

RT275-2024

Speech Therapy & Assistive Devices

Assistive Software



Communication Software

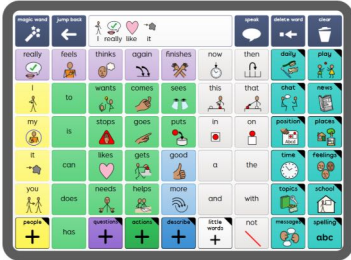
Product Code	Product Description	Price (inc. VAT)
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RT275-05-001

Grid for iPad

**Single User
R7,431.00**

An AAC app for iPad enabling individuals with speech difficulties to communicate effectively using text or symbols.



- Provides symbol and text-based communication tools for all ages and literacy levels.
- Includes vocabularies like Super Core and Alpha Core to meet diverse needs.
- Features in-app and remote editing for quick personalisation of content.
- Supports symbol libraries such as SymbolStix, PCS, and Widgit.
- Compatible with iPadOS 15.0 or later; app size approximately 1.5 GB.
- Perpetual licence, does not expire.

Example uses:

Education: Enables learners with communication challenges to actively engage in lessons and interact with peers, fostering inclusion.

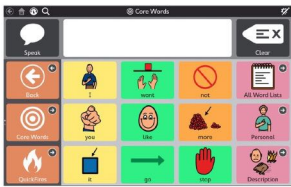
Healthcare: Supports patients in expressing their needs and emotions, enhancing care quality and communication in therapy or medical settings.

RT275-05-001

TD Snap for Windows

**Single User
R3,412.00**

An AAC app enabling individuals with communication challenges to express themselves using symbol and text-based tools.



- Includes page sets like Core First, Text, Motor Plan, Scanning, Express, and Aphasia to meet diverse needs.
- Supports touch, eye gaze, and switch inputs for accessibility across physical abilities.
- Offers tools like Google Assistant integration for added functionality.
- Features customisable editing and intuitive navigation for ease of use.
- Provides visual supports such as schedules and timers to aid understanding and routine management.
- Supports multiple languages for global accessibility.

Example uses:

Education: Enables learners with speech difficulties to participate fully in class and communicate effectively with teachers and peers.

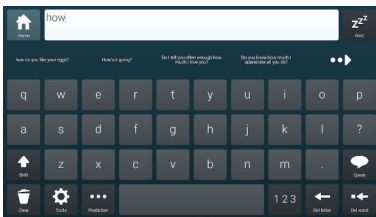
Healthcare: Supports patients in expressing their needs and preferences, fostering better communication with therapists and caregivers.

RT275-05-002/3/4

Grid 3

**Single User
R11,790.00**

An AAC software platform that helps individuals with communication challenges express themselves, interact socially, and control their environment.



- Provides symbol and text-based tools for users of all ages and literacy levels.
- Includes vocabularies like Super Core and WordPower for diverse communication needs.
- Offers apps for email, social media, and more, fostering independence.
- Supports touch, eye gaze, switch, and pointer inputs for accessible use.
- Available in over 40 languages, including English & Afrikaans.
- Supports Qfrenzy SA Voices (sold separately) for voice customisation with local pronunciation and accents. Also supports voice banking.

Example uses:

Education: Supports learners with communication disabilities in engaging with lessons and interacting with classmates, fostering inclusion and participation.

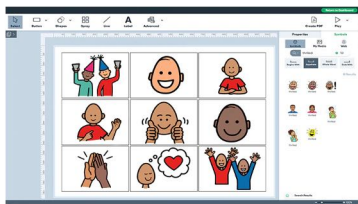
Healthcare: Enables patients to express their needs and preferences, improving communication with healthcare providers and enhancing care quality.

RT275-05-007 & 008

Boardmaker 7

**Single User
R5,309.00**

A special education software for creating, editing, and sharing symbol-based learning and communication materials.



