK and up

This workbook covers twelve early-developing sounds: k/g, t/d, f/v, p/b, w/h, and m/n. It contains reproducible screening forms, visual reference pictures, sound teaching tools, activity sheets, and more!

200 pages, reproducible pages
**Trace and Speak**

**Ages 3 and up**  
**Grades PreK and up**

Improve children's speech while also allowing them to enhance their fine motor and visual motor skills with this HUGE book of reproducible activities.

- Targets 18 sounds in all word positions: p, b, w, t, d, m, n, k, g, h, f, v, s, sh, ch, l, s-blends, and l-blends (w, h, and blends in the initial position only).
- Includes 18 pages per sound!
- Engaging tracing activities that promote pre-writing skills with spectacular art.
- Preschoolers and early-elementary children are able to practice correct articulation while tracing large shapes, small shapes, horizontal lines, vertical lines, and game paths.

290 pages, reproducible workbook

**WB-1000 $34.99**

**Frontal Lisp, Lateral Lisp**

**Ages 2 and up**  
**Grades PreK and up**

This material is practical, comprehensive, and insightful. It is based on thirty years of direct therapy experience with the frontal and lateral lisps in a wide variety of clients. Learn how to diagnose, treat, shorten therapy time, motivate, and develop effective entrance/exit criteria.

228 pages, professional resource

**PM-902 $61.99**

**DOT Oral Motor**

**Ages 4 and up**  
**Grades PreK and up**

**DOT Oral-Motor** is an excitement-inducing workbook containing reproducible pages of exercises designed to increase the strength and coordination of the tongue and lips.

222 pages, reproducible workbook

**WB-2500 $34.99**
Articulation

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DOT Vocalic R
Ages 5 and up Grades K and up
Are you looking for a research-based way to remediate prevocalic /r/ and the vocalic variations of /r/? Don’t look any further because this book has it all!

- Reproducible worksheets target: prevocalic (initial) /r/, vocalic ar, or, ire, air, ear, stressed er, unstressed er, and rl.
- Worksheets separated by word position (initial, medial, & final).
- Multiple game sheets target the specific /r/ sound in words, phrases, sentences, sound-loaded sentences, and reading passages.
- Contains a convenient screening form, certificates, and tracking chart.

303 pages, reproducible workbook

WB-2015 $34.99

The Entire World of R Advanced Screening Kit
Ages 5 and up Grades K and up
This is the most comprehensive and advanced screening for vocalic /r/, initial /r/ blends, prevocalic /r/, and medial/final /r/. This screening covers all 32 /r/ allophones. A perfect screener for /r/ clients.

Pad of 30 (11”x17”) forms

SIR-055 $49.99

Vocalic R Reproducible Bingo
Ages 5 and up Grades K and up
Did someone say, “BINGO?” It could be coming from your /r/ therapy group if you use Vocalic R Reproducible BINGO. This workbook is set up to remediate /r/ in a research-based way by separating prevocalic /r/ and the vocalic variations of /r/ so you can target only the allophonic variations that need remediating. Here is what is included in the workbook:

- Reproducible bingo game cards and calling cards targeting the major /r/ allophones (prevocalic /r/, vocalic ar, or, ire, air, ear, er, and rl).
- Bingo game cards have each /r/ allophone separated by word position (initial, medial, final, and mixed).
- Six different bingo game cards per sound and per position.
- The bingo calling cards contain the therapy target at the single-word, simple-phrase, or sentence levels.
- Contains a convenient screening form, common bingo patterns, certificates, and tracking chart.

228 pages, reproducible workbook

WB-2310 $34.99

The Entire World of R Book of Elicitation Techniques
Ages 5 and up Grades K and up
This detailed book contains a wealth of tips, tricks, and techniques to elicit and remediate the difficult /r/ phoneme. It contains detailed therapy methods, /r/ probe word lists, step-by-step instructions on how to elicit each sound, goals, and so much more!

276 pages, professional resource

SIR-045 $51.99

The Entire World of R Playing Cards
Ages 5 and up Grades K and up
Contains eight decks of 27 paired cards (54 cards total) for all vocalic variations of /r/, including: r, ar, or, ire, or, air, er, rl, and blends. The prevocalic /r/ deck contains /w/ minimal pair words for practicing and correcting /w/ for /r/ substitution.

8 decks

SIR-025 $75.99

Successful R Therapy
Ages 5 and up Grades K and up
This book covers the following:

- How to achieve tongue position for /r/.
- Improving auditory discrimination skills.
- Locking in on a correct sound.
- Building key word inventories around /r/.

240 pages, professional resource

PM-073 $57.99
**Start Up Kit**

This kit is recommended for first-time users. It includes:
- 1 Comprehensive Manual
- 2 Bite-Rs with cases
- 1 Practice Deck
- 1 hour teleconference in-service

**Quick Start Kit**

This kit is for those who want to see how the Bite-R works. It includes:
- 1 Instruction booklet
- 1 Bite-R with case
- 1 Practice Deck (tells how to handle misarticulations on the back of each card)

**Single Bite-R**

The Single Bite-R is for the SLP who has used the Bite-R before and wants to use it on a single student. It includes:
- 1 Bite-R with case

**Replacement Kit**

This is for the SLP who is using the Bite-R for her caseload. It includes:
- 5 Bite-Rs with cases

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**Speech Corner Photo Cards**

**Big Deck of R Carryover Activities**

Let your /r/ students practice their carryover skills using these colorful photographic cards which focus on structured conversation, reading, and fill-in-the-blank activities. These cards are perfect for all ages, including those older students on your caseload!

- It includes 75 different activities.
- The cards cover the following sounds: r, ar, or, ire, or, air, er, and blends.
- Only the specific /r/ target phoneme appears in each story.
- It includes 10 cards per target sound.
- Colorful photographs accompany many of the activities.

50 double-sided cards for 75 activities

**SC-230** $19.99

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**The Entire World of R Therapy**

These easy-to-follow books provide targeted practice and instruction of the /r/ phoneme.

- Entire World of R Instructional
  - SIR-030 Entire World of R Instructional
    - **$48.99**
- Entire World of R Book of Stories
  - SIR-035 Entire World of R Book of Stories
    - **$43.99**
- Big Book of R Carryover Stories
  - SIR-040 Big Book of R Carryover Stories
    - **$43.99**
- Solve Then Say ‘R’
  - SIR-070 Solve Then Say ‘R’
    - **$43.99**
- Artic Attack and Other R Games
  - SIR-075 Artic Attack and Other R Games
    - **$43.99**
Articulation Rolling Cubes

Articulation Rolling Cubes
Ages 5 and up Grades K and up
Roll into articulation therapy with Articulation Rolling Cubes!
Each box contains nine therapy articulation cubes illustrating 54 target sounds that are separated by initial/medial/final word position, one number cube, and one action cube depicting 6 unique actions. Roll them solo or in combination to practice isolated words numerous times, with corresponding actions, or while creating stories for carryover practice. (Example: Roll the cubes, say the target word five times while clapping your hands.)
These are wonderful, portable articulation therapy materials for all your articulation students. Perfect for numerous repetitions at the single word level or complicated story telling at the carryover level.

Each Rolling Cube Box $15.99
SC-425 Later Sounds 3 Box Set (R,S,L; CH, SH, TH; Clusters) $42.99
SC-450 Early Sounds 4 Box Set (P,B,M; T,D,N; K,G,J; F,V,Z) $52.99
SC-455 All 7 Combo Package $89.99

Say, “apple,” three times while stomping your foot.

5-Minute Therapy

5-Minute Therapy is a program for delivering services to students with speech sound disorders by scheduling short, individual drill sessions. The child receives therapy in the hallway for a designated number of five- to ten-minute sessions. Over the last nine years, data has shown that this model is more effective than traditional group therapy in achieving speech goals.

MK-001 $18.00
MK-002 $18.00
MK-003 $18.00
MK-800 Manual $30.00
MK-004 $18.00
MK-005 $18.00
MK-006 $18.00
MK-900 1-6 $99.00

Say, “apple,” three times while stomping your foot.
Data Collection for RTI

Ages 4 and up Grades PreK and up

Finally, there is a way to collect data effortlessly and easily! Whether you are implementing RTI for articulation or needing an effective way to collect data to show progress for IEPs, these easy-to-use data collection sheets make this task a breeze! Each book contains the following:

- Well-constructed, comprehensive data collection sheets.
- Target words separated by word position (I/M/F) as well as by syllable amount (1-syllable words, 2-syllable words, etc.)
- Data sheets containing pictures, single words, phrases, sentences, and sound-loaded paragraphs.
- Each sheet allows you to collect data up to ten different times (except for paragraphs) using the same sheet—perfect for weekly data collection in typical 9-week grading periods in most school settings (i.e., baseline and then 9 weeks of therapy).
- Percentages are easily calculated because they are based on ten stimuli per page.

Clinicians love the quick and easy manner in which data can be collected and inserted into student files or folders. A wonderful way to collect baseline data, show progress, and then illustrate dismissal criteria.

approximately 100 pages each, reproducible activities

Each Workbook $19.99
WB-1040 Complete Set of 5 books $90.99

DOT Articulation

Ages 4 and up Grades PreK and up

"Dot" your way to better articulation with these wonderful game sheets! To begin, each student gets a game sheet targeting his/her sound and a paint marker. The student follows the directions, dotting each dot as he/she practices the target word.

- Targets 21 sounds: p, b, t, d, k, g, m, n, f, v, s, z, sh, ch, j, th, r, l in all word positions, and s-blends, r-blends, and l-blends in the initial word position.
- Students choose from four different types of activities for each sound in each word position, so there are plenty of game sheets to choose from.
- Paint markers sold separately (page 5).

288 pages, reproducible workbook

WB-2010 $34.99

The Entire World of R Therapy for S and Z

Ages 5 and up Grades K and up

These easy-to-follow books provide targeted practice and instruction of /s/ and /z/.

Each Workbook $42.99
SIR-085 S & Z Instructional Workbook
SIR-095 S and Z Book of Stories
SIR-115 Artic Attack and Other S & Z Games
SIR-090 Bringing S & Z Home
Speech Corner Photo Cards for Articulation Carryover

**Ages 6 and up**  
**Grades 1st and up**

Let your students practice their carryover skills using these colorful photographic cards. Here is what is included in this convenient boxed set:

- A total of 59 different cards.
- Each card contains a short story that is loaded with a specific articulation target sound.
- Five comprehension questions follow each story, and when answered correctly, they elicit the target sound.
- The cards cover the following 16 sounds: f, th, ch, sh, l, clusters, s, s clusters, r, r clusters, or, ear, er, ar, air, and ire.
- Five cards per target sound, except two for each /r/ variation.
- An answer key is provided.

A great pick up and go resource!

59 different cards, game ideas, answer key

SC-205 $19.99

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 DOT Articulation II

**Speech Corner Photo Cards**

**Big Deck of Carryover Activities**

**Ages 6 and up**  
**Grades 1st and up**

Work on carryover skills with these DOT worksheets! Let your students follow the directions, dotting each dot as they practice the target sound-loaded sentences and paragraphs.

- Targets 13 commonly misarticulated sounds: k, g, f, th, sh, ch, j, l, r, s, s-blends, r-blends, and l-blends in all word positions!
- Students choose from 17 different sound-loaded activities for each of the 13 articulation targets. (That's a lot of practice sheets!)
- Paint markers sold separately, page 5.

50 double-side cards for 75 activities

SC-230 Big Deck of R $19.99
SC-240 Big Deck of CH, SH, & TH $19.99

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**DOT Articulation II Sentences and Paragraphs**

**Ages 6 and up**  
**Grades 1st and up**

Follow the picture

Work on carryover skills with these DOT worksheets! Let your students follow the directions, dotting each dot as they practice the target sound-loaded sentences and paragraphs.

- Targets 13 commonly misarticulated sounds: k, g, f, th, sh, ch, j, l, r, s, s-blends, r-blends, and l-blends in all word positions!
- Students choose from 17 different sound-loaded activities for each of the 13 articulation targets. (That's a lot of practice sheets!)

Paint markers sold separately, page 5.

253 pages, reproducible workbook

WB-2005 $34.99
Articulation Stories for Carryover Practice

Ages 6 and up  Grades 1st and up

This well-designed, reproducible workbook focuses on reading and structured conversational speech activities for carryover practice. When your students need something more challenging than the standard practice at the word, phrase, and sentence levels, then this is the resource for you. Included in this book are:

- Stories conveniently divided by sound.
- Targets 16 commonly misarticulated sounds: f, th, sh, ch, l, l-blends, s, s-blends, r, r-blends, and vocalic ar, or, ire, air, ear, and er.
- Rebus stories (pictures) for struggling or beginning readers.
- Traditional stories (no pictures) for older students.
- Comprehension questions after each story in order to provide structured practice opportunities for the generalization of skills beyond the word level.

This is great advanced practice for students with speech sound disorders!

182 pages, reproducible workbook

WB-1045  $34.99

Carryover Techniques

Ages 5 and up  Grades K and up

Here is a wonderful research-based and practical resource in helping your clients learn how to carry over their skills to all speaking situations. This book covers everything from self-monitoring to games and activities that promote carryover. This author’s three decades of clinical experience make this a valuable resource that you’re sure to use.

170 pages, professional resource

PM-978  $37.99

Double Dice Sound-Loaded Sentences

Ages 5 and up  Grades K and up

Students roll the double dice (page 3), find the shape, and read (or repeat) the sound-loaded sentence the number of times indicated by the inner die. This book contains 10 pages for each of the 20 targets:

- k or
- g ire
- f air
- th ear
- sh er
- ch r
- j r blends
- l s blends
- s l blends
- r master/blank
- ar

210 pages, reproducible worksheets

WB-2103  $34.99

Carryover Stories Double Dice Add-On Deck

Ages 6 and up  Grades 1st and up

Work on carryover skills with all ages using this versatile double dice deck. It targets six later-developing sounds:

- r
- l
- sh
- s/z
- th
- ch

Students answer questions related to a sound-packed story on each card. Terrific for carryover practice for elementary and teen students. Questions are strategically created in order to elicit the target sound when answered. A double dice is sold separately on page 3.

54 cards, storage tin

DDD-047  $16.99
Becoming Verbal with Childhood Apraxia of Speech
Ages 3 and up Grades PreK and up
Teach your child to speak up, speak out, play with sounds and words, engage in dialogue, turn-take, imitate, and become much more expressive. If you are looking for a place to begin reading about how to help young children with a severe expressive speech delay or disorder, this is it.

92 pages, professional resource
PM-065 $23.99

Do You Like Pie?
Ages 3 and up Grades PreK and up
This CD contains ten songs written to help children rehearse specific consonants, vowels, syllables, and words. They also can be used to practice aspects of voice, prosody, and pre-speech vocalizations. Sample songs and lyric sheets with suggestions on how to use these songs for speech and language practice can be found at www.SpeechCorner.com

1 CD, 10 Songs
PM-200 $19.99

How to Stop Drooling and Thumbsucking
Ages 3 and up Grades PreK and up
Learn highly practical methods to eliminate drooling, thumbsucking and other oral habits. Written for both parents and therapists, these books explain why and how to put an end to these behaviors.

64 pages
PM-049 $17.99

Vowel Practice Pictures
Ages 3 and up Grades PreK and up
This reproducible workbook contains 375 words carefully chosen for their vowel content. Words are arranged simple-to-complex by syllable shape and phonological pattern. This book serves as a quick drill resource for clients of all ages and ability levels.

80 pages
PM-057 $17.99

PM-980 $27.99

The Four Stages of Imitation
Ages 3 and up Grades PreK and up
In this hour-long lecture, Pam Marshalla describes the four stages of imitation development as defined by Jean Piaget, focusing on how the stages can be used as a basis for developing sound and word imitation in young children who are non-verbal or nearly non-vocal. Many of these children appear unable or unwilling to imitate sounds and words. This course is available for ASHA CEUs.

1 DVD, 32 page booklet, .1 ASHA CEU
PM-100 $39.99

Apraxia Uncovered (Book & CDs)
Ages 3 and up Grades PreK and up
Apraxia Uncovered will help you understand how to help the child make a wider variety of consonants, vowels, syllables and words, and to become more intelligible. Techniques are appropriate for children of all ages.

• Hundreds of therapy suggestions
• Reference book that fully summarizes lecture material
• Based on thirty years of Pam’s clinical experience
• Pam’s famous practical style

160 pages, 3 CDs
PM-604 $63.99
Nationally recognized speakers, Dave Hammer and Cari Ebert, teamed up to develop *The SLP's Guide to Treating Childhood Apraxia of Speech*. This professional resource provides practicing SLPs the hands-on information they need to effectively treat toddlers, preschoolers, and early school-aged children who have or who are suspected of having Childhood Apraxia of Speech (CAS). This book covers the following areas:

- CAS and sCAS—How Diagnosis Drives Therapy
- Making Something Intrinsically Not Fun, Fun
- Creating Communication Risk-Takers
- Getting Started with the Minimally Verbal Young Child
- The Importance of Early Target Selection
- Continuing the Journey with the More Verbal Child
- Using Multisensory Cues in Therapy
- Activities for Enhancing Repetitive Speech Practice Through Play
- Incorporating Technology into Therapy
- Establishing Family and Community Partnerships

professional resource, 158 pages

**Vowel Owls Sorting Set**

*Ages 3 and up Grades PreK and up*

Vowels of a feather gather together to make practicing vowel sounds a hoot. Help students master their vowels in single-syllable words using engaging picture cards. Sort the cards into the correct owls labeled with the vowels. Use the extra “blank” owl for your own therapy targets.

6 owls, 100 picture cards

**LR-575 $29.99**

**Hiding Hat**

*Ages 3 and up Grades PreK and up*

Hide it! Reach inside! Talk about it! Place your own small objects or picture cards to get tons of customized practice. Children love the element of surprise! It comes apart into two pieces for easy cleaning and refilling with cards/objects.

1 plastic hat, 50 cards

**SC-500 $25.99**

**Bjomre Speech Sound Cues**

*Ages 2 and up Grades PreK and up*

*Bjomre Speech Sound Cues* are picture cues designed to help young children acquire, use, and combine sounds by giving each sound a meaning that makes sense. These can be used with all children, but are especially appropriate for use with young children without letter/grapheme knowledge. Multi-sensory experiences are an important part of children acquiring new skills, and visuals are just one of those! Each card depicts a picture that directly corresponds to a speech sound. Children love the colorful, child-friendly characters depicted in the cue set. These cards complement most therapy approaches for those working on:

- Childhood Apraxia of Speech
- Early Acquisition of Speech
- Speech Sound Disorders
- Phonemic Awareness
- Vowel Differences

36 total cards: 22 consonants, 12 vowels, 2 vowel sort cards

**ZF-150 $60.00**
Spot On! Basic WH? Questions
Ages 4 and up Grades PreK and up

Just press the Spot On! pen to the answer dot for an immediate response of colorful lights (green for correct and red for incorrect) and encouraging phrases/sounds. (Two modes available—lights only or lights and sounds.) All answers have corresponding photographs which are perfect for non-readers. This set of interactive cards targets:

- Who
- What
- Where
- When
- Why

50 double-side cards for 100 activities
SC-660 $17.99

Spot On! Pen
SC-600 $12.99

WH Questions? Double Dice Add-On Deck
Ages 5 and up Grades K and up

This motivating 54-card deck targets who, what, where, and when questions. Each card contains:

- A photograph depicting an occupation or an object.
- A beginning of a sentence (e.g., This is a...).
- Four (4) different wh-questions directed toward the photograph.

Students get plenty of practice (up to 216 questions) and enjoy using this activity time and time again! The cards are colorful and measure 3” x 5”. If you don’t already own a double dice, it is sold separately on page 3.

54 playing cards, 3 content cards, & storage tin
DDD-001 $16.99

DOT WH? Questions
Ages 5 and up Grades K and up

DOT your way to answering and asking better wh-questions! This reproducible workbook walks students through answering basic wh-questions (who, what, where, when, why, and how) and progresses to answering more complex auditory comprehension and inferential questions. Additionally, it teaches children how to ask questions. DOT WH? Questions develops receptive and expressive language skills in a fun, engaging, and systematic way. If you don’t already own dot markers, they are sold separately on page 5.

225 pages, reproducible activities
WB-3030 $34.99
**Spot On!**

**WH? Questions (from sentences)**

**Ages 6 and up**  
**Grades 1st and up**

Students love answering questions from sentences with these new Spot On! cards. Press the Spot On! pen to the answer dot for an immediate auditory and visual response. The pen lights up green for a correct answer and red for an incorrect response. Encouraging audio feedback may be provided, but is optional.

50 double-sided cards, 150 questions

**SC-630 $17.99**

**Spot On! Pen**

**SC-600 $12.99**

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**Asking Good Questions**

**Ages 4-8**  
**Grades PreK-3rd**

Teach the skill of asking good questions by incorporating who, what, where, when, why, basic concepts, quantities, associations, color associations, vocabulary words, and thinking skills. There are 20 fun, three-page lessons with illustrations and corresponding questions. Easy to use! Great to send home for home practice, too.

60 pages, reproducible activities

**GI-255 $29.50**

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**Asking More Specific Questions**

**Ages 5-12**  
**Grades K-5th**

Advance from general questions to very specific questions. This workbook is good for auditory comprehension of specific questions and information. Great cartoon illustrations stimulate the specific questions. If you use the workbook, Asking Good Questions (product above), then you will love this book.

62 pages, reproducible activities

**GI-250 $29.50**

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**Auditory Processing of “WH” Words**

**Ages 4-8**  
**Grades PreK-3rd**

These activities provide simple and very structured practice for students who have not developed a total understanding of wh-question words.

62 pages, reproducible activities

**GI-170 $29.50**

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**Guided Reading Question Cards**

**Ages 8 and up**  
**Grades 3rd and up**

Give students the tools to become strategic, independent readers!

- Questions for use before, during, and after reading.
- Use cards in conjunction with any text.
- Students learn by responding to card questions and listening to peers’ answers.
- Cards encourage questioning, predicting, summarizing, and more.
- Teacher guide features individual, small group, and whole-class ideas.

54 cards each

**TC-125 Questions for Nonfiction $10.99**

**TC-128 Questions for Fiction $10.99**
**Questions**

**Double Dice Add-On Deck**

Ages 5 and up Grades K and up

This **Double Dice Deck** prompts students to ask questions using the following question forms: who, what, where, and when.

There are 54 total playing cards. The first half contains a photograph followed by four sentences describing a question a person wants to ask. The student responds by asking the appropriate question using the bold target word in each sentence.

The remaining half of the deck contains a photograph and four fill-in-the-blank style sentences that need to be completed using a question word.

54 playing cards, 3 content/direction cards, storage tin

DDD-012  $16.99

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**Auditory Memory for WH Questions Double Dice Add-On Deck**

Ages 5-12 Grades K-7th

This colorful card deck has 216 different wh-questions and will assist students in answering related questions about information presented to them orally.

Here is how it works:

- A student rolls the double dice and it lands on a shape.
- The student turns over the card with the corresponding shape.
- The student listens as the instructor reads a short paragraph.
- The student answers a related wh-question indicated by the number on the inner die.

Perfect for students working on answering questions, auditory memory, or basic comprehension skills.

(The double dice is sold separately, page 3.)

54 playing cards, 3 content/direction cards, storage tin

DDD-038  $16.99

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**The Five W’s Workbooks**

Ages 6-10 Grades 1st-5th

Grab students’ attention with the high-interest, factual newspaper articles featured in these books! Each article is presented in a realistic and appealing format. Follow-up who, what, when, where, and why questions help boost comprehension.

5 book set

RM-110  $39.99

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**5 W’s Fiction and Nonfiction Binder**

Ages 7 and up Grades 2nd and up

Reading Level: 2.0-4.5

By reading the short, humorous stories and answering the accompanying who, what, when, where, and why questions, students will learn to apply comprehension strategies so they can understand and retain the information they read. To further reinforce reading and vocabulary comprehension, each story also includes a cloze reading activity.

A whiteboard-ready resource CD, an answer key, a list of reading levels and word counts for each story, and a list of the Common Core State Standards this product meets are included with this 148-page binder.

148 pages, CD

RM-015  $59.99
Changing Statements into Questions
Double Dice Add-On Deck

Ages 6-11 Grades 1st-6th

This beautifully constructed card deck provides a motivating way to assist students in learning how to rearrange words within a sentence to form questions. Students get plenty of practice (up to 216 questions) and enjoy using this activity time and time again! If you don’t already own a double dice, it is sold separately on page 3.

54 playing cards, 3 content/direction cards, storage tin

DDD-013 $16.99

The Entire World of WH? Questions Activity Set

Ages 4 and up Grades PreK and up

These activities provide simple and very structured practice for students who have not developed a total understanding of wh-question words.

activity book, flip book, cue cards, double-sided game board

SIR-135 $45.99

Speech Corner Photo Cards for Expressive Language

Ages 5-12 Grades K-7th

These inspiring photographic cards are a great tool for strengthening your students’ ability to answer:

• Wh-questions
• Association questions
• Classification questions
• Function questions
• Description questions
• Compare/contrast questions

This is a very comprehensive resource!

50 cards, answer key, game ideas, storage box

SC-210 $19.99

What am I? Where am I?

Ages 3 and up Grades PreK and up

Children explore ten different animals in the context of fourteen different location words/phrases. There are three examples of each. Prepositions include: in, off, behind, on, above/over, below/under, out of, between, in front of, beside/by/next to.

50 cards (animal, location, words), word bank, worksheet

WC-160 $20.99

Teaching Kids of All Ages to Ask Questions

Ages 4 and up Grades PreK and up

Help those who haven’t yet mastered their ability to ask questions with this reference/activity book.

