

## Manipulatives

Manipulative Title	Publishing Company	What is it?	Description of Uses
<b>Bananagrams</b>	Bananagrams	Bananagrams are small plastic tiles with letters, similar to Scrabble tiles.	Students can use these tiles to build vocabulary words, spelling words, or any other word work activities.
<b>Scrabble Apple</b>	Parker Brothers	Scrabble Apple is very similar to the original Scrabble game. The game includes letter tiles that have a different number of points for each letter. The goal is to make words using letters from other players' words.	Students can use this game in the classroom to help build their vocabulary. This game can be used for any word work activities.
<b>Sensory Diet Game</b>	Super Duper Publications	A game that teaches children about their sensory systems and makes children aware of how to make themselves feel "just right". This game presents everyday sensory situations on 100 sensory diet cards and uses 16 sensory diet boards and tokens to get children to identify their arousal levels and choose appropriate responses.	This game is really great for students with disabilities. It supports children to better understand their feelings and how to express themselves.
<b>Ring Bling</b>	Super Duper Publications	This is a game for following directions. Students learn to listen and follow directions while also learning to pretend and be creative.	Ring Bling is ideal for teaching students to listen and think creatively while pretending. It is a great motivator for articulation, language development, reading, or math activities

			in the classroom.
<b>Jeepers Peepers</b>	Super Duper Publications	The "Ask and Answer" question game that builds questioning skills, describing skills, categorizing skills, problem solving skills, and more.	How it works:  One student puts on the glasses. Teacher places a photo card in the Peepers slot without showing it to the student. The student faces the other players and uses the Cue Cards to ask yes/no questions to find out answers.
<b>Communicate Junior</b>	Super Duper Publications	All players work cooperatively to collect Party Food items and attend a Pizza Party at the center of the game board by correctly answering social skill questions.	Communicate Junior is a research-based game for practicing and reviewing appropriate social skills. This engaging board game uses cooperative activities with a whole language learning approach to reinforce 12 social skills: Eye contact, following rules, hygiene, sharing and taking turns, body language, ignoring, facial expressions, listening, voice (tone and volume), time and place, manners, conversations (starting, maintaining & ending).
<b>Social Skills: Chipper Chat</b>	Super Duper Publications	Social Skills Chipper Chat is a fun, motivating, magnetic chip game designed to help students discuss and understand appropriate ways of dealing with numerous social situations. The game has 12 different sets of social theme boards. To encourage group or individual discussions, the boards present 144 everyday scenes (12 per	This game is great for students with disabilities. It helps students learn about politeness, responsibility, relationships, compliance, assertion, staying focused, cooperation, body language, problem solving solutions, self-management, social rituals, and negotiation.

		theme), related social stories, and relevant follow-up questions.	
<b>Basic Concepts: Chipper Chat</b>	Super Duper Publications	Social Skills Chipper Chat is a fun, motivating, magnetic chip game designed to help students discuss and understand appropriate ways of dealing with numerous basic concepts both receptively and expressively in five categories: Qualitative, Quantitative, Social-Emotional, Spatial, and Temporal.	The student listens to the prompts and identifies the concept word receptively by pointing to an illustrated picture of the concept on the front of the card. The student identifies the concept word expressively as the teacher/therapist points to a picture and reads an incomplete prompt—for example, “This drink is hot. This drink is _____.” Student answers, “Cold.” The concepts presented in this game align to Common Core State Standards.
<b>Sound Blending Cards: Level 1</b>	Lakeshore Learning	A set of 50 simple word cards that include blends and digraphs for children to easily sound out. The cards also include a picture at the end to give additional reassurance.	These are a great way for children to learn to sound out words. Begin by covering the word cards, only revealing one sound at a time. This encourages children to sound out the word the whole way through! These are great for children practicing word blends and sounds.
<b>Language Building Box</b>	Crystal Springs Books	This box includes word and picture cards that are from many relatable categories. Included are several different games and activities with instructions.	This Language Building Box includes words from the following categories: Animals, Body Parts, Clothes, Food, and School items. The cards include the written word, as well as the corresponding pictures. The box also includes more than 20 different activity ideas to

