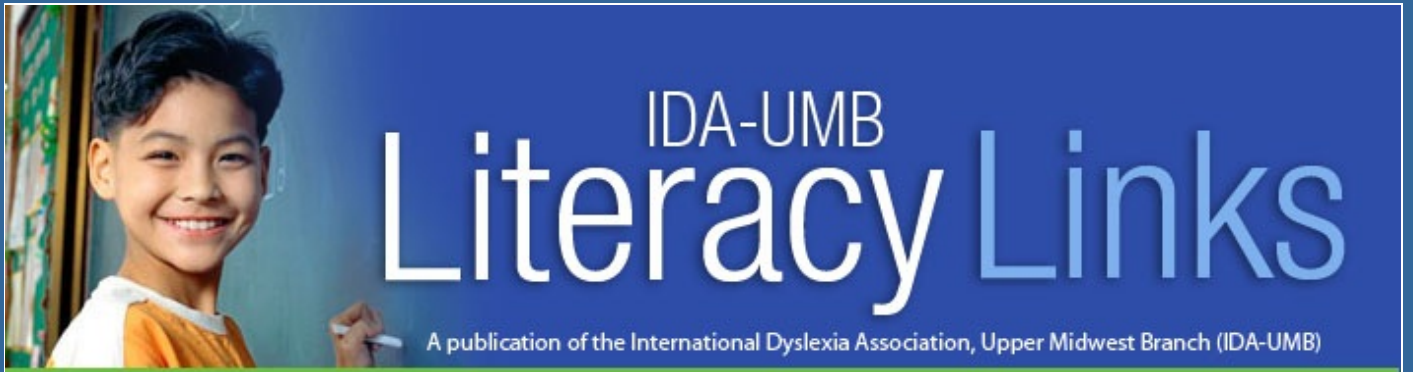


[Click to view this email in a browser](#)



[Home](#)

[About us](#)

[Dyslexia Basics](#)

[We know what works!](#)

[FAQ](#)

[Tutor referrals](#)

[Get involved](#)

[Join IDA](#)

[Contact us](#)

www.ida-umb.org

To suggest article ideas for "Literacy Links," contact editor@ida-umb.org.

November 2010

In this issue:

[SAVE THE DATE FOR 2011 ANNUAL CONFERENCE](#)

[HELP LD KIDS GET ORGANIZED](#)

[ASSISTIVE TECHNOLOGY PRIMER](#)

[MEET BLIO!](#)

[TESTING AND EVALUATION](#)

[BREAKING NEWS](#)

How Handwriting Trains the Brain
Fast ForWord Changes Lives

[CALENDAR OF EVENTS](#)

[PRODUCT POINTER](#)

Games for LD Learners

SAVE THE DATE!

IDA-UMB's 37th Annual Conference 2011 will be held on March 11 & 12 at the University of St. Thomas, St. Paul campus. Special keynote speaker: Dr. Reid Lyon. Mark your calendars and keep an eye out for more information.



Help LD Kids Get Organized

By Stephanie Tracy

We've all been there, struggling with a child whose homework isn't done, their backpack is always a mess, projects are turned in a few days late, and everyone is in a state of constant frustration. For a lot of families, this is a reality for most of the school year. While frustrating, it doesn't have to stay that way. It has been my experience that often, with a few consistent tricks, kids and their parents can find peace and plenty of organizational success.

"Kids need to be motivated to WANT to stay organized. We can only tell them for so long (or so loud) how to straighten up their act!"

Motivation

Kids need to be motivated to WANT to stay organized. We can only tell them for so long (or so loud) that they need to straighten up their act. When I sit with kids, I try to explain how staying organized will actually save them time and energy and in turn make them happier, more successful students. We talk about breaking bigger tasks into smaller chunks, making calendars to see when bigger projects need to be finished and how to break them down, and the joy they will experience when they can fill a week with proud parents and teachers as a result of their timely work. As these and other organizational tricks start to take effect in their lives, students begin to understand that staying organized is something they CAN do, and it does make school and home more enjoyable.

[Read more...](#)

Stephanie Tracy is a lower school teacher at Groves Academy in St. Louis Park and tutors children on organizational skills.



Assistive Technology: A Primer

By Lee Baker

"Students relying on Assistive Technology need to understand how to use the tools and how to apply it to their academic needs," explains Erika Frake, owner of THINK With Success, a Minnesota company dedicated to helping students use technology to enhance academic success. "It's not just as simple as offering AT to a student. Unless a student is familiar with the Assistive Technology tool, they just see it as another roadblock making their work harder or taking longer to finish."

Studies show that success in college improves when a student is competent and proficient in using AT. Frake explains that gaining AT proficiency begins long before students even think about college. There are strong arguments for introducing AT early. “There is usually a shift in 3rd grade from learning to read to reading to learn. This is when students begin reading to gain comprehension. When a student is struggling with reading and not achieving the same comprehension of curriculum as their classmates, their self-esteem begins to drop,” Frake says.

