

Instructional Materials from Attainment Company

Learning to Work

16359 7-12

Book 2009 Attainment

This provides engaging and age-appropriate reading material for adolescents and young adults who do not read conventionally. The 18 photo-illustrated stories are intended to be read with a partner—a same-age peer who is reading at grade level, a teacher, or a parent. The work-themed stories feature a simple, consistent structure using repetitive phrases and sentences to help students focus on the text. Photos correspond closely to the stories' content. The primary characters are people with disabilities shown in actual work settings: a medical facility, a garden center, and a fast food restaurant. An activity page encourages readers to talk about their own experiences using a review-and-discuss format. A comprehensive Instructor's Guide is included as a PDF on the CD. The Guide describes the research-based framework and features additional activity pages. Also on the CD is a PDF of the 18 stories, plus a Classroom License that lets you print out stories for each student.

Life Skills Academics - Health

18286 12+

Book 2003 Attainment

Covers five concepts, relating to everyday situations. Includes objectives, teaching suggestions and follow-up activities. Requires students to read stories, solve problems or analyze events the characters encounter. Covers: Oral communication, reading comprehension and sentence and paragraph structure.

Life Skills Academics - Literacy

19045 12+

Book 2003 Attainment

Embed literacy concepts in the context of life skills activities. Links everyday activities to key literacy concepts, relating to common situations. Includes objectives, teaching suggestions and follow-up activities. Requires students to read stories, solve problems or analyze events the characters encounter. Covers oral communication, reading comprehension and sentence and paragraph structure.

Life Skills Academics - Math

17402 12+

Book 2002 Attainment

Covers add/subtract, multiply/divide, measurement, decimals and percents. Eight lessons per concept refer to familiar, everyday situations. Lessons provide objectives, teaching suggestions and follow-up activities. Requires students to read stories and solve math problems.

Life Skills Readers

19927 7-12

Book 2005 Attainment

This book is a photo-illustrated reading comprehension program featuring contemporary life skill themes. Ideal for older students who are reading at a second grade level or below. Presents 40 stories in six content areas: Community, Personal, School, Signs, Transportation and Work. Stories describe places (grocery stores, restaurants), things (community signs) and activities (going on a date). Each story has three, five, or seven pages with study questions. Easy-to-read text is brought to life with engaging, colorful photos.

Look 'n Cook Microwave

17386 6-12

Book 1999 Attainment

Provides over 60 easy-to-make, yet healthy and tasty recipes. Includes packaged and from-scratch foods. Illustrated recipes are given step-by-step so even nonreaders can become successful cooks. All done in a picture-sequenced format. All pages are reproducible so students can use them at home. Includes cookbook with 68 recipes and a spiral bound book with 34 lesson plans to organize classroom presentation.

Math Activity Program

15839 K-3

Book 2004 Attainment

This program gives your students critical hands-on practice with math, from match-to-sample to sophisticated addition and subtraction tasks. Step-by-step lesson plans enable any adult in the classroom to teach math activities. This comprehensive program features a Teacher's Guide with sequenced skill sets and objectives that cover: Money Skills (9 Skill Sets); Counting 0–20 (5 Skill Sets); and Add & Subtract 0–100 (7 Skill Sets).

Natural Lifestyle Learning

17401 7-12

Book 2003 Attainment

Works on learning age-appropriate skills in natural environments using real materials through systematic instruction. These books focus on three areas of everyday life: Personal, leisure and work. Includes Natural Lifestyle Learning text book, providing the philosophy of the model, plus an Applications book with many ready-to-use tools.

Instructional Materials from Attainment Company

Playing a Role - Role-Playing Vocational Skills

17409 12+
Book 2002 Attainment

Has carefully crafted role plays that provide an effective and relevant means of teaching work-related social skills. Cover the essentials of vocational preparation: Career considerations; looking, applying and interviewing for a job; losing a job; vocational communications.

Practical Strategies for High School Inclusion

18273 12+
Book 2003 Attainment

All high school students want to feel they belong and this is particularly true of students labeled emotionally disabled. Author June Stride is a veteran special educator who writes candidly about her challenges, frustrations and disappointments from her experience as a teacher and department head. She explains the who, why, how, implications and legal aspects of preparing for and implementing inclusion for high school educators and administrators. Practical guidelines, tips, surveys, do's and don'ts, facts, suggestions and mottos for teaching enhance this easy-to-read book.

Practical Strategies for Middle School Inclusion

18272 12+
Book 2003 Attainment

Author Eileen Bowers is a veteran special educator who has been involved in inclusion programs for the past half decade. In this book, she recalls her struggles and successes and shows others how to put together an inclusionary program that works for everyone involved, from the administration to the students.