• Section one, for younger children, follows the events of characters, presenting hundreds of who, what, when, where, and why questions.
• Section two presents syntax and morphology reference material (past, present, and future tense verbs, regular/irregular verbs, etc.) that identify and explain the elements of question formation.
• Section three, for older students and adults, contains numerous activity question exercises for improving question-asking skills.

174 pages, reproducible activities

CP-017 $29.99
### Say My Name

**Ages 4 and up**  
**Grades PreK and up**

Am I an elephant? Am I a sandwich? How many questions will it take to figure it out? The questioning, listening, and memory game! Put on a name frame with your mystery card. Ask your friends questions to discover what you are. Use the game board to guide your questioning and to help you figure out what you are. The first player to guess their answer wins.

- **Game board, cards, headbands**
- **JL-020**  
  $24.99

### Double Dice Deck Bundle—Questions

**Ages 5 and up**  
**Grades K and up**

Get the 5 most popular Double Dice Decks targeting questions as a bundle and save!

- **Each deck contains 54 cards**
- **DDD-097**  
  $76.99

### Speaking Flashcards

**Ages 6 and up**  
**Grades 1st and up**

Included are 3 sets of 54 cards (162 cards total). Topics: yes or no, what doesn't belong, who needs this, and common nouns.

- **162 cards**
- **JL-035**  
  $10.99

### 50 Speaking Activities

**Ages 4 and up**  
**Grades PreK and up**

Topics include:
- Speaking
- Listening
- Following instructions
- Role playing
- Asking questions
- Interviewing
- Comprehending
- Retelling
- Debating
- Recalling
- Reasoning
- Persuading
- Impromptu speaking

- **50 cards**
- **JL-030**  
  $15.99

### Hiding Hat

**Ages 3 and up**  
**Grades PreK and up**

Hide it! Reach inside! Answer the questions! You may place the photographic cards with language prompts (included) inside the hat or place other toys/objects. Children love the element of surprise! SLPs love the diversity of goals that may be targeted.

- **Plastic hat, 50 cards**
- **SC-500**  
  $25.99
**50 Comprehension Activities**

Ages 6 and up  Grades 1st and up

This set of 50 double-sided activity cards for teaching comprehension is sure to be a hit during therapy! Stories include both fiction and nonfiction titles. The front side provides the text and an image of the story. The other side provides questions about the story and multiple choice answers.

50 cards

**NEW**

**JL-075** $15.99

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**Get the Picture**

Ages 7 and up  Grades 2nd and up

You are an artist! In order to finish your picture, you need to get the main idea of eight stories. Be the first to make a masterpiece and win.

4 cardboard picture frames (10”L x 7”H each), 64 picture cards, 70 self-checking question cards, 10 game play cards, card holder box, activity guide

**LR-665** $21.99

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**Let’s Get This Day Started**

Ages 6-11  Grades 1st-6th

Designed to be flexible enough for daily or weekly use, choose from 85 fiction and nonfiction reading passages organized into 17 themed units per book (3 books per set). Each reading passage includes multiple-choice questions that challenge students to exercise a variety of reading skills and strategies.

112 pages per book, 3 books per set

**NEW**

**TC-400** Grades 1-3 $44.99

**TC-405** Grades 4-6 $44.99

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**6 Comprehension Games**

Ages 6 and up  Grades 1st and up

These games cover simple understanding of words and meaning. Children will love using their comprehension skills to complete each activity and win the game. It contains: 2 board games, 2 matching games, 2 sentence puzzles, die, and counters. It includes a game guide with instruction for all games.

6 games, die, counters, instructions

**JL-085** $20.99

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**Spotlight on Reading Series**

Ages 6-11  Grades 1st-6th

High-interest lessons are supplemented with a variety of activities to make learning each skill engaging. Lessons increase in difficulty as the book progresses, providing direct instruction, reinforcement, and independent practice throughout the year. There are five books per set targeting the following skills:

- Compare/Contrast
- Cause & Effect
- Inferring
- Story Elements
- Summarizing

A great resource for focused skill practice in specific areas!

5 book set each, 48 pages per book

**NEW**

**CA-330** Grades 1-2 $49.99

**CA-335** Grades 3-4 $49.99

**CA-340** Grades 5-6 $49.99
Auditory Comprehension—Nonfiction Double Dice Add-On Deck
Ages 6 and up Grades 1st and up
A wonderful and unique way to assist your students in refining their auditory comprehension skills. With this deck, students listen to factual information and then answer comprehension questions in relation to the information they just heard. These cards are a great for:
- Strengthening comprehension skills
- Increasing memory of specific information
- Strengthening a student’s ability to answer questions
- Listening for specific details
The photographs allow the students to use visual strategies to assist them in remembering the details. There are a total of 54 nonfiction passages and 216 questions. If you don’t already own a double dice, it is sold separately on page 3.

54 playing cards, direction cards, answer key, storage tin
DDD-037 $16.99

Comprehension Quickies
Ages 6 and up Grades 1st and up
Reading Level: 1.0-5.0
Reluctant readers of all ages are sure to have fun while they improve their skills with Comprehension Quickies! Short, easy-to-read paragraphs are followed by comprehension activities. Included are:
- 40 nonfiction stories
- 40 cloze reading activities
- 200+ comprehension questions
- 5 dividers that distinguish each reading level
- Whiteboard-ready resource CD

binder, CD
RM-010 $59.99

Parts of a Story Thumball
Ages 6 and up Grades 1st and up
Develop literacy skills, verbal organization, and expression. This ball contains 12 story element questions, such as plot, setting, characters, and conflict.
multi-colored 4” ball w/ 12 panels
TB-120 $13.99

Paired Passages
Ages 6-12 Grades 1st-6th
Teach students to compare, contrast, and synthesize information with the following types of passages:
- Fiction with Nonfiction
- Fiction with Fiction
- Nonfiction with Nonfiction
Genres Include:
- Literature (narrative, poetry, realistic fiction, and more)
- Social Studies
- Science
Each topic features a pair of passages and is followed by two pages of questions and activities. By using this research-based instructional approach, you are preparing students for success.

CA-210 Grades 1-3 $29.99
CA-215 Grades 4-6 $29.99

Developing Language Comprehension Using Multisensory Activities
Ages 5-9 Grades K-3rd
Develop language comprehension and memory by using this multi-sensory approach. Students use the senses of sight, hearing, and touch to help them understand and remember verbal information more effectively.
- The instructor reads the text and points to key elements of the scene (setting, characters, etc.) as the students listen.
- The students then tell what is happening in the picture as they view the scene and touch key elements.
- Finally, the students retell the story with only the scene present. The characters, actions, and objects are provided as clues.
120 pages, reproducible activities
CP-047 $29.99
Speech Corner Photo Cards for Auditory Comprehension—Short Stories
Ages 6-11 Grades 1st-6th

Developed by a speech-language pathologist, each easy-to-handle card features a vibrant photograph on the front side and a short story with related follow-up questions on the reverse. These photo cards are ideal for improving students’:

- Auditory attention skills
- Memory retrieval skills
- Ability to listen for specific details
- Ability to answer questions
- Ability to interpret auditory information

Each box contains 50 unique cards. Each card measures 4.5” x 6.5”. Large enough for group sessions, but small enough to transport and store easily. A wonderful comprehension resource that you can take out and use immediately.

50 cards, answer key, game ideas

SC-200 $19.99

Specific Skill Builders
Ages 5 and up Grades K and up

Give students targeted practice with these key comprehension skills: main idea, context, facts, sequence, conclusions, and fact & opinion. Great for one-on-one intervention, small groups of students on multiple skill levels, or whole-class participation! This 190-page, reproducible binder includes a whiteboard-ready resource CD with printable PDFs, answer key, list of standards, and more.

90 short stories (140-160 words)

RM-005 $69.99

Comprehension Blast Off
Ages 7 and up Grades 2nd and up

Watch out for the aliens, meteors, and asteroids because they will try to stop your students on their way to the Cosmos. This game includes four decks of content-rich question cards. There are 30 Earth side questions and 40 Space side questions in each deck, with two levels to keep your students challenged. The questions cover concepts such as:

- Main Idea
- Inference
- Cause and Effect
- Connecting
- Visualization
- Sequencing
- Fact/Opinion
- Figurative Language
- Context Clues
- Compare/Contrast

double-sided game board, 140 cards, spinner, 4 pawns, 4 X-packs, answer key

WC-130 $29.99

Retell a Story Cubes
Ages 5 and up Grades K and up

Students can easily retell any story using these engaging cubes that assist in story comprehension and retell. Simply roll and answer prompts.

6 foam cubes

LR-555 $12.99

Reading for Detail—Championship Soccer
Ages 7 and up Grades 2nd and up

Reading Level: 2.0-3.5

Paying close attention to details, players read story cards and correctly answer questions that shoot them toward their goal.

6 pawns, game board, answer key, 1 die, directions

TC-295 $22.99
Comprehension

Listening and Remembering Specific Details
Ages 4-7 Grades PreK-2nd

Students with auditory processing problems are able to remember general information better than they can remember specific information and details. This book provides 29 two-part lessons with both an activity page and an instructor’s page for every lesson to help remediate this deficit. By sending both pages home after work is completed, parents are able to understand your purpose.

58 pages, reproducible activities
GI-190 $29.50

Comprehending More Complex Auditory Information
Ages 9-13 Grades 4th-8th

This engaging workbook is designed to strengthen comprehension, memory of specific information, understanding, subtle messages, and describing daily events of older students (ages 9-13). Improving these skills will help students:
- Remember the logical order of events
- Retain the main information and retain specific details
- Remember subtle points of the story
- Remember time concepts
88 pages, reproducible activities
GI-135 $32.00

Auditory Processing Super Pack
Ages 5-11 Grades K-6th

These auditory processing activities are so unique that even distracted listeners will be engaged. A great feature is that every answer is in the form of an appealing illustration that reassures the students they have answered correctly. Inferences, wh-questions, and other specific skills target some of the most common auditory processing weaknesses.

114 pages, reproducible activities
GI-165 $29.50

Auditory Processing of Higher-Level Language Skills
Ages 8-11 Grades 3rd-6th

Separating information into higher-level language categories is the next step in auditory processing. These lessons are for students who require structured and detailed repetition in order to master the higher-level language comprehension skills.

- Finding the main idea
- Separating story details
- Predicting
- Forming conclusions
- Explaining why
81 pages, reproducible activities
GI-125 $32.00

Multiple Auditory Skills Super Pack
Ages 7-12 Grades 2nd-7th

These activities for remediating auditory attention, auditory memory, and auditory processing are both different and a little more difficult than the workbook, Auditory Processing Super Pack (see title above). Contained in this workbook are more advanced techniques that provide a variety of activities to enhance these important skills.

118 pages, reproducible activities
GI-210 $29.50

Auditory Processing of Early Language Comprehension Skills
Ages 6-9 Grades 1st-4th

These lessons develop auditory processing comprehension skills in multiple areas. While looking at a picture, students listen to a story. Questions are then asked that separate the story information into specific language comprehension skills, such as: general comprehension, following directions, sentence completion, time and spatial details, etc. The goal is to teach the students they can easily separate information in a story to answer a range of questions.

60 pages, reproducible activities
GI-120 $29.50
Comprehension Practice Cards
Ages 6 and up Grades 1st and up
Reading Level 1.0-3.5

Award-winning cards help students truly understand what they read or what they hear (if you read the card to them)!
Each self-checking card features a leveled passage and a multiple-choice question. Ideal for individual, take-home, and group work. There are 54 cards per set, and they are aligned with Common Core and State Standards.

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<thead>
<tr>
<th>Reading Level 1.0-2.0 (Includes Photographs)</th>
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<tr>
<td>TC-130 Cause &amp; Effect</td>
<td>$10.99</td>
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<td>TC-132 Context Clues</td>
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<td>TC-135 Inference</td>
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<td>TC-140 Main Idea</td>
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<td>TC-145 Predicting Outcomes</td>
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<td>TC-146 Complete 5 Box Set</td>
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<td>TC-155 Context Clues</td>
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<td>TC-170 Drawing Conclusions</td>
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<td>TC-171 Complete 5 Box Set</td>
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Nonfiction & Fiction Comprehension Power Pen Learning Cards
Ages 6-11 Grades 1st-6th

Improve comprehension skills by answering questions using these nonfiction and fiction passages. Each set includes content and questions that reinforce strategies such as:

- Using words in context
- Finding the main ideas and details
- Making inferences and predictions
- Analyzing and comparing information

Use the pen to touch the dot of the corresponding answer to get immediate feedback.

| TC-030 Grade 1                             | $16.99|
| TC-035 Grade 2                             | $16.99|
| TC-040 Grade 3                             | $16.99|
| TC-045 Grade 4                             | $16.99|
| TC-050 Grade 5                             | $16.99|
| TC-055 Grade 6                             | $16.99|
| TC-057 Complete 6 box set                  | $91.99|
| SC-600 Spot On! Pen                        | $12.99|

DOT Reading Comprehension
Ages 7 and up Grades 2nd and up

Students follow the directions, dotting each dot as they answer questions based upon what was read. It includes:

- Reproducible, interactive theme-based game sheets written at three separate difficulty levels.
- Comprehension tasks require students to match, answer factual questions, give the main idea, retell, paraphrase, define, describe, rhyme, give antonyms/synonyms, categorize, make predictions, give opinions, evaluate, and more.
- All paragraphs and short stories in Levels 2 and 3 are written at 5.0 or below, based on the Flesh-Kincaid Reading Scale.
- Each of the five sections starts out at a basic reading level, progresses to a 2nd-grade reading level, then a 3rd-grade reading level, and finally a 4th-grade level.

168 pages

| WB-2200                                      | $34.99|
Sequencing Double Dice Add-On Deck
Ages 6 and up Grades 1st and up
Sequencing Double Dice Add-On Deck assists students with developing their sequencing and explaining skills. This deck gives students the opportunity to explain multi-step events using appropriate sequencing vocabulary (provided) and answer questions in reference to what takes place before or after the event. These are large and colorful 3” x 5” cards. They come in a tin box, with 54 playing cards. A double dice is not included with add-on decks, but can be purchased separately (page 3) and makes this activity very engaging for students.

Story Sequencing
Ages 4 and up Grades PreK and up
This set of 3” x 3” cards challenges students by providing real-life sequences to tell a story. Designed to improve students’ vocabulary, verbal communication skills, and ordering of events.

- 125 double-sided cards, activity guide
- PH-105 $14.99

4-Step Sequencing Kit
Ages 4 and up Grades PreK and up
Working with sequences is a great way to assist children in developing skills in ordering of events, predicting consequences, storytelling, memory skills, and logical thinking skills.

- 70 soft picture titles, 26 sequencing cards, storage box
- PH-055 $32.99

Sequence Rummy
Ages 3 and up Grades PreK and up
Arrange the three-part story cards and build sequencing skills. There are word stories on the back to encourage early reading, sequencing, and narrative skills.

- 56 double-sided cards, quick-sorting corners
- TR-300 $4.99

Learning to Sequence
Ages 4 and up Grades PreK and up
Children will eagerly assemble the pieces of these picture stories to determine what happens next! All sets include 48 photographic cards.

- 48 cards, directions
- CA-155 3-Scene Sets/16 picture stories $10.99
- CA-160 4-Scene Sets/12 picture stories $10.99
- CA-165 6-Scene Sets/8 picture stories $10.99
Big Box of Scrambled Sentences
Ages 5-8 Grades K-3rd
The Big Box of Scrambled Sentences is filled with beautifully illustrated puzzle pieces that were designed to assist children in learning how to sequence three-part sentences and practice reading sight words. Children decode words using the illustrations as context clues while improving their comprehension skills and learning that sentences begin with a capital letter and end with a punctuation mark. Each puzzle piece is self-checking and can also be used for students to create silly sentences.

90 puzzle pieces
CA-225 $24.99

4-Scene Sequencing
Ages 3-6 Grades PreK-1st
Assist your students in learning basic sequencing skills with these engaging 4-scene sequencing cards. Use them to encourage the ordering of events, predicting skills, and storytelling. Remove one card and have the student explain which step is missing.

138 pieces, all cards measure 4.5" x 3.25"
TC-375 $10.99

Auditory and Verbal Sequencing
Ages 5-8 Grades K-3rd
Attentive listening and remembering are easy when short stories are read about delightful little cartoon characters. Little footprints guide the students to put pictures in sequential order and to retell the story. You will love the unique approach to teaching “before” and “after” in sequential events. Three activity formats make this workbook useful and exciting over many therapy sessions.

75 pages, reproducible activities
GI-235 $29.50

Sequence Plus
Ages 4-7 Grades PreK-2nd
This workbook presents picture sequences along with vocabulary to help students talk and write about sequenced events. It contains 46 picture sequences and vocabulary.

• Ten sets of three-, four-, five-, and six-picture sequences and six sets of eight-picture sequences.
• Activity pages encourage writing about the sequenced events in paragraph form.
• A corresponding vocabulary list for each sequence is provided.

104 pages, reproducible activities
CP-015 $29.99

What Happens Next? Picture Sequencing Puzzle
Ages 3-6 Grades PreK-1st
This is a fun and engaging picture sequencing game designed to help build visual discrimination and sequence skills. Only the correct pieces fit together as young learners acquire an understanding of logical order—a perfect tool for this pre-reading skill! The set contains 14 separate 3-piece puzzles.

42 puzzle pieces
CA-220 $10.99

Mastering Auditory Sequencing
Ages 7-11 Grades 2nd-6th
Students determine sequential order through listening to clues in short stories and simple directions. They put the pictures in the order that matches the story. “Before” and “after” are heard frequently in the story and the pictures must be moved around to match the order of events. The students then retell the story while looking at the pictures.

60 pages, reproducible activities
GI-205 $29.50
Seq uenci ng Speech Corner

### Sequencing Snakes
**Ages 3 and up  Grades PreK and up**

Help children develop comprehension and oral language with **Sequencing Snakes**. Cards are uniquely self-correcting. Turn cards over to check the snake pattern to see if you are correct. Teach sequencing events, storytelling, comprehension, and basic expressive language skills with these sequencing puzzles.

24-pieces, 6 sequencing puzzles

JL-015  $10.99

### Blank Double Dice Add-On Deck
**Ages 4 and up  Grades PreK and up**

Enjoy customizing your own **Double Dice Deck** to meet the unique needs of each student on your varied caseload! Use a wet erase marker to easily write in your therapy targets and questions, or allow older students to make their own. Reuse them over and over again!

54 playing cards, direction cards, storage tin

DDD-036  $16.99

### Explaining
**Ages 8 and up  Grades 3rd and up**

You’ll find helpful pictures, vocabulary, and activities that will encourage students to construct a variety of explanations.

- Explain everyday procedures
- Give directions
- Explain games and sports
- Explain why things work using scientific principles
- Explain how a complex device works
- Explain by comparison

107 pages, reproducible activities

CP-019  $29.99

### Understanding and Explaining Time in Sequential Stories
**Ages 7-11  Grades 2nd-6th**

This workbook is designed to help students understand time as it relates to activities and events in their lives. Pictures are used to visually tell the event as it occurs, along with a simple story/explanation of the actions. Questions are asked to clarify how much time it takes to complete each action, as well as to determine if the student is able to remember the details and sequence of events.

60 pages, reproducible activities

GI-270  $29.50

### Who’s on First?
**Ages 8 and up  Grades 3rd and up**

The sentences and picture illustrations in this interactive velcro book provide a sequence of events that students are asked to put in order of occurrence. What happened first? What happened next? What happened last? (For example, First: She is running the race. Next: She is crossing the finish line. Last: She is getting an award.)

Book with velcro pieces

GP-012  $21.99
Critical Thinking—If/Then Double Dice Deck
Ages 5-12 Grades K-7th

Critical Thinking—If/Then Double Dice Deck provides a motivating way to work on the logical-thinking and problem-solving skills that many students with language difficulties struggle with. It contains:

- Two separate levels of difficulty
- Fifty-four (54) total playing cards (cards are large 3” x 5”)
- Each card contains a photograph and four critical thinking statements that need to be completed
- 50 tokens
- 1 double dice

54 playing cards, 50 tokens, 1 double die

DDD-002 $25.99

Problem Solving Double Dice Add-On Deck
Ages 6-12 Grades 1st-7th

Problem Solving Double Dice Add-On Deck assists students in learning how to think logically about problems that arise in their daily lives and to determine reasonable solutions to these problems. It also helps students think about and determine resources (people and things) that could help them solve problems as well as the feelings associated with problematic situations.

Each card contains a photograph explaining a situation and four questions. Students get up to 216 opportunities to practice their problem-solving skills with these colorful 3” x 5” cards. A double dice is not included with add-on decks, but can be purchased separately (page 3). Using it encourages students to play this activity over and over again.

54 playing cards, direction cards, storage tin

DDD-040 $16.99

DOT Reasoning and Problem Solving
Ages 6-12 Grades 1st-7th

Are you working with students who lack logical thinking and adequate problem-solving skills? This well-constructed DOT workbook targets ten crucial areas for developing the language-based skills needed to foster better thinkers. The targeted areas are:

- Identifying Problems
- Determining Causes
- Determining Missing Information
- Sequencing
- Determining Absurdities
- Predicting
- Making Inferences
- Problem Solving
- Identifying Facts & Opinions
- Stating/Justifying Facts & Opinions

224 pages, reproducible activities

WB-3015 $34.99

Problem Solving Activities
Ages 4 and up Grades PreK and up

These problem-solving activities go beyond choosing a solution. The activities concentrate on the possible long-range outcomes that could happen when a certain solution is chosen. While students often choose the easiest solution, they will learn to predict what could happen if they choose that method to resolve the problem. This book encourages responsible thinking.

120 pages, reproducible activities

GI-100 $32.00
Speech Corner Photo Cards for Figurative Language

Ages 9 and up  Grades 4th and up

Learn 100 abstract expressions with this relevant figurative language set. It provides speech-language pathologists with a wide selection of appropriate targets to choose from with the expressions embedded in context and a pertinent photographic image.

NEW

50 cards
SC-250 $19.99

Linking Cause and Effect Double Dice Add-On Deck

Ages 6-12  Grades 1st-7th

The tasks in this deck are designed to help students consider their own experiences as well as to increase their knowledge of others’ thoughts and experiences as they learn about cause and effect. The sentence starters end with the word “because…” and allow the students to complete the statement logically. This double dice add-on deck is played just as all the others, so you know how motivated students will be! (A double dice is not included, but can be purchased separately on page 3.)

54 playing cards, direction cards, storage tin
DDD-030 $16.99

Which One Doesn’t Belong? Why? Double Dice Add-On Deck

Ages 8 and up  Grades 3rd and up

Listen as four items or ideas are presented. Which one doesn’t belong? Why? Perfect for students working on:

- Categorizing skills
- Classifying skills
- Reasoning skills
- Comparing/Contrasting skills
- Answering why questions

Vivid pictures accompany each card. All items relate back to the picture. (A double dice is not included with add-on decks, but can be purchased separately on page 3.)

54 playing cards, direction cards, storage tin
DDD-045 $16.99

Snapshots—Critical Thinking Photo Cards

Ages 4 and up  Grades PreK and up

Rich, real-life photos and prompts encourage a personal response from students, boosting speaking, listening, critical thinking, and writing skills. Get even the youngest students engaged in a roaring discussion! This set includes 40 double-sided cards with photos on one side and four thought-provoking questions on the reverse. Cards measure 8” x 8”.

40 cards, activity guide
LR-395 $21.99

Speech Corner Photo Cards for Figurative Language

Ages 9 and up  Grades 4th and up

Learn 100 abstract expressions with this relevant figurative language set. It provides speech-language pathologists with a wide selection of appropriate targets to choose from with the expressions embedded in context and a pertinent photographic image.

NEW

50 cards
SC-250 $19.99

Linking Cause and Effect Double Dice Add-On Deck

Ages 6-12  Grades 1st-7th

The tasks in this deck are designed to help students consider their own experiences as well as to increase their knowledge of others’ thoughts and experiences as they learn about cause and effect. The sentence starters end with the word “because…” and allow the students to complete the statement logically. This double dice add-on deck is played just as all the others, so you know how motivated students will be! (A double dice is not included, but can be purchased separately on page 3.)

54 playing cards, direction cards, storage tin
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- Categorizing skills
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- Comparing/Contrasting skills
- Answering why questions

Vivid pictures accompany each card. All items relate back to the picture. (A double dice is not included with add-on decks, but can be purchased separately on page 3.)

54 playing cards, direction cards, storage tin
DDD-045 $16.99
Spot On! Figurative Language

Ages 8 and up        Grades 3rd and up

Spot On! Figurative Language provides students an innovative way to enhance their knowledge of idioms, similes, and metaphors. These cards offer independent review and practice of figurative language skills that assist in building better comprehension in both oral and written form. The inability to interpret figurative language leads to a breakdown in text comprehension, which in turn can frustrate readers and discourage them from continuing reading tasks, and can cause delays in later language development. The unique Spot On! pen makes these cards interactive and corrective simultaneously. There are 100 total card faces, with 50 for idioms, 25 for similes, and 25 for metaphors.

50 double-sided cards  
SC-605  $17.99

DOT Idioms

Ages 8 and up        Grades 3rd and up

Dot Idioms was developed for speech-language pathologists working with students who have trouble understanding idiomatic expressions. The lessons are especially effective for students with high-functioning autism, learning disabilities, and limited English proficiency.

The tasks emphasize determining meaning via context and do not require writing. Appropriate photographs are used to illustrate meaning (no silly literal art is used which can potentially confuse your students). Your students will:

• Listen to and/or read a short paragraph containing a specific idiom in a relatable context.
• Answer questions using the information from the paragraph in order to accurately define, explain, and relate the idiom to current situations.
• Match idioms to their definitions.

A very effective way to teach idioms and figurative language!

