Assistive Technology Turning Point				
		Literacy Curricula		
	Item	Description	Photo	Price
	Manipulatives AC-GR-05	Getting Real Manipulatives Complement the Getting Real Program with this	-	Manipulatives \$99.00
	GR Program + Manipulatives AC-GR-10	 collection of manipulatives. Grades 7-adult TimeWheels come in two sizes and help convert digital time to analog. Day Planner is a convenient calendar tool for students. Shopping Cards — 288 full-color laminated cards illustrate food and non-food items. Hands-On Money — realistic imitation money in an organizer box. 210 assorted bills and 280 full-color cardboard coins. Big Display Calculator is a dual-powered (battery/ solar) calculator with a tilting LCD. Number Disks — (0-20, 5-100, 10-200) display digits and number words. Check Writer — two check registers with pads of checks, deposit slips and a checkbook cover. 		GR Program+ Manipulatives \$149.00
	AC-GR-01	Getting Real Program A comprehensive academic curriculum for students with cognitive disabilities, grades 7 – adult Grades 7 - adult	Gutting Real Program	\$99.00

Getting Real Program is a comprehensive academic curriculum for students with cognitive disabilities, grades 7 — adult. The pre-test, instruction and post-test sequence is ideal for IEP success. The 120 daily worksheets are linked to the tests and provide long-term relevant instruction in language arts, math and life skills. Developed by Debbie Semple and Shelia Lechler and implemented in their classroom for 15 years, the program emphasizes functional skills that can be used everyday, like money, time, survival words, check writing, following a calendar and dozens more. Worksheets and tests can be photocopied or printed from the CD-ROM. Spiral bound book, 325 pgs., includes a Win/Mac CD with printable PDF, 2004. Supplement with **Getting Real Manipulatives**.

Related Product

School to Work Skills



AC-GR02 Getting Real with Reading

A 36-week program designed for students with cognitive disabilities, grades 7-12.

Teach word meanings and spelling for high priority words with an engaging hands-on tool! Students practice learning definitions, then self-check their spelling. Users simply slide the insert up or down until the desired word is located. Alphabetized words include number, calendar, direction, math and high frequency words plus homophones and synonyms.

Features:

- **Consistency:** Manageable lessons following the same pattern week after week
- Group activities: word card games, reading sentences aloud, and class discussions
- Begin with sentence tracing in print and cursive, copying
- whole sentences, filling in missing words and punctuation
- Designed to encourage, not overwhelm

Included:

- Covered spiral bound book with photocopy rights, 339 pages, 2005.
- Win/Mac CD with printable PDF files.

AC-WR02 High Priority Vocabulary Curriculum



Help students enlarge their reading, spelling & speaking vocabularies, concentrating on basic essential words.

Features

Skill sets: number, calendar, direction, math and high frequency words plus common homophones and synonyms.
Activities: Step-by-step reproducible lesson plans, objectives with benchmarks and student assessments help you organize class time. Illustrated worksheets, word games and other activities appeal to students of all ages.
WordRules slide charts: You also get a cool set of WordRules, also sold separately. These handy slide charts reinforce worksheet activities and make a great classroom reference tool.

• Expert authorship: Judi Kinney, a veteran special education teacher.

TF-2160 Phonics System

Details

Kindergarten -Grade 4, Inclusion

Each part uses the same color-coding system so that students make connections and translate skills. Each components available individually.

Phonics 4 CD Set: Each of the 4 Phonics programs follows an easy-to-use layout, based around 3 sequential activities for teaching each letter/sound relationship.

Clusters Phonics Game: This exciting word-building game includes 100 plastic tiles in 10 bright colors representing the most common letter groups found in the English language.

8 **Spelling Board Games:** 8 irresistible board games reinforce letter-sound relationships in a fun and interactive way.



Details



1 User \$289.95 Other Options





\$69.00

Magnetic Letters Triple Pack: Our magnetic foam letters and clusters are a full 2" high, joined when needed by white PVC that creates an invisible connection on a white board (not supplied).