Read for Content - Social Studies

15762 5-12
Book 2008 Attainment

This book provides an easy-to-approach reading opportunity for challenging non-fiction subjects. 120 important social studies topics support curriculum in U.S. History, World History and Civics. The extremely compact (200-250 words each) one-page stories include key term definitions for difficult, but essential words. Each story includes multiple choice review questions plus a "Think About It" discussion question. A "Fact or Opinion?" review item helps students recognize opinions in social studies material.

Scripted Vocational Role Plays

19917 7-12
Book 2000 Attainment

Ten chapters of scripted role plays and corresponding worksheets prepare transition students for the world of work. Carefully crafted role plays provide an effective and relevant means of teaching work-related social skills.

Teaching Functional Skills

18911 12+
Book 2001 Attainment

This book contains descriptions and uses of Attainment products for teaching daily living skills.

Teaching Measurable Skills

18198 12+
Book 2004 Attainment

Is a description of 65 products and programs developed by Attainment. The purpose of each is to help you help your students succeed when they leave school.

TemperTamers

17387 12+
Book 2002 Attainment

Is a sequenced anger management pull-out program that can be used with any student in a small group setting. Works on specific coping strategies to help students learn to recognize 27 basic emotions and to respond appropriately in stressful situations. Contains numerous reproducibles, IEPs and 54 unique "feeling faces" illustrations that highlight the 27 emotions.

Understanding My Learning Differences

18284 12+
Book 2003 Attainment

During years of teaching elementary students with learning disabilities, author Susan McMurchie developed a program to help students build awareness of their learning differences. Her program provided students in grades 4-5 with strategies to cope with and overcome differences before they transitioned to middle school. Understanding My LD has 23 topics divided into 5 sections: LD Awareness, Coping Skills, Self-help Skills, Study Skills and Road to Success. Each topic includes a lesson plan, reproducibles and desired outcomes.

Instructional Materials from Attainment Company

Kits

100 Rule

19044 1-6
Kit - Attainment

A hands-on teaching aid that provides an alternative method for students to solve math computations 0–100. Works on the principle of a slide rule. Students can practice: skip counting and number patterns, comparing numbers; adding and subtracting with or without regrouping; and checking written computations.

Access American History

16375 7-12
Kit 2005 Attainment

This is a standards-based American History program for English language learners and special needs students. The Student Book presents concepts in a highly visual format with simplified language and clear, easy-to-follow lessons. Each lesson has three parts: Talk and Explore, Look and Read, and Develop Language. Colorful visual aids, limited text, constant vocabulary instruction and a focus on "big ideas" help teach essential content. The Teacher's Edition provides page-by-page support for planning and instruction. It incorporates a smaller version of the Student Book plus daily lesson plans that include aligning content to standards and differentiated instruction suggestions.



Access Science

16376 7-12
Kit 2005 Attainment

The Student Book presents concepts in a highly visual format with simplified language and easy-to-follow lessons. Each lesson has three parts: Talk and Explore, Look and Read, and Develop Language. Colorful visual aids, limited text, constant vocabulary instruction and a focus on "big ideas" help teach essential content. Contents include: Thinking as a Scientist; Earth Science; Life Science; and Physical Science. The Teacher's Edition has page-by-page support for planning and instruction. It incorporates a smaller version of the Student Book plus daily lesson plans that include aligning content to standards and differentiated instruction suggestions.



Carry and Borrow Line

19042 4-12
Kit - Attainment

This innovative teaching tool helps students solve more difficult computations, without using paper and pencil worksheets. Gives students a better understanding of place value and number sense. Lesson plans in the teacher's guide cover: matching sets of tens and ones to a chosen number; creating number patterns and learning place value; adding/subtracting problems with no regrouping; and adding/subtracting problems with regrouping.

Dollar Line

18419 1-6
Kit - Attainment

Helps teach students to count money and make change up to a dollar. Kit includes a Dollar Line with two sides, superior imitation coins in a 6-compartment organizer plus a teacher's guide. Lessons cover: counting like and unlike coins to and from a dollar; making equivalent change; making purchases and counting change; and story problems.

Early Literacy Skills Builder Complete Kit (ELSB)

15863 1-5
Kit 2007 Attainment

ELSB is a research-based and language-rich literacy curriculum for children ages 5 to 10 with moderate to severe developmental disabilities. It incorporates systematic instruction to teach both print and phonemic awareness. ELSB is a multi-year program with seven distinct levels and ongoing assessments so students progress at their own pace. Each level includes a scripted Teacher's Manual and full-color Student Materials and Student Assessments.