[Read more](#)

[Download a PDF of Assistive Technology Tools](#)

Meet Blio!

The much-anticipated release of K-NFB Technology’s Blio has arrived. Blio is Ray Kurzweil’s new eReader application with many of the features offered by Kurzweil, and then some! The app leverages technology with a book’s original format, allowing not only the style, presentation and colors of the book to come through, but also, read aloud technology, text highlighting, work look-up, and note-taking and linking capabilities within the text. Download Blio free at www.blio.com/meet_blio.

Just the Facts: Testing & Evaluation

What does it mean to be tested? You might think that of a test as something you take in an afternoon. Someone scores it and tells you how you did. Evaluation is a more accurate word to describe the process of determining if someone has dyslexia. The word evaluation encompasses identification, screening, testing, diagnosis, and all the other information gathering involved when the student, his or her family, and a team of professionals work together to determine why the student is having difficulty and what can be done to help.

[Read more](#)

Breaking News

How Handwriting Trains the Brain: Forming Letters is Key to Learning, Memory, Ideas

Wall Street Journal, October 5, 2010

Ask preschooler Zane Pike to write his name or the alphabet, then watch this 4-year-old's stubborn side kick in. He spurns practice at school and tosses aside workbooks at home. But Angie Pike, Zane's mom, persists, believing that handwriting is a building block to learning.

She's right. Using advanced tools such as magnetic resonance imaging, researchers are finding that writing by hand is more than just a way to communicate. The practice helps with learning letters and shapes, can improve idea composition and expression, and may aid fine motor-skill development.

[Read more](#)

Fast ForWord Program Changes Lives by Rewiring the Brain

Vancouver Sun, September 26, 2010

A computer program designed for children who struggle with language and literacy has had such a profound effect in Surrey schools that the people involved say they've been moved to tears.

"Lives have been changed," Sand Collins, a speech-language pathologist, said when asked about a U.S. program being adopted by B.C. schools that's based on years of research into neuroplasticity – the discovery that the human brain can be "rewired" to overcome learning deficiencies and disabilities.

[Read more](#)

Calendar

Groves Outreach: Study Skills

November 11, 2010

7 -- 8:30 p.m.

Groves Academy, 3200 Hwy 100 South, St. Louis Park, MN





Study skills are sometimes known as the "hidden curriculum." Teachers often assume students know how to organize materials, manage time and tasks efficiently, take and use notes effectively, and prepare for tests. However, many students lack these essential skills and find themselves struggling and frustrated with their academic tasks. This workshop will provide an overview of study skills and demonstrate strategic approaches to teaching and learning them. Presented by Ellen Egstrom, Director of Teacher Training, Groves Academy. For more information, [click here](#).

IDA-UMB Speaker Series: Conflict Resolution & Conferencing Skills Between Parents and Teachers

November 18, 2010

7 -- 8:30 p.m.

Groves Academy, 3200 Hwy 100 South, St. Louis Park, MN



When parents and teachers have students who are struggling with school work in school and at home, the parent-teacher relationship becomes a critical component in helping the student. This workshop covers the elements of a good parent-teacher conference, with specific ideas regarding conflict resolution when differences do occur. For registration information, [click here](#).

IDA-UMB Workshop Series: How to Use Reading Support Tools

December 4, 2010

8 a.m. – 12 p.m.

Groves Academy, 3200 Hwy 100 South, St. Louis Park, MN



Enhance academic success through the use of Assistive Technology. Join Erika Kluge Frake, Director of THINK with Success, and Cindee McCarthy, president of IDA-UMB to learn how to effectively utilize assistive technology such as textbook downloads, Read:OutLoud 6, Read & Write Gold, and Kurzweil. Attendees must bring a laptop with wireless connection to this session. A non-Apple MP3 player is recommended, but not required. [Click here to register](#).

Great Games, Gifts for LD Learners

By Amy Lesher

Pre-schoolers:

Zingo

In this fast-paced, energetic variant of Bingo, kids get a kick out of pulling the Zinger forward to reveal two mystery tiles, and then try to be the first to call out the tiles that match the images on their cards. The first player to fill his or her card wins by yelling "Zingo." Two levels of play add zing to the competition. It also can be modified for children with earlier developing skills as a matching game.

Uno-Moo

The farm animals have come out of their barn to play UNO! Round them up by matching colors or animals. Is there a blue pig on the barn roof? Match it with any blue animal or any color pig. You can also play a farmer, he's wild and matches anything! The first player to get all of their figures back in the barn wins!

Cranium Cariboo

Cranium Cariboo is the magical treasure-hunt game designed especially for young minds. Kids will love exploring the golden island of Cariboo, where they'll find castles, boats, balloons and more. Each turn gives them the chance to match pictures, unlock secret doors and discover hidden treasure. Multiple matching activities reinforce four early-learning fundamentals: ABCs, numbers, shapes and colors.

Wiggle and Giggle

You'll wiggle, giggle and even belly-laugh while playing this challenging game of physical movement and balance. Players will have a ball as they test their balancing skills--there are 3 variations of play, including a fast-paced balancing race! A great game to work on following multi-step directions.