- Includes over 80,000 Picture Communication Symbols (PCS) for diverse representation.
- Offers an intuitive editor with templates for print and interactive activities.
- Compatible with Windows, Mac, and Chromebook for flexible usage.
- Allows import and editing of materials from previous Boardmaker versions.
- Provides offline access ensuring continuous use.
- Connects users to a community of 800,000+ for resource sharing and collaboration.
- 2 activations per licence, but only 1 concurrent user at a time.

Example uses:

Education: Enables teachers to create personalised materials for learners with special needs, improving engagement and learning outcomes.

Healthcare: Supports therapists in designing communication boards and tailored activities, enhancing therapy for patients with speech or learning challenges.

RT275-05-009

Matrix Maker Plus

**Single User
R3,860.00**

A software tool for creating and printing picture-based communication and educational resources.



- Includes a library of over 26,000 images, including SymbolStix and Widgit symbols.
- Offers templates for 100+ communication devices and switches for easy overlay creation.
- Intelligent search system retrieves images by keyword or category.
- Supports integration of personal images via webcam or file upload.
- Simple tools to customise colours, text, and images for personalised materials.
- Enables creation of visual timetables, reward charts, and educational games.
- Compatible with Windows 7, 8, 10, and 11; downloadable with activation key.

Example uses:

Education: Helps teachers create customised communication boards and materials, supporting learners with unique learning needs.

Healthcare: Assists therapists in designing visual aids and tools for therapy, improving communication and patient engagement.

RT275-05-011

Qfrenzy Voice - ANNUAL SITE License for Windows (valid for 12 months)

**Standard
R906.00**

**Premium
R1,358.00**



South African text-to-speech voices designed to support communication and education in local languages and accents.

- All 11 SA languages available, including Afrikaans, isiXhosa, isiZulu, and English.
- Enhances accessibility for software such as Grid 3, ClaroRead, TD Snap, and more.
- Two voice types: standard voices for devices with limited computational power, ensuring clear communication, and premium voices offering highly natural, human-like speech using advanced generative modelling (requires more system resources).
- Windows compatible.
- Delivered by download link with a licence key for activation.
- One voice supplied, usable on unlimited devices at one site or location.
- Annual licence requiring renewal after 12 months.

Example uses:

Education: Supports literacy development and language learning in South African schools.

Healthcare: Facilitates communication for patients using AAC devices.

RT275-05-011

Qfrenzy Voice - SINGLE USER Licence for Android

**Standard
R168.00**

**Premium
R252.00**



South African text-to-speech voices designed to support communication and education in local languages and accents.

- All 11 SA languages available, including Afrikaans, isiXhosa, isiZulu, and English.
- Enhances accessibility for screen readers, educational software, and more.
- Two voice types: standard voices for devices with limited computational power, offering clear communication, and premium voices with advanced generative modelling for highly natural, human-like speech (requires more system resources).
- Android compatible.
- Delivered as an APK installer with a licence key for activation.
- One voice supplied, licensed for use on one device.
- Perpetual licence with no expiration.

Example uses:

Education: Supports literacy development and language learning in South African schools.

Healthcare: Facilitates communication for patients using AAC devices.

RT275-05-011

Qfrenzy Voice - SINGLE USER Licence for Windows

**Standard
R450.00**

**Premium
R675.00**



South African text-to-speech voices designed to support communication and education in local languages and accents.

- All 11 SA languages available, including Afrikaans, isiXhosa, isiZulu, and English.
- Enhances accessibility for software such as Grid 3, ClaroRead, TD Snap, and more.
- Two voice types: standard voices for devices with limited computational power, ensuring clear communication, and premium voices with advanced generative modelling for highly natural, human-like speech (requires more system resources).
- Windows compatible.
- Delivered by download link with a licence key for activation.
- One voice supplied, licensed for use on one device.
- Perpetual licence with no expiration.

Example uses:

Education: Supports literacy development and language learning in South African schools.
Healthcare: Facilitates communication for patients using AAC devices.

RT275-05-012

PODD Direct Access - A4 Version (requires Boardmaker v6)

R5,375.00



A symbol-based communication system, PODD (Pragmatic Organisation Dynamic Display) offers structured communication solutions for individuals with complex needs using core and fringe vocabulary.