FractionLine

19037 4-12
Kit - Attainment

Hands-on tool lets students visualize difficult fraction problems. Includes an easy-to-read ruler with a slot to hold and measure pre-cut fraction pieces. The ruler has eighths, fourths and halves on top and twelfths, sixths, thirds and halves on the bottom. Fraction pieces represent 1/4, 1/8, 1/2; 1/12, 1/6, 1/3. Dice with same values allow for a wide range of student activities like measuring, comparing, adding and subtracting fractions. Includes teacher's guide with reproducibles, 12 each of six fraction pieces, 6-compartment storage box plus fraction dice.

Instructional Materials from Attainment Company

Keeping House

16433 7-12

Kit 2001 Attainment

Focuses on 48 housekeeping activities. Routine cards help users complete a sequence of cleaning activities independently.

Learning About Life - Sexuality & Social Skills

18290 9-12

Kit 2003 Attainment

Learn About Life is an illustrated sexual education and social skills program. With candid graphics and simple text, it helps low level readers understand important sexual issues. The instructor's guide has six chapters: Your Body, My Body, Being a Woman, Being a Man, Having a Baby, Be Safe and Relationships. Each chapter provides up to eight lessons, 40 in all. Lessons detail objectives and teaching suggestions. Student resources feature six laminated, full-color booklets. All concepts are clearly illustrated. Cover-up stickers let you edit material.

Looking Good

16432 7-12

Kit 2001 Attainment

Focuses on 47 personal care activities. Routine cards help users complete a sequence of grooming activities independently.

MeasureLine

19041 4-12

Kit - Attainment

A unique tool for teaching students linear measurement in the classroom. Contains a 12" ruler with a slot to hold plastic rods in six lengths from 1" to 6". Teacher's guide presents lessons by difficulty: sorting and comparing measuring rods; solving addition problems to 12"; measuring a specified length; estimating and proving length of an object; and game-like challenge activity .

Number Pattern Line

19043 1-6

Kit - Attainment

This hands-on teaching tool helps students extend, solve and create number patterns. Number and word disks are organized in sequence or pattern on the Pattern Line board.

Plan Your Day

16474 7-12

Kit 2001 Attainment

It describes three methods of following a schedule: Picture sequence, daily schedule and ongoing schedule. Reproducible school, community and work cards plus calendar aids are included in the guide. Student resources feature activity, date and calendar cards that fit into the pocket book to form a picture-based schedule for low-level readers.

Select-a-Meal

15992 4-12

Kit - Attainment

Select-A-Meal includes a 195 page instructor's guide covering dining at fast food or table service restaurants, school cafeteria or home. Features step-by-step dining activities plus reproducibles: Food cards, picture step pages, communication cues, money aids and data sheets. Emphasizes table manners and appropriate social skills. Student resources include 144 laminated food choice cards, illustrated menu and pocket book.

Teaching to Standards - Math - Introductory Kit

15842 6-12

Kit 2008 Attainment

This is a research-based and image-rich math curriculum for middle and high school students with moderate-to-severe developmental disabilities, including autism. Two years of ongoing research at the University of North Carolina have shown the program to be highly effective in teaching math skills aligned to NCTM standards. The curriculum covers Geometry, Algebra, Data Analysis and Measurement.



Teaching to Standards: Science Introductory Kit

16231 6-12

Kit 2008 Attainment

Students participate in a hands-on experiment during each lesson. Response pages help them engage in the inquiry process. Their own student book, ScienceWork, provides extension activities that connect the science concepts to the world around them. Teachers follow scripted lessons that provide clear direction for individual student accommodations. A set of experiment materials included in the Classroom Kit makes it easy to prepare for class. The program features four units of five lessons each, all aligned to science standards and general education curricula: Earth, Biology, Waters, and Chemistry. All students learn actual scientific vocabulary like pollution, precipitation, and condensation.



Instructional Materials from Attainment Company

Visit Budget Town

19022 4-12
Kit 2004 Attainment
Teach basic budgeting skills in the context of an engaging game for ages 8 and up. This hands-on board game engages students in a fun learning experience. Players move around the game board drawing cards that require them to either pay or receive money. The realistic, true-to-life situations make it relevant for life skill training.

Software

Basic Coins

14926 1-12
CD-ROM 2000 Attainment
Has three progressively challenging activities: name, match and purchase. Includes penny, nickel, dime, quarter, half-dollar and new golden dollar coin. The most challenging and interactive activity has students buy from a computerized vending machine. Is a touch screen and Intellikeys compatible.

