**Apps We Used With Our Students**

**Handwriting Without Tears –** This app was great for the students to practice letter formation and fine motor. The app gave instructions for proper letter formation and reinforcement along the way to encourage students.

**Bugs and Buttons –** This app has 18 different games with a wide range of focal points. We used these for students to explore and practice their skills. As the games got progressively harder it was a great way to allow students to self-regulate their learning. Games most used were: Letter Train, Button Sorting, Patterns & Counting.

**Bugs and Buttons 2 –** 16 games similar to the first version. Most used: Button Repair, Button Count, Sort Factory & Number Garden.

**Bugs and Bubbles –** 18 games with various themes. Most used: Counting, Patterns, Matching Bubbles & Remember Where.

**Bugs and Numbers –** 18 games all related to math. Most used: Boat Dock, Hotel, Diner & Circus Identification.

**Bug Art –** 5 art based games where students could use their creativity to create digital works of art.

**Bug Mazing –** 5 maze games where students would maneuver through a maze while using sequencing to get through.

**PicCollage –** allows the user to import photos and add text in a creative way. We used it most for sharing student learning with families and within the classroom.

**Minecraft –** an innovative app for building and creating. We mostly used this for students to create and explore language, math and science concepts in a digital learning space.