



Earobics Step 1

Earobics Step 1 is designed for developmental ages 4-7 and features six interactive games with over 300 levels of play. It systematically teaches the critical phonological awareness, auditory processing and introductory phonics skills required for learning to read and spell. The games also develop general cognitive skills that support learning, such as attention and memory.



Karloon's Balloons, 38 levels

Students save the clown's balloons by remembering the order of sounds they hear. The balloons don't pop if the student correctly recalls a series of one to four sound effects, words, digits or speech sounds presented against three levels of background circus crowd noise.

Primary skills: auditory attention, auditory short-term memory, sequential memory and auditory performance with competing signals.



C.C. Coal Car, 74 levels

Students load the C.C. Coal Car with coal by identifying long vowels, short vowels and consonant sounds. They identify sounds heard in isolation, in the context of a word and by identifying the position of a sound within a word.

Primary skills: phoneme discrimination and identification, phonological sequencing, sound-symbol correspondence.



Rap-a-Tap-Tap, 16 levels

Students keep the beat by breaking words into sounds. They click once for each drumbeat or speech sound they hear, then for each syllable in a word, then for each phoneme in a word.

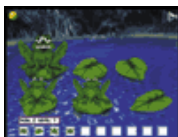
Primary skills: phonological segmentation, auditory short-term memory and temporal resolution.



Caterpillar Connection, 56 levels

Students are delighted when they successfully blend sounds into words and Katy-Pillar transforms into a beautiful butterfly. Students begin by blending words into compound words, then syllables into words, then phonemes into words.

Primary skills: phonological blending, auditory attention, auditory short-term memory and sequential memory.



Rhyme Time, 11 levels

Students visit Bog Frog and friends to identify which frog says the rhyming or non-rhyming word. As they progress, students must choose from two to five frogs speaking against increasing levels of background swamp noise.

Primary skills: rhyming, auditory attention, sequential memory and auditory performance with competing signals, auditory short-term memory.

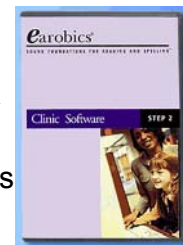


Basket Full of Eggs, 114 levels

Students help Farmer Fardell collect eggs by discriminating between different sounds. Real speech and acoustically modified, computer-generated speech are used to develop discrimination of vowels and consonants.

Primary skills: auditory and phoneme discrimination, auditory attention, auditory short-term memory, sequential memory, pattern recognition, temporal ordering.

Earobics Step 2



Earobics Step 2 is designed for developmental ages 7-10. It is an auditory development and phonics program and teaches skills required for success in reading and spelling. It focuses a child's attention on the sounds of words and teaches a full range of auditory processing, phonological awareness, and phonics and language skills. It features five interactive games with nearly 600 levels of play. Earobics Step 2 addresses all of the skills targeted in Earobics Step 1, but at more advanced levels. It also teaches language processing skills that are critical for extracting meaning from spoken language and written text.

Earobics is both educational and fun to play. Its colourful, interactive games feature a friendly, imaginative character that guides the child as he or she learns. It keeps track of the child's progress and provides positive rewards the child will love.

Calling All Engines, 168 levels

Help Firefighter Fly put out fires by recalling and sequencing sounds and by following verbal directions. Students learn to recall a series of digits, then words, then a sequence of long vowel, short vowel and consonant sounds. They learn to follow directions with increasing complexity and against increasing levels of background noise. Primary skills: auditory sequential memory, auditory short-term memory, phoneme identification, rhyming, auditory and phoneme discrimination, phonological blending, segmentation, manipulation, sound-symbol correspondence, word closure.



Paint by Penguin, 68 levels

Students select a sponge and paint with Monsieur Pierre Penguin by counting, sequencing and manipulating sounds. They learn to count and identify the sequence of speech sounds in a series of sounds and words, then to create new words by deleting, adding, substituting and rearranging sounds.

Primary skills: auditory short-term memory, sequential memory, temporal resolution, temporal ordering, pattern recognition, phoneme sequencing, phonological segmentation and phonological manipulation.



Pesky Parrots, 60 levels

Students help Pirate Patch get back his stolen treasures from those Pesky Parrots by blending sounds into words. Students learn to blend syllables and speech sounds into words and to complete words by filling in missing syllables or speech sounds.

Primary skills: auditory short-term memory, phonological blending, auditory and phoneme discrimination, word closure, auditory performance with degraded signals.



Hippo Hoops, 155 levels

Students shoot hoops and score banana points with Hakeem Hippo by discriminating between different sounds in words. Students learn to recognize vowel and consonant sounds and to identify positions of speech sounds within words.



Primary skills: auditory vigilance, auditory and phoneme discrimination, phoneme identification, phoneme sequencing.

Duck Luck, 142 levels

Students visit Lyle Kyle Crocodile at the Duck Luck arcade to build rhyming skills, learn common sound and spelling patterns, and practice blending and segmenting onsets and rhymes.



Primary skills: auditory sequential memory, auditory short-term memory, phoneme identification, rhyming, auditory and phoneme discrimination, phonological blending, segmentation, manipulation, word closure.