- Available as non-electronic books or for use with speech-generating devices.
- Includes vocabulary customisation options for personalised communication.
- Designed to support a wide range of cognitive, sensory, and physical abilities.
- Provides motor planning and pragmatic language development tools.
- Suitable for individuals of all ages and communication needs.
- Supplied on USB stick and requires Boardmaker v6 or Plus v6 to edit templates.

Example uses:

Education: Empowers educators to support non-verbal learners in classroom settings.
Healthcare: Assists therapists in developing effective communication strategies for patients with speech impairments.

RT275-05-012

PODD for Grid 3

**Single User
R2,251.00**



A software-based version of PODD, this tool integrates with The Grid 3, offering symbol-based communication through 15 and 60 grid sets. Compatible with Windows-based devices, it supports access methods like eye gaze and direct selection, using Picture Communication Symbols (PCS). It is ideal for individuals with complex communication needs, enabling efficient and personalised interaction.

- Integrates with The Grid 3 for structured communication.
- Includes 15 and 60 grid set options with PCS symbols.
- Supports access via eye gaze, touch, or switches.
- Designed for Windows devices and Grid Pad systems.
- Offers vocabulary customisation for diverse user needs.

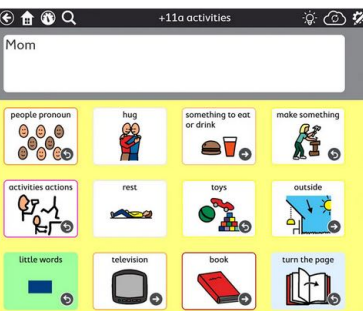
Example uses:

Education: Helps educators support non-verbal learners with customised symbol sets.
Healthcare: Aids therapists in facilitating communication for patients with motor and speech challenges.

RT275-05-012

PODD for TD Snap (for Windows)

**Single User
R4,564.00**



A symbol-based communication system, TD Snap PODD (Pragmatic Organisation Dynamic Display) empowers individuals with limited speech to communicate effectively using structured symbols.

- Integrated into TD Snap software as an in-app purchase.
- Facilitates functional and social communication through organised displays.
- Offers customisable vocabulary tailored to individual needs.
- Combines visual and dynamic symbol-based tools.
- Designed to suit a range of communication abilities.
- Provides multilingual support for diverse users.

Example uses:

Education: Enables educators to support non-verbal learners in engaging with peers and classroom activities.
Healthcare: Assists therapists in building communication skills for patients with speech challenges.

RT275-05-013

PODD Alternative Access - A4 Version (requires Boardmaker v6)

R5,375.00



A communication tool designed for individuals with complex needs, the PODD Alternative Access (A4 Version) supports partner-assisted scanning and alternative access methods, enabling effective interaction through symbol-based communication.

- A4-sized, optimised for alternative access like scanning.
- Includes structured vocabulary for diverse communication needs.
- Designed to aid users with physical and cognitive challenges.
- Provides flexibility for customisation and individualisation.
- Suitable for learners of all ages in various settings.
- Supplied on USB stick and requires Boardmaker v6 or Plus v6 to edit templates.

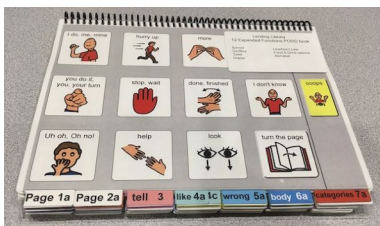
Example uses:

Education: Enables educators to assist non-verbal learners using partner-assisted scanning.
Healthcare: Supports therapists in facilitating communication for patients with limited physical abilities.

RT275-05-013

PODD Alternative Access with pre-printed A4 PODD Books

**A5 x 5 Books
R16,298.00**



A pre-printed & bound communication book on waterproof paper, with adjustable strap.

**A5 x 10 Books
R27,221.00**

- Suitable for children with limited or no speech, new to using an AAC system.
- Adapted 'Partner-Assisted Visual Scanning (PAVS) 9 Expanded Functions' layout. Suitable for Direct Pointing too.