			incorporate these cards and help children build and use their vocabulary.
<b>Letter Cards: Uppercase and Lowercase</b>	McGraw Hill Reading	This box includes all of the uppercase and lowercase letters.	These cards are great to be used as flash cards for young children needing practice in identifying the letters of the alphabet.
<b>Hear Myself Sound Phone</b>	Lakeshore Learning	This is a simple tool that has a powerful effect. This phone allows children to hear the sounds in words. You can hear each sound in each word whether you whisper or speak normally.	The Hear Myself Sound Phone is great for many activities. Children can isolate beginning, middle, and ending sounds, blend sounds to form words, identify syllables, and recognize rhyming words. These phones can be used during quiet oral reading practice, self-monitoring speed and expression during reading, and segmenting words, and writing the letters that are heard.
<b>Token Tower</b>	Super Duper Publications	This is an interactive reinforcement tool to help students meet academic and behavioral goals.	Token Tower can be used for any goal setting process. Students are engaged by setting goals and receiving chips, allowing them to visually see their progress.
<b>Classifying Photo Fish</b>	Super Duper Publications	Classifying Photo Fish magnetic game has magnetic foam fish that come with stickers showing photos of everyday items in the categories of transportation, clothing, animals, food and around the home.	Children go on a fishing expedition, catching fish with different pictures on each one. Children practice their language and articulation strategies by placing the fish in the correct category to which it belongs.

<b>Pirate Buddies: Speech and Language</b>	Super Duper Publications	This is a fun, motivational tool that is used as a reward system. The teacher asks questions, and the students respond, receiving gold doubloons to fill their treasure chest.	Teachers can motivate their students to succeed in articulation, voice, fluency, language, or any other area.
<b>Animal Buddies: Speech and Language</b>	Super Duper Publications	This is a fun, motivational tool that is used as a reward system. The teacher asks questions, and the students respond, receiving gold doubloons to fill their treasure chest.	Teachers can motivate their students to succeed in articulation, voice, fluency, language, or any other area.
<b>Webber Story Builder</b>	Super Duper Publications	Webber Story Builder is an interactive, symbol-based system that teachers can use to teach students how to analyze and dissect important components of stories.	Use story builder symbols as visual clues to help students remember and discuss components of a story. The students then retell the story by placing the symbols in the correct order in the pocket chart. This allows children to focus on the setting, characters, and events that unfold in through the sequence of a story.
<b>Webber Story Time Communication Boards</b>	Super Duper Publications	This kit includes communication boards, picture cards, and a workbook with goals and objectives. This activity helps teachers teach expressive and receptive communication skills.	Webber Story Time Communication Boards teach students with limited verbal skills to recognize and use the most important vocabulary words in 20 popular storybooks.* This versatile teaching tool allows students with language delays, autism, and other communication disorders to participate in reading activities using Mayer Johnson's Boardmaker Picture

			Communication Symbols (PCS). Webber Story Time Communication Boards are ideal for the SLP, teacher, or special educator working in an inclusive setting.
<b>Auditory Discrimination and Lip Reading Skills Inventory (ADLR)</b>	Super Duper Publications	The ADLR assists a teacher in being able to evaluate the different skills that a person uses to discriminate speech at the word and sentence levels.	This kit includes subtests that include syllable structure, similar word features, placement features, voicing (rhyming words), vowels, and sentences. This kit allows for observational data to be taken to ensure that children can differentiate words with similar sounds and vowels.
<b>“Fish and Say”: Colors, shapes, and numbers</b>	Super Duper Publications	This activity includes 64 magnetic foam fish that are either purple, yellow, or green. Students “catch” fish with their fishing rod. Fish reveal different numbers and shapes. The student says what he or she caught. (e.g. Yellow circle)	With this fun activity, children are able to practice recognizing their colors, numbers, and shapes. This activity is engaging, and there are a multitude of ways in which teachers can change the way the game is played.
<b>“Fish and Say”: Alphabet</b>	Super Duper Publications	This activity includes 64 magnetic foam fish (32 red and 32 blue). There are 26 uppercase letters and 26 lowercase letters. Students “catch” fish, saying what he or she caught. (e.g Capital B)	With this fun activity, children are able to practice recognizing the alphabet (lowercase and uppercase letters).
<b>Photo Classifying Flips</b>	Super Duper Publications	160 color photos in five different categories (animals, around the home, clothing/accessories, food, and transportation).	This activity allows children to practice categorizing, naming, describing, and comparing attributes. There are

