APH Products Showcase

for the 153rd

APH Annual Meeting

of Ex Officio Trustees

2021 Virtual Conference

AMERICAN PRINTING HOUSE

Braille Literacy

The following products are featured in the 2021 APH Annual Meeting Product Showcase. For related products, please visit our [shopping site](#) and check out our [catalogs](#).

Braille Literacy

Reading and writing are the foundations of a successful education and lifelong learning. Finding the right tools for each student's needs is important – that's why we've put together this list of some of our most popular braille literacy products and resources below and in our [Building Your Braille Literacy Toolkit blog](#).

Chameleon™ 20

Designed specifically for students, the [Chameleon 20](#)'s 20-cell refreshable braille display and Perkins-style keyboard provides a comfortable reading and writing experience. Use as a stand-alone notetaker, or a as a braille display to edit assignments on the computer.

Mantis™ Q40

No longer choose between a keyboard or a braille display! The [Mantis Q40](#) has a refreshable braille display below its full QWERTY keyboard, providing a multimodal braille complement to the screen reader.

Braille Trail Reader LE

The Braille Trail Reader LE is a customized version of HumanWare's Brailliant™ BI14 braille display. Teachers can easily read and transfer files to and from their students' Reader. You can take notes, create, edit, and read text and braille files, and avoid "octopus syndrome" by relying on this one device while you are out and about.

Unsure which refreshable braille device is best for you or your student? Check out our handy Refreshable Baille Comparison Chart.

Polly – Coming Soon

New in 2022, Polly is an electronic braille curriculum device that teaches reading, typing, writing, vocabulary, and spelling in both contracted and uncontracted braille. This device includes multiple input methods, a speaker for instruction and feedback, and an online teacher portal that allows remote access for educators/parents. Polly contains both a Perkins-style keyboard, and an electronic slate and stylus to accommodate the preference of the user.

Fun with Braille (Braille and Print Editions)

Fun with Braille is a book of entertaining activities designed to provide additional practice for readers who are already familiar with braille contractions. A list of contractions and the activities in which they appear, and an answer key are included. The print edition contains selected activities in simulated braille so print users who are learning braille can practice their skills, too.

Quick Pick Braille Contractions, UEB

Test your braille knowledge with the Quick Pick Braille Contractions game! On both sides of the included cards, a braille contraction is on the top and four uncontracted answer choices are across the bottom. Choose the correct answer by inserting a wooden tool in one of four holes in the front of the case and seeing if the card will slide out.

Tactile Literacy Books

Animal Recipes – Coming Soon

The first in a series of products that help students understand the salient features of animals as they build a cow, sheep, horse, goat, pig, goose, and rooster. Salient features are the key "ingredients" that make things unique.

The Caterpillar – Coming Soon

A fun and engaging book that emphasizes inclusion and fun for everyone. This read-aloud tactile storybook with large print/braille is designed to assist young children in developing key literacy skills, such as listening comprehension, phonological awareness, oral language, and object/shape recognition.

Let's Eat – Back in Stock 2022

Build a foundation of literacy and awareness of written language with this engaging tactile story book, as Little Wolf and Little Chick discover and eat the variety of food on their plate! This book is designed to build exploratory skills, tactile discrimination skills, and encounter spatial

Tactile Literacy Books

How to Recognize a Monster – Coming Soon

Learn to recognize a monster by discovering its funny and bizarre body! Each illustration features a part of a monster's body. A sequential discovery then takes place for all readers, sighted and blind. The complete representation of the monster will be done only at the end.

Jellybean Jungle – Coming Soon

Jellybean Jungle is a tactile book intended to be read aloud to students 2 to 5 years of age who are primarily tactual learners and potential braille readers. Journey deep into the jungle to find a monkey in a jellybean tree. With a little help from the monkey, you'll be counting and eating all of the jellybeans that drop from the tree!

Magnify Your World

Magnification, high contrast, and adjustable lighting are the keys to success in education and daily living for students who have low vision. Turn your worldview from blurry to clear with this list of popular products for low vision accessibility in our Building Your Low Vision Toolkit blog, and check out the magnifiers below.

Juno

A great magnifying solution for use during work and recreational activities. Juno captures and processes multiple pages of printed text using Optical Character Recognition (OCR). Read text on the 7-inch LCD touch screen with 2x-3Øx magnification and 24 high-contrast color modes, or have it read aloud using text-to-speech (TTS).