**A5 x 20 Books
R49,067.00**

- Use for a range of communication functions: make requests; ask questions, give opinions, comment, complain, reject, express feelings, describe, draw attention, share information, tell stories, play and instruct.

- Requires Boardmaker V6 to edit pages or print other books (available separately).

- Includes PODD license (templates are in English only) plus books.

- Printed books include English, Afrikaans & isiXhosa text (isiZulu version coming soon).

**A4 x 5 Books
R25,894.00**

**A4 x 10 Books
R46,412.00**

**A4 x 20 Books
R87,450.00**

Example Uses:

Education: Teachers can model (point while speaking) to symbols in a meaningful context.

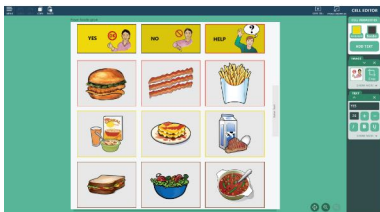
Children learn to use it expressively in time.

Healthcare: Page numbers on each picture help communication partners know where to turn, to construct a message.

RT275-05-014

GoTalk Design

**Single User
R1,667.00**



The GoTalk DESIGN app allows users to create overlays for GoTalk devices and standalone communication tools like boards, calendars, and planners. It includes a library of 12,000+ symbols, internet search integration, and customisation features such as resizing, rotating, and colour editing. Compatible with Windows, Mac, iOS, and web browsers, it provides accessible tools for communication aid.

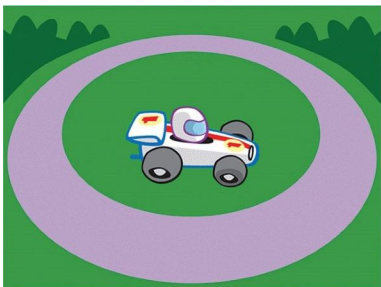

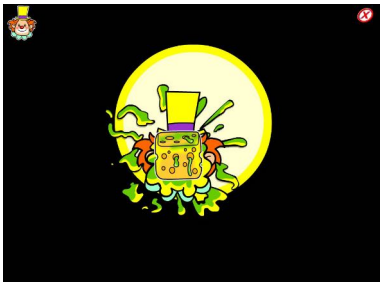

- Create overlays for GoTalk devices and communication boards.
- Library of 12,000+ symbols with customisable templates.
- Editing tools for text and image personalisation.
- Compatible with Windows, Mac, iOS, and Chromebooks.

Example uses:

Education: Supports teachers in designing custom communication boards for learners.

Healthcare: Assists therapists in creating personalised communication tools for patients.