195 pages, reproducible activities  
WB-3025  $34.99

Idioms Double Dice Add-On Deck

Ages 8 and up        Grades 3rd and up

Assist your students in learning idiomatic expressions and enhancing their understanding of figurative language.

Each card contains a photograph, an idiomatic expression embedded within a sentence or within multiple sentences, and four follow-up questions. This means that your students get up to 216 opportunities to demonstrate the meaning of 54 different idioms. The tasks in this deck are designed to help students determine the meaning of the idiom via contextual clues, explain its meaning, and relate the idiom to current or relevant situations.

54 playing cards, direction cards, storage tin  
DDD-033  $16.99

Cat & Mouse: The Idiom Game

Ages 8 and up        Grades 3rd and up

Here are some fun game cards used to teach idioms.

• Two ways to play: groups of 3 or 5 students or individually
• Players compete to identify the card in each round that does not have a match
• The player holding the card without a match in each round wins that round
• Self-checking games promote discussion and peer learning

200 cards  
TC-220  $13.99
Spot On! Initial Inferences
Ages 4 and up   Grades PreK and up

Perfect for younger children or those needing visual cues for answers. These inference cards are for learning basic inferences, and with 100 unique opportunities, your students will get plenty of practice! They are used with the Spot On! pen for instant feedback.

Spot On! What am I Describing?
Ages 5 and up   Grades K and up

As students solve each mystery of what is being described, they will sharpen their comprehension, reasoning, and problem-solving skills. Each of the 50 different cards begins with a "What am I describing?" question and three clues that are vital to answering the question.

What Happened and Why?
Ages 5 and up   Grades K and up

In this interactive velcro book, students are asked to make inferences about what’s happening in the pictures. Each sentence page poses a "what" or "where" question and then answers it. For example, "What did she bake?" "She baked the cookies." Each page ends with the question, "Why?" If a student truly understands what's happened in each picture, he can give an appropriate answer.

Introducing Inference
Ages 5 and up   Grades K and up

Some children need direct instruction to make inferences. This reproducible workbook teaches students who have a tough time drawing inferences and have even more difficulty explaining their reasoning.

• Students ease into inferring by identifying missing parts of objects, sequencing events out of order, and predicting and analyzing outcomes.
• Tasks increase in difficulty and require the students to pull together what they know in order to make inferences about a situation.
Speech Corner Photo Cards for Inferences—Short Stories
Ages 5-12 Grades K-7th
These inspiring photographic inferencing cards are a great tool for strengthening your students’ ability to interpret visual and auditory information logically and accurately. The following skills are targeted:

- Making inferences
- Applying reason
- Interpreting visual and auditory information
- Refining auditory memory
- Determining logical conclusions

Each box contains 50 unique cards. The cards measure 4.5” x 6.5” so they are large enough to clearly see, but compact enough to transport and store easily. A photograph is featured on one side and a short story with four follow-up, inferential questions is on the reverse of each card. An answer key is provided.

50 cards, answer key, game ideas, storage box
SC-215 $19.99

Activities for Mastering Inferences
Ages 6-10 Grades 1st-5th
Students will solve the “mystery” of inferences when they discover an inference is merely a hint about what a person means without the person actually saying it. As they complete the activities, they will realize how easy it is to “get the hint” about what people are suggesting, even when they do not say the exact words.

74 pages, reproducible activities
GI-150 $29.50

Spot On! Inferences
Ages 6 and up Grades 1st and up
Work on the art of making inferences with instant feedback! Touch the Spot On! pen to the correct corresponding answer dot on the card, and you are instantly rewarded with a green light and a positive phrase. Touch the pen to an incorrect answer dot, and the pen’s red light will shine and sound effects will provide corrective feedback.

50 double-sided cards, 100 total activities
54 playing cards, direction cards, storage tin cards

Inferences Double Dice Add-On Deck
Ages 5-12 Grades K-7th
Inferences Double Dice Add-On Deck assists students in learning how to make logical inferences in their daily lives by interpreting visual and auditory information.

Each card contains a photograph, a few lines of text explaining a situation, and four inferential questions. Students get up to 216 opportunities to practice making logical inferences in different situations with these large, colorful 3” x 5” cards. A double dice is not included in add-on decks, but can be purchased separately (page 3) and makes this activity very engaging for students.

SC-215 $19.99
Developing Logical Reasoning
Ages 4-8  Grades PreK-3rd
Encourage reasoning and providing logical answers to questions. This book pairs clear illustrations with questions that help develop students’ ability to consistently give logical answers.
68 pages

Verbal Reasoning Activities
Ages 4-8  Grades PreK-3rd
Being able to tell “what happened and why it happened” is one of the most important skills in language development. The basic step in mastering this important skill is to provide structured lessons with lots of pictures and simple questions of “What would happen if...?” and “Why would this happen?”
64 pages, reproducible activities

Developing Awareness of Similarities and Differences
Ages 5-8  Grades K-3rd
While most children understand grouping of basic categories, such as: toys, foods, pets, etc. at an early age, children with auditory processing and weak language skills do not seem to “pick up” on subtle similarities and differences easily. This book gives them a good foundation in understanding how subtle similarities can change and build new categories within a larger group.
120 pages, reproducible activities

Verbal Reasoning Activities

Developing Logical Reasoning

Comparing & Contrasting Double Dice Add-On Deck
Ages 5 and up  Grades K and up
Compare/Contrast Double Dice Add-On Deck provides an innovative way to help students in identifying similarities and differences between specific objects. Working on these skills also boosts critical thinking and categorizing skills.
Each card contains a colorful photograph of two objects and four follow-up questions comparing or contrasting the two objects.
This comes in a tin box, with 54 cards. A double dice can be purchased on page 3 if needed.
54 playing cards, content/direction cards, storage tin

33

Verbal Reasoning Activities

Developing Logical Reasoning

Comparing & Contrasting Double Dice Add-On Deck

Combine Categories, Inferences and Context Clues
Ages 5-8  Grades K-3rd
Children think in categories at a very early age. As they get older, they identify higher-level categories by actions and by modifiers. The activities here combine higher-level categories with inferences.
60 pages, reproducible activities

64 pages, reproducible activities

68 pages

64 pages, reproducible activities

54 playing cards, content/direction cards, storage tin

54 playing cards, content/direction cards, storage tin

54 playing cards, content/direction cards, storage tin

54 playing cards, content/direction cards, storage tin
Treasure Trove Auditory Inferencing

Ages 5-10 Grades K-5th

*Treasure Trove Auditory Inferencing* is an interactive auditory inferencing game for students needing assistance with this skill. Each card contains information that the students must listen to and comprehend before they form a logical conclusion. These inferencing cards are unique in that there are no visual cues provided, so the student must rely solely on their listening, comprehension, and synthesizing skills in order to make acceptable inferences. The interactive aspect of rolling the custom die before earning and/or losing gold coins and jewels keeps the students motivated as they refine their auditory comprehension and inferencing skills.

Now you can switch out your auditory inferencing cards and target vocabulary (pg 41), semantics (pg 44), or social language (pg 71) using the same best-selling *Treasure Trove* game. See specific pages for details on the contents of each of these 250 card add-on packages.

**NEW**

50 cards, 50 coins, 30 jewels, 1 custom game die

**SC-300 Auditory Inferencing** $27.99

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Social Inferences Double Dice Add-On Deck

Ages 6 and up Grades 1st and up

*Social Inferences Double Dice Add-On Deck* assists students in interpreting and describing social cues. Each card contains a photograph followed by several inferential questions. The questions focus on making logical inferences about social relationships and situations. The questions offer many opportunities to explain and discuss the clues that lead to logical inferences. These cards make social expectations and behaviors explicit for those who do not abstract the dynamics of social relationships without direct explanations and examples.

54 playing cards, content/direction cards, storage tin

**DDD-034** $16.99

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Speech Corner Photo Cards for Social Inferences and Subtle Cues

Ages 6 and up Grades 1st and up

These photo cards were designed to allow speech-language pathologists a convenient way to provide social inferencing and pragmatic reasoning practice for their students. Each card contains a colorful photograph on one side and approximately eight follow-up inferential questions on the reverse. These cards are perfect for inferencing and pragmatic skills.

50 cards

**SC-220** $19.99
Predicting Double Dice Add-On Deck
Ages 5 and up  Grades K and up
The tasks in this deck are designed to help students consider their own experiences as well as to increase their knowledge of others’ thoughts and experiences in order to make logical predictions.
Each card contains a colorful photograph and four questions. The questions ask, “What might happen if...?” and all relate back to the photograph. A double dice is not included with add-on decks, but it can be purchased separately (page 3) and makes this activity very engaging for students.
54 playing cards, direction cards, storage tin
DDD-031 $16.99

Inference—School Days
Ages 7 and up  Grades 2nd and up
Reading Level: 2.0-3.5
Who’s ready for their first day of school? Players make their way from elementary school through college by reading story cards that ask them to infer from the text.
TC-275 $22.99

Double Dice Deck Bundle—Reasoning
Ages 5 and up  Grades K and up
Teach, review, and save money by purchasing the Double Dice Reasoning cards as a bundle. Included in this bundle are the following Double Dice Add-On Decks:
- Inferences
- Problem Solving
- Linking Cause and Effect
- Predicting
- Which One Doesn’t Belong? Why?
54 cards per deck
DDD-092 $76.99

Drawing Conclusions—Shipwrecked
Ages 7 and up  Grades 2nd and up
Reading Level: 2.0-3.5
Stranded on a deserted island, players must draw conclusions from the text on story cards to obtain life-saving supplies. An engaging way to practice drawing conclusions for elementary-aged children.
TC-280 $22.99

How Would the Story End?
Ages 5-8  Grades K-3rd
These short stories encourage students to listen carefully to the details and then express an appropriate ending. The activities involve good listening, remembering details, forming logical conclusions, predicting what will happen next, and expressing all these thoughts orally. Visual clues are provided.
60 pages, reproducible activities
GI-240 $29.50
Spot On! Action Verbs
Ages 4 and up Grades PreK and up
Build the vocabularies of your younger students by using Spot On! Action Verbs. Basic verbs are presented and the student chooses the correct photograph depicting the action using the instant feedback Spot On! pen. There are 100 verbs targeted. Perfect for expanding vocabularies!

50 double-sided cards, 100 verbs
SC-670 $17.99

Double UP
Ages 3 and up Grades PreK and up
A leisure and hygiene vocabulary matching game. A versatile activity which can be played a variety of ways to address word associations, social language questions, independent matching tasks, and vocabulary development. The cards are divided by:
- Leisure nouns
- Leisure actions
- Hygiene nouns
- Hygiene actions

4 games, 144 vocabulary cards
ZA-010 $39.99

5-Minute Verbs
Ages 7 and up Grades 2nd and up
With this highly structured book, students can practice their goals in individual drill sessions or in small groups within the traditional setting. This workbook contains over 500 verbs and addresses: present, present progressive, regular past, and irregular past tense forms. It contains:
- Charts to record progress
- Drills for repetition and sentence completion
- Pictures for games and assessments
- Homework pages

136 pages, reproducible activities
MK-010 $30.00

Facilitating Word Recall
Ages 5 and up Grades K and up
The pictures give associated visual clues, but not the answers. If a student has difficulty recalling a word, hints are provided in a structured, sequential pattern. The repetitious, structured clues or hints will teach the student techniques to use when known words remain “on the tip of their tongue,” but cannot be recalled. Various activities are presented to facilitate word recall.

100 pages, reproducible activities
GI-140 $32.00

Action Builder
Ages 3 and up Grades PreK and up
Sixteen actions are paired with a variety of nouns to teach language skills in a systematic way to facilitate carryover. The variations portrayed in these cards allow the learner to build a variety of phrases with the same action (i.e., eating pizza, eating apples, eating cake). This also solves the problem instructors face of having to source multiple pictures of one action!

Use these cards to work on labeling nouns, actions, or pronouns. Or use them to work on phrase and sentence construction. Guided text on the back of each card will help you to strengthen your students’ understanding and use of language following a systematic scope and sequence.

This set includes several examples of the following actions: blowing, brushing, building carrying, drinking, eating, feeding, hugging, kissing, opening, playing, pouring, putting on, riding, and washing.

100 cards
ZA-005 $49.99
**Fox in the Box**

**Ages 3 and up**  **Grades PreK and up**

Learn how to follow multi-step directions while learning positional words and rhymes. Children will use a spinner to tell them where to place picture cards—*in a tree, on a hat, over a chair, near a box* and more! Includes multiple instructional rhyming games and activities. Largest objects measure 3” tall.

4 objects, 20 picture cards, 40 double-sided activity cards, double-sided spinner

**LR-580 $29.99**

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**Baby Bounce!**

**Ages 4 and up**  **Grades PreK and up**

Shake the box with a scene and a toy baby inside it. As students describe the baby landing on the roof, in the tree, or upside down on the dog, they will practice using pronouns, prepositions, vocabulary words and identifying categories. They will have so much fun in the process they may not want to stop!

5 scenes, 4 babies (2 female, 2 male), box shipped flat—minor assembly required

**ZC-050 $30.00**

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**Word of the Day**

**Ages 5-8**  **Grades K-3rd**

Your students will look forward to each day’s new word story. Follow-up activities engage children in actively building meaning and making each word a part of their language repertoire.

**PC-030 Word of the Day-Original (grades K-3) $15.99**

**PC-040 Word of the Day-Synonyms (grades K-3) $13.99**

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**Mini File Folder Games: Language Skills**

**Ages 4-7**  **Grades PreK-2nd**

These games and learning activities are perfect for centers and learning stations. They will assist with targeted remediation, vocabulary development, vocabulary expansion, conversation building, and social skill improvement. The file folder games are preprinted—you only need to laminate and cut out the pieces.

**15 mini file folder games/activities**

**CA-180 $24.99**

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**Comprehending Descriptive Language**

**Ages 7-9**  **Grades 2nd-4th**

Descriptive words are important when identifying and explaining information. Knowing the meaning of descriptive words is essential to comprehending directions, conversations, reading comprehension, etc. The activities in this book have two purposes:
- To expand the students’ vocabulary of descriptive words
- To have the students recognize how important descriptive words are to language comprehension

**GI-275 $29.50**
Word Wiz
Ages 8 and up Grades 3rd and up
An engaging card game, developed by an SLP, where students create words with the most commonly occurring prefixes and suffixes, spin a spinner to use the word in creative ways, and earn points along the way. Beware! Competing students can steal root words or affixed words by adding prefixes or suffixes on competing players’ cards. Word Wiz concentrates on commonly occurring affixes and fosters awareness of how words are constructed by challenging students to create words with multiple affixes. It includes:
- 1 Action Spinner
- 4 Student Cue Cards
- 2 Separate Levels of Difficulty
- 96 Root Word Cards (all unique)
- 55 Prefix Cards (8 unique)
- 80 Suffix Cards (11 unique)
- Booklet with Answer Key

96 root word cards, 55 prefix cards, 80 suffix cards, spinner, cue cards, booklet

SC-510 $29.99

Syllabuilders
Ages 7 and up Grades 2nd and up
Connect prefixes, suffixes, and root words with your tri-blocks to create multi-syllabic words. Turn the tri-blocks to manipulate meanings within words.

45 tri-blocks, spinner, game guide

JL-055 $25.99

Prefixes and Suffixes
Ages 8-10 Grades 3-5th
Teach your students how prefixes and suffixes work! The lessons this set teach one prefix (or suffix) at a time, provide opportunities to practice, and explain the rules.

3 book set, 48 pages each

TC-370 $17.99

Interactive Vocabulary
Ages 9-13 Grades 4th-8th
This customizable resource allows you to format lessons to how each student learns best. The templates and lessons in this book make teaching Greek and Latin roots, prefixes, and suffixes an interactive experience that engages students in the learning process.

96 pages, reproducible activities

CA-320 Grades 4-5 $9.99
CA-325 Grades 6-8 $9.99

Word Building Dominos
Ages 6 and up Grades 1st and up
Hands-on word-building practice! It includes:
- 200+ double-sided, color-coded dominos
- Root words, prefixes, and suffixes
- Handy storage bucket

200+ dominos

LR-595 $25.99
Know the Lingo! Mastering Academic Vocabulary

Ages 7-10
Grades 2nd-5th

In order for students to acquire new knowledge and learning, they must be able to understand what they read, hear, and are asked to do in the classroom. This series provides definitions and practice opportunities for specific instructional verbs so students can comprehend and follow directions. Teachers are also given strategies for how to teach academic vocabulary. A glossary, which lists common academic vocabulary used in all subjects, is included. All passages are Lexile leveled.

2 book sets, 112 pages per book
TC-385 Grades 2-3 $29.99
TC-390 Grades 4-5 $29.99

Context Clues—Pirate Treasure

Ages 7 and up
Grades 2nd and up

Making their way across a tropical island in a search for gold, players read story cards and use context clues to answer questions. This game covers the following aspects of Bloom’s Taxonomy: knowledge, comprehension, application, analysis, and synthesis.

TC-285 $22.99

Classwords: The Vocabulary Game

Ages 7-10
Grades 2nd-5th

Students give clues while others guess grade-level vocabulary words.

each game includes 200 cards, 1-minute timer, directions, extension ideas
TC-250 Grade 2 $14.99
TC-255 Grade 3 $14.99
TC-260 Grade 4 $14.99
TC-265 Grade 5 $14.99

Sorting Mailboxes

Ages 4 and up
Grades PreK and up

Special delivery! Your students will love sorting pictures, category cards, sounds, vocabulary words, or anything with these realistic, durable plastic mailboxes! They close all by themselves, just like real mailboxes! Bottoms slide open for convenient removal of the day’s mail. Includes six mailboxes, each a different color.

6 mailboxes, measure 6.5” × 3” × 2.25”
PC-045 $29.99

101 Lessons: Vocabulary Words in Context

Ages 8-13
Grades 3rd-8th

Standards-based lessons show how vocabulary words presented in context help students learn how to use them accurately in their spoken language and in writing.

112 pages, reproducible activities
TC-080 Grades 3-5 $14.99
TC-085 Grades 6-8 $14.99

Speech Corner Photo Cards
Context Clues for Tier II Words—Elementary

Ages 7 and up
Grades 2nd and up

Tier II vocabulary words are embedded in context with these vibrant photographic cards. Two words are targeted per passage. Questions and multiple choice answers are posed at the end. Perfect for direct instruction of tier II words.

50 cards, 100 tier II word targeted vocabulary
SC-245 $19.99

Speech Corner Photo Cards
Context Clues for Tier II Words—Elementary

Rachelle Ellsworth, M.S., CCC-SLP

Speech Corner Photo Cards for Context Clues for Tier II Words—Elementary

Speakers read aloud stories while students use context clues to answer questions. The words on each card are targeted to specific grade levels. Questions follow on the back of each card, with multiple choice answers included. 50 cards, 100 tier II word targeted vocabulary

SC-245 $19.99

Speech Corner Photo Cards
Context Clues—Pirate Treasure

Jill Tate, M.Ed.

Speech Corner Photo Cards for Context Clues—Pirate Treasure

Players read story cards and use context clues to answer questions. The words on each card are targeted to specific grade levels. Questions follow on the back of each card, with multiple choice answers included. Each game includes 200 cards, 1 minute timer, directions, extension ideas

TC-285 $22.99
Spot On! Context Clues
Ages 7 and up Grades 2nd and up
Teach your students to use context clues in learning 100 tier II vocabulary words with these instant feedback cards. Touch the Spot On! pen to the correct corresponding answer dot on the card, and you are instantly rewarded with a green light and a positive phrase. Touch the pen to an incorrect answer dot, and the pen’s red light will shine and sound effects will provide encouraging, corrective feedback.

50 double-sided cards, 100 vocabulary words
SC-620 $17.99
Spot On! pen
SC-600 $12.99

Word Waffle
Ages 7-11 Grades 2nd-6th
Satisfy your appetite for vocabulary with this delicious game!
• Players waffle between answers for multiple-choice questions.
• After predicting if the answer will be “a” or “b,” a player answers a grade-level vocabulary question and checks the answer key.
• If the player predicted correctly, he keeps all of his waffle toppings; if he predicted incorrectly, he must give half of his toppings back to the kitchen.
• Save room for more, because a Full Plate Card will earn a player back all of the toppings he has lost.

54 playing cards, direction cards, storage tin
DDD-029 $16.99

Vocabulary Building Double Dice Add-On Deck
Ages 5-12 Grades K-7th
These 54 cards don’t just quiz students on vocabulary words, they teach them the meaning first then ask more in-depth questions to help students gain and retain a deeper understanding. The photographs reinforce the target word for visual learners.

Each card contains a target vocabulary word, a photograph depicting the word/concept, a short definition, and four questions that target:
• Antonyms
• Sentence usage
• Which word doesn’t belong
• Naming items/places/situations related to the vocabulary word

This is the way vocabulary was meant to be taught to students with language challenges because it actually teaches vocabulary. It doesn’t only test what the student already knows or doesn’t know.

54 playing cards, direction cards, storage tin
DDD-029 $16.99

I Have…Who Has…?
Ages 6-10 Grades 1st-5th
Hand out all the cards. The student whose card reads, “I have the first card. Who has…?” begins. The student whose card has the answer to that question responds then asks a different question. This continues until the person with the last card gives the final answer and reads, “This is the end of the game!”

TC-225 Grade 2 $14.99
TC-230 Grade 3 $14.99
TC-235 Grade 4 $14.99
TC-240 Grade 5 $14.99
TC-245 Grade 6 $14.99
TC-246 Combo $69.99

TC-060 Grades 1-2 $17.99
TC-065 Grades 2-3 $17.99
TC-070 Grades 3-4 $17.99
TC-075 Grades 4-5 $17.99

Each box provides 4 sets of cards for 4 different games.
Treasure Trove—Vocabulary Mega Bundle Add-On

Ages 7 and up Grades 2nd and up

Treasure Trove—Vocabulary Mega Bundle Add-On is an interactive vocabulary building game which is intended to be used in conjunction with the Treasure Trove game (see page 34). The instructor selects which vocabulary deck of cards to use and inserts them into the original Treasure Trove game:

- Synonyms
- Antonyms
- Context Clues (Tier 2 words)
- Multiple Meanings
- Homophones

There are 250 total cards—50 per target area!

Word-fact-oh! Basics

Ages 7-12 Grades 2nd-7th

Players compete to be the first to create the word-fact-oh! sets by locating the connection cards that match their solution cards. There are three levels of playing cards which provides varied levels of game play. It can be used for individual, small group, and center activities. It’s perfect for targeting synonyms, antonyms, and definitions.

24 solution cards (8 per level), 72 connection cards (24 per level), 9 game changer cards (3 per level), instructions

WC-195 $22.99

Double Dice Language

Ages 7-11 Grades 2nd-6th

Double Dice Language targets many semantic language skills in a motivating yet no-nonsense manner. This workbook works just like the other Double Dice workbooks (see page 3 for specifics). The areas covered include:

- Categories (appearance, function, content, location, components)
- Descriptions (appearance, function, content, location, components)
- Compare and Contrast (both nouns and verbs)
- Synonyms
- Antonyms
- Multiple Meanings

All game sheets are played in a similar manner, so you can mix-and-match game pages within a single therapy group. The double dice is sold separately, see page 3.

Interactive Notebooks

Ages 5-13 Grades K-8th

Students will complete hands-on activities that focus on grade-specific language art skills that are aligned to current state standards. Each 96-page book (one per grade level) contains a guide for the instructors who are new to interactive note taking, lesson plans, and reproducible pages for creating notebook pages on targeted language topics.

grade level books, 96 pages each, reproducible

CA-195 Grades K-2 $29.99
CA-200 Grades 3-5 $29.99
CA-205 Grades 6-8 $29.99

215 pages, reproducible activities

WB-2106 $34.99
Spot On! Beginning Synonyms & Antonyms
Ages 5 and up Grades K and up

Perfect for teaching about synonyms and antonyms to limited readers! Touch the Spot On! pen to the correct corresponding answer dot on the card, and you are instantly rewarded with a green light and a positive phrase. Touch the pen to an incorrect answer dot, and the pen’s red light will shine and sound effects will provide encouraging, corrective feedback. This set includes 50 synonym cards and 50 antonym cards. All answers are photographs! The Spot On! pen is sold separately, see page 16. 50 double-sided cards, 100 total activities

50 double-sided cards per box, 100 total activities per box

Spot On! Synonyms (Tier II)
Spot On! Antonyms (Tier II)
Ages 7-11 Grades 2nd-6th

Use the Spot On! pen to get instant visual and auditory feedback while learning higher-level synonyms and antonyms. Each separate box contains:

• 100 Tier II words
• 50 cards for grades 2nd-3rd
• 50 cards for grades 4th-6th

50 double-sided cards per box, 100 total activities per box

Ant Picnic: The Antonyms & Synonyms Game
Ages 7 and up Grades 2nd and up

A fun and easy way for students to learn and practice antonyms and synonyms! Players compete to identify the card in each round that does not have a match. The player holding the card without a match in each round wins. Includes 40 rounds of play.

200 cards, directions

Spot On! Synonyms & Antonyms Double Dice Add-On Deck
Ages 5-12 Grades K-7th

Bestseller!

Synonyms and Antonyms Double Dice Add-On Deck assists students in building more robust vocabulary skills by learning the synonyms and antonyms of words in context. It features:

• Fifty-four (54) playing cards (half target synonyms and half target antonyms).
• Each card has a photograph and four sentences corresponding to it.
• A target word within each sentence is highlighted, and the student replaces this word with the corresponding synonym or antonym.
• Your students get 108 different opportunities to practice synonyms and 108 opportunities to practice antonyms.
• An answer key is included.

It is played similar to all the other Double Dice Decks!

