

Earobics 1 for Adolescents & Adults

Earobics 1 for Adolescents & Adults provides sophisticated, game-style, multimedia instruction, designed to appeal to adolescents and adults who are struggling to read faster, spell better and improve their comprehension.

Memory Matrix, 38 levels

Memory Matrix improves comprehension by strengthening the learner's ability to remember the order of sounds they hear, which helps them recognize and understand words they read. They must recall a series of one to four sound effects, words, digits or speech sounds presented against three levels of background noise.

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

Sound Check, 74 levels

Learners read more fluently as they learn to identify sounds and the position of sounds within words in this game. They identify long vowels, short vowels and consonant sounds heard in isolation and in the context of a word, then must identify the position of the sound within a word.

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

Let's Get Rhythm, 16 levels

This game increases reading speed and accuracy by improving the learner's ability to divide words into syllables and phonemes. Learners break words into individual sounds by counting the number of tones and speech sounds they hear, then the number of syllables and phonemes in words they hear.

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

Connectivity, 56 levels

Learners improve their ability to sound out and recognize words by learning to blend words, syllables and phonemes. They 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

This game improves the ability to recognize sound patterns at the end of words. Learners must choose the rhyming and non-rhyming words from two to five words presented against increasing levels of background noise.

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

Same Different, 114 levels

Learners improve their ability to accurately recognize and spell words by learning to hear subtle differences between 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.