Finders Keepers

Be the first to find the hidden objects! If you snooze, you lose! Choose three picture cards from the card keeper. One, two, three, go! All players, at once, hurry to locate and place colored chips on the matching pictures on the game board. Whoever is successful gets to claim the picture card. Play as many rounds as you want--whoever wins the most cards wins the game! This game can also be modified as a matching game for children with earlier developing skills. It also can be used to work on labeling and identifying objects and their functions which is an early level vocabulary skill.

S'Match

A new take on the classic memory game, S'Match challenges young players to find matching pairs by color, number or category. Only here, it's the S'Match Spinner that decides which way to match and every player gets a spin. Pictures and words allow pre-readers and early readers to play together and enjoy hours of memory-building fun.

Teddy Mix and Match

A favorite and fun way to develop memory skills! Shuffle the teddy-shaped picture tiles & lay them face down on the table. Players try to uncover the most matching pairs to win.

Early Grade School:

Guess Who

A wonderful blend of deduction with a form of 20 Questions. Two players try to deduce the identity of their opponent's "Mystery Person." Using game boards with 48 frames apiece and an equal number of cards displaying character faces, players ask one another yes or no questions that help narrow the pool of possibilities. Through process of elimination, the identity of the Mystery Person slowly becomes evident. As kids' skill levels grow, their questions become more strategic, allowing them to solve the mystery faster and faster. The faces on the cards are cheerful and clever and designed to give subgroups among the 48 characters just enough similarities to challenge players.

Guess Where

Where oh where has everybody gone? In Guess Where? players will find out who is hogging the bathroom, who's lurking in the kitchen, and who is lollygagging in the bedroom. Each player gets a two-sided fold-up plastic house and two sets of the same family members, one with pegs and one with tabs. After each player hides all the pegged family members throughout their own house, they begin asking yes/no questions about the whereabouts of the other player's family. As the answers to the clues build, players place tabbed family members in the lower half of their houses, in the locations they believe them to be hiding in the other house. Questions can be general (Is there a guy upstairs?) or specific (Is Grandma in the kids' room?). First person to guess where everyone in the other house is, wins! This is a terrific game for developing deduction skills.

Balloon Lagoon

Ladies and gentleman, boys and girls, step right up to Balloon Lagoon, the amazing 4-in-1 carnival game created especially for kids. Players giggle with delight as they race to complete

each fun-filled carnival activity before the merry-go-round music comes to an end. Kids fish for letters at Letter Lake, match tasty treats at Snack Hut, spin a picture puzzle at Tumble Tides, and flip frogs back home at Frog Pond. Every catch, roll, spin, or flip is a chance to cheer and get more balloons. The first player to collect 15 balloons is the winner! Each game lasts about 15 minutes, but kids will want to play again and again!

What's Gnu

A perfect game for beginning readers. Kids love the scramble to build words! Phonics practice comes naturally when kids attempt spell their own words from letter tiles. Who "Gnu" learning could be this much fun! A winner of 3 Awards of Excellence: iParenting Media's Excellent Products Award, 2006 The National Parenting Center's Seal of Approval, 2006 Canadian Toy Testing Council 2 Star Award The object of the game is to spell more three-letter words than the other players. Word-Starter cards which have one letter and two blanks are spread out for everyone to see. Players slide the clever Letter Getter to magically reveal two letter tiles. At the same time, players must look at these tiles and try to make three-letter words by filling in the blanks on the Word-Starter cards. The player with the most three-letter words when all the tiles run out wins! Building your vocabulary is three times more fun with What's GNU? The three-letter word game that spells FUN.

Enchanted Forest

This game promotes concentration and working memory, imagination, and a fun competitiveness. The rules of the game are easily adapted to suit different age groups.

Mystery Garden

Randomly place the 48 picture cards face down around the game board. The youngest player begins by picking up any one of picture cards, being sure not to show it to any of the other players. This picture card shows an exact picture of an object on the game board. The other players try to guess the object by asking "yes" or "no" questions. After each question, the single playing piece is moved along the path in the mystery garden. The player who correctly guesses the object shown on the picture card keeps that card and draws another one from around the game board. Then the questions begin again. If no one has guessed the object by the time the playing piece reaches the castle, the player answering the questions keeps the picture card and draws another one and the questioning starts over. The player with the most picture cards at the end of the game wins. In addition to providing hours of entertainment, this fun game teaches recognition, association

and deductive reasoning.

Amy Leshner is a speech/language pathologist and owner of Rosenberg Center (Roseville, MN). She has worked in the field of speech-language pathology for over 10 years.

If you no longer wish to receive these emails, please reply to this message with "Unsubscribe" in the subject line or simply click on the following link: [Unsubscribe](#)

International Dyslexia Association, Upper Midwest Branch

5021 Vernon Avenue South, #159

Minneapolis, Minnesota 55436-2102

US

[Read](#) the VerticalResponse marketing policy.

