



## Top 12 Comprehension Apps

The ultimate goal of reading is good comprehension. We've gathered information about apps that provide practice with specific comprehension skills, including sequencing, differentiating between fact and opinion, developing word awareness (through antonyms, synonyms, and homophones), as well as several mind mapping apps. Mind maps are visual diagrams that help students represent words or ideas and can be used in reading and writing.

Aesop's Quest	Free	<i>Aesop's Quest</i> , based on Aesop's Fables, is a learning game where the student must remember elements of a story to complete a level. At the end of each story segment/level, the student is rewarded with puzzle pieces. After solving the puzzle the story is complete, and the child can continue to the next story. Developed in association with the Virginia Department of Education. (Compatible with iPhone, iPod touch, and iPad)
MiniMod Fact or Opinion Lite	\$3.99	<i>Fact or Opinion</i> is a bingo style game that helps students practice determining if a passage is factually accurate or the writer's opinion. A correct answer allows the student to place on marker on a bingo style card. Five markers in a row wins. Levels can be played in single player mode against the computer or multi-player against a friend. (Compatible with iPhone, iPod touch, and iPad)
MiniMod Reading For Details	\$3.99	<i>Reading For Details</i> helps students practice identifying the 5W's of reading -- who, what, where, when, and why. After reading a short story the student is asked a reading detail question, a correct answer allows the student to place on marker on a bingo style card. 5 markers in a row wins. Levels can be played in single player mode against the computer or multi-player against a friend. (Compatible with iPhone, iPod touch, and iPad)
The Opposites	\$2.99	<i>The Opposites</i> app helps children learn vocabulary and the corresponding antonyms by challenging them to match up pairs of opposing words in increasingly difficult levels. The game also helps children understand the importance of word context, and is an opportunity for them to think about how the words they use oppose other words. The Opposites consists of ten different levels, each stage with a corresponding level of vocabulary. The app also offers a dictionary option that provides definitions and antonyms in a kid-friendly format. (Compatible with iPhone, iPod touch, and iPad)
Opposite Ocean	Free	In <i>Opposite Ocean</i> , Luna and Leo must master the magic of words by correctly identify the antonym that is the opposite of the given keyword. Children earn pearls when they drag the correct bubble word to the enchanted clam. Developed in association with the Virginia Department of Education. (Compatible with iPhone, iPod touch, and iPad)
Popplet	\$4.99	<i>Popplet</i> is a productivity app that also works as a mind mapping tool. Use the app to begin structuring the writing process. The app can also be used to create graphic organizers, classroom visuals, organize material according to text structures (list, sequence, compare-contrast, cause-effect), and to practice sentence combining and complex sentence creation by connecting individual "Popples." (Compatible with iPad)

Professor Garfield Fact or Opinion	Free	<i>Professor Garfield Fact or Opinion</i> is part story, part game, and part online safety lesson. When Garfield's friend receives an "F" on his report about goats for using opinions instead of facts, Professor Garfield steps in to explain the differences between a fact and an opinion (particularly with regard to the Internet), how to read with a questioning mind, and how a fact can be verified. Developed by the Virginia Department of Education. <i>(Compatible with iPad)</i>
Question Builder	\$5.99	<i>Question Builder</i> is designed to help children learn to answer abstract questions and create responses based on inference. Use of audio clips promotes improved auditory processing for special needs children with autism spectrum disorders or sensory processing disorders. Audio clip reinforcement can be turned on or off for non-special needs children. <i>(Compatible with iPhone, iPod touch, and iPad)</i>
Same Meaning Magic	Free	In <i>Same Meaning Magic</i> students help Luna and Leo, young magicians at magic school, toss word stones into the wishing well to earn gold coins and jewels by choosing the best synonym. Developed in association with the Virginia Department of Education. <i>(Compatible with iPhone, iPod touch, and iPad)</i>
Same Sound Spellbound	Free	<i>Same Sound Spellbound</i> is an adventure designed to help the player understand homophones. Luna and Leo, young magicians at Magic School, must use their spell book to bring animal statues to life. In the game, students must correctly identify the homophone which best completes the puzzle sentence, in a given time. If the word is correct, the animal statue comes to life. If it's incorrect, the statue crumbles. Developed in association with the Virginia Department of Education. <i>(Compatible with iPhone, iPod touch, and iPad)</i>
SimpleMind	\$2.99	<i>SimpleMind</i> is a basic mind mapping tool that turns an iPhone/iPod into a brainstorming, idea collection and thought structuring device. SimpleMind's limited options make it a good tool for students that are new to mind mapping. <i>(Compatible with iPhone, iPod touch, and iPad)</i>
Speech with Milo: Sequencing	\$6.99	<i>Speech with Milo: Sequencing</i> is a sequencing and storytelling game. Slide the three picture cards into correct order (first, next, and last), then watch the story come to life. A speech-language pathologist chose Milo's activities, such as hitting a baseball or eating a sandwich, to help kids learn to organize time, sentence, and storytelling concepts with familiar themes. <i>(Compatible with iPhone, iPod touch, and iPad)</i>