Synonyms & Antonyms Double Dice Add-On Deck
Ages 5-12 Grades K-7th

54 playing cards, direction cards, storage tin

SC-665 $17.99

50 double-sided cards, 100 total activities

DDD-017 $16.99
Define & Describe Double Dice Add-On Deck  

Ages 5-12  Grades K-7th

Here is a perfect supplement for those working with students needing assistance with describing items and defining words. Each card allows students the opportunity to describe items in the following areas:

- Category (What group does it belong to?)
- Function (What does it do? What is done to it?)
- Appearance & Components (What does it look like? What parts does it have?)
- Location (Where do you find it?)

Additionally, if you take all the answers (1-4) and put them together, you have a complete and accurate definition for each word.

54 playing cards, direction cards, storage tin cards

DDD-008 $16.99

Speech Corner Photo Cards for Expressive Language  

Ages 5 and up  Grades K and up

These incredible photo cards present an excellent way for you to provide basic expressive language skill practice to your students. Each card contains a full-color photograph on one side and a variety of expressive language questions on the reverse. These inspiring photographic cards are a great tool for strengthening your students’ ability to:

- Answer wh-questions
- Name associations
- Work on categorizing skills
- Name functions
- Give descriptions
- Describe similarities and differences.

Perfect for enhancing expressive language skills for the SLP with a diverse caseload.

50 double-sided cards 100 total functions

SC-640 $17.99

Spot On! Early Functions  

Ages 4 and up  Grades PreK and up

These cards focus on what objects are used for or what you do with them. Touch the Spot On! pen to the corresponding answer dot on the card, and you are instantly rewarded with a green light and a positive phrase. Touch the pen to an incorrect answer dot, and the pen’s red light will shine and the sound effect will provide encouraging, corrective feedback. All answer choices are photographs, making them ideal for those that don’t read yet.

50 double-sided cards 100 total functions

SC-685 $17.99

Spot On! Functions  

Ages 5 and up  Grades K and up

These cards offer independent review and practice of what objects are used for or what you do with them. Touch the Spot On! pen to the corresponding answer dot on the card, and you are instantly rewarded with a green light and a positive phrase. Touch the pen to an incorrect answer dot, and the pen’s red light will shine and the sound effect will provide encouraging, corrective feedback. There are 100 total activities.

50 double-sided cards 1 pen

SC-600 $12.99
Common Core Language Task Cards

Ages 5-12 Grades K-7th

Here are language learning cards that are aligned with the Common Core Language Standards.

- Contains 192 questions that cover all the Common Core language Standards at each grade level
- Grades K and 1 include 96 questions featuring larger font size and illustrations
- Questions include practice with Conventions of Standard English, Knowledge of Language, and Vocabulary Acquisition and Use

48 double-side cards, 2 rings, answer key

- TC-175 Kinder $9.99
- TC-180 Grade 1 $9.99
- TC-185 Grade 2 $9.99
- TC-190 Grade 3 $9.99
- TC-195 Grade 4 $9.99
- TC-200 Grade 5 $9.99
- TC-205 Grade 6 $9.99
- TC-206 Combo $64.99

DOT Language

Ages 5-11 Grades K-5th

“Dot” your way to language success with these wonderful game sheets. Your students will love improving their language skills while using their paint markers to mark up their papers! Each student gets a game sheet targeting a specific language area and a paint marker. The student follows the directions, dotting each dot as he/she practices the language skill. DOT Language provides game sheets focusing on the following:

- Categories
- Descriptions
- Synonyms/Antonyms
- Definitions
- Similarities/Differences
- Wh-questions

Put down the pencils, pick up the paint markers, and add some energy to your therapy sessions. Ink daubers sold separately, page 5.

275 cards

SC-315 $27.99

Nouns, Verbs, and Adjectives—Photographic Learning Cards

Ages 5 and up Grades K and up

This collection of 275 photographic cards include:

- Nouns: Everyday Objects
- Nouns: Food
- Nouns: Things at School
- Verbs: Actions
- Adjectives: Opposites
- Talk About a Child’s Day

275 cards

CA-285 $53.99

New!

Treasure Trove—Semantics (Word Meanings) Mega Bundle Add-On

Ages 6 and up Grades 1st and up

Another MEGA add-on to the popular Treasure Trove series! See page 34 for details. This 250 card set includes 50 cards for each of the following semantic areas:

- Functions
- Name the Category
- What Belongs (Naming items in a category)
- Compare/Contrast
- What Doesn’t Belong

250 cards

SC-315 $27.99

Treasure Trove—Semantics (Word Meanings)

Ages 6 and up Grades 1st and up

This 250 card set includes 50 cards for each of the following semantic areas:

- Functions
- Name the Category
- What Belongs (Naming items in a category)
- Compare/Contrast
- What Doesn’t Belong

250 cards

SC-315 $27.99

Bestseller!

Treasure Trove—Semantics (Word Meanings)

Ages 6 and up Grades 1st and up

This 250 card set includes 50 cards for each of the following semantic areas:

- Functions
- Name the Category
- What Belongs (Naming items in a category)
- Compare/Contrast
- What Doesn’t Belong

250 cards

SC-315 $27.99
**Vocabulary Speech Corner**

**Double Dice Deck Bundle—Vocabulary**

Ages 5 and up Grades K and up

Teach, review, and save money by purchasing the Double Dice vocabulary cards as a bundle. Includes:

- Vocabulary Building
- Classifying into Categories
- Synonyms & Antonyms
- Define & Describe Categories

5 separate decks

DDD-093 $76.99

**Speech Corner Photo Cards for Minimally Verbal Individuals**

Ages 4 and up Grades PreK and up

A perfect therapy resource for individuals who are non- or minimally verbal! Each card contains three color photographs on one side and a variety of language questions on the reverse. These inspiring photographic cards are a great tool for strengthening your clients' ability to nonverbally:

- demonstrate receptive understanding
- complete sentences
- answer basic questions
- answer story comprehension questions

The individual may point to or verbally state all responses. There are duplicate cards (25 pairs/50 total) which allow you to use them in groups of two, or the instructor can use one while the other is placed in front of the client. The SLP can ask all the questions or select and ask specific questions in the skill area needed.

50 cards (25 pairs)

SC-225 $19.99

**Synonym and Antonym Puzzles**

Ages 5 and up Grades K and up

Piece together the synonyms (or antonyms) with their matching pictures in these self-correcting puzzles to create a completed card. Contains 48 pieces each.

12 puzzles each

JL-095 Synonym Puzzle $10.99

JL-100 Antonym Puzzle $10.99

**The Language of Time**

Ages 5-12 Grades K-7th

Talk about time using ideas and language presented here. Support your lessons using the pictures and graphics in this book. The activity pages give students plenty of practice with these concepts:

- Se equenced events
- Simultaneous events
- Time measurement
- Particular points in time
- Cycles/Schedules/Aging
- Rate of motion in time
- Past and present events

110 pages, reproducible

CP-024 $27.99

**Teaching the Language of Math**

Ages 6-9 Grades 1st-4th

Are you working with students and seeing that their language challenges are also making them have a difficult time in math? Here is a way to teach math concepts through step-by-step language lessons.

- Section One has activities for understanding 60 concepts and vocabulary words dealing with numbers and order
- Section Two contains 40 concept worksheets
- Section Three has everyday math applications

135 pages, reproducible

CP-022 $29.99
Spot On! Synonyms & Antonyms Bundle
Ages 5 and up Grades K and up
Teach, review, and save money by purchasing the Spot On synonym and antonym cards as a bundle. Included in this bundle are the following titles:
- Spot On! Antonyms (Tier II)
- Spot On! Synonyms (Tier II)
- Spot On! Beginning Synonyms and Antonyms
each box contains 50 double-sided cards
SC-700 $48.99
SC-600 $12.99

Spot On! Category & Function Bundle
Ages 5 and up Grades K and up
Teach, review, and save money by purchasing the Spot On! category and function cards as a bundle. Included in this bundle are the following titles:
- Spot On! Categories
- Spot On! Functions
- Spot On! Belonging to Groups
each box contains 50 double-sided cards
SC-701 $48.99

Categories—Language Cards
Ages 3 and up Grades PreK and up
Children will enjoy sorting and classifying as they find and match the three photo cards in each category. The set contains 13 categories that are designed to help children to sort into categories. For example, they’ll find the apple, orange, and pear cards if asked to find fruits.
39 cards
PH-005 $12.99

The Entire World of Attributes
Ages 5 and up Grades K and up
Unique organizational cue cards help your students classify challenging attribute and categorization concepts. Four levels of cue card activities allow your students to quickly move to more difficult levels.
4 copies of 4 cue cards, 11”x17”, playing pieces, dice
SIR-015 $39.99

Language Development Lessons for Early Childhood
Ages 5-8 Grades K-3rd
These lessons strengthen auditory processing skills and provide various methods to encourage young learners to answer questions orally and to enjoy communicating with others. The various techniques give excellent practice in stimulating receptive and expressive language in young children.
80 pages, reproducible activities
GI-195 $29.50

What's it For?
Ages 4 and up Grades PreK and up
Function of objects and categorizing is the main thrust of this interactive velcro book. Students are asked a question such as, "Where did I sit?" Students search for pictures of 3 different objects that they can sit on and attach them to the appropriate squares.
GP-014 $21.99
**Oops Groups—Categories**

**Ages 4 and up  Grades PreK and up**

A unique puzzle game where players use concentration and memory. To win, players sequentially build the train and identify the one item on each puzzle piece that does not belong with the other items. Categories include:

- Food
- Animals
- Tools
- Seasons
- Colors

5 train puzzles with 6 pieces each

**WC-150 $20.99**

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**Spot On! Categories**

**Ages 6 and up  Grades 1st and up**

Practice labeling categories and determining which item belongs in a specific category using **Spot On! Categories**. Touch the **Spot On! pen** to the correct corresponding answer dot on the card, and you are instantly rewarded with a green light and a positive phrase. Touch the pen to an incorrect answer dot, and the pen’s red light will shine and sound effects will provide encouraging, corrective feedback.

50 double-sided cards, 100 activities

**SC-650 $17.99**  **SC-600 $12.99**

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**Spot On! Belonging to Groups**

**Ages 5 and up  Grades K and up**

Ideal for students with limited or no reading abilities. These cards target beginning category/grouping skills. Touch the **Spot On! pen** (sold separately) to the correct corresponding answer dot on the card, and you are instantly rewarded with a green light and a positive phrase. Touch the pen to an incorrect answer dot, and the pen’s red light will shine and sound effects will provide encouraging, corrective feedback. Half of the cards target selecting an object that belongs in a specific category, and the other half focuses on determining which item does not belong with the others. Each double-sided card targets one specific category for more cohesive learning.

50 double-sided cards, 100 activities

**SC-655 $17.99**

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**Riddle Moo This!**

**Ages 5-8  Grades K-3rd**

Boost deductive reasoning skills and vocabulary with this exciting riddle game! “It’s a fruit, it can be red, and it crunches when you take a bite.” Buzz if you know the answer! Features two levels of game play.

4 animal-sound buzzers and 150 double-sided cards, (each buzzer requires 2 AAA batteries, not included)

**LR-125 $29.99**

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**Classifying into Categories Double Dice Add-On Deck**

**Ages 5 and up  Grades K and up**

**Classifying into Categories Double Dice Deck** assists your students in their classification skills as they:

- Label objects
- Determine categories
- List items that belong
- List items that don’t belong
- Explain the reasons why
- Determine if other objects would belong and explain why/why not

Students love these decks and SLPs rave about them!

54 playing cards, direction cards, storage tin

**DDD-035 $16.99**
Category Sorting
Ages 4-6 Grades PreK-1st

Children build classification, language, and thinking skills as they sort these 50 realistic objects into 10 categories.

50 objects (may vary from photograph), sorting tubs, plastic basket, teaching notes, storage container

PC-015 $49.99

Name That Word
Ages 4-8 Grades PreK-3rd

A fun way to build essential vocabulary as children take turns describing photos from the following categories: everyday things, actions, things to eat and drink, things at school, emotions, sports/play things, living things, and active actions. This game is also ideal for building expressive and receptive language skills.

game board, 144 photo cards, 6 markers, 1 die

CA-140 $23.99

Defining and Describing
Ages 8 and up Grades 3rd and up

Students learn how to define and describe using a simple yet effective format. Included are:

- Lists of items by category
- Lists of descriptive terms
- Activity pages that teach descriptive vocabulary
- Pages that help students develop skills needed to construct definitions
- Pages of ideas and words to build more advanced and creative descriptions

140 pages, reproducible activities

CP-014 $29.99

Categories Double Dice Add-On Deck
Ages 5 and up Grades K and up

Here is the perfect therapy aid to employ if you are working with students needing assistance with categorization skills. Each card allows students the opportunity to name items belonging to categories in the areas of:

- Appearance
- Function
- Components
- Location

DDD-010 $16.99

Category Mania Thumball
Ages 5 and up Grades K and up

After catching the Category Mania Thumball, the student looks at the category label listed underneath his/her thumb and names items belonging to that category.

This ball is soft and measures 4" for easy catching. There are 32 categories to stimulate word activities for every age.

yellow/blue 4" ball with 32 panels

TB-105 $13.99

Category Sorting
Ages 4-6 Grades PreK-1st

Children build classification, language, and thinking skills as they sort these 50 realistic objects into 10 categories.

Categories Kit
Ages 4 and up Grades PreK and up

This kit provides plenty of hands-on practice as students develop basic categorical skills. They sort to find animals, toys, flowers, fruits, and more.

two-drawer storage box, 70 soft picture tiles, 12 double-sided activity cards, activity guide

PH-050 $32.99
# Perspective Taking for Tweens and Teens

**Ages 11 and up  Grades 6th and up**

Tackle these skills:
- Different perspectives
- Understanding emotions
- Pragmatic reactions
- Multiple reactions

Photographs depict tweens and teens interacting in realistic situations. Questions pertain to relatable, everyday social situations.

54 cards, content card, storage tin

DDD-042 $16.99

# Social Situations for Teens Double Dice Add-On Deck

**Ages 12 and up  Grades 7th and up**

Work on social skills that students in the teen years encounter in the following areas:
- With peers
- At school
- With electronics/social media
- In the community
- With adults
- With transportation issues

Four situations with corresponding questions follow each photograph.

54 cards, content card, storage tin

DDD-046 $16.99

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# Which One Doesn’t Belong? Why? Double Dice Add-On Deck

**Ages 8 and up  Grades 3rd and up**

Listen as four items or ideas are presented. Which one doesn’t belong? Why? Perfect for students working on:
- Categorizing skills
- Classifying skills
- Reasoning skills
- Comparing/Contrasting skills
- Answering why questions

Vivid pictures accompany each card. All items relate back to the picture. (A double dice is not included with add-on decks, but can be purchased separately on page 3.)

54 playing cards, direction cards, storage tin

DDD-045 $16.99

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# Interactive Notebooks

**Ages 11-13  Grades 6th-8th**

Students will complete hands-on activities that focus on grade-specific language art skills that are aligned to current state standards. Each 96-page book (one per grade level) contains a guide for the instructors who are new to interactive note taking, lesson plans, and reproducible pages for creating notebook pages on targeted language topics.

grade level books, 96 pages each, reproducible

CA-205 Grades 6-8 $29.99

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# Double Dice Deck Bundle—Tweens and Teens

**Ages 10 and up  Grades 5th and up**

Save money by purchasing the Double Dice Deck Tweens and Teens cards as a bundle. Included in this bundle are the following five titles:
- Social Situations for Teens
- Perspective Taking for Tweens and Teens
- Advanced Vocabulary
- Idioms
- Which One Doesn’t Belong? Why?

each deck contains 54 cards

DDD-096 $76.99

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# 101 Lessons: Vocabulary Words in Context

**Ages 11 and up  Grades 6th and up**

Standards-based lessons show how vocabulary words presented in context help students learn how to use them accurately in their spoken language and in writing. Includes over 600 words in a variety of contexts (i.e., newspapers, recipes, fliers, etc.).

112 pages, reproducible activities

TC-085 $14.99
Motivational Language Activities for Adolescents
Ages 11 and up Grades 6th and up
This fills the gap for SLPs working with tweens and teens. It targets oral and written activities to improve general language skills with an added motivational component.

- Skills addressed include: categories, attributes, sentence formulation, exclusions, sequencing, definitions, vocabulary, synonyms, antonyms, functions, writing activities, and more.
- Students answer questions with a point system in place, and more sophisticated answers earn a greater amount of points.

140 pages, reproducible activities
ZJ-250 $29.99

Advanced Vocabulary Building Add-On Deck
Ages 10-15 Grades 5th-10th
This deck is the perfect way for SLPs to assist their clients in improving their vocabulary skills beyond the basic level. The vocabulary in this deck is comprised of Tier 2 words. Each card contains a target vocabulary word, a photograph depicting the word or concept, a short definition, and 4 questions. The questions target:
- Antonyms
- Sentence usage
- Which word doesn’t belong
- Naming items/places/situations related to the vocabulary word

This is an add-on deck, so a double dice can be used to play (pg. 3) or the cards can be used alone.
54 playing cards, direction cards, storage tin
DDD-014 $16.99

Common Core Language Arts Workouts for Teens
Ages 11-13 Grades 6th-8th
The Common Core Language Arts Workouts: Reading, Writing, Speaking, Listening, and Language Skills Practice series for grades six through eight is designed to help instructors meet the challenges set forth by the Common Core State Standards. Filled with skills practice, critical thinking tasks, and creative exercises. These make great warm-up or assessment exercises. They can be used to set the stage and teach the content covered by the standards or to assess what students have learned after the content has been taught. This is a 3 book set, one for each grade level (6th, 7th, & 8th).

3 book set, 64-67 reproducible pages
CA-190 $29.99

Words Galore!
Ages 9 and up Grades 4th and up
Players expand their vocabularies by combining prefixes, root words, and suffixes to form words horizontally and vertically. The three color-coded groups help cement word-formation patterns.

In Level One, players use prefixes and roots to make two-part words.
In Level Two, players make three-part words with prefixes, roots, and suffixes.

186 tiles, lists of meanings & possible word combinations
WC-170 $25.99

Quizmo?
Ages 10 and up Grades 5th and up
Quizmo? Vocabulary targets higher-level synonyms and antonyms. Quizmo? Structural Skills targets prefixes and suffixes. Both games have double-side game boards, calling cards, and plastic markers. These are for older students on your caseload.

36 double-sided game boards, 175 calling cards, plastic markers, instructional guide
WC-175 Quizmo? Vocabulary $18.99
WC-180 Quizmo? Structural Skills $18.99
**DOT Grammar**

Ages 7 and up    Grades 2nd and up

Are you working with students who are struggling with the fundamentals of syntax/grammar? This systematic book covers those basic areas of grammar that students must know in order to be successful throughout school. Skills targeted include:

- **Nouns** (Concrete, Abstract, Singular, Plural, Irregular, Possessive, Common, and Proper)
- **Pronouns** (Singular, Plural, Subject, Object, Possessive, Reflexive, Interrogative, Demonstrative, Relative, and Indefinite)
- **Adjectives** (Descriptive, Quantitative, Predicate, Comparative, Superlative, and Indefinite/Definite Articles)
- **Verbs** (Action, Helping, Linking, Present, Past, Past Participle, Irregular, Future, Subject-Verb Agreement, and Infinitives)
- **Adverbs**
- **Sentences** (Subjects, Predicates, Compound, Complete, Sentence Types, and Conjunctions)

**Plurals Double Dice Add-On Deck**

Ages 4 and up    Grades PreK and up

Half of this deck targets regular plurals, and the second half of the deck targets irregular plurals. Students have to perform the following tasks:

- Correct a sentence using the correct plural form.
- Fill in sentences using singular and plural forms.
- Describe photographs that depict plural and singular forms.

It is played just like all the other double dice decks. (If you don’t already own a double dice, it may be purchased separately on page 3.)

**Quizmo? Singular & Plurals**

Ages 8 and up    Grades 3rd and up

Practice singular to plural and plural to singular. Includes 40 double-sided game boards, 70 double-sided calling cards, plastic markers, and instructional guide. There are 4 game variations.

**Cooking Up Sentences**

Ages 7 and up    Grades 2nd and up

Proper grammar is as easy as pie when “chefs” follow recipes to make complete sentences by gathering and correctly identifying parts of speech. If they draw a free ingredient card, then they get to add a funny word of their choice to the mix!
Sentence Toolbox

Ages 5 and up Grades K and up

The Sentence Toolbox is a handy tool for building sentences. It contains 40 tri-blocks covering parts of speech (nouns, verbs, prepositions, etc.) as well as 12 sentence building cards.

JL-060 $29.99

6 Grammar Games

Ages 7 and up Grades 2nd and up

This set of education games is designed to teach an understanding of grammar. Teaching topics include: punctuation, sentences, connectives, modal verbs, tenses, determiners, phrases, and adverbials that children can put to the test to win each game.

2 board games, 2 matching games, 14 sentence puzzles, die, counters, and spinner

JL-090 $20.99

Sentence Flips

Ages 5 and up Grades K and up

Sentence Flips is a double-sided flip stand which enables students to build new sentences. Use this to teach nouns, adjectives, verbs, and prepositions.

1 flip book

JL-040 $10.99

Sentence Dice

Ages 5 and up Grades 1st and up

Six foam dice for building sentences. Covers different parts of speech (such as nouns, verbs, prepositions, adjectives, etc.) for building sentences.

6 foam dice

JL-065 $13.99

Animal Parade: The Parts of Speech Game

Ages 8 and up Grades 3rd and up

A fun and easy way for students to learn and practice parts of speech!

• Two ways to play: groups of 3 or 5 students or individually
• Players compete to identify the card in each round that does not have a match
• The player holding the card without a match in each round wins that round
• Self-checking games promote discussion and peer learning

200 cards, directions

TC-215 $13.99

Silly Sentences

Ages 6 and up Grades 1st and up

Includes:
• 144 total pieces
• cards measures 4½" x 3¼"
• 28 noun cards
• 26 adjective cards
• 22 verb cards
• 14 pronoun and determiner cards

144 total pieces

TC-380 $10.99
Sentence Building Dominoes
Ages 6 and up Grades 1st and up

Hands-on word-building practice!
- 114 double-sided color-coded dominoes featuring nouns, pronouns, verbs, adjectives, adverbs, conjunctions, prepositions, and punctuation marks
- Handy storage bucket

Why were you and Dad at the game?

114 dominoes

LR-590 $25.99

Part of Speech Flips
Ages 6 and up Grades 1st and up

This enjoyable activity enables the user to build different sentences by flipping over parts of speech. It covers articles, pronouns, nouns, verbs, prepositions, and adverbs.

1 flip stand

JL-050 $13.99

Practice and Assess: Grammar
Ages 9 and up Grades 4th and up

Students practice and master their knowledge of sentence types, parts of speech, and punctuation rules with a variety of activities. With these books, teachers can actively gauge their students' understanding with post-lesson assessments while also being confident that each student has mastered essential grammar skills.

128 pages each, reproducible workbooks

CA-300 Grades 4-5 $12.99
CA-305 Grades 6-8 $12.99

Interactive Grammar Notebook
Ages 9 and up Grades 4th and up

A great companion to the two books featured above, and is the perfect hands-on addition to any language arts curriculum. The templates and lessons in this book help make teaching grammar skills like sentence building, clauses, parts of speech, punctuation, and more a hands-on experience that engages students and actively involves them in the learning process.

128 pages, reproducible workbook

CA-310 $9.99

Sentence Buildings
Ages 6 and up Grades 1st and up

A terrific, hands-on way to work on building sentences, grammar concepts, and sorting parts of speech.
- Nouns
- Verbs
- Adjectives
- Pronouns
- Conjunctions
- Articles
- Prepositions
- Adverbs
- Punctuation

buildings range in size from 2.5” x 3” to 2.5” x 5.75”

LR-525 $30.99

Sentence Scramble
Ages 8 and up Grades 3rd and up

Nouns, pronouns, verbs, adjectives, articles, adverbs, and prepositions form the cast for playing Sentence Scramble. The objective is to form as many sentences as possible with a color-coded set of word cards. Teaching goals may focus on basic sentence structure, grammatical function of a part of speech, or vocabulary development.

WC-165 $15.99
Grammar Flips is a double-sided flip stand which enables students to learn grammar structures in sentences. On one side are adverbials which are words or phrases for expressing place, time or manner. On the other side are relative clauses which are used to define or identify a noun. Picture examples are provided to support understanding, along with color-coding.

1 flip stand

JL-045 $10.99

NEW

Word Wiz

Ages 8 and up  Grades 3rd and up

Students create words with some of the most common prefixes and suffixes, spin a spinner to use the words in creative ways, and earn points along the way. It includes:
- 1 Action Spinner
- 4 Student Cue Cards
- 2 Separate Levels of Difficulty
- 96 Root Word Cards (all unique)
- 55 Prefix Cards (8 unique)
- 80 Suffix Cards (11 unique)
- Booklet with Answer Key

96 root cards, 55 prefix cards, 80 suffix cards, spinner, cue cards, booklet

SC-510 $29.99

NEW

Conjunctions Double Dice Add-On Deck

Ages 5-11  Grades K-6th

These are the conjunctions targeted:
- And
- But
- Or

The deck is divided, with the first portion containing fill-in-the blank-style sentences that require the student to put a conjunction in the sentence to make it correct. The second portion contains two sentences that need to be combined.

54 playing cards, content cards, storage tin

DDD-007 $16.99

Pronouns! Double Dice Add-On Deck

Ages 5 and up  Grades K and up

Pronouns Double Dice Add-On Deck targets third-person pronouns in the following areas: number (singular/plural), gender (male/female/neutral), case (subjective/objective/possessive). Students practice the following pronouns:
- She  He  Their
- Her  Him  It
- Hers  His  Mixed

54 playing cards, content cards, storage tin

DDD-004 $16.99

Double Dice Deck Bundle—Syntax

Ages 5 and up  Grades K and up

Save money by purchasing the Double Dice Deck syntax cards as a bundle. Included in this bundle are the following five titles:
- Irregular Verbs
- Regular Verbs
- Pronouns
- Plurals
- Conjunctions

5 decks, each deck contains 54 playing cards

DDD-094 $76.99

NEW

Double Dice

Ages 5 and up  Grades K and up

Two double dice in separate blister packs. For use with all Double Dice workbooks and Double Dice Decks.