MATT Connect™

The MATT Connect is a compact all-in-one magnifier, distance viewer, and educational Android tablet. Using the MATT Connect allows users to magnify a print document, read books from an online library, conduct research, and much more!

Unsure which magnifier is best for you or your student? See our handy Magnifier Comparison Chart.

Accessible STEM

Science, Technology, Engineering, and Math – oh my! See the exciting products below, and learn more by reading these blogs: Building Your Science, Health, and Engineering Toolkit; Building Your Math Toolkit; and, Road to Code.

Submersible Audio Light Sensor (SALS) – Coming Soon

SALS makes science activities more accessible than ever! The device has a plastic-covered glass tube with a rectangular box on one end. The tip of the glass tube detects light, and the box converts light to a tone and sends the signal to an app (compatible with iOS, Android, and MATT Connect).

Accessible Code & Go Robot Mouse

The Accessible Code & Go Mouse provides a hands-on introduction to coding concepts and tactile graphics as users program Colby the mouse to race through the maze toward the cheese. Colby lights up, makes sounds, and features two speeds along with colorful buttons for easy programming and sequencing.

RC Snap Rover Access Kit

The RC Snap Rover Access Kit is an innovative tool that provides hands-on electronics education for students. Snap together colorful Snap Circuits® parts to build an RC Snap Rover that can zoom across any surface with the included wireless remote control.

BRIC: Structures® Access Kit

With the BRIC: Structures® Access Kit, children of all ages can let their imagination go wild as they construct 26 projects that run on electricity. Bric-2-snap technology combines the use of ordinary building bricks with Snap Circuits to create circuits and real-world structures. Build an understanding of construction and electronics, one brick at a time!

Accessible STEM

CodeQuest

CodeQuest is a FREE, interactive, and accessible app for iPad, that teaches coding, logic, and orientation skills to preschool-through-early-elementary players. In each of the game's levels, players start at row 1, column 1, and must program a route for the astronaut to get back to his spaceship. Along the way, players learn coding concepts such as problem-solving, planning, computational thinking, loops, and sequencing.

Tactile Five and Ten Frames

Tactile Five and Ten Frames are graphic organizers that help young students visualize sets of five and ten, thus helping to develop subitizing skills – the ability to instantly see "how many."

Tactile Algebra Tiles

Tactile Algebra Tiles is an accessible version of traditional algebra tiles. The product enables students who are visually impaired to work alongside sighted peers, and includes magnetic tiles that can be manipulated on a steel board. Various colors and tactile symbols help students differentiate between tiles.
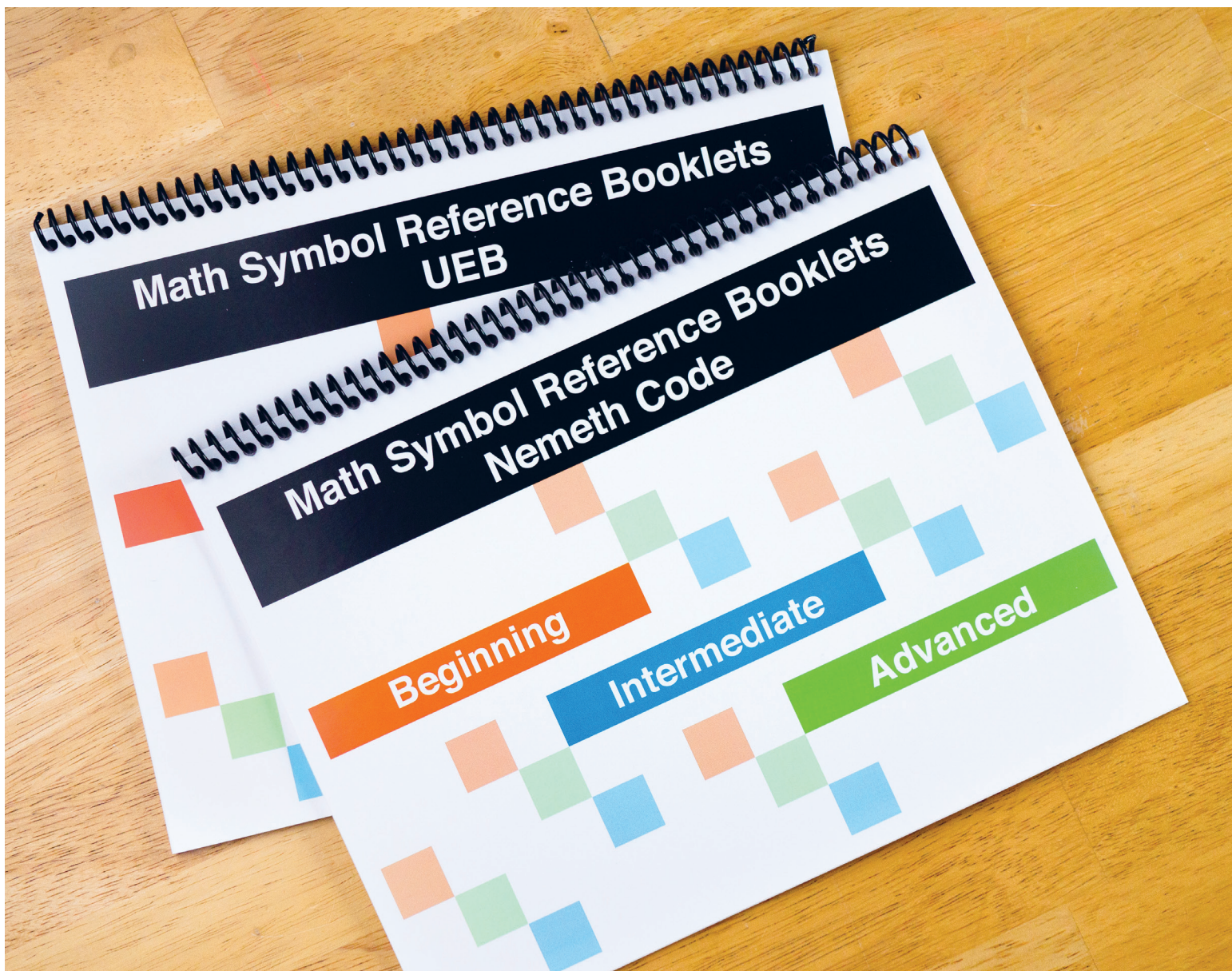
Place Value Setter