			endless possibilities with this set. You can ask the child to name the items, categorize them by shape, color, function, compare items in different categories, and improve reasoning skills. This activity also allows children to follow simple and complex directions.
<b>OTis Weighted Neck Wrap</b>	Super Duper Publications	OTis is a weighted neck wrap that provides children with proprioceptive input and deep touch pressure.	OTis allows children to be comfortable and self-regulate themselves. OTis sits snugly on the child's shoulders, and it can also help sensory diets.
<b>The Sunform Alphabet System</b>	Sundberg Learning Systems	The Sundberg Learning System is a kit of alphabet cards that include symbols . This supports children to remember the way letters are shaped. It also teaches the alphabet sounds and forms.	This system uses pictures to transform abstract non-phonetic symbols into meaningful phonetic letters. It also teaches neurologically integrated visual, auditory, and motor skills, fundamental to successful beginning reading, writing, and spelling.
<b>Alphabet Beach Ball</b>	Carson-Dellosa Publishing	This blow-up beach ball displays uppercase and lowercase letters randomly.	Alphabet Beach Balls are perfect for reinforcing letter recognition and letter-sound correspondence skills. It is a fun and engaging way for children to practice the alphabet.
<b>Build-A-Scene Spanish Lotto Verbs</b>	Super Duper Publishing	This is a set that includes boards and cards that help students learn Spanish verbs and transfer them to English.	Build-a-Scene helps students learn basic Spanish verbs and helps English language learners learn the verbs in English.

			They transfer their knowledge of the verb from Spanish to English . This kit is great for ESOL students.
<b>Magnetic Letters</b>	Harcourt Brace	A set of magnetic uppercase and lowercase letters.	These magnetic letters can be used for a wide variety of lessons or learning activities. They are great for children needing extra support in phonics. They are used for great practice when children need to decipher the difference between lowercase and uppercase letters.
<b>Webber Dry Erase Board with Erasers</b>	Super Duper Publications	A dry erase board, with erasers, that can be used for any writing or word work.	Children love being able to write on dry erase boards. This set is a great way to engage children in learning how to write the alphabet or any other word work activities.
<b>Yogarilla</b>	Super Duper Publications	This kit includes 55 different yoga poses and 110 activities.	This yoga activity kit allows teachers to incorporate yoga into the classroom. These activities can be used to develop and improve fine and gross motor skills, sensory processing, attention, communication, and cognition.
<b>Magnetalk Turn &amp; Topics</b>	Super Duper Publications	This is a magnetic board game that includes 166 topic playing cards from the following categories: feelings, numbers, letters, basic concepts, seasons and weather, "WHY" questions, nouns, and verbs.	This is a great game for children with Autism Spectrum disorders. It allows children to play a board game to increase their concentration and communication skills. The game is set up to move at