Switch & Computer Skills Software

Product Code	Product Description	Price (inc. VAT)
RT275-05-015	<p>Switch Skills 1</p>  <p>Switch Skills 1 is a cause-and-effect software designed to help learners develop basic switch-pressing skills through engaging activities featuring animations and sound. It supports access via one or two switches, touchscreens, or keyboards and includes step-by-step activities that encourage interaction and early learning.</p> <ul style="list-style-type: none"> - Includes cause-and-effect animations to build engagement. - Supports single and two-switch access for progression. - Compatible with touchscreens and keyboards for versatility. - Focused on developing switch-pressing skills for beginners. - Ideal for learners with physical and cognitive challenges. <p>Example uses: Education: Helps teachers introduce switch access to learners with special needs. Healthcare: Assists therapists in improving motor and interaction skills for patients with disabilities.</p>	<p>Single User R1,350.00</p> <p>5 Users R2,493.00</p> <p>Site Licence R3,866.00</p>
RT275-05-015	<p>Switch Skills 2</p>  <p>Switch Skills 2 is software designed to enhance switch-pressing skills through step-by-step activities and animated rewards, building upon basic switch access capabilities.</p> <ul style="list-style-type: none"> - Features activities for timing, targeting, and switch control. - Includes engaging animations and auditory feedback. - Supports single and two-switch access methods. - Compatible with touchscreens and keyboards for versatility. - Suitable for individuals progressing from cause-and-effect to advanced switching. <p>Example uses: Education: Assists teachers in developing switch-access skills for learners in inclusive classrooms. Healthcare: Supports therapists in advancing motor skills and precision in patients using switches.</p>	<p>Single User R1,350.00</p> <p>5 Users R2,493.00</p> <p>Site Licence R3,866.00</p>
RT275-05-015	<p>Switch Skills 3</p>  <p>Switch Skills 3 builds advanced switch-access skills, focusing on timing, targeting, and control through engaging activities with animations and sounds.</p> <ul style="list-style-type: none"> - Develops precision with single and two-switch access methods. - Includes interactive animations and auditory feedback for motivation. - Supports touchscreens, keyboards, and switch input. - Offers step-by-step progression for improving control and coordination. - Suitable for learners advancing from basic to complex switching skills. <p>Example uses: Education: Enables teachers to help learners refine their switch-timing and targeting skills. Healthcare: Assists therapists in enhancing motor coordination and control for patients using switches.</p>	<p>Single User R1,350.00</p> <p>5 Users R2,493.00</p> <p>Site Licence R3,866.00</p>
RT275-05-015	<p>Switch Skills Champions</p>  <p>Switch Skills Champions develops advanced switch skills through competitive activities and multiplayer modes, fostering timing, coordination, and responsiveness in a fun setting.</p> <ul style="list-style-type: none"> - Includes engaging challenges for single or multiplayer use. - Supports single and two-switch access methods. - Compatible with touchscreens, switches, and keyboards. - Promotes progression in motor skills and interaction control. - Designed for learners advancing to more complex switch use. <p>Example uses: Education: Helps teachers introduce competitive activities to enhance learners' switch responsiveness. Healthcare: Supports therapists in improving patients' timing and coordination through interactive tasks.</p>	<p>Single User R1,350.00</p> <p>5 Users R2,493.00</p> <p>Site Licence R3,866.00</p>

For any questions or to place an order, please call 0860 888 121 or email info@inclusivesolutions.co.za

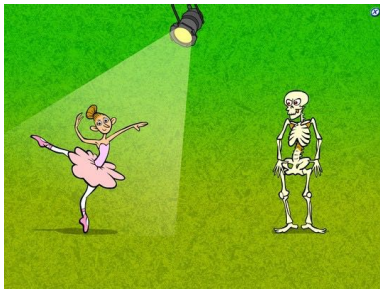
RT275-05-015

Switch Skills for Two Set 1

Single User
R1,350.00

5 Users
R2,493.00

Site Licence
R3,866.00



Switch Skills for Two Set 1 is interactive software designed for two users to develop early switch-access skills. It includes engaging cause-and-effect activities and games that encourage interaction, timing, and coordination, using single or dual-switch access.

- Offers cooperative or competitive activities for two users.
- Supports single and two-switch input for progression.
- Compatible with touchscreens, switches, and keyboards.
- Includes high-contrast visuals and sound feedback for engagement.
- Promotes interaction and shared learning for learners with special needs.

Example uses:

Education: Supports teachers in fostering cooperative skills among learners using switches.
Healthcare: Aids therapists in enhancing timing and coordination for patients in group sessions.

RT275-05-015

Switch Skills for Two Set 2

Single User
R1,350.00

5 Users
R2,493.00

Site Licence
R3,866.00



Switch Skills for Two Set 2 builds upon the original with more advanced cooperative and competitive activities for two users, focusing on timing, turn-taking, and interaction skills through engaging animations and sound.

- Features activities designed for two users to play together.
- Supports single and two-switch access methods.
- Compatible with touchscreens, switches, and keyboards.
- Includes fun visuals and sound effects to enhance motivation.
- Promotes shared learning and interaction for learners with special needs.

Example uses:

Education: Assists teachers in fostering teamwork and interaction among learners.
Healthcare: Helps therapists improve coordination and social skills in patients during group sessions.