2 Double Dice

DD-100 $11.99

Grammar Flips

Grammar Flips Corner

Grammar Flips is a double-sided flip stand which enables students to learn grammar structures in sentences. On one side are adverbials which are words or phrases for expressing place, time or manner. On the other side are relative clauses which are used to define or identify a noun. Picture examples are provided to support understanding, along with color-coding.

1 flip stand

JL-045 $10.99

NEW
Talking in Sentences
Ages 4-10  Grades PreK-5th

More than 50 syntax elements are presented in this reproducible workbook. A picture page is for the student and a guide page for the instructor. Students become familiar with the same 14 characters shown throughout the book, and instructors become comfortable using the same basic format for each lesson. Lessons result in students generating their own correctly formulated sentences! Students will construct sentences using: subject/verb, subject/verb/object, descriptive phrases, adverb phrases, contractions, verb tenses, & more!
129 pages, reproducible activities
CP-026  $34.99

Kelley Wingate’s Grammar
Ages 8 and up  Grades 3rd and up

This book is designed to help students master necessary grammar skills. Aligned to the Common Core State Standards, this book includes a comprehensive review section for each major concept. Each engaging practice page reinforces essential grammar concepts. Skills covered include: parts of speech, verb tenses, subject/verb agreements, prefixes, and suffixes.
128 pages, reproducible activities
CA-090  $16.99

Super Sentence
Ages 8 and up  Grades 3rd and up

As players spin and move their pawns around the white track, they use who, what, where, and when phrases to build grammatically correct sentences—silly or serious! The emphasis is on identifying singular and plural subjects, using verbs that agree, and keeping the same tense.
200 “wh” tiles, game board, spinner
WC-125  $24.99

Build-A-Sentence
Ages 6 and up  Grades 1st and up

Spin the spinner and create sentences by piecing together the colored word or phrase cards you collect. Sensationally simple but immensely engaging, this game is a winner. Earn five points for every correct sentence you construct! Two levels of play.
140 word cards, game board with spinner
WC-120  $18.99

Expanding and Combining Sentences
Ages 6-12  Grades 1st-7th

For students who talk or write in simple, uninteresting, choppy sentences, this book will open gateways to success in constructing longer, more complex sentences.
- Colorful picture pages, along with specific instructions in this book, provide a means of evoking interesting, descriptive sentences from students.
- Activities encourage combining simple sentences into larger, more appealing sentences.
- Guides for particular types of sentence combinations are also given.
97 pages, reproducible activities
CP-028  $34.99

Grasping Grammar
Ages 10 and up  Grades 5th and up

This game builds competence in identifying all eight parts of speech: nouns, verbs, adjectives, pronouns, adverbs, prepositions, conjunctions, and interjections! The sentences provide the necessary context clues along with interesting science and geography facts. You may tailor this activity to individual needs by selecting specific sentence cards.
50 sentence cards, reference card, answer key, assessment masters
WC-115  $25.99
Daily Warm-Ups—Language Skills
Ages 6 and up Grades 1st and up
Each book has over 150 warm-ups that cover parts of speech, sentence structure, vocabulary, and mechanics and usage. Each warm-up provides a brief overview of a particular skill, an example of using the skill correctly, an activity for the skill, and a follow-up writing activity for applying the skill. The content is correlated to the Common Core State Standards.

Recognizing and Verbalizing Correct Grammar
Ages 4-8 Grades PreK-3rd
The students look at a picture while two similar statements are read. One statement uses correct grammar, and the other statement uses incorrect grammar. The child’s internal language system recognizes the correct statement and the child repeats it. Each lesson has three pairs of statements for each picture, with four pictures used in each lesson.

80 pages, reproducible activities
GI-225 $29.50

Language Quickies
Ages 8 and up Grades 3rd and up
Sharpen grammar and writing skills in just 10 minutes a day! This collection of 320 short language review exercises reinforces sentence constructions, punctuations, capitalization, parts of speech, spelling, synonyms/antonyms, verb tenses, subject/predicate agreement, and more.

1 binder, 1 CD
RM-020 $59.99

Pete the Cat Language Arts Activities
Ages 6-7 Grade 1st-2nd
This workbook includes practice with consonant and vowel sounds blends, plurals, key details and main idea, story elements, parts of speech, punctuation, fiction and nonfiction text, making inferences, and more.

48 pages, reproducible activities
TC-095 $10.99

Big Box of Sentence Building
Ages 5-8 Grades K-3rd
Improve sight word recognition, develop vocabulary, increase fluency, teach punctuation, and introduce grammar. The pieces are also color-coded by the part of speech they represent.

250 pieces
CA-280 $24.99

Verbs Double Dice Add-On Deck
Ages 5-12 Grades K-7th
Irregular and Regular Verbs Double Dice Add-On Decks target verbs in the following forms:
• Present progressive tense
• Present tense
• Past tense (irregular)
• Future tense

Each card contains a photograph depicting an action, the name of the action, and four fill-in-the-blank-style sentences that need to be completed using the target verb. (A double dice is needed to play, see pg. 3)

54 playing cards, content cards, storage tin
DDD-009 Regular Verbs $16.99
DDD-003 Irregular Verbs $16.99

Recognizing and Verbalizing
Correct Grammar
Ages 4-8 Grades PreK-3rd
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TC-095 $10.99

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Improve sight word recognition, develop vocabulary, increase fluency, teach punctuation, and introduce grammar. The pieces are also color-coded by the part of speech they represent.

250 pieces
CA-280 $24.99
Building Auditory Direction Skills
Ages 4-7  Grades PreK-2nd

This beginner’s level book, with adorable illustrations, provides reproducible language lessons in following simple auditory directions, using multiple vocabulary words, such as: point to, draw, put, circle, color, etc. and the conditional word “if.”

60 pages, reproducible activities
GI-295 $29.50

Mastering Basic Concepts and Specific Words
Ages 5-7  Grades K-2nd

The 93 reproducibles present 49 concepts and specific words in four different learning levels.

• Section 1: gives a demonstration and oral explanation
• Section 2: students match illustrations for the same concept
• Section 3: gives specific directions to follow for each picture concept
• Section 4: requires both verbalization and discrimination between concepts

93 pages, reproducible activities
GI-285 $29.50

Listening from the Beginning to the End
Ages 5-8  Grades K-3rd

Create a listening situation that captures the students’ attention. They like to listen because they want to find the correct picture. The method is to read statements that are true for all the pictures, until a certain statement is read that is only true for one picture. Students do not know when the identifying statement will occur; therefore, they must find the correct picture.

60 pages, reproducible activities
GI-300 $29.50

Developing Alert Listening Skills
Ages 4-8  Grades PreK-3rd

Delightful activities enhance alert listening and accurate processing when subjects quickly change. As pictures are presented, a statement is read aloud, followed by a direction that has little to do with the first statement. The statement and the directions are both clear and simple but on two different subjects.

84 pages, reproducible activities
GI-200 $29.50

Comprehending “Conditional Directions” that begin with “If”
Ages 5-9  Grades K-4th

Comprehending directions that contain “if” words can be difficult for students who require very structured lessons to master this skill. Every lesson in this reproducible workbook is prepared and ready to use.

92 pages, reproducible activities
GI-290 $29.50

Fox In the Box
Ages 3 and up  Grades PreK and up

Learn how to follow multi-step directions while learning positional words and rhymes. Children will use a spinner to tell them where to place picture cards—in a tree, on a hat, over a chair, near a box and more! Includes multiple instructional rhyming games and activities. Largest objects measure 3” high.

LR-580 $29.99

Put on Your Thinking Cap
In following Directions & Understanding Sentences
Ages 10 and up  Grades 5th and up

These high-interest activities provide an excellent program in language comprehension for intermediate students. They incorporate real-life experiences covering time, quantity, money, calendars, seasons, spatial, directionality, etc. For auditory processing practice, read aloud to students while they look at the pictures.

80 pages, reproducible activities
GI-280 $32.00
Processing Auditory Messages Exactly and Totally

Ages 7-11  Grades 2nd-6th

This workbook is designed for students who have mastered the art of following very simple auditory directions and now need material that is a little more challenging. The directions are a little longer, and the illustrations are more detailed. This requires the students to remember what they have heard while they scan a detailed picture, searching for the answer. Two levels of difficulty are provided.

60 pages, reproducible activities
GI-110  $29.50

Following Double Dice Add-On Deck

Ages 5 and up  Grades K and up

Following directions has never been so easy or interactive. These cards allow you to work on teaching students how to follow the types of directions listed below:

• Basic (1-step)
• Quantitative (either, all, except, one, two, etc.)
• Conditional (if... then)
• Temporal (before, after)

Following directions is essential for academic success, and this deck provides an interactive and fun way to master this skill. These cards allow students numerous opportunities to listen to and follow directions that contain subtle words that impact the amount, timing, and/or order that the directions should be followed.

54 playing cards, direction cards, storage tin
DDD-039  $16.99

Listening and Processing Auditory Directions

Ages 7-11  Grades 2nd-6th

Similar figures have a variety of small differences in what they are wearing, what they are holding and what they are near. It takes very careful listening and remembering to successfully identify the correct figure and to follow the directions for it. The listener must be attentive for both general and specific information.

66 pages, reproducible activities
GI-245  $29.50

Coordinating Auditory Information

Ages 5-10  Grades K-5th

Students are required to listen attentively and follow directions while working on illustrations that are divided into various categories. Two skills are coordinated as each auditory direction coordinates with a specific direction about a characteristic of a category. Examples include: “Put a green line under all foods that grow on trees.” and “Put a purple circle around everything that can melt.” Two levels of difficulty are provided.

81 pages, reproducible activities
GI-155  $32.00

Following Auditory Directions

Ages 5-11  Grades K-6th

Accomplish multiple goals with a wide variety of skills. While the main purpose is to stimulate attentive listening and accurate auditory processing, these activities cover a wide variety of basic concepts and specific vocabulary that is often unknown to students who have difficulty with auditory information.

66 pages, reproducible activities
GI-115  $29.50
3-D Story Starters
Ages 6 and up  Grades 1st and up

Never again will your students be at a loss for story ideas! Let their imaginations run wild as they fashion fantastic adventures with these realistically detailed miniature objects and intricately illustrated, language-provoking story mats. Your imagination is the limit with these manipulatives at your fingertips.

4 laminated mats, 30 props
PC-005 $39.99

Story Spinners
Ages 5 and up  Grades K and up

Spin to help create a story. The spinners include characters, settings, plots, objects, and story themes. These spinners help guide your students’ imaginations so they include all necessary components.

4 double-sided boards, 4 spinners
JL-010 $10.99

Adventures in Storyland
Ages 5 and up  Grades K and up

Adventures in Storyland is an early learning storytelling game where kids use their imagination to create fantastic adventures. With 12 scenes and over 200 cards, there are endless combinations and millions of possibilities. It includes game play options for both solo and group stories.

12 scenes, 200 cards
OM-065 $27.99

Foam Story Starter Cubes
Ages 4 and up  Grades PreK and up

LR-545 Story Starter Picture Cubes $12.99
LR-550 Story Starter Word Cubes $12.99

Roll a Story
Ages 5 and up  Grades K and up

Roll the ten cubes and let the images spark your students’ imagination as they tell a story. They can also be used in a group by letting each person add on to a story in progress!

10 picture dice, 1 carrying sack
JL-115 $10.99

50 Story Starter Activities
Ages 6 and up  Grades 1st and up

One side provides story starter inspirations and vocabulary words. The other side provides a visual image of the story.

50 cards
JL-070 $15.99

From Sentence to Narrative
Ages 4-8  Grades PreK-3rd

Help lead your students to move from talking in sentences to formulating sentence combinations and retelling stories.

• Section 1: Students work on formulating personal narratives. They talk about themselves, their ideas, and experiences.
• Section 2: Students are guided to state simple concepts in a proper format.
• Section 3: Using pictures, students are guided to reconstruct narratives sentence-by-sentence.
• Section 4: Two familiar stories are presented with pictures. The students are encouraged to retell the story in narrative form.

113 pages, reproducible activities
CP-027 $32.99
Preposition Puzzle
Ages 4 and up   Grades PreK and up
A preposition is a word that combines with a noun to show position, time, or direction (such as near and far). Match the words with their corresponding pictures, in this self-correcting puzzle, to create a completed card.

12 puzzles, 48 pieces
JL-105 $10.99

Big Box of Nursery Rhymes
Ages 4-6   Grades PreK-1st
Did you know that nursery rhymes can increase vocabulary, improve effective listening skills, build early literacy, introduce left-to-right orientation, build sequencing skills, enhance visual discrimination, and assist in storytelling?
90 jumbo pieces, 17 rhymes
CA-150 $24.99

Fun to Know Puzzles
Ages 3 and up   Grades PreK and up
Two- and three-piece puzzles are designed for young learners. Only matching pieces fit together.
- Photos for real-life learning (except for “What Comes Next?”)
- Nice 3” x 3” pieces

Early Learning Language Library Boxed Set
Ages 3 and up   Grades PreK and up
Designed for building vocabulary, plus expressive and receptive language skills in all young children. This boxed set includes 160 full-color photographic learning cards organized by some of the most popular early-childhood themes. On the back of each photo card is a wide range of guided questions. Together, the photo and the questions can be used as a springboard for stimulating conversations and prompting discussions.
160 cards, word list, activity ideas
CA-100 $24.99

DOT Preschool Early Developing Sounds
Ages 3 and up   Grades PreK and up
Now your preschool students can “dot” their way to clear speech! It works just like the other DOT books that you have loved with your older students, but designed for younger (or less intelligible) students. Each student gets a game sheet and a paint marker. The student marks each dot as he/she practices the target sound.
- Targets 18 sounds: p, b, t, d, k, g, m, n, f, v, w, h, s, sh, ch, l, s-blends, and l-blends. All sounds are targeted in the initial and final word positions, except for w, h, s-blends, and l-blends, which are targeted in the initial word position only.
- Multisyllabic words are targeted separately: two-syllable words and three-syllable words.
- Target words were carefully chosen to have simplistic syllable shapes (i.e., CV, CVC, etc.) that preschool children need.
- Worksheets can easily be incorporated into almost any treatment approach.
- Paint markers are sold separately (page 5).
204 pages, reproducible activities
WB-2605 $34.99

Preposition Puzzle NEW
Ages 4 and up   Grades PreK and up

Early Learning Language Library Boxed Set
Ages 3 and up   Grades PreK and up

DOT Preschool Early Developing Sounds
Ages 3 and up   Grades PreK and up

Preposition Puzzle NEW
Ages 4 and up   Grades PreK and up

Early Learning Language Library Boxed Set
Ages 3 and up   Grades PreK and up

DOT Preschool Early Developing Sounds
Ages 3 and up   Grades PreK and up

Preposition Puzzle NEW
Ages 4 and up   Grades PreK and up

Early Learning Language Library Boxed Set
Ages 3 and up   Grades PreK and up

DOT Preschool Early Developing Sounds
Ages 3 and up   Grades PreK and up

Preposition Puzzle NEW
Ages 4 and up   Grades PreK and up

Early Learning Language Library Boxed Set
Ages 3 and up   Grades PreK and up

DOT Preschool Early Developing Sounds
Ages 3 and up   Grades PreK and up
**Match Me Positions**

Ages 3-6  Grades PreK-1st

Introduce 16 position concepts and words. The front of the game board shows pictures and words. The back has position words only to challenge growing skills.

8 double-sided game boards

**TR-410 $14.99**

**Where Do I Live?**

Ages 3 and up  Grades PreK and up

Everyone has a home, and it’s the players’ job to get them there. Twelve homes complement 12 animals to strengthen visual distinction, classification, and recollection skills. No reading required.

24 cards

**CA-240 $14.99**

**Come Learn With Me Books & Toys**

Ages 0-4  Grades Birth-PreK

This colorful, interactive language-based program builds cognitive and language skills in young children from birth to preschool age. It is designed to increase children’s ability to:

- Identify and name common objects
- Learn action words
- Understand and use prepositions and pronouns
- Follow one- and two-step directions
- Respond to yes/no questions
- Respond to wh-questions
- Match objects, pictures, and animal sounds
- Sort and categorize objects
- Identify objects by their functions

**CLWM-201 Come to my House $25.99**
**CLWM-202 Come to my Farm $25.99**
**CLWM-203 Come Ride with Me $25.99**
**CLWM-201 4 Book/Toy Set $98.99**

**Pigs in Space**

Ages 4 and up  Grades PreK and up

Students attach 3 picture/symbol cards per page that illustrate a sentence using an animal’s name, a preposition, and a rhyming word. For example, “The cat is on the mat!” A picture of the completed sentence appears on the back of every sentence page. This book is a fun way to help students learn the concepts of on, behind, in, next to, etc.

**book with velcro pieces**

**CLWM-201 4 Book/Toy Set $98.99**

**Language Cards**

Ages 3 and up  Grades PreK and up

Help children build early language skills. Developed to increase vocabulary, promote language development, and strengthen communication skills! Each large card (6” x 5-1/2”) depicts a color photograph. An activity guide offers ideas, games, and activities.

40 cards each, activity guide

**PH-020 Nouns $12.99**
**PH-030 Actions $12.99**
**PH-015 Opposites $12.99**
**PH-010 Go-Togethers $12.99**

**In, On, Under, and More**

Ages 4 and up  Grades PreK and up

This preposition lotto game asks children to match cards to game boards, then use objects to recreate the prepositions in, on, under, behind, in front, and next to.

124 cards, 4 game boards, 4 chicks, 4 penguins, 1 tub, 1 hat, 1 baby carriage, storage containers, teaching notes

**PC-010 $39.99**
Flannel Board Story Pieces
Ages 4 and up Grades PreK and up

Make your lessons come alive using appealing, pre-cut flannel board pieces with your favorite books, nursery rhymes, fairy tales, and songs.

Pete the Cat
Follow Pete the Cat in his journey as he loses his groovy buttons and as he takes a journey in his white shoes using these felt visuals.

12-14 colorful felt pieces, 8 page lesson guide each

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<th>Title</th>
<th>Price</th>
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<td>LF-005</td>
<td>Pete the cat and His Four Groovy Buttons</td>
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<tr>
<td>LF-010</td>
<td>I Love My White Shoes</td>
<td>$20.99</td>
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Eric Carle Stories
These all-time favorite stories help with rhyming, question-and-response text, colors, sequencing, days of the week, counting, and so much more!

11-14 colorful felt pieces, 16 page lesson guide each

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<td>$23.99</td>
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Songs, Nursery Rhymes, and Fairy Tales

<table>
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<th>Item Code</th>
<th>Title</th>
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<tr>
<td>LF-030</td>
<td>Five Speckled Frogs</td>
<td>$15.99</td>
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<tr>
<td>LF-035</td>
<td>Five Monkeys Jumping on the Bed</td>
<td>$13.99</td>
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<td>LF-040</td>
<td>Eency Weency Spider</td>
<td>$13.99</td>
</tr>
<tr>
<td>LF-045</td>
<td>Old MacDonald</td>
<td>$14.99</td>
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<td>LF-050</td>
<td>Old Lady Who Swallowed a Fly</td>
<td>$16.99</td>
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<td>LF-055</td>
<td>The Three Pigs</td>
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<td>LF-060</td>
<td>Gingerbread Boy</td>
<td>$20.99</td>
</tr>
<tr>
<td>LF-065</td>
<td>Little Red Hen</td>
<td>$16.99</td>
</tr>
</tbody>
</table>
Big Box of Sorting & Classifying
Ages 3-6 Grades PreK-1st
Use these photograph puzzle pieces to develop thinking skills, increase vocabulary, and present strategies to develop sorting and classifying skills.
248 puzzle pieces, directions, teaching suggestions
CA-145 $24.99

Foam Magnets—Objects
Ages 3 and up Grades PreK and up
These 1 3/4” tall magnets show full-color pictures of a variety of objects from A to Z. The set includes at least two objects for each initial letter sound.
60 object magnets
PH-060 $17.99

Mix & Match Pizza
Ages 3 and up Grades PreK and up
Earn toppings by answering questions, following directions, or matching what is shown. Pepperoni, green peppers, and mushrooms are the ideal ingredients to build early matching and sequencing skills.
4 slices, 4 peppers, 4 pepperoni pieces, 4 mushrooms, 1 plate
LR-490 $15.99

DOT Therapy Reinforcers
Ages 3 and up Grades PreK and up
These open-ended worksheets are the perfect way to target any skill in a motivational format. There are 22 theme-based sections with 10 pages each. Sections include: Dragons & Wizards, Clowning Around, Jungle Exploration, Cowboy Adventures, Prehistoric Journey, Outer Space, Pirates, The Sea, and more. Each page has 20 open circles to be dotted.
220 pages, reproducible activities
WB-2900 $34.99

Speech Corner Photo Cards for Minimally Verbal Individuals
Ages 4 and up Grades PreK and up
A perfect therapy resource for individuals who are non- or minimally verbal! Each card contains three color photographs on one side and a variety of language questions on the reverse. These inspiring photographic cards are a great tool for strengthening your clients’ ability to nonverbally:
- Demonstrate receptive understanding
- Complete sentences
- Answer basic questions
- Answer story comprehension questions

The individual may point to or verbally state all responses. There are duplicate cards (25 pairs/50 total) which allow you to use them in groups of two, or the instructor can use one while the other is placed in front of the student. The SLP can ask all the questions or select and ask specific questions in the skill area needed.

MIXED ITEMS

Developing Comprehension in Non or Minimally Verbal Children
Ages 3-7 Grades PreK-2nd
This workbook gives young or minimally verbal children practice in comprehending sentences and questions. The reproducible lessons incorporate sentence completion with associations and inferences as clues in determining answers, specific oral questions, recognition of action words, objects, smaller parts, modifiers, wh-words, spatial words, inferences, and associations. Students can point to answers or point and say the word.
78 pages, reproducible activities
GI-180 $29.50
Early Childhood/Preschool

DOT Preschool Language & Vocabulary
Ages 3 and up    Grades PreK and up
Here is the workbook that the preschool SLPs have been asking for! Let your preschool students “dot” their way to better vocabulary and language skills with these wonderful game sheets. Each student gets a game sheet and a washable paint marker. The student follows the directions, dotting each dot as he/she practices the target skill (both expressive and receptive language are targeted). Paint markers sold separately.

- Vocabulary—nouns (2 levels)
- Vocabulary—verbs (2 levels)
- Vocabulary—adjectives
- Functions
- Descriptions

**Bestseller!**
221 pages, reproducible activities

**WB-2600** $34.99

Auditory Comprehension/Vocabulary Activities for Non or Minimally Verbal Children
Ages 3 and up    Grades PreK and up
You will find structured comprehension and vocabulary building lessons for young children who either have not started talking or have minimal verbal skills. Every lesson is designed with a pictured answer for each question or statement. This allows the child to simply point to the correct picture.

76 pages, reproducible activities

**GI-265** $32.00

Basic Vocabulary Photo Cards
Ages 4 and up    Grades PreK and up
Help children build their vocabularies by engaging with 16 everyday themes. Write & wipe cards feature a photograph and a word on one side. The reverse side features an image and space for writing. Designed for minimal visual clutter.

156 cards

**LR-585** $28.99

Shape Sorting Cupcakes
Ages 2 and up    Grades PreK and up
The cupcakes pull apart to reveal shapes, which also reflect shapes in the common core!

8 cupcakes (8 tops, 8 bottoms), 1 pan

**LR-480** $22.99

Developing Receptive & Expressive Language Skills in Young Learners
Ages 3-7    Grades PreK-2nd
These lessons provide a wide variety of techniques to develop receptive and expressive language skills. Some activities only require pointing, nodding or saying “yes” or “no.” Other activities include: comprehending, choosing between oral answers, answering specific questions and determining answers by action words, associations, and concepts.

66 pages, reproducible activities

**GI-175** $29.50

Spot On! Preschool Bundle
Ages 4 and up    Grades PreK and up
Teach, review, and save money by purchasing the Spot On! cards as a bundle. Included in this bundle are the following titles:

- Spot On! Early Functions
- Spot On! Action Verbs
- Spot On! Initial Inferences

3 boxes

**SC-702** $48.99

1 pen

**SC-600** $12.99

**NEW**
Early Childhood/Preschool

**Speech Corner**

**My First Game: Petting Zoo**

*Ages 2 and up Grades PreK and up*

How to play:
1. Spin the spinner.
2. Touch the texture it lands on.
3. Reach inside the petting zoo to find the animal with the matching texture—no peeking!

*petting zoo, 6 textured animals, textured spinner*

**LR-625 $20.99**

**Where is Howie’s Owie?**

*Ages 3 and up Grades PreK and up*

Develop body awareness and vocabulary by using fun bandage magnets to identify body parts. Write & wipe easel has magnetic front with lines on the back for labeling. Measures 19”x13”x11” and folds flat.

*write & wipe tabletop easel, 20 colorful magnetic bandages, activity guide*

**LR-565 $21.99**

**Mini Muffin Match Up**

*Ages 3 and up Grades PreK and up*

The different sorting discs boost color recognition, matching, sorting, counting, and early math skills. The dice feature colors and numbers which allow for fun group activities and game play. The unique squeezy tweezers add to the fun and reinforce fine-motor skills!