Basic Fractions

17397 4-8
CD-ROM 2001 Attainment
Provides engaging graphics which stimulate learners of any age. Presents wholes, halves, thirds, quarters, sixths and eighths in illustrations showing familiar food items. Provides practice in naming and recognizing fractions as parts of a unit whole, of collections and as measurements. Also provides the opportunity to identify equivalent fractions. Has three activities: Name, Match and a Concentration Game which rewards correct matches with vivid photographs depicting real-life uses of fractions. Includes quizzes for progress assessment. Results can be saved and printed as a permanent record.

Basic Sight Words Flash Cards

19921 1-6
CD-ROM 2006 Attainment
Basic Sight Words from the Dolch list, features 245 on-screen flash cards that combine speech and text. You can individualize a word list for each student or choose preprogrammed categories. Features Instruction and Multiple Choice options. During Instruction, words are presented full-screen. Click "flip" to see and hear the word in a sentence. In Multiple Choice, pick one of three spoken words that match the text. Software tracks student performance. Print out words and sentences to make your own flash cards.

Calculator Tutor

16225 1-12
CD-ROM - Win 2009 Attainment
The Calculator Tutor features a large on-screen talking calculator and exercises that vary in complexity. Addition, subtraction, multiplication, division, percentages and decimals are covered. A hint feature helps the novice learner. A quiz option with scoring reports lets you keep track of student progress. Works especially well with touchscreen and is single switch compatible.

Computers at Work

17400 7-12
CD-ROM 2002 Attainment
Vocational software that's ideal for long term training of school to work students. Focuses on actual computer skills that prepare users for office jobs. Includes Data Entry which lets students enter information from printed or on-screen account cards. Order Processing starts with order processing and progresses to shipping, billing payment and inventory. System Management.

Do the Right Thing

16227 7-12
CD-ROM - Win 2009 Attainment
Do The Right Thing eReader incorporates Attainment's eReader software which reads the stories aloud to students with professional narration. Text is highlighted word by word, line by line, or by complete sentence. Graphics are plentiful, contemporary and age-appropriate. A test at the end of each story provides speech support and an optional hint feature that directs students to the page that addresses each question. Students can access the software by mouse, touch screen, IntelliKeys or single switch. A unified management system helps the teacher quickly review or print out student performance data. Teachers can determine reading lists and set options that best suit each student's learning style. Choose word-by-word or natural speech narration, select the text highlighting approach and assign tests.



Dollars & Cents

15180 1-9
CD-ROM 2005 Attainment
Includes 3 programs: First Money, Spending Money & Making Change.

Instructional Materials from Attainment Company

Dollars & Cents: First Money

18901 1-9
CD-ROM 2005 Attainment
Newly revised with better graphics, scanning capabilities and better record keeping. Is the first step in independent money skills. Voice prompts and graphics cue users through these segments: Money Names, Equal Value and What's it Worth. Each segment includes a teach (step-by-step instruction) and quiz option. Money Names shows values and names for each coin and bill. Equal value illustrates that different combinations of coins and bills can equal the same value. In the What's it Worth segment, students add up varying groups of money.

Dollars & Cents: Making Change

18909 1-9
CD-ROM 2005 Attainment
Revised with new money graphics and scanning capabilities. In Making Change, our most advanced money program, users function like a store clerk, entering purchases and giving change back. Program randomly generates hundreds of purchasing situations. Students count money given for payment and enter the value on the keypad. A cash drawer appears and the user gives change back, just like a store clerk. Makes an excellent vocational training and applied math program. Includes both US and Canadian currency options.

Dollars & Cents: Spending Money

18910 1-9
CD-ROM 2005 Attainment
Users have fun shopping while learning money skills. Is a shopping trip featuring up to eight stores you can visit.

Grooming for Life

16430 7-12
CD-ROM 2001 Attainment
This video-based CD-ROM stresses the importance of personal care routines in maintaining a good appearance.

Interactive Reading Library 1

14908 2-7
CD-ROM - Win 2008 Attainment
Reads the books aloud with highlighted text and lets students click on any word for identification. It features picture-to-picture and picture-to-word matching exercises with a speech recording option. An easy-to-use management system lets you select books for each student and stores student performance results. Titles are: How Many?; What Color is it?; I Go to School; Things I do at Home; Action!; Sounds Good to me!; The Ups and Downs of Opposites; and How do I Feel?

Interactive Reading Library 2

14920 2-7
CD-ROM - Win 2008 Attainment
reads the books aloud with highlighted text and lets students click on any word for identification. It features picture-to-picture and picture-to-word matching exercises with a speech recording option. An easy-to-use management system lets you select books for each student and stores student performance results. Titles are: I have Feelings too!; What Happened and Why?; Pigs in Space; Who's on First?; Meet the Word Family; What's it for?; What do I say?; and What do I Do?