			the players' pace, all while covering 8 important parts of communication.
<b>The Dice Dude</b>	Super Duper Publications	This is a fun dice dome that allows children to keep up with the dice, instead of them winding up all over the floor.	The Dice Dude allow a child to shake, as his eyes move side to side, without losing the dice. It includes four interchangeable dice that can be used with almost any game.
<b>Building Language Photo Library</b>	Lakeshore Learning	This kit includes 250 photo cards that fit into 10 different categories: kitchen supplies, food, outdoor items, home items, clothes, school items, colors and shapes, animals, furniture, and children's toys.	This kit of cards has enticing photos in front and the name of each object on the back, prompting children to discuss the items pictured while building vocabulary and communication skills.
<b>The Question Challenge</b>	Super Duper Publications	This is a unique game that challenges students as they improve their reasoning and social skills. The game includes target skills from the following categories: staying calm through self talk, inferencing, determining perspective, cognitive flexibility, predicting, intonation and body language, questioning in conversation, social encouragement, stating opinions, and understanding sarcasm.	How it works:  The first player turns over a challenge card and reads it. For each question answered, the player receives tokens. This game is a great resource for those children with learning disabilities. This is a great way to build social knowledge and get to know other peers.
<b>Giant Game Pawns</b>	Super Duper Publications	This is a box of 12 giant game pawns.	The giant game pawns can be used interchangeably for any game or activity. There are 6 different colors, 2 of each color, allowing students to work

			in pairs or teams.
<b>Webber Photo Cards: Analogies</b>	Super Duper Publications	This card kit includes 20 color-coded card pairs per analogy type (80 total pairs).	This card activity helps students develop vocabulary and critical thinking skills as they match analogy card pairs (e.g.: Sad is to happy...as cry is to laugh.)
<b>Webber Photo Cards: Pronouns in Action</b>	Super Duper Publications	This kit includes 120 vibrant photo cards that are designed to help students practice using subjective third-person pronouns and verbs.	These cards express 40 everyday verbs, each verb represented on 3 separate cards that allow students to practice using pronouns and verbs across several different contexts.
<b>Webber Photo Cards: MINI Apraxia</b>	Super Duper Publications	Photo word cards that include 6 different activities: learn the definition, answer the questions, hear and say the sounds, complete the rhyme, finish the sentence, and repeat the phrases/sentences.	This evidence-based card set helps SLPs treat children with apraxia of speech by focusing on repetition of the movement sequences of the lips, tongue, and jaw to form consonant and vowel sounds in six basic syllable shapes.
<b>Webber Problem Solving Photo Lotto</b>	Super Duper Publications	This game includes 192 game cards. Students will enjoy matching the photos in these cards with the ones on their boards.	This game is very appropriate for students with learning disabilities as it improves reasoning, semantic, inferencing, and sequencing skills; the essential components of logical thinking.
<b>Granny's Candies</b>	Super Duper Publications	This card set is a language game for students grades 2-6. The game focuses on students being able to use	This game is very engaging for students needing extra practice in understanding verb forms. It focuses on main verbs and helping

		the correct form of verbs.	verbs, subject-verb agreement, active-passive voice, contractions, and past, present, and future.
<b>Descriptor Dinos</b>	Super Duper Publications	Students place a Dino Token on a vocabulary picture and roll the die. The number on the die determines how many "descriptions" the student must say about the picture.	This game is a great way for students to practice vocabulary, word building, and describing skills.
<b>Word Building Tiles</b>	Little Red Tool Box	168 foam consonant tiles, 60 foam vowel tiles, 5 foam punctuation and blank tiles, and a teaching guide.	All tiles are magnetic and can be used to engage children in any type of word work. Students may practice identifying the differences between vowels and consonants, or even practice spelling vocabulary or sight words.
<b>High Frequency Word Tiles</b>	Little Red Tool Box	220 foam word tiles and a teaching guide is included in this literacy manipulatives box.	This box is a sight-word super set, allowing students to practice memorizing sight words and can be used to form sentences. The magnetic tiles are interchangeable allowing children to practice vocabulary.
<b>Phonic Strips: Blends and Digraphs</b>	Resources for Reading	Each set contains 18 phonic strips, each with an illustration representing a different sound, followed by an area for the student to place three matching tiles. Children match up the 54 self-checking tiles as they find the same phonetic sounds.	Visual clues help children identify sounds in these phonics activities.
<b>Cosmic Critters:</b>	Frank Schaffer	This is a game of making	This fun game helps

