

The Learning App Guide to Autism and Education

How to use The Learning App Guide

Step One – Choose an App Guide









Each Learning App Guide includes a range of skill and goal categories. The number of app evaluations in each guide is shown in the bottom right corner. [Click on a guide to begin!](#)

Categories included in the App Guides

Behavioural	Social Skills	Literacy	Language Guide
Reward Systems	Social Understanding	Spell with Phonics	Semantics and Concepts
Schedules & Works Systems	Social Stories	Spell with Letter Names	Vocabulary
First Then	Social Narratives	Phonemic Awareness	Oral Grammar
Picture Calendars	Comic Strip Conversations	Syllable Awareness	
Choice Making	Video Modeling (Premade)	Rhyme Awareness	
Cause-Effect	Video Modeling (Make your own)	Sight Word Vocabulary	
Self-Management	Cue Cards	Written Vocabulary	
Timers	Joint Attention	Grammar: written	
		Comprehension	
Sensory	Emotional	Strategy Guide	Early Language
Physical Calming	Emotional Vocabulary	Story and Book Makers	Early Language Games
Auditory Calming	Emotional Regulation	Story Makers with Characters	Verbal Imitation
Visual Calming	Books about Emotions	Storyboards	First Words
		Visual Support Templates	Early Sentences
		Rating Scales	Early Questions
		Discrete Trial	Comprehension

Searching and Personalised App Guides

Guide	Description
Top Apps 	Find the highest ranking app in each App Guide
Free Apps 	Search for free apps
New Apps 	Find the latest app reviews for the month
Search 	Enter a few letters of an app name to find your app
Favourites 	Find the apps you have marked as your favourites
Personalised App Guides 	View a list of our app suggestions. If you have a suggestion for a personalised app guide, please email us and we will see what we can do!

Step Two – Choose an App or Refine your Search

This screen shows a summary of each app evaluation in the selected app guide. Each page shows 14 apps. Refine the list of app evaluations shown using the search fields on the left of the screen.

[Click on an app to read the full review!](#)

The screenshot shows the 'Behavioural Guide' interface. At the top left is a 'Back To App Guide Menu' button. Below it is a 'Your Search Results' section showing '120 matches found' and a pagination control with buttons for pages 1 through 5. The main area displays a grid of app evaluations under the heading 'Reward Systems'. Each app card includes an icon, name, price, type, age range, and a 'NEW Review' badge. Callouts provide instructions: 'Click here to go back to app guide menu.' points to the 'Back To App Guide Menu' button; 'Evaluations are grouped into categories within each guide.' points to the 'Reward Systems' heading; 'Apps are shown in order from highest to lowest ranking by default.' points to the top-right app card; 'Select a page of search results. Use the next and previous arrows to show more app evaluations.' points to the pagination arrows; and 'Click on the summary of an app evaluation to show the full evaluation details (See Step 3).' points to one of the app cards.

Refine your Search Results

Search	Explanation
<p>Refine Your Search</p> <p>Name Contains <input type="text"/></p> <p>Behavioural Guide</p> <ul style="list-style-type: none"> <input type="checkbox"/> Reward Systems <input type="checkbox"/> Schedules and Work Systems <input type="checkbox"/> First-then <input type="checkbox"/> Picture Calendars <input type="checkbox"/> Choice Making <input type="checkbox"/> Cause Effect <input type="checkbox"/> Self Management <input type="checkbox"/> Timers <input type="checkbox"/> Counters <input type="checkbox"/> Personal Care <p>Features <input type="text" value="-- Any --"/></p> <p>Age Ranges <input type="text" value="-- Any --"/></p> <ul style="list-style-type: none"> <input type="checkbox"/> Show Top Apps Only <input type="checkbox"/> Android Version Available <input type="checkbox"/> Lite Version Available <p>Price <input type="text" value="-- Any --"/></p> <p>Sort By</p> <ul style="list-style-type: none"> <input checked="" type="radio"/> Rank (Highest to Lowest) <input type="radio"/> Price (Lowest to Highest) <input type="radio"/> App Name <p><input type="button" value="Reset"/> <input type="button" value="Go"/></p>	<p>Enter a few letters of an app name to find an app in this app guide.</p> <p>Click on one or more categories to search for apps within these categories.</p> <p>Search for apps with features such as the ability to add pictures and record your own voice.</p> <p>Search for apps which are suitable for children in Early Childhood, Lower & Upper Primary or High school.</p> <p>Show only the top apps in the each category.</p> <p>Show apps which have an Android version available.</p> <p>Show apps which have a Lite version available.</p> <p>Search for apps by price.</p> <p>Sort the app evaluations shown by Rank, Price or alphabetically by app name.</p> <p>Click 'Reset' to clear all search fields. Click 'Go' to refine your search based on the details entered.</p>