*1 pan, 60 muffin counters, 1 pair of tweezers, 2 dice, 12 double-sided, sorting discs*

**LR-355 $25.99**

**Match Me Cards**

*Ages 3 and up Grades PreK and up*

- **Opposites**
  - *hot* and *cold* cards
  - *TR-400 $5.99*

- **Rhyming**
  - *corn* and *corn* cards
  - *TR-405 $5.99*

**LR-360 $25.99**

**Picture Bingo**

*Ages 3 and up Grades PreK and up*

A picture-matching game for teaching the names of common objects. It contains 4 boards and 24 cards for increasing young children’s vocabulary and matching skills.

*4 boards, 24 cards*

**JL-005 $10.99**

**Hide-n-Go Moo**

*Ages 2 and up Grades PreK and up*

Enhance language skills with the element of surprise. The child reaches into the barn with vinyl flaps over the opening, ensuring that he/she can’t peek! Then the child can label the animal, follow directions with the animal, match the adult to the baby, produce the sound the animal makes, etc.

*8 animals, 1 barn*

**LR-325 $28.99**

**My First Game: Tail Trails!**

*Ages 2 and up Grades PreK and up*

How to play:
1. An adult hides the creatures with tails peeking out.
2. Use the cards or dice to practice directional words like *over, under, and inside*.
3. Kids can seek out, find the tails, and win by following directions.

*3 plush creatures with long tails, dice with directional pictures (under, over, inside, and outside)*

**LR-620 $20.99**

**Sliceable Fruit & Veggies**

*Ages 3 and up Grades PreK and up*

Match food pieces together with velcro fasteners, then “slice” them apart using the play knife and cutting board. It’s great for building language during imaginative play.

*23 pieces*

**LR-360 $25.99**
My Little House
Ages 3 and up  Grades PreK and up

*My Little House* is a multi-sensory felt book that opens into a three-dimensional playhouse! All four panels have velcro at the top and along the sides, allowing children to put the house together all by themselves. It takes kids on a creative adventure and promotes developmental language skills while having fun along the way. The 36 felt pieces included with the house are colorful and vibrant. Every element of the inside design of *My Little House* is one of purpose and intention. Language concepts (prepositions, colors, shapes, sizes, etc.) are strategically placed. A language pamphlet is included.

*flat: 52” x 15” assembled: 13” x 13” x 15”*

ZB-025  $39.99

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Fox In the Box
Ages 3 and up  Grades PreK and up

Learn how to follow multi-step directions while learning positional words and rhymes. Children will use a spinner to tell them where to place picture cards—*in a tree, on a hat, over a chair, near a box* and more! Includes multiple instructional rhyming games and activities. Largest objects measure 3” high.

*Bestseller!*

LR-580  $29.99

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Language Stimulation Activities
Ages 3-7  Grades PreK-2nd

This early language book provides structured, repetitive activities to fully learn a variety of basic concepts. The activities are excellent for students who have difficulty learning a new skill without this type of repetitious practice. For students who grasp the skills more quickly, the material can easily be adjusted to allow those students to progress more rapidly.

88 pages, reproducible activities

GI-260  $32.00

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Raccoon Rumpus & Koala Capers
Ages 3 and up  Grades PreK and up

Help children learn colors, patterns, spatial positions, and turn taking with each roll of the die. Two unique games that don’t require reading.

LR-465 Raccoon Rumpus  $15.99
LR-470 Koala Capers  $15.99
LR-475 Bundle of Both  $27.99
**DOT Reading Comprehension**

Ages 7 and up  Grades 2nd and up

Now your students can “dot” their way to reading success! It works just like the other DOT books. Each student gets a game sheet at a specific reading level and a paint marker. Students follow the directions, dotting each dot as they answer questions based upon what was read. This is what the book includes:

- Reproducible, interactive theme-based game sheets written at three separate difficulty levels, so you may choose the most appropriate level for each particular student.
- Comprehension tasks require students to match, answer factual questions, give the main idea, retell, paraphrase, define, describe, rhyme, give antonyms/synonyms, categorize, make predictions, give opinions, evaluate, and more.
- All paragraphs and short stories in levels 2 and 3 are written at 5.0 or below, based on the Flesch-Kincaid Reading Scale.
- Each of the five sections start out at a basic reading level, progress to a 2nd-grade reading level, then a 3rd-grade reading level, and finally a 4th-grade level.

96 pages each, each set is 3 books

CA-250 (Grades K-2) $29.99
CA-255 (Grades 3-5) $29.99

**Begining Sounds Kit**

Ages 4 and up  Grades PreK and up

In this kit, students will develop phonemic awareness skills as they learn to identify initial word sounds and distinguish between them. They’ll find pictures that match each beginning sound on the cards. All play pieces are made from quality soft rubber.

Two-drawer storage box, 70 soft picture tiles, 13 double-sided activity cards, guide

PH-040 $32.99

**Standards-Based Connections**

Ages 5 and up  Grades K and up

The easy-to-use format provides a skill assessment to determine learning gaps, which then directs individualized remediation. Focused, comprehensive practice pages and I Can statements on every page guide students to reflection and exploration of deeper learning! Grade-specific, coherent content progresses in difficulty to achieve optimum fluency. Each book includes a skill assessment, a Common Core State Standards alignment matrix, and answer key.

96 pages each

CA-175 $39.99

**Differentiate Reading for Comprehension**

Ages 6 and up  Grades 1st and up

There are four books in this bundle set, and each concentrates on a grade level (1st-4th). Each book in this series allows the instructor to present the same content to below-level, on-level, and advanced students with leveled nonfiction stories. It includes multiple-choice, fill-in-the-blank, and true/false questions along with short-answer practice and comprehension questions.

4 book bundle, 64 pages each

CA-175 $39.99
DOT Phonological Awareness

Ages 3 and up Grades PreK and up

Which word begins with a /p/ sound…dog, pear, or ball? Let your students figure it out with DOT Phonological Awareness. Students follow the directions, dotting each dot as they perform a phonological awareness task. Skills targeted:

- Rhyme discrimination
- Rhyme production
- Syllable blending
- Syllable segmentation
- Syllable deletion
- Phoneme discrimination
- Phoneme identification
- Phoneme position
- Phoneme blending
- Phoneme segmentation
- Phoneme deletion
- Phoneme addition

Activities are comprehensive and hierarchical in nature. This is ideal for those students who are pre-readers, struggling readers, or those needing additional assistance in the area of phonological awareness. Paint markers purchased separately (page 5).

226 pages, reproducible activities

WB-2400 $34.99

Phonological Awareness Double Dice Add-On Deck

Ages 4 and up Grades PreK and up

The following phonological awareness tasks are targeted:

- Rhyme
- Syllables
- Phoneme Identification
- Phoneme Segmentation
- Phoneme Blending
- Phoneme Addition
- Phoneme Manipulation

54 playing cards, direction cards, storage tin

DDD-019 $16.99

Rhyme & Sort Rockets

Ages 6-10 Grades 1st-4th

Place a photo card in the rocket doorway, then sort cards that rhyme into the correct rocket. Sort by beginning and ending sounds, syllables, and more!

8 rockets, 80 cards

LR-570 $39.99

50 Phonemics Awareness Activities

Ages 3 and up Grades PreK and up

Boost early phonemic awareness skills with this 50-card set! Topics include:

- Rhyme
- Instrument sounds
- Discriminating between sounds
- Awareness of rhyme
- Syllables
- Initial sounds
- Alliteration
- Segmenting, blending of phonemes

50 cards

JL-025 $15.99

NEW

Wonder Stories

Ages 6-12 Grades 1st-6th

Reading Level: Grades 1st-5th

These high-interest stories will appeal to all age groups and will instantly capture the reader’s attention. Focuses on:

- Finding the main idea
- Finding a fact
- Locating an answer
- Inferring
- Vocabulary
- Reading for details
- Word analysis

5 book set, each book is at a separate reading level

RM-200 $34.99

Rhymes—Language Cards

Ages 4 and up Grades PreK and up

This set introduces 20 different rhyming sounds with colorful photos.

PH-035 $12.99
Rhyming Post Office  
**Ages 4-7**  
**Grades PreK-2nd**  
This hands-on sound sorting activity helps young children learn to focus more closely on the sounds they hear in words all around them, and to discern differences in closely related words. Lessons follow a careful developmental sequence, progressing from simple CVC words with different initial consonants to more difficult discriminations, including rhymes with more than one spelling pattern.  
4 sorting mailboxes, 96 picture cards for 25 word families, card storage box with labeled dividers, and lesson guide  
PC-055 $39.99

3-D Reading  
**Ages 5 and up**  
**Grades K and up**  
With 3-D Reading, the essential skills of phonics, sight word recognition, visualization, and comprehension all come together for beginners in the actual, magical act of reading.  
- Children read and re-read the 15 short, charming stories, written at just the right level for their emerging skills.  
- They demonstrate their understanding of each passage by choosing the appropriate objects and placing them in the correct spots on the illustration of the story.  
- Draw in the missing objects in a reproducible version of the story to keep and show off to friends and family!  
15 laminated, illustrated story cards, 17 charming objects  
PC-065 $29.99

Oops Groups—Rhymes  
**Ages 3 and up**  
**Grades PreK and up**  
Players build the train and identify the one item on each puzzle piece that does not rhyme with the other items. The game includes suggestions for extending and supporting the activity and reproducible worksheets that align with game’s educational targets.  
WC-155 $20.99

Word Families Kit  
**Ages 4 and up**  
**Grades PreK and up**  
Place the cat, hat, and bat on the welcome mat! This kit introduces 26 different word families as kids enjoy finding the rhymes that match each of the activity cards.  
Two-drawer storage box, 70 soft picture tiles, 13 double-sided activity cards, guide  
PH-045 $32.99

Interactive Reading Books  
**Ages 4 and up**  
**Grades PreK and up**  
Utilizing the power of visual strategies, beginning readers learn to associate pictures with words. Students move original, Velcro-backed drawings to match, identify, label, sequence, and create sentences while learning to read! Children can also use the pictures to answer simple questions, follow directions, identify common objects/actions, respond to yes/no questions, and general language development. Go online to www.SpeechCorner.com for a complete description of each.

- GP-003 I Go To School (school activities) $21.99
- GP-004 Things I Do At Home (home activities) $21.99
- GP-005 Action (action words, pronouns, wh-questions) $21.99
- GP-006 Sounds Good to Me (sound/letter correspondence) $21.99
- GP-007 The Ups and Downs of Opposites (antonyms) $21.99
- GP-008 How Do I Feel? (child feelings) $21.99
- GP-009 I Have Feelings Too (teenage/adult feelings) $21.99
- GP-011 Pigs In Space (prepositions) $21.99
- GP-012 Who’s on First? (sequencing) $21.99
- GP-014 What’s it For? (function/categorization) $21.99
- GP-017 Show Me a Sign (street sign safety) $21.99
Spanish Speech Corner

Double Dice Articulation—Spanish

Ages 4 and up Grades PreK and up

A wonderful articulation resource for all your Spanish-speaking students. It features:
- 19 Spanish sounds: ch, f, h, y, s, r, r-blends, rr, l, l-blends, t, d, p, b, g, k, n, ñ, and m
- Activities at the single-word level
- Directions and target words are in both Spanish and English
- Contains guidelines for play, game variations, and masters

A double dice can be purchased separately (page 3).

210 pages, reproducible activities

WB-2017 $34.99

Spanish Speech Corner

Double Dice Articulation—Spanish

Ages 4 and up Grades PreK and up

A wonderful articulation resource for all your Spanish-speaking students. It features:
- 19 Spanish sounds: ch, f, h, y, s, r, r-blends, rr, l, l-blends, t, d, p, b, g, k, n, ñ, and m
- Activities at the single-word level
- Directions and target words are in both Spanish and English
- Contains guidelines for play, game variations, and masters

A double dice can be purchased separately (page 3).

214 pages, reproducible activities

WB-2011 $34.99

Spanish Speech Corner

DOT Articulation—Spanish

Ages 4 and up Grades PreK and up

You know how effective and motivating the DOT books are, so now there is one made specifically for your Spanish-speaking students. It features:
- 19 Spanish sounds: ch, f, h, y, s, r, r-blends, rr, l, l-blends, t, d, p, b, g, k, n, ñ, and m
- Activities are at the single-word level
- Directions and target words are in both Spanish and English
- Contains guidelines for play, game variations, and masters

A double dice can be purchased separately (page 3).

214 pages, reproducible activities

WB-2011 $34.99

Spanish Speech Corner

DOT Articulation—Spanish

Ages 4 and up Grades PreK and up

You know how effective and motivating the DOT books are, so now there is one made specifically for your Spanish-speaking students. It features:
- 19 Spanish sounds: ch, f, h, y, s, r, r-blends, rr, l, l-blends, t, d, p, b, g, k, n, ñ, and m
- Activities are at the single-word level
- Directions and target words are in both Spanish and English
- Contains guidelines for play, game variations, and masters

A double dice can be purchased separately (page 3).

214 pages, reproducible activities

WB-2011 $34.99

Spanish Speech Corner

DOT Language—Spanish

Ages 5 and up Grades K and up

Let your Spanish-speaking students “dot” their way to language success with these wonderful game sheets. Each student gets a game sheet and a paint marker and follows the directions, dotting each dot as he/she practices the language skill. Targets:
- Categories
- Descriptions
- Synonyms/Antonyms
- Definitions
- Similarities/Differences
- W/Questions

Paint markers may be purchased separately.

154 pages, reproducible activities

WB-3011 $34.99

ZG-180 $9.99

Spanish Speech Corner

DOT Preschool Language and Vocabulary—Spanish

Ages 3 and up Grades PreK and up

These are basic vocabulary and language building worksheets for students who speak Spanish. A wonderful resource for Head Start classrooms, preschool students, and early-elementary students.
- Vocabulary—nouns (2 difficulty levels)
- Vocabulary—verbs (2 difficulty levels)
- Vocabulary—adjectives
- Functions
- Descriptions
- Things that go together
- Classifying
- Categories
- What doesn’t belong
- Create your own master sheets

Paint markers sold separately.

223 pages, reproducible activities

WB-2601 $34.99

ZG-180 $9.99
Treasure Trove for Social Language Mega Bundle Add-On

Ages 6 and up Grades 1st and up

Treasure Trove for Social Language Mega Bundle Add-On is an interactive social skills game intended to be used in conjunction with the original Treasure Trove game (see page 34). The instructor selects which social language deck to use and inserts those cards into the original Treasure Trove game. Decks (50 cards each) for the Social Language Mega Bundle include:

- Gestures/Facial Expressions
- How Do You Feel?
- Acting On Emotions
- Social Situations
- Being a Good Friend

There are 250 total cards!

250 cards, game/direction card, tabs

SC-305 $27.99

Social Detective

Ages 7 and up Grades 2nd and up

This interactive program teaches children to become better social thinkers by putting on their detective hats and deciphering the understanding of expected and unexpected social behavior. It has six exciting levels with more than 200 video prompts to break down social situations into functional terms:

- Using Social Mapping
- Making Smart Guesses
- Understanding Others’ Behaviors
- Using Your Tool Box Items (Eyes, Ears, & Brain)

USB Flash Drive—Macintosh (OS X or above) and PC compatible

ZI-230 $89.99

Social Situations at School Double Dice Add-On Deck

Ages 5-12 Grades K-7th

This unique card deck allows speech-language pathologists to work on the various social skills that students encounter in a typical day at school. This deck targets six locations within a school:

- Classroom
- Lunchroom
- Playground
- Related Arts
- Arriving/Leaving School
- Offices/Around School

Students get plenty of practice (up to 216 questions to answer) and enjoy using this activity time and time again! Cards are large (measuring 3” x 5”) and contain photographs.

54 playing cards, content cards, storage tin

DDD-006 $16.99
Spot On! Social Skills Elementary
Ages 6-11  Grades 1st-6th
Since deficits in pragmatic language can result in isolation and depression later in life, frequent and relevant intervention in social communication throughout the child’s school-age years is vital. These cards work on interpreting body language, responding appropriately to social interactions, determining feelings, and deciding if others acted satisfactorily.

50 double-side cards, 100 questions
SC-651 $17.99

Understanding Feelings Set
NEW
Ages 6 and up  Grades 1st and up
This set has been designed to help children learn about a range of feelings and to enable them to communicate more effectively with others. Using the components of the set, children will be able to discuss, observe, and better understand how they and others feel. Included are 13 transparent acetate faces, all with different expressions. These can be handled by the children and placed on a table, window, or light panel. Also included are 3 blank face-shaped dry erase boards, 3 blank faces on transparent dry erasable acetate, and 3 face-shaped mirrors to observe self expression. It comes complete with an instructor’s guide, suggested activities, and an 11.7” x 16” poster with labeled expressions.

13 faces, 3 blank faces on dry erase surface, 3 face-shaped mirrors, and poster measuring 11.7” x 16”
WC-215 $44.99

Social Emotional Learning: Lessons for Developing Decision-Making Skills
NEW
Ages 7-11  Grades 2nd-6th
These books are designed to help students develop a strong set of social and emotional skills. Students are asked to read, think, and respond to a variety of reading passages that contain character-building scenarios. Each unit contains:
• A 3-page reading passage addressing a different aspect of character development, such as honesty, fairness, respect, and responsibility
• Thought-provoking questions for teacher-guided discussions
• Five reading comprehension questions
• Four different writing activities to gauge understanding of concepts

2 book set, 128 pages each
TC-395 $29.99

Emotion Dominoes
NEW
Ages 4 and up  Grades PreK and up
This 28-piece set of thick plastic dominoes is great for targeting emotions. The dominoes come in a sturdy tin for storage. Children will love the feel of real dominoes as they complete the emotions matching game.

28 dominoes
JL-080 $10.99

How Do I Feel?
NEW
Ages 4 and up  Grades PreK and up
Children learn to identify pictures of emotions in this book. Sentences such as, "I feel ______ when I do a good job," allow the students to label their feelings.

book with velcro pieces
GP-008 $21.99
The Language of Perspective

Taking

Ages 8 and up Grades 3rd and up

Do you work with students who have difficulty seeing situations by any other perspective than their own? Help them understand how to interpret facial expressions and how to discuss events involving people’s feelings. Using this book, students will:

• Think about how different people see or experience the same situation or event, depending on conditions such as size, physical condition, or temperature.
• Learn to associate facial expressions with feelings or emotions and to talk about feelings or emotions using a wider range of vocabulary.
• See that different experiences might bring about the same feeling(s) for different people.

120 pages, reproducible activities

CA-105 $32.99

Double Dice Deck Bundle—Social Skills

Ages 5 and up Grades K and up

Save money by purchasing the Double Dice Deck social skill cards as a bundle. Included in this bundle are the following five titles:

• Conversation Starters
• Social Inferences
• Perspective Taking Elementary
• Body Language & Gestures
• Social Situations at School

DDD-095 $76.99

Conversation Starters

Double Dice Add-On Deck

Ages 5 and up Grades K and up

Are you working with students who need assistance in the art of conversing? Here’s a motivating way to work on:

• Conversing about a topic
• Taking turns
• Maintaining a topic
• Contributing relevant information

The real photographs make the situations realistic and help focus easily distracted students. This allows you to scaffold the amount of assistance necessary for a successful conversation. Each card contains four different conversation starters:

• Tell me...
• If…, then…
• How...
• Open-ended wh-questions

54 playing cards, 3 direction cards, storage tin

DDD-011 $16.99

Conversation Cubes

Ages 6 and up Grades 1st and up

These cubes feature 36 engaging questions about student experiences and perspectives. They build language, social, and listening skills.

6 foam cubes, measure 1.625” each

LR-200 $13.99

All About You Thumball

Ages 5 and up Grades K and up

An innovative way for children to get acquainted. It stimulates social conversation and develops inter-personal communication skills. Students show interest in others by asking questions and actively listening to responses.

TB-150 $13.99

Photo Conversation Cards (For children with Autism & Asperger’s)

Ages 5-10 Grades K-5th

Help children with autism or pragmatic difficulties learn how to understand and handle the nuances of social interactions and improve oral language skills. Use each photo card and its accompanying social/communication skills story to discuss specific social situations and possible actions or reactions with those involved.

CA-105 $32.99

Photo Conversation Cards

(Double Dice Add-On Deck)

Conversation Starters

Double Dice Add-On Deck

Ages 5 and up Grades K and up

Are you working with students who need assistance in the art of conversing? Here’s a motivating way to work on:

• Conversing about a topic
• Taking turns
• Maintaining a topic
• Contributing relevant information

The real photographs make the situations realistic and help focus easily distracted students. This allows you to scaffold the amount of assistance necessary for a successful conversation. Each card contains four different conversation starters:

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Help children with autism or pragmatic difficulties learn how to understand and handle the nuances of social interactions and improve oral language skills. Use each photo card and its accompanying social/communication skills story to discuss specific social situations and possible actions or reactions with those involved.

CA-105 $32.99
Social Inferences Double Dice Add-On Deck
Ages 5 and up Grades K and up
This deck assists students in interpreting and describing social cues. Each card contains a photograph followed by several inferential questions. The questions focus on making logical inferences about social relationships and situations. The questions offer many opportunities to explain and discuss the clues that lead to logical inferences. They make social expectations and behaviors explicit for those who do not abstract the dynamics of social relationships without direct explanations and examples.
54 playing cards, direction cards, storage tin
DDD-034 $16.99

Perspective Taking Elementary Double Dice Add-On Deck
Ages 6-10 Grades 1st-5th
Help your students feel more comfortable in social situations as they learn to understand events, emotions, and reactions from different perspectives. Developing this skill assists in pragmatic aspects of language development, as well as in comprehension of story structure. There are 54 scenarios and 216 follow-up pragmatic questions.
54 playing cards, direction cards, storage tin
DDD-042 $16.99

Body Language & Gestures Double Dice Add-On Deck
Ages 6 and up Grades 1st and up
Perfect for addressing these skills:
- Explaining Gestures
- Understanding Body Language
- Interpreting Facial Expressions
- Demonstrating Gestures/Body Language
Photographs depict people of varying ages using gestures and nonverbal communication. Follow-up questions assist students in understanding appropriate use and interpretation.
54 playing cards, direction cards, storage tin
DDD-043 $16.99

Perspective Taking for Tweens and Teens Double Dice Add-On Deck
Ages 11 and up Grades 6th and up
Tackle these skills:
- Different perspectives
- Understanding emotions
- Pragmatic reactions
- Multiple reactions
Photographs depict tweens and teens interacting in realistic situations. Questions pertain to relatable, everyday social situations.
54 playing cards, direction cards, storage tin
DDD-041 $16.99

Comprehending Social Situations and Social Language
Ages 7-11 Grades 2nd-6th
This book provides material to give students repetitive practice in blending four skill areas: listening, observing, connecting, and responding. The goal is to reinforce the students’ ability to comprehend a short social story that is read to them (auditory processing) while they are looking at a picture (visual stimulation) and in answering questions that require them to be more aware of subtle clues in both the social story and the pictured social situation. This helps them make a better connection to their own social situations and their verbal responses.
92 pages, reproducible activities
GI-130 $32.00

Speaker's Box
Ages 6 and up Grades 1st and up
Students reach into the box, pick a color-coded prompt card, then get talking! Build oral language, critical-thinking skills, and confidence because there are no right or wrong answers. Topics include decisions, favorite things, steps in a simple process, descriptions of real life photos, and more.
86 write & wipe cards (2.5"x2.5"), 14 blank cards, storage box, and activity guide
LR-375 $20.99
Storyology
Ages 6 and up Grades 1st and up
To play this social game, you spin the wooden disc like a top and stop it with your finger on the words to select a topic. Think fast and tell a short personal story from your life based on the selected topic. Tell three story rounds with a story from your life (FIRST), your favorite story (BEST), and your most recent experience (LAST) with each given topic from separate spins. After the three rounds, challenge yourself and the group by trying to remember all the stories. A great get-to-know-you game and conversation starter to work on staying on topic, turn-taking, and general conversational skills. Good for all ages, especially teens!

1 wooden disc, 8" diameter

ZD-075 $24.99

What Do I Say? and What Do I Do?
Ages 4 and up Grades PreK and up
Appropriate responses to common, everyday social conversations and situations is the focus of the What Do I Say? book. Navigating the social expectations of the school environment and the social behaviors expected at school is the focus of the What Do I Do? interactive book. This makes it especially appropriate for preschool and kindergarten students. Participants use the velcro pieces to choose and attach the appropriate response.

book with velcro pieces


50 Emotion Activities
Ages 4 and up Grades PreK and up
50 Emotion Activities is a set of double-sided activity cards that teach children how to identify and express different emotions using interactive tasks such as art, music, dance, acting, and group work. As children progress through the activity, they will develop new vocabulary and techniques to deal with emotions. Contains 50 cards.

50 cards

JL-110 $15.99

Soft Foam Emoji Cubes
Ages 3 and up Grades PreK and up
Off the screen and into real life! Written prompts encourage students to talk about their feelings, while familiar emoji faces help introduce social cues and skills.

4 cubes: 2 with emoji faces; 2 with 12 prompts

LR-660 $10.99

I Go To School and Things I do at Home
Ages 3 and up Grades PreK and up
These books use the vocabulary and activities that might make up a typical day at school and at home. Students use the velcro pieces to complete simple sentences.

book with velcro pieces

GP-003 I Go to School $21.99
GP-004 Things I do at Home $21.99
Emotion-o-ès
Ages 4-8 Grades PreK-3rd
Instead of matching numbers, players will match emotion icons. The pieces are larger than standard dominoes to make them easier to grasp by young children or those with disabilities.

56 cards
CA-235 $10.99

Social Skills Matter!
Ages 4-7 Grades Pre-2nd
Help your students learn how to communicate effectively, make good choices, and practice appropriate behavior with Social Skills Matter! This book includes over 80 reproducible mini-books for children to assemble, color, read, and make their own. Each mini-book focuses on a different facet of important social skills including cooperative play, learning about feelings, communication, school-day behavior, manners, and behavior management.