<b>Consonant Blends</b>	Publications	words. Children match the critters to their ships.	children build important phonic skills.
<b>Learning Games: Short and Long Vowel Sounds</b>	Frank Schaffer Publications	This set includes 4 games, including colorful game boards with a classic nursery rhyme theme.	Students will love learning vowel sounds when they play these exciting games.
<b>Hangman</b>	Parker Brothers	A classic letter guessing game with plastic cases to place letters in and to indicate how close the opponent is to being "hung".	This game is based on the original Hangman, allowing children to guess words by naming one letter at a time. This would be an engaging activity to help students memorize sight words.
<b>Reading Rods Readers: Short Vowel Mastery Set</b>	ETA Cuisenaire	This set of books are used to help students master challenging vowel sounds through more engaging stories and hands-on activities with Reading Rods.	With this set of engaging books, students can practice reading and mastering the short vowel sounds. This is perfect for struggling readers, or reluctant readers.
<b>Sentence Strips: Grade 1</b>	McGraw Hill Reading	This box of first grade reading strips include many familiar, simple sentences.	Students can practice their reading and writing skills with this sentence strip set.
<b>Reading Rods Word Building Kit</b>	Learning Resources	Kit contains 109 plastic rods in a convenient storage tub, 24 double-sided Activity Cards, 4 activity trays and a 48-page Instruction & Activity Book with lesson plans, blackline masters and over 100 full-color demonstration cards. Color-coded rods include consonants (blue), vowels (red), blends and digraphs (green), silent "e" (white) and advanced vowels	Young readers will explore word building, phonics and spelling patterns by using color-coded, tactile Reading Rods. By linking together rods, students will start building simple words with consonants and vowels. They will gradually advance to incorporate silent "e", blends, digraphs, and advanced vowel combinations (vowel digraphs, diphthongs and

		(purple).	r-controlled vowels).
<b>Phonics Center Sample (Grade 1)</b>	Houghton Mifflin	Instructional activities, Big Book pages, Blackline Masters, gameboard, ABC Bookworm Sample	Fun and engaging games and activities that allow children to practice the skills necessary to understand phonics at a first grade level.
<b>Big Alphabet Cards</b>	Harcourt Brace	Large cards displaying each letter of the alphabet, with a picture of an object that corresponds to that letter.	These big alphabet cards are great visual aids to display in the classroom. Students are able to refer to these cards to learn the letters of the alphabet, while also becoming aware of different objects that begin with the corresponding letter.
<b>AlphaMotion Alphabet Cards</b>	Cindy Cupp and Associates, Inc.	26 large alphabet cards that display each letter, also including a picture of a motion that helps children remember the letter.	These AlphaMotion cards give children a visual aid of each letter of the alphabet, while also learning specific motions that help them remember how to form the letters.
<b>Word Patterns Practice Cards</b>	Lakeshore Learning	40 reusable cards that help students read and write hundreds of words.	Students can write and wipe cards for repeated practice. The cards cover 40 different word patterns, allowing students to become proficient spellers.
<b>Phonics Center Sample</b>	Houghton Mifflin	Manipulatives for theme 6, week 1 of phonics lesson content. Kit contains student letter, word, and picture cards, workmat, direction chart, and user manual.	This kit serves as a great practice activity as young children learn phonics skills.

<b>Story Pop-Out Cards (Grade K)</b>	McGraw-Hill Reading	Kit contains 2 sheets of cards based on each Literature Big Book. This kit covers 6 different units: Unit 1- Peanut Butter and Jelly/Show and Tell Day, Unit 2- Warthogs in the Kitchen/The Chick and the Duckling, Unit 3- Flower Garden/Pretend You're a Cat, Unit 4- The Apple Pie Tree/Nature Spy, Unit 5- Any Kind of Dog/The Enormous Carrot, Unit 6- The Earth and I/White Rabbit's Color Book	Children use the cards, characters, and other story elements to retell each story. Helps students develop reading comprehension and sequencing skills, supports oral language and story retelling, contains cross-curricular activity suggestions, and it is perforated and identified for ease of use.
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