Step Three – Read the detailed App Evaluation

This screen shows the full evaluation of each app. Leisure apps were not evaluated using the rubric as they are designed for entertainment purposes only. You can also see the App Store information and Developer's description here.

Click here to go back to the search results and select another app.

View the details shown in the App store.

Tap on the circles to scroll through the apps' screenshots.

Click here to add or remove this app from your favourites.

Read details about the features of each app.

Read review comments on the content of each app.

Review the ranking for each app. Some apps are ranked on more than one category.

Check the level of thinking the child uses when interacting with the app.

Review the apps' score and details for each Domain of the Evaluation Rubric. These scores are explained in the Resources section.

Back To Search Results **iEarnedThat HD**

Review | **App Store Info** | Developer's Description

Review Comments

iEarned is a wonderful new approach to the traditional star chart reward system. You add in a picture of the reward the child is working towards. Rather than earning stars, the child earns a piece of a 3D puzzle of the reward picture. The animation that occurs when the puzzle piece is given is the highlight of this app.

This app is fully customisable. You can add pictures of the child, the name of the activity (text only) and pictures of the reward. You can select the number of times the child needs to complete the activity to get the reward. To make this app even better, I would like to see a picture of the target activity included.

Number of chores or tasks: This app allows you to add one as many activities as you like.

Picture of activity or task: This activity is text based only.

Maximum tokens awarded per task: You can assign up to 60 pieces of puzzle. The pieces become smaller as you assign more tasks.

Rewards: The reward picture is divided into a puzzle. The child earns a piece until the puzzle is completed.

Students: iEarned That is suitable for multiple children. Each child has a separate profile with a photo and their age.

A Lite version is available.

Use **Rank (*)**

Reward Systems		Ranked 1st of 12
Top Apps for Parent of Children with Autism		Ranked 2nd of 16
Top Apps for Psychologists		Ranked 7th of 15
Top Apps for Occupational Therapists		Ranked 5th of 15

(*) This app has been ranked according to its' effectiveness to achieve the learning goals and strategies listed. Some apps may rank highly for achieving a specific use and lower for other uses. Some students will learn and engage with one app more than others, because of the individual nature of us all.

Domain	Score	Details
Learning Connection	4	The reward is given for achieving the child's learning or behavioural goal. This is a highly visual app well suited to children on the spectrum. The child can see the reward they are working towards. They can also see how many pieces they have achieved and how many pieces remain.
Authenticity	3	Evaluating: The child can use this to app to self monitor their own behaviour. They simply press the number to record when they have completed a task or behaviour.
Feedback	4	When the child earns the reward, they are presented with a 3D animated puzzle piece with 'taadaa' music.
Differentiation	4	Multiple children can be added to the app. You can add reward pictures from your library or take a picture with the camera. The reward name, desired activity and reward picture can be customised. The number of rewards are unlimited. You can add up to 60 puzzle pieces.

Features

Price \$2.99

Age Range Early Childhood & Primary

App Type Learning App

Version Reviewed 2.3

Android Available?

Lite Version Available?

Help Provided?

Sharing

Bloom's Thinking Process

Creating

Evaluating

Analysing

Applying

Understanding

Remembering