All 6 Curricula Real World Picture Words Curriculum

PC-2013	A step-by-step way to help students with limited
Body,	or no reading skills learn 200 words
Clothes, Grooming, &	Based on the popular software, each of the six curriculum programs provides a step-by-step way to help students with
Health	limited or no reading skills learn 200 words. Designed to
PC-2002 Sample	complement Real-World Picture Words Activity Cards. Each 102-page curriculum includes reproducible student pages,
oumpro	teacher suggestions, and assessment tools. Each of the
Community	200 picture words are illustrated, defined, and used in
PC-2001	simple sentences. The words are taught in groups of five to
Sample	increase both comprehension and retention.
Grocery Store	HOW THE CURRICULUM WORKS Words are taught
PC-2005	using a two-page teaching guide. One sheet has a
Sample	reproducible activity page for the students to use for reference. The other sheet is a lesson plan for teaching
Household	those five words. The lesson plan includes a systematic
PC-2003	way to help students learn what each of the five words
Sample	means. After reviewing the word, its definition, and the word
Kitchen &	used in a sentence, the teacher presents activities detailed
Bathroom	in the curriculum. Students answer questions about the words, participate in hands-on activities, and listen to
PC-2004	stories in which the words are used in context. The
Sample	engaging format promotes active learning. Open-ended
0	questions encourage discussion.
School & Basic	SCHOOL & BASIC CONCEPTS 100 words focus on
Concepts	people, places, and objects in a school. 100 words focus on
PC-2000	basic concepts.
Sample	• BODY, CLOTHING, GROOMING & HEALTH 55
	words cover parts of the body, 85 words cover clothing, and
Complete Kit	60 words cover grooming and health items.
PC-2042	• GROCERY STORE FOODS 200 words include foods commonly found in a grocery store.
	• COMMUNITY 200 words cover community helpers,
	places, and objects found in communities.
	HOUSEHOLD 200 words focus on items commonly
	found in a home.
	• KITCHEN & BATHROOM 140 words cover items in a kitchen, and 60 words cover bathroom items.
	ASSESSMENT A progress chart is included for
	monitoring student progress.
	The complete kit includes all of the components of the Real-World Picture Words product family. For each of the following titles a software program, a 102-page curriculum with reproducible activity sheets, and set of 200 activity cards are included: School & Basic Concepts; Body, Clothing, Grooming & Health; Grocery Store Foods;

Community Words; Household Words; and Kitchen &

Bathroom Words.

Set of 6 Curricula \$159.95

> 1 Curriculum \$29.95

RW PW - Complete Kit \$779.95

TT-B TeachTown Basics

Details

Product Tour

Scientific

Basis

Testimonials

reachrown

What makes TeachTown Basics different? Hundreds of lessons covering fundamental comprehension, academic, cognitive, social/emotional, and life-skills with new content continuously added. A unique self-adjusting program based on the child's performance with initial skill assessment for every lesson. Teaches beginning paraprofessionals or other non-experts how to provide developmentally-appropriate therapy. Off-computer generalization activities perfect for teachers, aides and family members. Individualized, detailed progress reports. Session Notes always available to share progress with other team members over secure Internet server.



Life Skills

\$59.95/mo

Call 877-608-9812

AC-WL-75 WordWise Program: Spanish and English

Combines pictures, words, speech and print features to form a language curriculum in Spanish and English. Ideal for ESL students with special needs.

Includes:

WordWise CD-ROM, Language Cards, Master Cards Book and the Functional Literacy Workbook.

Features:

- Multimedia assessment and teaching program.
- Configurable.
- 588 laminated picture language cards: Fronts have
- pictures, backs have English/Spanish.
- Master Cards Book: 588 illustrations from Cards as black-
- line masters for photocopying.
- · Categories included: Nouns, verbs, adjectives, adverbs,
- prepositions, expressions & familiar places.
- Functional Literacy Workbook: includes over 100
- progressive, reinforcing exercises.
- Reproducible worksheets: in English and Spanish.

Turning Point Therapy & Technology, Inc. PO Box 310945 New Braunfels, TX 78131-0945

Member of ATIA

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