382 pages, reproducible activities
CA-095 $27.99

Faces and Feelings
Ages 4-7 Grades PreK-2nd
To play, students listen to the sounds on the CD and use tokens to cover images on their game cards that match what they hear.

12 game cards, 120 game tokens, an audio CD, and directions
CA-230 $15.99

Feelings & Emotions Double Dice Deck
Ages 5-12 Grades K-7th
This unique card deck allows students to get plenty of practice determining emotions, identifying the causes of those emotions, knowing the physical characteristics that outwardly depict how a person feels, and determining experiences where they have felt specific emotions. Seven basic emotions are targeted: happy, sad, mad, scared, surprised, tired, and thoughtful. (This is an original Double Dice Deck and includes a double dice and tokens.)

56 playing cards, 2 content cards, 50 tokens, 1 double dice
DDD-005 $25.99

Emotion Mania Thumball
Ages 8 and up Grades 3rd and up
Thirty-two (32) emotion words and character expressions stimulate a discussion of feelings, social experiences, and self-awareness. Develop the use of facial expressions and the understanding of body language.

black/white 4” ball w/ 32 panels
TB-115 $13.99

Mind Your Manners—Language Cards
Ages 3 and up Grades PreK and up
Kids learn to distinguish between correct and incorrect behaviors. Each card shows improper manners on one side and the correct behavior on the other.

40 cards
PH-025 $12.99

Mind Your Manners—Language Cards
Ages 3 and up Grades PreK and up
Kids learn to distinguish between correct and incorrect behaviors. Each card shows improper manners on one side and the correct behavior on the other.

40 cards
PH-025 $12.99

Social Situations for Teens Double Dice Add-On Deck
Ages 12 and up Grades 7th and up
Work on social skills that students in the teen years encounter in the following areas:
- With peers
- At school
- With electronics/social media
- In the community
- With adults
- With transportation issues
Four situations with corresponding questions follow each photograph.

54 cards, content card, storage tin
CA-185 $24.99

Mini File Folder Game: Social Skills
Ages 4-7 Grades PreK-2nd
Improve the basic social skills with these mini file folder games. The learning activities are perfect for centers and learning stations. They will help with:
- Targeted remediation
- Social problem solving
- Recognition of emotions
- Management of emotions

15 mini file folder games, (games are preprinted--you need to cut and laminate the pieces)
CA-185 $24.99
Pop-Up Pirate
Ages 4 and up  Grades PreK and up
It’s a barrel of fun for everyone! Push the pirate into his barrel, select your colored swords, then take turns inserting your swords into the slots on the barrel. Beware—if the pirate pops up during your turn, you are out!
1 barrel, 1 pirate, colored swords

Sneaky, Snacky Squirrel Game
Ages 4 and up  Grades PreK and up
Spin the spinner, squeeze the matching colored acorn with your Squirrel Squeezers, and place it into your log. Be the first to fill your log with delicious acorns, and you win! You could also spin “pick an acorn,” “steal an acorn,” or “lose an acorn,” so be strategic.
1 set of squirrel squeezers, 20 acorns, 4 logs, 1 game spinner, 1 game board (doubles as packaging)

Ranglin’ Rabbits
Ages 6 and up  Grades 1st and up
Work together as a team to corral the cottontails by flicking, lifting, and rolling the dice. But hop to it! There’s trouble afoot if they all escape before you can mend the fences.
11 dice, 4 fences, rules

Monkeying Around
Ages 4 and up  Grades PreK and up
A terrific, motivational game! Players take turns spinning the spinner to see how many monkeys they must hang from the tree. It takes a steady hand and a cautious eye to not bring down the tree.
tree, various colored monkeys, spinner

Magic Moves Electric Wand
Ages 3 and up  Grades PreK and up
Shake it up! Work it out! Magic Moves is all about... MOVIN’! Stomp like an elephant! Soar like an eagle! Ninety fun, physical commands, 26 twinkling light shows, and a variety of musical styles get little ones up and moving. Enriches vocabulary with active verbs like sway, prowl, creep, leap, stomp, slither, strut, etc.
1 talking toy, includes 3 AAA batteries

Walk Like A Chicken
Ages 3 and up  Grades PreK and up
Simply hide the 24 object cards face down, then seek it out, while acting it out! That’s right, if it’s the chicken you seek, then walk like a chicken. If it’s a robot, start doing your best robot dance. Use your memory to remember where the cards are so you can fly like a superhero to that card when it comes up in the round! A great kids game for exercising the body and the mind!

Mosquito Madness
Ages 4 and up  Grades PreK and up
This is a bug-slapping matching game. Players frantically race to find the nine mosquitoes pictured on their card. But watch out—these absolutely adorable mosquitoes will mess with your mind as you search for matching pairs!
72 mosquito discs, 8 collecting boards

What’s in Ned’s Head?
Ages 4 and up  Grades PreK and up
What’s in Ned’s Head? Who knows? His lost lunch? A dirty diaper? A rat? Students draw cards and reach into Ned’s nostrils or ears as they race to find the silly object pictured on their cards.
15-inch Ned’s head, 15 silly objects, 24 game cards
<table>
<thead>
<tr>
<th>Game Name</th>
<th>Ages</th>
<th>Grades</th>
<th>Description</th>
<th>Price</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fizzy Dizzy Hippo</td>
<td>Ages 4 and up</td>
<td>Grades PreK and up</td>
<td>Spin the umbrella and begin to fill Fizzy Dizzy full of fizzy by pushing down on the can the number of times shown on the umbrella. With each player’s turn, everyone can watch as Fizzy Dizzy’s belly grows, and grows… and grows! The player who fills Fizzy Dizzy up with enough fizz is rewarded with a hilarious burping noise. This goofy game will have everyone laughing! 1 game</td>
<td>TM-120 $22.99</td>
</tr>
<tr>
<td>Phil the Fridge</td>
<td>Ages 4 and up</td>
<td>Grades PreK and up</td>
<td>Push Phil’s head down to set him spinning. Each time he stops, quickly match your colored pieces to the shaped holes before he goes for another spin! As you’re playing, Phil will randomly pop open his door. Any food that falls out must be collected by the player it belongs to. 24 food pieces in 4 different colors, spinning action requires 3 AAA batteries (not included)</td>
<td>TM-115 $22.99</td>
</tr>
<tr>
<td>Barbecue Party</td>
<td>Ages 4 and up</td>
<td>Grades PreK and up</td>
<td>Choose a card and carefully place food on or remove food from the grill. But beware—the grill may jump at any moment, causing the food to fly off! The winner is the first player to collect three food items before the food takes a spill. grill, food, tongs, cards</td>
<td>GO-115 $22.99</td>
</tr>
<tr>
<td>Charades for Kids</td>
<td>Ages 4 and up</td>
<td>Grades PreK and up</td>
<td>Roll the game die and turn the top card over. Look at the charade that corresponds to the number that you rolled. Start acting as the other players guess! 150 cards, sand timer, die</td>
<td>PT-150 $13.99</td>
</tr>
<tr>
<td>Pickin’ Chickens</td>
<td>Ages 4 and up</td>
<td>Grades PreK and up</td>
<td>Save your chickens from the jumping fox! Spin the field, find a chicken inside one of the small chicken coops, and match it to your card. If the fox jumps up, you lose a chicken! Find all four chickens on your card, and you win! fox game stand, chickens, cards</td>
<td>IP-295 $20.99</td>
</tr>
<tr>
<td>Giggle Wiggle</td>
<td>Ages 4 and up</td>
<td>Grades PreK and up</td>
<td>Race to place your colored marbles from his bottom row of hands all the away to the to the top as he wiggles to the music! Watch out — Giggle will try to knock off your marbles! Giggle stand, 4 different colored marbles, base</td>
<td>GO-145 $26.99</td>
</tr>
<tr>
<td>Don’t Drop the Meatballs</td>
<td>Ages 5 and up</td>
<td>Grades K and up</td>
<td>On your turn, carefully pull out a strand of spaghetti, but don’t let any meatballs roll off! It gradually becomes more difficult to do, and if one rolls off the table, that player is out of the game. The last person left is the winner! table top, table base, 20 strands of spaghetti, 5 meatballs, rules</td>
<td>PT-145 $12.99</td>
</tr>
<tr>
<td>Pop ‘n’ Hop</td>
<td>Ages 5 and up</td>
<td>Grades K and up</td>
<td>Race to the finish as you try to be the first player to get your four pieces from start to home first. Easy-press dice dome keeps everything in place. plastic game board with dice popper, 16 movers</td>
<td>PT-111 $12.99</td>
</tr>
</tbody>
</table>
Mystery Island Pirates
Ages 5 and up Grades K and up
This is a back-and-forth race from Pirate’s Cove to Treasure Island, where anything can happen. So choose your boat, roll the dice, and head off on the high seas for a wild adventure.
OM-050 $17.99

Word on the Street Junior
Ages 7 and up Grades 2nd and up
Players take turns drawing a category card, naming an item in the category, spelling it using the tiles, and moving the pieces to try to be the first team to get 8 pieces to move off the board. Great for categories and spelling!

game board, 26 letter titles, 108 category cards, timer
LR-600 $20.99

AfterWORDS
Ages 8 and up Grades 3rd and up
Think fast! Name a word that fits into the category in play AND begins with the last letter of the last word played.

game board, 30 category cards, timer with 3 different time durations (AAA batteries not included)
LR-605 $22.99

Raccoon Rumpus & Koala Capers
Ages 4 and up Grades PreK and up
Help children learn colors, patterns, spatial positions, and turn taking with each roll of the die. Two unique games that don’t require reading.

LR-465 Raccoon Rumpus $15.99
LR-470 Koala Capers $15.99
LR-475 Bundle of Both $27.99

Read My List
Ages 8 and up Grades 3rd and up
What do onions, gold, and boxing have in common? They are all types of rings! Listen to a list, remember what you heard, then think quick! Win points for naming things missing from the list, identifying their category, or being the last player standing in a lightning round. There are two difficulty levels.

200 double-sided cards, game guide, storage box
LR-510 $15.99

Outfoxed
Ages 4 and up Grades PreK and up
Move around the board to gather clues, then use the special evidence scanner to rule out suspects. You’ll have to work together quickly because the guilty fox is high-tailing it toward the exit!

16 suspect cards, 16 thief cards, 12 tiles, 4 pawns, 3 dice, fox, scanner, board
GW-170 $18.99

Guacamole!
Ages 8 and up Grades 3rd and up
Students must use their critical thinking skills to collect the ingredients for their guacamole recipes and collect a mild, medium, and spicy recipe card to win. Draw a Lime and pass one of your cards to the left. Draw Cilantro and pass a card to the right. Draw an Onion and pass all of your cards to the left.

20 recipe cards, 60 ingredient cards
OM-070 $15.99

Picture Charades
(No Reading Required)
Ages 4 and up Grades PreK and up
This makes it easy for the wee ones to act out! The best part—the pictures are open to interpretation, and it’s up to the children to decide what they are supposed to be acting. No reading required.

190 cards
OM-040 $17.99
Jumping Jack
Ages 4 and up Grades PreK and up
Players spin the spinner, then pull carrots from Jack’s bunny hill. One of the carrots will make Jack jump, and players compete to see who can catch him.
1 hill, 1 rabbit, 12 carrots, 1 spinner, 4 baskets
GO-105 $26.99

Shark Bite
Ages 4 and up Grades PreK and up
Snag the fish and be the winner, but if the shark jumps, you’ll be his dinner! Players take turns rolling the die and fishing for the sea creatures using the fishing rods. But watch out – you never know when the shark is going to bite!
1 hungry shark, 12 colorful sea creatures, 1 fishing rods, 1 die, 1 sticker sheet
PT-175 $28.99

Pop the Pig
Ages 4 and up Grades PreK and up
Players take turns rolling the die to see how many chomps the pig will take. They “feed” the pig and push down on his head the number of times shown on the burger. With every pump, the pig’s stomach will get bigger, bigger, and bigger until... POP!
1 pig, 16 burgers, 1 die
GO-110 $25.99

Who Nose?
Ages 6 and up Grades 1st and up
Players attach face cards to their nose and ask yes/no questions to try and figure out which face card they’re wearing. Ask questions like, “Do I have a beard?” or “Am I an animal?” and get yes answers to avoid the honker! The first player to correctly guess three face cards wins.
38 face cards, 2 check paddles, 1 giant honker nose, set up card, rules
OM-005 $20.99

Greedy Granny
Ages 4 and up Grades PreK and up
As Granny snoozes, spin the treat wheel to see which sweet to swipe. Be quiet! One wrong move will wake her up and send her teeth flying! Be the first player to collect one of each of her treats to win the game!
1 grandma, 12 treats, 1 treat wheel, 1 set of teeth
GO-175 $26.99

Build or Boom
Ages 4 and up Grades PreK and up
Build your structure quickly yet carefully on your platform. Then SMASH your boomer to send your opponent’s structure tumbling.
2 platforms, 30 blueprint cards, numerous building parts
GO-160 $26.99

Build or Boom
Ages 4 and up Grades PreK and up
Build your structure quickly yet carefully on your platform. Then SMASH your boomer to send your opponent’s structure tumbling.
2 platforms, 30 blueprint cards, numerous building parts
GO-160 $26.99

Pop Rocket
Ages 4 and up Grades PreK and up
Pull the string to start the countdown, and roll the die. Move your star catchers to where you think the little stars will land, but keep an eye on that rocket because it’s only a few seconds until BLAST OFF! Watch the stars explode into the sky and land in all the players’ star catchers. Fill your constellation to win!
1 rocket, 1 big star, 40 small stars, 12 star catchers, 4 constellations, 1 die
GO-170 $26.99

Catch the Fox
Ages 4 and up Grades PreK and up
This greedy fox is snapping up the chickens and stuffing them into his pockets. But when there are too many chickens, his pants will fall down and the chickens will escape! Grab the chickens and be the first to fill their coop.
1 fox, 21 chickens, 4 chicken coops, 1 die, 1 sticker sheet
GO-165 $26.99
Yeti in My Spaghetti
Ages 4 and up   Grades PreK and up
In this wacky game, the noodles are laid across the bowl and the yeti sits on top of the noodles. Be careful as you remove the noodles one by one. The yeti could fall into the bowl and you would lose!
30 noodles, yeti, bowl, rules
PH-075 $18.99

Yeti, Set, Go!
Ages 4 and up   Grades PreK and up
Yeti is at it again, and this time he has friends! After all the fun in spaghetti, he's now playing with meatballs! Players bop their yeti’s head to make them kick meatballs and try to land them on all four ledges in the mountain quadrant.
4 kickin' yetis, 1 mountain, 24 meatballs
PH-070 $25.99

Topple
Ages 6 and up   Grades 1st and up
Players take turns rolling the die and placing pieces on the different levels of the tipsy topply game unit. Watch out...as more pieces are added, the tower rotates, tips, and sways. Don’t be the one that makes all the pieces come toppling down!

Igloo Mania
Ages 5 and up   Grades K and up
Igloo Mania is a fun game that requires a steady hand! Keep your cool! Don’t let the pressure and tension get to you or Parka Pete could fall to his feet—straight through the igloo!
64 ice blocks, 4 penguin ice picks, 1 Parka Pete, 1 support dome (2 pieces), 1 base ring, 1 sticker sheet
OM-010 $25.99

Who Is It?
Ages 6 and up   Grades 1st and up
Players secretly select one character before trying to be the first to guess who their opponent picked. “Yes” or “no” questions narrow the possibilities down until you’re ready to make your guess.
2 game consoles, 48 console cards, 48 choose cards
PT-115 $14.99

Electronic Hot Potato Game
Ages 4 and up   Grades PreK and up
It’s the wild, musical tater-tossing game. Squeeze the Hot Potato and toss it back and forth, up high, down low, around and around. Don’t get caught holding the spud when the music stops. If you do, you collect a potato chip. Once you have 3 chips, you’re out.
electronic hot potato, 13 potato chip cards, batteries
PS-120 $17.99

Tumble
Ages 6 and up   Grades 1st and up
Pull out a stick and see what happens as you try to keep the plastic marbles from tumbling down! Easy does it. The student with the fewest marbles is the winner!
plastic unit, sticks, plastic marbles
PT-125 $11.99

Don’t Say It!
Ages 6 and up   Grades 1st and up
Can you get your team to say pig—without using the words: sausage, bacon, sty, or pork? You’ll need to be quick to avoid being buzzed out by the timer.
electronic timer, game cards with 200 words, card holder, pencil, score pad
PT-105 $18.99
Buzz Word  
Ages 12 and up  Grades 7th and up  

Bzzzz! Bzz! What’s the Buzzword? Let’s say the Buzzword is ball. You and your teammates have 45 seconds to solve 10 clues, and all the answers contain the word ball. Here you go... have a ball!

400 clues on 200 cards, 10 scoring cards, sand timer, scoreboard, marker, rules  
PH-085 $25.99

Buzz Word Junior  
Ages 10 and up  Grades 5th and up  

Buzzword Junior is designed with younger players in mind. Just like in the award-winning Buzzword game, you and your teammates have 45 seconds to solve a set of clues, and all the answers contain the Buzzword.

288 clues on 144 cards, 5 scoring cards, timer, scoreboard, marker, rules  
PH-080 $21.99

Say It!  
Ages 10 and up  Grades 5th and up  

NEW

It’s the frantic party game where crazy combinations lead to laugh-out-loud answers. Draw a pair of prompt cards, and then compete to shout out the most entertaining response. What’s something sticky... that you find in the couch cushions? Or Something shocking... you know too much about? Don’t delay it, just Say It!

200 cards, 3 tokens, sand timer  
GW-230 $10.99

Brain Fart  
Ages 14 and up  Grades 9th and up  

NEW

Roll the big cubes to get your nine categories, then press the brain timer to get your letter. Take turns naming things in a category that start with that letter, and grab that cube! Hurry before the brain farts and you lose a token!

9 cubes with 54 categories, 25 tokens, brain fart timer  
PH-110 $21.99

Say It!  
Ages 10 and up  Grades 5th and up  

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9 cubes with 54 categories, 25 tokens, brain fart timer  
PH-110 $21.99

SculptaPalooza  
Ages 10 and up  Grades 5th and up  

NEW

Divide into two teams and place the playfoam on the mat. Roll the die to determine the sculpting category, flip the timer, and sculpt what’s shown on the card. Guess what is being sculpted before the timer runs out to win a point.

playfoam, sculpting mat, 220 cards, die, scorecard, timer  
LR-610 $20.99

Cahoots!  
Ages 10 and up  Grades 5th and up  

NEW

Play cards to one of four piles by matching color or number. Work together as a team to complete a series of goals—without communicating what’s in your hand. Can you make all piles purple or green? Every card lower than four? All cards add up to 10? There’s only one way to win before time runs out: play in cahoots!

56 number cards, 50 goal cards  
GW-225 $15.99

That’s It  
Ages 12 and up  Grades 7th and up  

Quick! Name something you find in a toolbox. If you said hammer, then you’ve hit the nail on the head. Draw a topic card and then race to shout out answers until someone says the exact word written. Get the most right and—That’s It—you win!

200 cards, 12 tokens, rules  
GW-155 $11.99

Think ‘N Sync  
Ages 12 and up  Grades 7th and up  

Pick a partner and then, at the same time, shout out an answer to the chosen category. Can you both name a movie princess? An ice cream flavor? How about something orange? Your answers may be great, but they only score if they’re identical! So think quickly, think cleverly, but most importantly—Think N’ Sync!

225 cards, 8 tokens  
GW-200 $11.99
**Go Nuts for Donuts**  
Ages 8 and up Grades 3rd and up  
A tray of tempting treats awaits your bid in this freshly baked card game. Will you go for a stellar cruller or grab a glorious glazed? Choose carefully—if two or more players go for the same donut, nobody gets it! End with the highest score and victory will taste sweet!  
70 donuts cards, 42 player cards, 7 donut row markers  
GW-210  $15.99

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**Go Away Monster**  
Ages 3 and up Grades PreK and up  
Too many monsters? Reach into the bag and feel around to find the pieces that fit your bedroom game board. If you pull out a monster, don’t be scared...just tell that silly old thing to go away. Then get rid of it for good by tossing it into the monster pit and out of your room.  
4 bedroom boards, 8 monsters  
16 bedroom pieces, 1 cloth bag  
GW-215  $15.99

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**Slamwich**  
Ages 6 and up Grades 1st and up  
Flip and stack this clever loaf of cards. Tomato, onion, tomato...SLAP! Get there first and win the pile, but watch out for munchers and thieves who are out to steal the stack of cards.  
55 bread-shaped cards  
GW-125  $12.99

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**Thin Ice**  
Ages 5 and up Grades K and up  
Take a marble from the water channel and place it on the tissue. DON’T be holding the tweezers when the marbles break through!  
igloo base, tissues, 3 legs, 2 hoops, marbles, oversized tweezers  
PT-130  $12.99

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**Cheese Dip**  
Ages 5 and up Grades K and up  
Roll the die to see who gets to use their mouse's tail to hook the cheesy letters, but be careful not to drop them! It’s a cheesy race to see who will spell their word first! Includes multiple word level difficulties.  
37 letters, 20 double-sided cards, 4 mice, bowl, die, rules  
PH-115  $18.99

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**4 in a Row**  
Ages 6 and up Grades 1st and up  
Block your opponent and set up for a 4 in a row win!  
plastic game console with base, 23 red disks, 23 yellow disks  
PT-155  $13.99

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**Pass the Pen**  
Ages 8 and up Grades 3rd and up  
You get 10 seconds to draw while players guess. You earn points if someone gets it right; if not, you pass the pen to the next player and they keep going!  
PT-165  $25.99

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**Jumpin’ Monkeys**  
Ages 3 and up Grades PreK and up  
Be the first player to catapult all of your monkeys into the tree to get a bunch of bananas! A perfect open-ended game to incorporate into any therapy session.  
deluxe plastic tree, 16 monkeys, 4 catapults, bananas, labels, rules  
PT-190  $11.99
Pickles to Penguins
Ages 8 and up  Grades 3rd and up
Get rid of your cards the quickest by figuring out what your cards and the cards in play have in common. Do they share a color? Are they both things you find in a salad or bring to a party? Take a deep breath and let the chaos begin! Hundreds of pictures, but how many can you link together! Perfect for working on category and reasoning skills.

528 double-sided cards (2½” x 3½”), instructions, alternate game ideas
OM-020 $28.99

5 Second Rule
Ages 10 and up  Grades 5th and up
You play by naming 3 items that belong to a specific category. Use the five second timer to add excitement or use the cards without the timer. A perfect language game for older students on your caseload.

576 questions on 288 cards, twisted timer, rules
PH-100 $23.99

Mental Blox Critical Thinking Game
Ages 6 and up  Grades 1st and up
Have your students practice following verbal instructions, learn to ask clarifying questions, and build critical thinking skills! Tackle “Listen & Build” challenges in teams or with the whole class.

20 activity/question cards, 20 plastic, chunky pieces
LR-320 $29.99

5 Second Rule Jr.
Ages 6 and up  Grades 1st and up
An easier version of the popular 5 Second Rule game (above). Examples are: “Name 3 things you dip in ketchup.” “Name 3 ice cream flavors.” “Name 3 super heroes.” The twisted timer makes a fun Zooop sound when you turn it over, and the metal balls swirl down to keep time.

400 questions/200 cards, 6 pawns, timer, game board
PH-095 $20.99

Gulpin' Guppies
Ages 4 and up  Grades PreK and up
Children need to save their little fish, and get them safely to the beach without being gulped by bigger ones. Players spin the spinner to find out how many waves they can "catch" or whether they are pushed backwards by the wave. The goal is to be the first to get four fish to the beach.

game board, 4 different colored guppies, spinner
IP-290 $15.99

Duck Duck Goose!
Ages 4 and up  Grades PreK and up
Find the goose and save the duckies! When the goose finds its nest, it magically pops up. Players take turns as they play this simple, but engaging game. No reading required.

game board, pieces, goose
IP-275 $13.99

Shelby’s Snack Game
Ages 4 and up  Grades PreK and up
Shelby buried bones and needs your help collecting them. Take turns using the Shelby Squeezer to fill the dog bowl with bones. Sounds simple, but be careful—spin a sneaky seagull, and you’ll lose some bones or get sidetracked chewing a flip-flop and you’ll miss your turn.

game board, 1 squeezer, 40 bones, 4 bowls, 1 double game spinner, guide
LR-440 $23.99

Sophie’s Seashell Scramble
Ages 4 and up  Grades PreK and up
Players spin the spinner and use the Sophie Squeezer to pick up a shell with a matching pattern. The first to collect one shell of each pattern wins!
squeezer, 20 shells in 5 patterns, spinner, and 4 shell mats
LR-530 $22.99
<table>
<thead>
<tr>
<th>Game Name</th>
<th>Age Range</th>
<th>Grade Range</th>
<th>Description</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Avalanche Crash</strong></td>
<td>Ages 6 and up</td>
<td>Grades 1st and up</td>
<td>Move plastic chips from the bottom level to the top level without causing a spill. It’s a delicate balance as the game board rocks back and forth with each added weight. Be careful not to tip the board, or you’re out!</td>
<td>PS-175 $22.99</td>
</tr>
<tr>
<td><strong>Flashlights &amp; Fireflies</strong></td>
<td>Ages 6 and up</td>
<td>Grades 1st and up</td>
<td>First, catch fireflies to power up your flashlight. Then shine it on other players before they sneak back to home base. All along, watch out for bats, raccoons, and other nighttime critters.</td>
<td>GW-180 $16.99</td>
</tr>
<tr>
<td><strong>Blurt</strong></td>
<td>Ages 7 and up</td>
<td>Grades 2nd and up</td>
<td>Think fast! What word means “a partially dried grape?” Be the first to say “raisin,” and you’re on your way to winning this riotous game of rapid word recall. There are two levels of play—level one is for ages 7 to 9 and level two is 9 to adult.</td>
<td>LR-110 Original $20.99</td>
</tr>
<tr>
<td><strong>Stinky Pig</strong></td>
<td>Ages 6 and up</td>
<td>Grades 1st and up</td>
<td>Poke Stinky Pig’s belly to hear him sing, and then roll the die to see which way to pass him. Do it fast and before he...toots! If you’re holding him when he passes gas, you must take a token. The player with the fewest tokens wins!</td>
<td>PH-090 $12.99</td>
</tr>
<tr>
<td><strong>Pop Up Minion Game</strong></td>
<td>Ages 3 and up</td>
<td>Grades PreK and up</td>
<td>Twist the Minion into his barrel and take turns pushing a rocket into the slots. If your rocket sends him blasting, you WIN! Start another game by twisting the Minion down again, but remember, it will be a different slot in the barrel that makes the Minion blast this time!</td>
<td>TM-110 $18.99</td>
</tr>
<tr>
<td><strong>Bzzz Oink Bingo</strong></td>
<td>Ages 4 and up</td>
<td>Grades PreK and up</td>
<td>In this bingo game, kids have to focus as they listen for sounds that match the pictures on their bingo boards. With some pictures appearing more than once, kids need to use their critical thinking skills to determine the best spot on the board to place their chips in order to win!</td>
<td>OM-030 $17.99</td>
</tr>
<tr>
<td><strong>Hooplastack</strong></td>
<td>Ages 7 and up</td>
<td>Grades 2nd and up</td>
<td>Snatch the bottom piece without tumbling the entire stack to stay in play with this game of steady hands and quick reflexes!</td>
<td>LR-615 $22.99</td>
</tr>
<tr>
<td><strong>Freeze Up</strong></td>
<td>Ages 8 and up</td>
<td>Grades 3rd and up</td>
<td>A chilly pass-around wordplay game! It asks players to name something that starts with a particular letter and belongs to a specific category (i.e., “Name something crunchy that begins with P.”) It requires players to either answer, choose another category, or choose another letter to stay in the game.</td>
<td>LR-515 $25.99</td>
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**Don’t Rock the Boat (New Edition!)**
Ages 5 and up  
Grades K and up  
Take turns trying to balance pirate pieces on the ship! If you rock the boat and send pieces overboard, ye be a landlubber!