The Place Value Setter is a fun, hands-on way for early elementary school students to learn about, and develop, a firm understanding of the basic math concept, place value. With its refreshable and concrete display, this product gives students and their teachers a prompt way to represent numbers using written digits.

Accessible STEM

Math Symbols Reference Booklets (Braille and Large Print Versions)

The Math Symbol Reference Booklets kit is a resource for students and teachers who are using Nemeth and UEB math. Each booklet contains a list of Nemeth or UEB math symbols, along with an explanation for what each symbol represents.

Math Symbol Reference Booklets
UEB

Math Symbol Reference Booklets
Nemeth Code

Beginning Intermediate Advanced

Arts and Crafts

We believe art is for everyone! Students and adults who are blind and visually impaired should not be denied the enjoyment and firsthand experience of creating art. We have a plethora of accessible tools and materials available that accommodate open-ended self-expression. See the products below and read our Building Your Fine Arts Toolkit blog.

TactileDoodle

TactileDoodle is a low-tech drawing board used to generate tactile, raised-line graphics quickly and independently, to convey a variety of concepts or art within the classroom and at home, assisting users in the illustration of spatial concepts and simple maps.

Graphic Art Tape

Create tactile lines on graphs or construct rivers on maps with the Graphic Art Tape. This product consists of three different widths of black and crepe-finish tape.

Arts and Crafts

Color-by-Texture Marking Mats

The Color-by-Texture Marking Mats help visually impaired children create art. Simply place a chosen mat underneath a coloring page and rub with a waxed crayon. A wider assortment of textures and shapes can be generated by using different coloring techniques as described in the accompanying instruction booklet.

Quick-Draw Paper

Instant tactile graphics are created easily by drawing on the Quick-Draw Paper surface with a water-based marker. The lines will immediately swell and become tactile.

Picture Maker: Wheatley Tactile Diagramming Kit

This fun, colorful tactile board includes a felt covered board, and a wide variety of hook-and-loop material-backed pieces that attach to the board in an infinite number of patterns. Picture Maker has over 100 pieces in various shapes, sizes, textures, and colors that are featured in the kit. The large print/braille guidebook has suggestions and example layouts.

All-in-One Board

This multi-platform, easily adjustable board by APH can be used in the classroom for learning activities with students of all ages. Use the All-in-One Board in combination with hook fastener accessories, dry erase markers, and magnetic pieces (pieces can be homemade, obtained from APH, or ordered commercially). The board can be positioned at many angles, from nearly flat to fully upright.