Learning Language with Symbols

14929 1-12
CD-ROM - Win 2007 Attainment
This is a multimedia program to teach the meaning of 1000 Boardmaker symbols. Students match symbols to animations, photos or text. Symbols are presented in sentences, too. All text and images talk. A unique voice recording feature allows vocalizations to be played back and stored long term. An efficient management system lets you individualize the vocabulary lists. Difficulty levels for each student can be set by you or the computer. Student performances are automatically saved. You can even compare voice recordings over time to demonstrate progress.

Learning to Get Along

14907 1-3
CD-ROM - Win 2008 Attainment
This is a social skill and character education program for children ages 4–8. It's available in software and printed book formats. Both feature well-written, attractively illustrated stories that consistently model positive behaviors. The software reads the books aloud with highlighted text and lets students click on any word for identification. Engaging, interactive questions at the end of each story challenge students and provide you with data on comprehension.

Life in Focus

18186 12+
CD-ROM 2004 Attainment
Is a unique collection of 4,800 digital photographs on one CD, designed for life skill, language and functional vocabulary instruction. Places, people, objects, daily tasks and many other situations are presented in digitally mastered, color photographs. Each photo presents subjects in context as you would see them in everyday life. Includes a management tool that lets you search thumbnails by keyword or browse through categories of pictures. Main categories include: Animals, community, home, people, school, shopping, signs and workplace/industry.

Instructional Materials from Attainment Company

Life Skills Readers

19919 7-12
CD-ROM - Win 2007 Attainment
Presents the 49 stories features in the LiFe Skills Readers book in an engaging talking-book format. Teachers can assign stories to students and select whether each word or sentence is highlighted as the computer reads the text aloud. The program has an easy-to-use interface that maintains the look and feel of a traditional book.

Looking for Words in All The Right Places

14566 7-12
CD-ROM 2002 Attainment
Is a community exploration program that combines reasoning skills while it helps build vocabulary.

Match Time

14056 3-6
CD-ROM 2005 Attainment
Is a basic program for students learning to tell time. Features a programmed learning approach for students who struggle with time concepts.

Mini Mystery Readers

14922 4-9
CD-ROM - Win 2008 Attainment
Presents high-interest, low readability detective stories for students grades 4–9. Both books and software feature Sam Sherlock (reading level 2-3) and Bree Cody (reading level 3-4) as they search for clues and solve each vividly illustrated mystery. The software reads the books aloud as text is highlighted and lets students click on any word for identification. Engaging, interactive questions at the end of each story help students truly understand what is read. An easy-to-use management system lets you select books for each student and stores student performance results.

Palabras Esenciales - Essential Words in English and Spanish

14932 1-12
CD-ROM - Win 2008 Attainment
Features matching, speech recording and word identification. An easy-to-use management system lets you select word lists for each student and stores performance results.

Personal Success

14068 9-12
CD-ROM 2007 Attainment
Reinforces hygiene, dressing and grooming care skills. Activities are organized into six topics: personal care for women, personal care for men, personal care for everyone, dressing for success (women), dressing for success (men), and clothing care.

Self-Determination Readers

16230 7-12
CD-ROM - Win 2008 Attainment
Teach transition skills and reading comprehension with short stories that focus on self-determination issues. The Student Reader presents 16 engaging, full-color stories, written at a third grade reading level and illustrated in a graphic novel style. Each six-to eight-page story is ideal for one classroom session. Stories include: Acting Right Makes Cents and How Rude! The Teacher's Guide features multiple student activity pages for each story. The activity pages vary in difficulty and content so you can select just the right one for each student. Use the PDF on CD for easy printouts of activity pages and full-color stories.



Show Me Math: Add & Subtract

17398 1-3
CD-ROM 2002 Attainment
Helps students visualize math problems. Users can select answers on the keyboard or by clicking on a number or the student can choose the "Show Me" option. Here the answer is illustrated with a short animated movie.

Show Me Math: Multiply & Divide

17399 4-6
CD-ROM 2002 Attainment
Helps students visualize math problems. Users can select answers on the keyboard or by clicking on a number or the student can choose the "Show Me" option. Here the answer is illustrated with a short animated movie.

Show Me Spelling

19019 1-6
CD-ROM 2005 Attainment
Show Me Spelling allows even the most struggling reader the opportunity to succeed at spelling. All 600 spelling words have corresponding speech with pictures. Appropriate for any age and a wide range of ability levels. In instruction mode, create a spelling list by selecting words from our word bank, or choose from dozens of pre-selected lists. Adjust the program difficulty by offering students helpful spelling hints, like showing the next letter. Touch screen and IntelliKeys compatible.