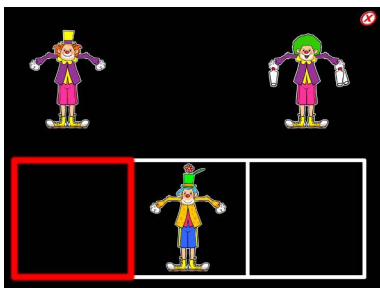
RT275-05-016

Switch Skills Scanning

Single User
R1,350.00

5 Users
R2,493.00

Site Licence
R3,866.00



Switch Skills Scanning is software that helps develop scanning skills for switch users, progressing from simple cause-and-effect to row-column scanning. It provides engaging animations and sounds, supporting a variety of access methods like single and two-switch input.

- Teaches basic to advanced scanning techniques.
- Includes engaging animations with auditory feedback.
- Supports single and two-switch access for progression.
- Compatible with touchscreens, keyboards, and switches.
- Ideal for building scanning precision and timing skills.

Example uses:

Education: Assists teachers in introducing scanning to learners with special needs.
Healthcare: Supports therapists in improving patients' scanning and coordination abilities.

RT275-05-017

SwitchIt! Christmas Extra

Single User
R1,578.00

5 Users
R2,951.00

Site Licence
R4,323.00



SwitchIt! Christmas Extra is festive cause-and-effect software featuring high-contrast animations, sounds, and holiday-themed activities designed for individuals with learning and physical challenges.

- Supports multiple access methods, including switches and touchscreens.
- Features fun, interactive Christmas-themed animations.
- Encourages engagement through sound and visual effects.
- Ideal for developing cause-and-effect understanding.
- Suitable for learners with cognitive and physical impairments.

Example uses:

Education: Enables teachers to use festive themes to develop interaction skills in learners.
Healthcare: Supports therapists in sensory engagement sessions for patients during the holiday season.

RT275-05-017

SwitchIt! Dinosaurs Extra

Single User
R1,578.00

5 Users
R2,951.00

Site Licence
R4,323.00



SwitchIt! Dinosaurs Extra is cause-and-effect software featuring fun, dinosaur-themed animations and sounds, designed for individuals with cognitive and physical challenges.

- Supports access via switches, touchscreens, and keyboards.
- Includes engaging dinosaur animations for interaction.
- Encourages sensory engagement with sound and visuals.
- Ideal for developing early cause-and-effect understanding.
- Suitable for learners with special educational needs.

Example uses:

Education: Helps teachers use engaging dinosaur themes to develop interaction skills in learners.
Healthcare: Aids therapists in sensory stimulation sessions for patients with cognitive challenges.

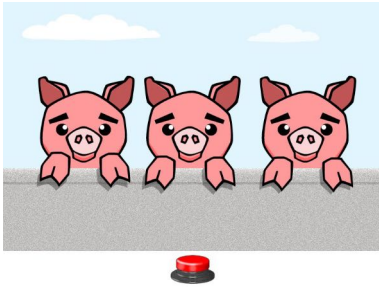
RT275-05-017

SwitchIt! Farm Extra

Single User
R1,578.00

5 Users
R2,951.00

Site Licence
R4,323.00



SwitchIt! Farm Extra is an interactive cause-and-effect software featuring engaging farm-themed animations and sounds. Designed for individuals with cognitive or physical challenges, it supports multiple access methods, including switches, touchscreens, and keyboards.

- Offers vibrant farm-themed animations for sensory engagement.
- Encourages cause-and-effect understanding with interactive activities.
- Supports switch, touchscreen, and keyboard access.
- Designed for learners with special educational needs.
- Ideal for sensory and early interaction development.

Example uses:

Education: Helps teachers teach interaction skills to learners through farm-themed activities.
Healthcare: Supports therapists in sensory engagement sessions for patients with cognitive challenges.

RT275-05-017

SwitchIt! Hygiene Extra

Single User
R1,578.00

5 Users
R2,951.00

Site Licence
R4,323.00



SwitchIt! Hygiene Extra is an educational cause-and-effect software designed to teach hygiene routines through interactive activities, animations, and sounds. It is suitable for learners with special educational needs and supports multiple access methods, including switches, touchscreens, and keyboards.

