

Literacy Tool Factory Demo's that can be downloaded to the computer

[123 CD](#)                      **Gr. K-1, Inclusion** Have you ever heard a wizard shout "Yippee!"? WIZIT guides young learners through the 11 interactive activities designed to help young children get a grasp on numbers from 0-10. Activities include ordering, counting, naming numbers, matching sets, and more.

[ABC CD](#)                      **Gr. K-1, Inclusion** Have you ever seen the letter 't' turn into a tadpole? The talking animated alphabet will bring all 26 letters to life for young children. Their delightful guide does flips, twirls, grins and congratulates kids with "All Right!" as they progress through the program.

[Sound Stories](#)                      **Gr. K-2, Inclusion** Read a story for every letter of the alphabet and digraphs. Thirty interactive books include activities to identify sounds, develop alphabetical awareness, recognize letters, and read and spell words. Teachers can target specific letters, abilities, and track progress.

[Sound Stories/Sound Activities, 2 CD Set](#)                      **Gr. K-2, Inclusion** Read a story for every letter of the alphabet and digraphs. Thirty interactive books include activities that will help students identify sounds, develop alphabetical awareness, recognize letters, and read and spell words. Teachers can target specific letters and track progress.

[SuperSpell: A Day At The Beach](#)                      **Gr. K-7, Inclusion** Students build sandcastles while building spelling skills in this comprehensive three-part program. Includes detailed placement tests, drill-and-practice sets, and printable worksheets. It's a whole spelling kit for work at the computer, or away from the lab.

[Matching Skills](#)                      **Gr. K-2, Inclusion** Matching Skills challenges students to identify attributes of pictures and objects, making this a great program to teach early classification skills. The same pictures can be matched exactly, or by size. There are also activities for matching by color, or picture parts.

[Sound Activities](#)                      **Gr. K-2, Inclusion** The friendly spider from Sound Stories is back to cheer, "Well done!" Activities reinforce sound identification, letter recognition, listening, phonological awareness, sound/symbol correspondence, segmenting and blending, and alphabet knowledge.

[Two Wise Owls](#)

**Gr. K-7, Inclusion** Rhythm Helps Your Two Hips Move!

That's how you spell Rhythm! Two Wise Owls is bursting with tons of mnemonic devices like this to help students remember difficult spellings! The program has been created to target pupils aged 7 and beyond as well as learners with specific learning difficulties (including dyslexia).