Instructional Materials from Attainment Company

Social Skills at School

18182 K-6

CD-ROM 2004 Attainment

Social Skills at School is a video-based program with five engaging stories featuring talented child actors. They grapple with common social situations seen every day in every school. Skills are shown step-by-step and further discussed by a narrator. Stories include: Charles Gets Teased, Dion Scores!, Kristi's First Day, Shana and the Secret, and Tameka and the Bully.

Social Skills at Work

14765 12+

CD-ROM 2008 Attainment

Is designed to help students learn more about social skills needed to get and keep a job. Focuses on five essential social skills: dress right, be on time, be friendly, be a team player and be ready to work.

Social Story Readers

15757 7-12

CD-ROM - Win 2007 Attainment

This program presents 16 talking books with computer-graded tests, based on the Social Story Readers. Teachers can assign stories to students and select whether each word or sentence is highlighted as the computer reads the text aloud. The tests also talk. Test results are stored in individual student files for the teacher to review. The easy-to-use interface and contemporary illustrations are ideal for older students who are reading at a second grade level or below.

Stories & More: Animal Friends

18184 K-1

CD-ROM 2004 Attainment

Features three award-winning stories: The Gunnywolf, The Trek and Owl and the Moon (from the book Owl at Home). Pages from the original printed books have been beautifully reproduced; stories come alive with expressive narration. Makes literature meaningful to all students, even those with minimal reading skills. Students can choose to have stories "read" to them with words and phrases highlighted. Sequenced activities automatically advance as students progress.

Stories & More: Time & Place

18185 2-3

CD-ROM 2004 Attainment

Features these stories: Roxaboxen, The House on Maple Street and Galimoto. These stories are more advanced than those in the Animal Friends program. Books are presented one page at a time. Students can choose to have stories "read" to them with words and phrases highlighted. Sequenced activities automatically advance as students progress.

Survival Signs and Symbols

15761 1-12

CD-ROM 2006 Attainment

Help keep kids safe and encourage their self-reliance with this interactive software program! Students match pictures of 75 essential survival signs and symbols to written cues. For limited readers, an audio feature lets students match signs and symbols to spoken cues as well. Students then "flip" each sign to learn its meaning and common locations.

TimeScales

14445 1-12

CD-ROM 2006 Attainment

Allows you to set the parameters to help each student learn and succeed.

Word Wise

17396 4-12

CD-ROM 2003 Attainment

Combines pictures, words, speech and print features to form a comprehensive language enrichment package. Students can record their pronunciation of words and compare it to the program. Students can create an individual word list to build vocabulary. All 588 illustrations are realistic and appropriate for any age. Program includes instruction and multiple choice options. A new feature presents the written word with or without a picture.

Instructional Materials from Attainment Company

Equipment

Attainment Talker 6

16224 12+
Equipment 2010 Attainment

Attainment Talker 6 is easy to record and use, each with 10 seconds of recording time per message. This has 6 messages with a large (2-inch) active area for each message. A clear, plastic pocket holds and protects communication cues. Hold the talker with 2 hands and activate speech with your thumb, or use it as a tabletop talker. The nonskid pads keep the talker from sliding.



Calculator: Giant

18425 1-12
Equipment - Attainment

A truly giant calculator (11" x 8") that is easy to see, reach and operate. And an optional stand positions the calculator at seven different angles. Great for one-on-one training and for students who have difficulty operating regular-sized calculators.

Calculator: Talking

18418 1-12
Equipment - Attainment

Simplify arithmetic by providing a calculator with speech output. It voices numeric entries and computations in easy-to-understand speech. For totals, choose between the complete number speech, "seventy-eight" or the digit-by-digit, "seven, eight." Features volume control, mute option and angled display.

CalcuLine

17388 1-3
Manipulative- Attainment

Lets students visualize difficult-to-understand concepts with a hands-on learning aid. It helps students independently solve problems they're struggling with on typical worksheets. Instruction booklet details 13 activities, including: Counting to 20, counting back from a number, counting forward from a number other than one, addition and subtraction, concept of zero, and story problems. The CalcuLine's two sections (0-10 and 11-20), join magnetically. Includes plastic counters and number-marker pegs, each in two colors.

Coin-U-Lator

14144 1-12
Equipment 1998 Attainment

Makes coin counting easy and fun. Instead of standard numbers on a regular calculator, this device uses realistic coin buttons. A simple switch changes the activity from addition to subtraction. A game option lets students show off their money skills.

GoTalk 20+

18803 1-12
Equipment 2005 Attainment

Is lightweight and rugged and now has a 100 message capacity (20 keys each 1-inch square, and five recording levels). Plus five "core messages" which stay the same on each level so you don't need to re-record essential messages for each level. It has all new technology providing great sound and volume control. It also has easier sequential recording, an option for whole level erasing and built-in overlay storage.

