

Mobile Apps for Phonological Awareness

Technology allows parents and children access to additional online resources to practice and reinforce their speech and language skills at home. Apps, when used appropriately can be an effective tool for supporting children's speech and language goals. They are fun and motivating, and can be used in conjunction with other games and activities that are engaging for kids and their families! However, there are some considerations when using apps and technology to improve your child's speech and language skills.

- Children need face-to-face interaction and feedback in order to learn
- Parents and children need to be engaged in the activity
- Children need to understand the skill being targeted
- Technology should not be used as a replacement for adult involvement
- Amount of screen time

If you have any further questions about apps or online resources to address your child's speech and language goals, please contact your school's speech-language pathologist!

Partners in Rhyme



Available from: [Apple App Store](#) - Free

This app includes the following 4 rhyming games:

LINE DRAWING: Children draw lines to match words that rhyme.

MATCHING: Children turn over pictures to match the words that rhyme.

Phonological Awareness Lab



Available from: [Apple App Store](#)

This app was designed by a certified speech-language pathologist and consists of a multi-level game that can be used with a single player or multiple players. It includes four "science labs" to teach essential phonological awareness skills. These labs include:

1. The Sentence Experiment Lab
2. The Decoding Room

DO THEY RHYME: Children decide if two words rhyme or not.

WHICH SET RHYMES: Children decide which pairs of words rhyme.

This app will help your child to:

Develop beginning rhyming skills;

Learn that words are made up of individual sounds;

Identify which words rhyme and which words don't rhyme;

Create their own rhyming words;

Recognize word families (e.g. cat, mat, rat, etc.).

3. The Rhyming Compound

4. The Syllable X-Ray

This app allows parents or teachers to compile data to create a report card for each child. Each session report lists the date, activity and accuracy, and includes an easy to read graph to help with progress monitoring.

Rhyming Words



Available from: [Apple App Store](#)

This is a multi-sensory learning app that combines both visual (seeing) and auditory (hearing) feedback to the child. The four activities in this app also enrich vocabulary skills and promote the recognition of word families. The four activities include:

Do They Rhyme?

Find the Picture That Rhymes With the Word

Word Families – Drag and Drop

Identify the Rhyming Pair from Six Pictures

Phonemic Awareness Bubbles



Available from: [Apple App Store - Free](#)

This app is dedicated to teaching children the sounds of the letters of the alphabet. It helps children listen for and notice the beginning sounds of words and helps them to learn the function of letters.

The app includes two games where children match images that begin with the same sound, and eliminate the image with the beginning sound that doesn't match the others. The children also analyze two pictures and determine whether or not they begin with the same sound. The app includes six mini-games that pop up randomly after the children obtain 20 points on the games.

Building Phonemic Awareness: Phonemic Awareness Games



Available from: [Apple App Store](#)

This is a bundle of apps by the Preschool University that include Partners in Rhyme for Schools, Letter-Free Phonics for School, and Phonemic Awareness Bubbles. It includes games such as;

- Which Set Rhymes
- Find the Matches
- Drag the Images to their Matching Sounds
- Drag the Sound Starts to their Matching Images
- Learn Sounds While Building Puzzles
- Choose Which Set Has Images that Begin with the Same Sound

These games all focus on speech sounds and do not incorporate letters.

Word Sounds/Phonemes



Available from: [Apple App Store - Free](#)

This app is print based and helps children in grade 2 and older to understand the relationship between written and spoken language through counting, blending and segmenting phonemes. It helps to develop vocabulary skills as well as listening, reading and spelling skills. There are four activities in this app, including:

1. Breaking up Words (Segmenting)
2. What Word? (Blending)
3. How Many Sounds? (Drag and drop)
4. Identify the Number of Sounds

What's Changed?



Available from: [Apple App Store](#)

This app is for students in grade 3 and up and focuses on the ability to distinguish the sounds and the sequence of sounds in words. It specifically develops phonemic awareness with vowel sounds and consonant blends with exercises that require students to listen to two non-words and identify what change has been made to the first word to create the second word. It also helps to develop word segmentation and blending skills. The changes that are targeted in this app include:

1. Identifying the sound that has changed (e.g. "zat" to "zad").
2. Substituting a new letter for the sound that changed (e.g. "feld" to "fald").
3. Specifying the letter for a sound that was added or omitted (e.g. "strek" to "stek").
4. Switching two letters for sounds that were switched (e.g. "blist" to "blits").