Arts and Crafts

Match-It-Up Frames (Large and Small Sets)

The frames included in Match-It-Up Frames sets are designed to fit on the All-In-One Board, and differ in color, number, and size of "windows." Rectangular cutouts from each frame can be used as masking overlays to block out selected windows, depending on the task. All frames consist of a raised bar that separates the top and bottom rows of the windows.

Paint Pot Palette, UEB Version – Coming Soon

The Paint Pot Palette encourages visual and tactile exploration in beginning artists. Included in the palette is a set of custom-made, whimsical drawings titled Color SENSEation. The pictures are printed and embossed on heavy paper; each picture is titled in print and braille. The embossed lines make it easy to trace the subjects with the fingers and then follow with a crayon or paint brush.

Music

Want to support your student's budding interest in music? We've got you covered. Get moving and grooving with this list of music products, resources, lessons, and activities from APH, and read our Building Your Music Toolkit blog.

Feel the Beat

The lessons in this curriculum teach Music Braille Code, and focus on reading, playing, and memorizing measures through the use of a soprano recorder. Feel the Beat was developed by Christine Short, who was a co-recipient of the "Louis Braille Touch of Genius Prize" in 2011.

Music Braille Flash Cards

Students who are blind and visually impaired can quickly and easily review the Music Braille code with these handy flash cards! Each of the Music Braille Flash Cards features a music term in large print and UEB braille on one side, and the music braille symbol for the word on the opposite side.

APH Press

Babies with CVI: Nurturing Visual Abilities and Development in Early Childhood (Print and EPUB Editions)

APH Press is proud to offer this guide through the history and best practices related to the treatment of CVI in children from birth to 36 months. Babies with CVI: Nurturing Visual Abilities and Development in Early Childhood presents specific approaches, strategies, and activity suggestions that families and visual impairment professionals can use to meet the unique learning needs of a child with CVI.

Access Technology for Blind and Low Vision Accessibility (Print and EPUB Editions)

This follow up to the 2008 edition gives an overview of currently available technologies and tools. Access Technology for Blind and Low Vision Accessibility also presents a new process for technology evaluation that ensures every student is supported to build the toolbox he or she needs to break down barriers to access.

Foundations of Vision Rehabilitation Therapy (Print and EPUB Editions)

The second edition of Foundations of Vision Rehabilitation Teaching with Persons Who Are Blind or Visually Impaired, contains updated information and techniques vision rehabilitation therapists can use to assist transition-age students and adults who are blind and visually impaired, and who have multiple disabilities.

Other Showcase Products

Step-by-Step, 2nd Edition (Parts One and Two)

This updated edition of the popular Step-By-Step (a comprehensive curriculum providing instructions and demonstrations of how to perform mobility techniques) includes new techniques and information, all available digitally in the form of two flash drives!

DC Supplement Adapter – Coming Soon

The DC Supplement Adapter is a battery-powered, dual-polarity output unit that allows users to operate battery-powered devices with APH's Select Switch (battery-powered control unit) and with APH's standard switches. The in-line switch in the cord allows the user to toggle between two output voltage polarities to accommodate differing polarities of devices used with the unit.

Reach & Match, Alphabet Tiles

The Reach & Match, Alphabet Tiles are a supplement to be used in conjunction with The Reach & Match® Learning Kit and Inclusive Learning Program. Each of the 26 tiles has a corresponding shape, color, texture, sound, and tactile marking to represent a different letter in the English alphabet.

Other Showcase Products

Quick & Easy ECC App

Quick and Easy Expanded Core Curriculum is designed for transition students who are visually impaired. The included lessons were chosen to address the most common gaps found within this population and require little time, expertise, or equipment to implement by the educational team and family members.

Child-guided Strategies: The Van Dijk Approach to Assessment

This easy-to-use resource contains guidelines to conduct an assessment that adheres to the Van Dijk approach. Child-guided Strategies: The Van Dijk Approach to Assessment follows the lead of the individual learner. Critical to the process is the recognition that assessment and intervention must always occur hand in glove and that meaningful assessment guides intervention.

Barraga Visual Efficiency Program (BVEP)

The BVEP evaluates the visual efficiency of, and provides available methods of instruction for, students with low vision who have ocular impairments and who have achieved cognitive developmental skills at or beyond the 3-year-old level. BVEP contains information and materials for teachers to evaluate the visual efficiency needs of their students and determine a baseline on where a student is based on their ability to perceive shapes, size, color, orientation, visual closure, internal detail, matching, and naming missing objects.