GoTalk 9+

14109 1-12
Equipment - Attainment

Is a portable, easy-to-use communication tool. Use it for augmentative communication and curriculum enrichment.

GoTalk Button

19912 1-12
Equipment 2006 Attainment

The handy, versatile GoTalk Button records a 10 second message, and the large play button ensures easy use. Its compact size makes it easy to slip in your pocket, or use the built-in magnet to display on the fridge or any metal surface. Record lock feature eliminates accidental erasure. Buy several to keep messages in multiple locations. Battery included. Size: 2" diameter.

Invisible Clock

18423 1-12
Equipment - Attainment

Multi-function timer beeps or silently vibrates to discreetly signal a set time. Ideal to cue repetitive tasks or multiple personal reminders. Set up to 12 different alarms per day. Adjustable vibration intensity and beep volume, number of beeps, illuminated display and auto button lock to prevent timer cancellations.

No Touch Talker

18258 K-12
Equipment - Attainment

Teaches an individual to move towards a target, but doesn't require actual contact to activate messages. Only a slight movement of finger or toe activates the motion-sensitive device to seek attention, elicit assistance, make a comment or more.

Instructional Materials from Attainment Company

One by Four Talker

17384 1-12

Equipment 2002 Attainment

Four small talkers in one case. Use as a four-button communication tool or as separate wearable one-message devices. Transparent pockets hold picture/word cues on top of the case. Users press pictures to play message. Each one-talker has ten seconds of voice recording capability.

Pocket GoTalk

17468 1-12

Equipment - Attainment

Is a hand-held AAC device that is scanning capable. It's a 25-message talker with five easy to activate buttons and five levels. Each message has 12 seconds of recording time.

StepPAD

14215 1-12

Equipment - Attainment

Works like a tape recorder—only better. Ideal for recording step-by-step instructions. Users press “play” to hear the cue as often as needed. Press “forward” for the next step or “rewind” for the previous one. Instructors can change one step without affecting others within the sequence. Total 72 seconds of recording time.

Time Wheel

18189 1-12

Manipulative- Attainment

Is a hands-on model clock for teaching time telling skills. Is durable, easy-to-read and appropriate for students of any age who struggle with time skills. Incorporates digital time.

TimePAD

14189 1-12

Equipment - Attainment

Has five recorded messages that can be activated by a timer. Also functions as an expressive communication aid. Up to 72 seconds of speech divided among five messages.

Voice Cue

18422 1-12

Equipment - Attainment

Voice Cue is an all-new, discrete auditory cueing device. Record up to five messages (60 seconds total recording time) and set the clock to play back messages at pre-set times. Each message can be assigned two playback times. For example, record “Time to take your medication.” and set the clock to play the message at 7 a.m. and again at 6 p.m. If the message catches you off guard and you're not sure what it said, just press the “replay” button within one minute to repeat the last message. Features a digital clock, volume control, and non-volatile memory.

VoicePod

19911 1-12

Equipment 2006 Attainment

VoicePod is an inexpensive digital recording and playback system ideal for photos, language cards and personal mementos. It features 36 reusable, two-sided sleeves, each with an ID strip to access recordings. That means you can have up to 72 messages stored on the easy-to-use, portable VoicePod. Here's how it works: Each sleeve has a code read by the VoicePod and a transparent flap to hold photos, cards or poems. Slide a sleeve into pod and record up to a nine-second message by pressing REC button and talking into MIC. A record/lock feature prevents accidental erasures. Remove sleeve and put in clear plastic storage box. Remove sleeve and put in clear plastic storage box. Play the message by sliding sleeve into pod. Press PLAY to replay the message anytime the sleeve is in the pod. Attach the PRESS/PLAY bar for easier access to messages. Erase or re-record a message as many times as you like.

Instructional Materials from Attainment Company

DVDs and VHS

ABCs of Emotional Behavioral Disorder

11501064 35 minutes 12+
DVD 2005 Attainment

This DVD outlines a best practice approach to successfully integrate elementary and middle school EBD students into the educational mainstream. The DVD features Bob Clasen, professor emeritus and Molly Kilkenny, special education teacher, as well as student portraits and family interviews. Segments include: Myths and misconceptions, searching for hidden strengths, Amanda's story, instructional strategies, and role plays to de-escalate and resolve conflict.