*ship, wave, balancing rod, 16 playing pieces*

PH-065  $22.99

**Twin It!**
Ages 8 and up  
Grades 3rd and up  
In this game of fast reflexes, quickly reveal cards featuring over 100 dazzling designs. Spot an identical pair and race to grab the match. But beware—some patterns are deceivingly close and others can be stolen if a third match appears!

135 cards, sand timer

GW-220  $14.99

**Mr. Bucket**
Ages 3 and up  
Grades PreK and up  
As Mr. Bucket moves around the floor, can you scoop up all your color balls and place them back into Mr. Bucket before he pops them out again? Each player chooses a different color shovel and the matching three balls. The first player to scoop in all three of their color balls before they pop out wins!

*Mr. Bucket, 4 shovels, 12 balls*

PT-185  $25.99

**Super Tooth**
Ages 6 and up  
Grades 1st and up  
Race to capture sets of matching dinosaurs in this ferociously fun card game. The bigger the set, the bigger your reward. But don’t bite off more than you can chew, or you may fall prey to a Velociraptor, a volcano, or even the dreaded T. Rex!

72 cards, 9 tooth tokens, rules

GW-175  $12.99

**Fitz It**
Ages 12 and up  
Grades 7th and up  
What comes in a box, fits inside a blender, and is bound to make your students smile as they think? "Fitz It"—the game where the fun is all in the description! Name an object that fits the attributes on your cards and then play them to the grid. The more cards you play, the faster you score.

265 cards, rules

GW-150  $11.99

**Chill Out!**
Ages 6 and up  
Grades 1st and up  
A bevy of freshly squeezed drinks waits to be served—all they need is ice! Roll the color die, choose a matching tray, and scoop up the ice cubes. Then drop them one at a time around the board, hoping to land some in your cup. Snag a blueberry for extra points, but watch out for slippery hands trying to snag your cubes!

24 ice cubes, 4 blueberry tokens, 1 die

GW-235  $16.99

**Treasure Trove Auditory Inferencing**
Ages 5-10  
Grades K-5th  
The interactive aspect of rolling the die before earning and/or losing gold coins and jewels keeps the students motivated as they refine their auditory comprehension and inferencing skills.

50 cards, 50 coins, 30 jewels, 1 die

SC-300  $27.99

**Mr. Mouth**
Ages 5 and up  
Grades K and up  
Students will delight in flicking bugs into this frog’s mouth. That hyper hopper won’t stay still. His mouth opens and closes while his eyes wiggle and his head spins round and round.

*base, head, arms, flies*

TM-105  $22.99
### Tension

**Ages 7 and up Grades 2nd and up**

At the top of each card there is a topic, followed by a list of 10 items associated with that topic. The object of the game is to see how many of these items your team can guess in under one minute.

- 200 cards
- answer tracker
- game board
- 2 pawns
- timer

**OM-045 $27.99**

### Cha-Cha Chihuahua

**Ages 3 and up Grades PreK and up**

Jump, jive, and wag your tail! Draw cards to get these peppy perritos to join your doggy dance-a-thon. Paw away another player’s pups with some fetching food, but watch out for “siesta” cards!

End the party with the most Chihuahuas on your dance floor!

- 30 cards
- 20 Chihuahua figurines
- 4 dance floors
- 1 nap shack

**GW-205 $16.99**

### Dragon Dash

**Ages 5 and up Grades K and up**

In this cooperative game, players must build a safe path across the green fields of Dragonwood while dashing past diving dragons!

Will you make it before you run out of resources? Or will the dragons be victorious?

- Large game board
- 21 path tiles
- 16 dragon tiles
- 3 knight’s gear tiles
- 2 dice

**OM-035 $17.99**

### Honey Bee Tree

**Ages 3 and up Grades PreK and up**

Players carefully pull leaves from the honey bee tree, being careful not to wake the sleeping bees. If you pull the wrong leaf, bees will come tumbling out of the tree and into your tray. The player with the least bees in his/her tray is the winner!

- base
- 32 leaves
- 30 bees
- rules

**IP-125 $20.99**

### Feed the Kitty

**Ages 4 and up Grades PreK and up**

Try to keep your mice away from the kitty. Roll an arrow and pass one to the left. Roll a sleeping cat and you’re lucky to squeak by. Roll a bowl and it’s dinner time for kitty! The last player with mice left wins.

- 20 wooden mice
- 2 custom dice
- 1 kitty bowl

**GW-105 $14.99**

### Gooey Louie

**Ages 4 and up Grades PreK and up**

Stick your finger up his nose and pull out a gooey. Don’t pick the wrong gooey or his eyes will pop, he’ll flip his lid, and his brains will fly out!

- Gooey Louie
- 1 jumping brain
- 1 base
- 12 gooey (boogers)
- 1 die

**GO-125 $26.99**

### Hiding Hat

**Ages 3 and up Grades PreK and up**

Hide it! Reach inside! Talk about it! You may place the photographic cards with language prompts (included) inside the hat or place other toys/objects. Children love the element of surprise!

- 1 plastic hat
- 50 cards

**SC-500 $25.99**

### Bunny Hop

**Ages 4 and up Grades PreK and up**

Help the farmers catch jumping bunnies in a memory game of bunny hide-and-seek. No batteries required.

- Game board
- 20 bunnies
- 4 farmers
- 1 die

**LR-535 $32.99**

### See-It? Slam-It!

**Ages 8 and up Grades 3rd and up**

Three picture cards are always showing. You see a pear, a cactus, and a shark jumping out of a pail. You flip over the letter card and it’s a “P.” Now slam your hand quick on one of the picture cards and make a connection to the letter, “P.” You could slam the cactus and say, “prickly!” BAM! There you go! You saw it, you slammed it. Now you know how to play See-It? Slam It!

**OM-015 $25.99**
Magnetic Table Top Pocket Chart
This self-standing, double-sided pocket chart features a magnetic write-on/wipe-off board on top and three storage pockets. It has a sturdy handle and collapses for easy storage.

LR-670 $25.99

Jumbo Magnetic Spin Wheel
Transform your whiteboard into an interactive whole-class game space! Simply place the spinner on your whiteboard, choose a template, and use your dry-erase markers to create the games and activities you need. It contains a jumbo 16" magnetic spinner, 3 double-sided write-on/wipe-off cards, an instructor’s guide, and activity suggestions.

LR-635 $47.99

Super Strong Magnetic Clips and Hooks
Help organize papers, projects, and other displays on your whiteboard. This is a combo pack of 3 hooks and 3 clips in bright colors. Each magnet measures 1.5” in diameter.

LR-655 $20.99

Large Sand Timers
Large 6.0” x 2.75” sand timers with molded end caps and thick, shatter-proof plastic barriers to protect inner glass.

WC-200 1-minute (green) $16.99
WC-205 3-minute (yellow) $16.99
WC-210 5-minute (blue) $16.99

Speech Class Rules
Created with the vision of educating everyone about speech therapy, this book is being used to introduce the concept of therapy to children recently diagnosed, provide a story and characters that children already in speech can relate to, and help parents, educators, and children not in speech understand what speech and language disorders are all about.

32 pages, hardcover
ZH-200 $19.99

Teacher Tote-All
Perfect for toting books and supplies between car and therapy room, this updated version features lightweight construction, extendable handle, and smooth-running tires. Folds flat for easy storage.

LR-630 $44.99

Write & Wipe Pockets
Turn every paper into a reusable write and wipe activity—just slip in your own activity masters. Includes 5 clear pockets and 5 dry erase markers with eraser tips, which store in the loop on each pocket. Pockets measure 10”Lx14”H.

LR-640 $13.99

Jumbo Teacher Stamps
Includes encouraging messages such as, Great Work! and standard comments such as, Needs Improvement. A set of 30 comes in a plastic storage case. Stamps measure 1.5”Lx1.5”H.

LR-645 $20.99

7 color ink stamp pad
LR-650 Ink Stamp Pad $12.99
**Scratch 'n Sniff Stinky Stickers**

Ages 3 and up Grades PreK and up

These scratch-n-sniff type stickers are sure to win over the hearts of your students. A great buy for the professional who awards with stickers. Children just love them!

**Mini Stickers**

(For Dot Books or Incentive Charts)

Ages 3 and up Grades PreK and up

Try having your students place these little stickers inside the circles on any DOT workbook page after answering a question, instead of using the paint markers. Students enjoy the variety and can peel them off and do the worksheet over again with the paint markers. *(Emoji Smiles contain both mini & regular-sized stickers.)*

- TR-065 Emoji Smiles *NEW*  (1,100) $8.49
- TR-070 Buddy Brights (2,000) $8.49
- TR-075 Playful Pets (2,000) $8.49
- TR-080 Little Flyers (2,000) $8.49
- TR-085 Bake Shop Cupcakes (2,500) $8.49
- TR-090 Furry Friends (2,500) $8.49
- TR-095 Seasons (2,500) $8.49
- TR-100 Sparkle Smiles (2,500) $8.49
- TR-105 Best Buddies (2,500) $8.49
- TR-110 Everyday Favorites (2,500) $8.49

**Sparkle Stickers**

Ages 3 and up Grades PreK and up

Delight kids of all ages with these shimmering favorites!

- TR-115 Praise Words (435 stickers) $13.99
- TR-120 Seasons & Holidays (435 stickers) $13.99
- TR-125 Kids’ Choice (480 stickers) $13.99
- TR-130 Fun Favorites (435 stickers) $13.99
- TR-135 Sweet Scents (480 stickers) $13.99
- TR-140 Good Times (535 stickers) $13.99
- TR-146 Animal Pals (385 stickers) $13.99
- TR-147 Bugs & Blooms (288 stickers) $9.99
- TR-148 Fun Friends (240 stickers) $9.99
- TR-149 Awesome Pals (240 stickers) $9.99
- TR-144 Birthday Bundle (252 stickers) *NEW* $9.99

**Magnetic Wand and Chips**

For use with any Dot workbook or bingo game

Do you want to add variety and longevity to your DOT workbooks (pg. 97)? Students earn metal chips to place in the empty circles after answering questions from their workbook page, instead of using the paint markers. After filling the worksheet up with chips, the fun begins as the students use the magnetic wand to remove chips up and away from the page! You can then use the worksheet over and over again!

1 magnetic wand and 100 bingo chips with medal rings

- ZG-175 $9.99

**Dice Domes**

Ages 4 and up Grades PreK and up

These unique dice shakers offer quiet, controlled learning. Pop out the base and insert the foam dice. Each dome includes two number dice (numerals 1-6) and one math symbols die (+/- signs). Great for any game that uses a die. These come as a set of 4. **domes measure 4” in diameter, 4 different colors**

- LR-305 $16.99
### Essentials for SLPs

This CD is in easy-to-use Adobe Acrobat format and allows you to fill in and print more than 200 beautifully constructed black-and-white worksheets directly from your computer to save you time and organize your workload. You can customize each worksheet or print a blank worksheet. Included are:

- Calendars
- Organizational forms (charts, graphs, data sheets, etc.)
- Decorative announcements, memos, notes, and lists
- Motivational charts
- Awards and certificates
- Homework calendars and open-ended therapy games

CD-ROM, professional resource

**CD-9900**  $32.95

### Certificates

- **Birthday**
  - 30 certificates, 8.5" x 5.5"
  - TR-200  $3.99

- **Outstanding**
  - 30 certificates, 8.5" x 5.5"
  - TR-205  $3.99

- **Way to Go**
  - 30 certificates, 8.5" x 5.5"
  - TR-210  $3.99

- **Recognition**
  - 30 certificates, 8.5" x 11"
  - TR-220  $5.99

### Write On/Wipe Off Dice

Add some fun, novelty, or surprise to your therapy sessions with customizable dice! Easily create your own specialty dice set on the spot for any of your speech and language activities. Each die is a 2" square and features a metal dry erase surface on all six sides. Surface erases without residue. The therapy possibilities are endless!

- 4 dice, 2" square
  - WC-140  $25.99

### Double Dice

These unique dice are used in conjunction with any of the Double Dice Decks (see pages 93-95) or workbooks (see page 96). Nine shapes are depicted on the outer die and the numbers 1-4 are illustrated on the inner die.

- 2 double dice in separate blister packs
  - DD-100  $11.99

### Magnetic Time Tracker

Features clear, 3-color lighted display and simple-to-program alarms (1 minute to 24 hours), plus it adheres to any magnetic surface! Alarms can be visual, audio, or both. Use the handy flip-out stand for tabletop use.

- measures 5" x 1.5" x 7"
  - LR-310  $29.99

### Answer Buzzers

Get students actively engaged as you assess them! “Game-show buzzers” turn any lesson into a game. The Original Answer Buzzers include four different colors and fun sounds—horn honk, boxing bell, doorbell, and boing! The Barnyard set features a dog “bark,” a horse “neigh,” a cow “moo,” and a rooster “cock-a-doodle-doo.” The Recordable set allows you to come up with your own fun messages, words, music, or sounds. Just tap, record, tap, and listen! Each measures 3.5" in diameter and requires 2 “AAA” batteries, not included. Set of 4.

- measures 3.5" in diameter
  - LR-315 Original  $20.99
  - LR-345 Barnyard  $20.99
  - LR-340 Recordable  $25.99

### Class Action

The five intuitive modes have endless applications in every classroom. Class Action brings engagement to any competition or choice. It keeps score, acts like dice, functions like a spinner, allows for a “flip of a coin,” and provides sound effects (positive/negative) at the push of a button.

- PC-050  $79.99
Splattosaurus
Ages 4 and up Grades PreK and up
Make your dinosaur game marker out of clay, then splat your opponents into extinction! Get two of your dinosaurs home to win the game.


Sharky’s Diner
Ages 5 and up Grades K and up
Each player has a gaff hook to pull pieces of junk out of Sharky’s mouth. Be careful, if you touch anything besides the junk with your hook, Sharky’s jaw will snap shut and you must return all of your pieces.


What Did I Step In?
Ages 4 and up Grades PreK and up
Each player receives 3 cards from a draw pile, then using a sneaker with a suction cup on the bottom, tries to find matches from the spread of mystery cards. Just slam the shoe on a random card and look on the bottom to see what you stepped on.


Common Core Connects for Language Arts
Ages 5-10 Grades K-5th
This series is an ideal resource for differentiation and remediation. Focused, comprehensive practice pages and self-assessments are included. It is a 5-book set.

CA-170 $45.99 Now $41.99

Story Book Lunch Box Game
Ages 5 and up Grades K and up
In this memory game, children create a different story each time they play. The story develops one card at a time. How creative can you be?


Like Minds
Ages 10 and up Grades 5th and up
Would you and a teammate write the same things down when listing items that belong to specific categories (i.e., cartoon animals, round fruits, etc.)? Find out in this game.

PT-170 $24.99 Now $18.99

Snap Trap
Ages 4 and up Grades PreK and up
Take turns picking cards to tell your mouse which wedge of cheese to eat, but watch out! A different piece triggers the trap every time.


Ice Breaker Thumball
Ages 13 and up Grades 8th and up
Intriguing conversation starters help players learn about themselves and others. This is perfect for getting a conversation started or getting to know people in a group session. This is the large 6” ball.


Infographics
Ages 4 and up Grades PreK and up
Deepen students’ understanding and improve performance with cross-curricular practice that presents high-interest topics in a visual format. Made from durable card stock and featuring perforated pages, the Infographics books are laminated for your convenience, making them a ready-to-go resource to use immediately. Perfect for visual learners, especially for those students with ASD.

Common Core Connects
for Language Arts

Ages 5-10 Grades K-5th

This series is an ideal resource for differentiation and remediation. Focused, comprehensive practice pages and self-assessments are included. It is a 5-book set.

CA-260 1st Grade $18.99 Now $15.99
CA-265 2nd Grade $18.99 Now $15.99
CA-270 3rd Grade $18.99 Now $15.99
CA-275 4th Grade $18.99 Now $15.99

Writer’s Block
Ages 7 and up Grades 2nd and up
Reach in and grab a card. There are 86 double-sided cards that target who, what, where, when, and why questions.

LR-455 $19.99 Now $17.99

Word of the Day Bit by Bit
Ages 7-12 Grades 2nd-7th
Your students will look forward to each day’s new word story. Activities engage children in actively building meaning and making each word a part of their language repertoire.

PC-035 $23.99 Now $11.99
Clearance

Articulation Rolling Cubes
F, K, Clusters
Ages 4 and up Grades PreK and up
These are wonderful and portable articulation therapy materials. Perfect for numerous repetitions at the single word level. See page 9 for specifics.


BBQ Slam
Ages 6 and up Grades 1st and up
Roll the dice, add up the sum, then be the first to "slam" the correctly numbered food to win it! Includes: 4 suction cup spatulas, 36 food cards, BBQ board mat, and 2 dice.

IP-260 $20.99 Now $17.99

Quack and Flap Duck
Ages 12 months and up
The duck "quacks" and the feet flap when pushed. Very motivating for those reluctant, young clients. Promotes imitation, turn taking, joint attention, and will grow with the child.

IP-235 $18.99 Now $12.99

Pop N' Drop Penguins
Ages 4 and up Grades PreK and up
Pop the die and move your colored penguins around the "icy" game board. Don't fall off the icy bridges, or you'll have to start all over again!


Fanta Color Transparent
Ages 4 and up Grades PreK and up
Create colorful mosaics by placing the template cards on the back of the board and filling the holes with pegs. Earn a peg by answering a language or comprehension question.

IP-240 $17.99 Now $14.99

Vocabulary GROWth
Ages 6-13 Grades 1st-8th
Each lesson includes objectives, clear instructions, suggestions for modifications, plus all of the necessary word and sentence lists.

ETC-200 $34.99 Now $29.99

Flying Carpet
Ages 8 and up Grades 3rd and up
Players reach into Aladdin’s bag and take out a piece of treasure. Carefully place the treasure on the flying carpet—don’t make him fall or all the treasure will be lost!


Penguin Panic
Ages 7 and up Grades 2nd and up
The penguin holds lots of ice, and it's making him shiver and shake! Can you carefully remove ice blocks without making them all fall?


Color Fun Fruit Pie
Ages 3 and up Grades PreK and up
Teach early counting skills and attributes (colors and fruit shapes). The top crust can be used as a bowl to conveniently hold the fruit.


Word Work
Ages 5 and up Grades K and up
Vocabulary instruction is more effective when words are taught in associative groups, so the lists (70) are set up by topic or features.

ETC-205 $34.99 Now $29.99

Click, Rattle 'N Roll Caterpillar
Ages 6 months and up
This caterpillar comes with three removable rattle balls. It twists, rolls, and clicks.

IP-220 $15.99 Now $11.99

Pound 'N Play
Ages 9 months and up
Teach cause and effect, turn taking, color-sorting, and more. Use the easy grip hammer to pound the four funny face balls through the holes.

SeriesSpeech Corner

Classifying Into Categories
Ages 5 and up Grades K and up
See page 47 for complete details.
DDD-007 $16.99

Compare & Contrast
Ages 5 and up Grades K and up
See page 33 for complete details.
DDD-018 $16.99

Conjunctions
Ages 5-11 Grades K-6th
See page 54 for complete details.
DDD-009 $16.99

Conversation Starters
Ages 5 and up Grades K and up
See page 73 for complete details.
DDD-011 $16.99

Critical Thinking If/Then
Ages 5-12 Grades K-7th
See page 28 for complete details.
DDD-002 $25.99

Define & Describe
Ages 5-12 Grades K-7th
See page 43 for complete details.
DDD-008 $16.99

Advancing Word Building
Ages 10-15 Grades 5th-10th
See page 50 for complete details.
DDD-014 $16.99

Analogies
Ages 7 and up Grades 2nd and up
See page 33 for complete details.
DDD-016 $16.99

Asking Questions
Ages 5-12 Grades K-7th
See page 17 for complete details.
DDD-012 $16.99

Auditory Comp. Nonfiction
Ages 6-12 Grades 1st-7th
See page 21 for complete details.
DDD-037 $16.99

Aud. Memory WH Questions
Ages 5-12 Grades K-7th
See page 17 for complete details.
DDD-038 $16.99

Blank
Ages 4 and up Grades PreK and up
See page 27 for complete details.
DDD-036 $16.99

Body Language & Gestures
Ages 6 and up Grades 1st and up
See page 74 for complete details.
DDD-043 $16.99

Carryover Stories
Ages 6 and up Grades 1st and up
See page 4 for complete details.
DDD-047 $16.99

Defining & Describing
Ages 5-12 Grades K-7th
See page 43 for complete details.
DDD-008 $16.99
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### Double Dice Phonology
Ages 3-12  Grades PreK-7th
See page 3 for complete details.

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### Double Dice Artic Sound-Loaded
Ages 5-12  Grades K-7th
See page 3 for complete details.

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### Double Dice Artic CH, SH, TH
Ages 4-12  Grades PreK-7th
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### Double Dice Artic /s/ and /s/ blends
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### Double Dice Artic Vocalic /r/
Ages 6 and up  Grades 1st and up
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### Double Dice Language
Ages 5-12  Grades K-7th
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### Double Dice Deck Bundle—Questions
Ages 5 and up  Grades K and up
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### Double Dice Deck Bundle—Reasoning
Ages 5 and up  Grades K and up
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### Double Dice Deck Bundle—Social Skills
Ages 5 and up  Grades K and up
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### Double Dice Deck Bundle—Syntax
Ages 5 and up  Grades K and up
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### Double Dice Deck Bundle—Tweens & Teens
Ages 10 and up  Grades 5th and up
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### Double Dice Deck Bundle—Vocabulary
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Ages 3-12  Grades PreK-7th
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<td>DOT Articulation II</td>
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**DOT Workbooks**

**Paint Markers/Ink Daubers**

- Paint Markers/Ink Daubers: Ages 3 and up | Grades PreK and up | See page 5 for complete details.
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<td>Antonyms (Tier II Words)</td>
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<td>Basic WH? Questions</td>
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<td>Beginning Synonyms and Antonyms</td>
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<td>What am I Describing?</td>
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<td>Spot On! Pen</td>
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Speech Corner Photo Cards

Articulation Carryover
Ages 6 and up Grades 1st and up
See page 11 for complete details.

SC-205 $19.99

Auditory Comprehension
Ages 6-11 Grades 1st-6th
See page 22 for complete details.

SC-200 $19.99

Big Deck of CH, SH, & TH Carryover Activities
Ages 6 and up Grades 1st and up
See page 6 for complete details.

SC-240 $19.99

Big Deck of S and Z Carryover Activities
Ages 6 and up Grades 1st and up
See page 6 for complete details.

SC-235 $19.99

Big Deck of R Carryover Activities
Ages 7 and up Grades 2nd and up
See page 8 for complete details.

SC-230 $19.99

Context Clues for Tier II Words—Elementary
Ages 7 and up Grades 2nd and up
See page 39 for complete details.

SC-245 $19.99

Expressive Language
Ages 4 and up Grades PreK and up
See page 43 for complete details.

SC-210 $19.99

Figurative Language
Ages 9 and up Grades 4th and up
See page 29 for complete details.

SC-250 $19.99

Inferences—Short Stories
Ages 5-12 Grades K-7th
See page 32 for complete details.

SC-215 $19.99

Minimally Verbal
Ages 4 and up Grades PreK and up
See page 45 for complete details.

SC-225 $19.99

Social Inferences & Subtle Cues
Ages 6 and up Grades 1st and up
See 71 for complete details.

SC-220 $19.99

Speech Corner Photo Cards Bundle
The 5 original Speech Corner Photo Cards

SC-221 $89.99
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