TEACHER HELPERS

TOO NOISY FREE
This is a great management tool. You are able to set controls for different activities. Sky gets darker when it gets noiser, the emoji reacts to the noise level also.

RANDOM NAME SELECTOR
Different themes on this app. Type your student’s names in the app and it will generate names randomly. This will help with engagement.

PLANBOOK
Access and write lesson plans from anywhere. Easy to use and add state standards to your plans. Able to share lesson plans, import fellow Planbook users plans into yours. Annual fee for this, but if you have several teachers who will use this, there is a discount.

CLASSROOM TIMER
This is a great visual for kids and teachers. Use it to help you keep stations at appropriate time, use for a student to keep them engaged, project it for all students to see.

REMINDS
A fantastic and easy way to communicate with parents, without sharing your personnel information. Makes it easy to remind families of different things.

K12 TIMED READING PRACTICE $
Lets readers in levels K-4 practice fluency by reading short, timed stories. It keeps track of words per minute. Kids are motivated to increase their score.

POINTER
Show your presentation on a secondary screen such as a projector, TV or monitor and interact with it by pointing and drawing. Supports wireless connection via AirPlay! Access files from internet, Google Drive, Dropbox and more.

CREATE

SKITCH
You take or import images and mark them up with arrows, labels, captions, and more. You can use emoticons and stamps too. I have used it a lot for science activities.

CHATTER-PIX KIDS
Chatterpix Kids can make anything talk—pets, friends, doodles and more. Take a photo and make a line for a mouth and record your voice.

WONDER FOR DASH AND DOT
This app comes packed with over 300 challenges that will teach you how to code with WONDER, and you’ll be coding up a storm. YOU MUST HAVE THE ROBOTS FOR THIS ONE!!

OSMO APPS - MUST HAVE OSMO

STORY MAKER
This app is an easy book maker, even for kids. You can add photos, text and even audio recording. Lots of uses in a primary classroom.

LEGO MOVIE MAKER
Bring your lego creation to life. Simple tools and guides make it easy to shoot, edit and even score your movie with music. Who doesn't love LEGOS? Great app for those hard to motivate students.

GRETCHEN KALKOWSKI

PRIMARILY

APPS for I-PADS

Apps for Pre-K - 2nd Grade

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LITERACY

**Sight Words**
This is a favorite among kids. Lots of different games practice your sight words. Able to pick between capital letters and lowercase letters.

**Sight Word Ninja**
FUN! FUN! FUN! Slice all your sight words, but beware of the bombs.

**Lakeshore Phonics Game**
Great practice of vowel sounds, syllables and more - all in a face-paced game of Tic-Tac-Toe! I have even projected it and played it in a small group reading group.

**Grammar Jammers Primary**
Great animation and songs. Work on grammar usage and then answer all the quiz questions for all topics.

**Phonic Genius**
A great way to rapidly learn how to speak, read, and recognize words. Adjustable timing, fonts, colors and play modes.

**Bluster!!**
Learn and practice important word skills. Match rhyming, prefixes and suffixes, synonyms, homophones, adjectives and more. Play single mode, team or against a friend.

**Little Writer**
Practice writing capital, lowercase letters, numbers, shapes. Very creative and easy to use.

**NEWS-O-MATIC EDU - NONFICTION**

**Inference Ace**
Inference Ace is one of a series of apps from Happy Frog. Inference Ace has a cute and simple interface. In it, students are presented with a series of situations and asked to think about "when", "where" etc.

**MORE LITERACY**

**KidEWords - Crossword Puzzles for Kids**
Kids can access the first few levels for free and try out easy, medium and hard games.

**Endless Reader**
Students begin by working on spelling basic words like sight words, silent e words, and words ending in double consonants. Students drag letters to spell words, then the app gives them a sentence with the word on it, and they have to drag the word they just practiced as well as new words into the correct spot in the sentence.

**Word World Tales**
This app is set in a world where everything is made up of letters. You literally trace the letter, squeeze or pinch them together and form the word and the object or animal it spells.

**GWR Augmented Reality**
Pages of the books come alive and move with this app. Kids love it!!!!

**MATH**

**Top-It**
Players take turns drawing two cards, finding their sums, and then comparing the sums. Players score correctly finding their sum, identifying the greater sum, and for having the greater sum. The player with points at the end of 8 rounds wins!!

**SPLASH Math - Grade Specific**
Splash Math makes math fun and engaging for kids. The app reinforces key math skills with an interactive, self-paced and adaptive math program.

**Make 10 - Plus**
Kids will learn and improve math skills with simple, fun and engaging play. Your goal is to Make 10 as fast and often as you can by tapping the tile that adds up to 10 before the wall of tiles reaches the top.

**Sushi Math**
Strengthen reasoning strategies for whole number addition and multiplication by helping monsters make a target sum or product. Earn points with each correct answer... but watch out for distractions!!

**Monster Math**
Students can play by themselves or with someone else. There is a little story that plays out and it tells students that the cute little character is in trouble due to a creature named TikTok. In order to defeat him, students need to complete math problems.

**Coin Crash**
Students have to actually tilt their iPad to catch the specified coins. There are ten exciting levels they must beat in order to save the princess.

**TODO Math**
Activities use manipulatives such as shapes and cookies to give kids objects to count, add with, and subtract with, which helps kids understand the concepts. Games are tailored to three levels: K, first grade, and second grade.

**Mathmateer**
Mathmateer is an action game in which players build a rocket to maintain enough "hangtime" to solve a series of math problems. Players choose from problems involving money, numbers, time-telling, geometric shapes, and multiplication. The goal is to solve them as quickly as possible. The faster the equations are completed, the more points players will score.