Asperger Syndrome - Living Outside the Bell Curve

99515153 17 minutes 12+
VHS 2000 Attainment

This video looks at Asperger in general while focusing on 12-year-old Andrew. Includes an in-depth interview with Dr. Tina Iyama, M.D., University of Wisconsin Children's Hospital. Iyama explains the symptoms, causes of and strategies for coping with Asperger Syndrome. Andrew shows that with successful supports it's possible to develop skills and behaviors appropriate for the classroom, while maintaining his unique personality. A thoroughly watchable and informative video, ideal for staff and parents.

Assistive Technology - Assessment Made Easy

8850745 42 minutes 12+
DVD 2007 Attainment

Describes the Wisconsin Assistive Technology Initiative (WATI) process to assess a student's AT needs. Relevant forms are included on an accompanying CD.

AT - More than Computers

8850746 14 minutes 12+
DVD 2007 Attainment

Emphasizes the importance of considering low-tech tools and high tech devices. The AT Checklist on the CD offers a wide range of solutions for educational challenges. Relevant forms are included on an accompanying CD.

Autism Spectrum Disorders

99515123 39 minutes 12+
VHS 2001 Attainment

In this video, educational psychologist and author Glenis Benson, Ph.D. presents a comprehensive overview of autism spectrum disorders. Her developmental perspective covers major issue areas: Cognitive style, diagnostic characteristics, communication skills and deficits, social behaviors, support strategies and challenging behaviors.

Explore your Community

11502967 7-12
Kit 2009 Attainment

This is a full-year curriculum for transition students stressing essential skills for successful independent living. The 24 lessons cover transportation, shopping, dining, banking, and recreation. Students participate in a consistent lesson sequence: answer anticipatory questions, study vocabulary, read an illustrated essay, watch a step-by-step video, follow a photo sequence, practice social skills, complete a comprehension test, and act out role plays.

Health Advocacy Program

16228 7-12
DVD 2008 Attainment

The Health Advocacy Program (HAP) is an activity-based curriculum to teach adolescents and adults with developmental disabilities how to maintain a healthy lifestyle. Twenty lessons, each approximately one hour in length, provide basic information for improving nutritional health and physical and emotional well-being. The curriculum emphasizes healthy eating, but it also includes lessons on exercise, relationships, sexuality, stress, high blood pressure, diabetes and depression. The ultimate goal of HAP is to teach participants how to be their own health advocates. HAP lessons are objective-based, with step-by-step instructions, including teacher scripts. Also includes a staff training DVD showing HAP in action.



IEP Team & AT Decisions

8850747 21 minutes 12+
DVD 2007 Attainment

Shows how an IEP team uses WATI's Decision Making-process to make effective decisions about AT. Relevant forms are included on an accompanying CD.

Instructional Materials from Attainment Company

Know Your Code at School

11502696 85 minutes 1-6
DVD 2003 Attainment

This program helps you establish school-wide social standards for all students. The three components—cards (illustrate 50 social skills in five easy-to-follow steps), DVD (presents social skills in a lively, story-based format. This closed captioned program includes six segments: A Day at School, Charles Gets Teased, Dion Scores, Kristi's First Day, Shana and the Secret and Tameka and the Bully) and instructor's guide (focuses on fifty-three social skills, organized to mesh with a typical school day)—form a comprehensive program that is easy to implement.

Social Standards at School

99515124 85 minutes 1-6
VHS 2003 Attainment

This program helps you establish school-wide social standards for all students. The three components—cards, video and instructor's guide—form a comprehensive program that is easy to implement. The Instructor's Guide focuses on 53 social skills, organized to mesh with a typical school day. The video presents social skills in a lively, story-based format. Includes six segments: A Day at School, Charles Gets Teased, Dion Scores, Kristi's First Day, Shana and the Secret and Tameka and the Bully. Know the Code Cards illustrate 50 social skills in five easy-to-follow steps.

Managing Threatening Confrontations - Understand and Manage Escalating Behaviors

99515178 35 minutes 12+
DVD 2004 Attainment

This dynamic video presents Paul White's five-stage framework for managing escalating behaviors, using situational re-enactments that include actors with developmental disabilities. Helps teachers and classroom assistants understand and manage escalating behaviors. Great for staff inservice training. Includes video guide with reproducible handout.

One-on-One

99515154 25 minutes 12+
VHS 2000 Attainment

Video shows Marilyn Chassman working with her son Brian and highlights her teaching techniques. Focuses on reducing aggression, developing communication skills and learning to trace letters.

Social Networks

11502697 25 minutes 12+
DVD 2004 Attainment

Help individuals with complex communication needs and their families determine the most appropriate technologies. Planning communication strategies includes the varying needs of listeners, recognizing that communicating with family is usually easier and will require less assistance than communicating with casual acquaintances or strangers. It is grounded in the principles of functional goal-setting and person-centered planning. Is 25 minutes with 90 minutes of additional information.