- Focuses on personal hygiene skills through engaging animations.
- Supports switch, touchscreen, and keyboard access.
- Encourages understanding of cause and effect in daily routines.
- Suitable for learners with cognitive and physical challenges.

Example uses:

Education: Helps teachers introduce personal hygiene routines to learners in engaging ways.
Healthcare: Aids therapists in teaching hygiene practices to patients with additional needs.

RT275-05-017

SwitchIt! People Extra

Single User
R1,578.00

5 Users
R2,951.00

Site Licence
R4,323.00



SwitchIt! People Extra is interactive cause-and-effect software focused on teaching social recognition and interaction skills through animations and sounds. It is designed for individuals with cognitive and physical challenges, supporting switch, touchscreen, and keyboard access.

- Features animations to teach recognition and social skills.
- Supports multiple access methods, including switches.
- Encourages understanding of cause and effect in social contexts.
- Ideal for learners with special educational needs.

Example uses:

Education: Helps teachers introduce social recognition and interaction to learners.
Healthcare: Supports therapists in developing social skills for patients with cognitive challenges.

RT275-05-017

SwitchIt! Sports Extra

Single User
R1,578.00

5 Users
R2,951.00

Site Licence
R4,323.00



SwitchIt! Sports Extra is cause-and-effect software with sports-themed animations and sounds designed for individuals with learning and physical challenges. It supports multiple access methods, including switches, touchscreens, and keyboards, and provides engaging activities to build interaction skills.

- Features interactive sports-themed animations and sounds.
- Supports switch, touchscreen, and keyboard access.
- Encourages understanding of cause and effect through sports activities.
- Ideal for learners with special educational needs.

Example uses:

Education: Helps teachers engage learners with sports themes to develop interaction skills.
Healthcare: Assists therapists in sensory engagement sessions for patients with cognitive challenges.

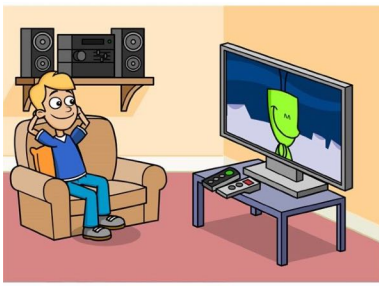
RT275-05-017

SwitchIt! Technology Extra

Single User
R1,578.00

5 Users
R2,951.00

Site Licence
R4,323.00



SwitchIt! Technology Extra is interactive cause-and-effect software featuring technology-themed animations and sounds. It supports learners with cognitive and physical challenges, offering multiple access methods such as switches, touchscreens, and keyboards.

- Includes engaging animations themed around technology.
- Supports access via switches, touchscreens, and keyboards.
- Encourages cause-and-effect understanding and interaction skills.
- Ideal for sensory engagement and early learning activities.

Example uses:

Education: Enables teachers to teach interaction skills using technology-based themes for learners.
Healthcare: Assists therapists in sensory engagement for patients with cognitive challenges.

RT275-05-017

SwitchIt! Transport Extra

Single User
R1,578.00

5 Users
R2,951.00

Site Licence
R4,323.00



SwitchIt! Transport Extra is interactive cause-and-effect software featuring transport-themed animations and sounds. Designed for learners with cognitive or physical challenges, it supports switches, touchscreens, and keyboards, promoting sensory engagement and early interaction skills.

- Features vibrant transport-themed animations and sound effects.
- Supports access via switches, touchscreens, and keyboards.
- Encourages understanding of cause and effect through fun activities.
- Ideal for sensory learning and early interaction development.

Example uses:

Education: Helps teachers engage learners in interaction activities with transport themes.
Healthcare: Assists therapists in sensory engagement sessions for patients with learning challenges.

RT275-05-017

SwitchIt! Weather Extra

Single User
R1,578.00

5 Users
R2,951.00

Site Licence
R4,323.00



SwitchIt! Weather Extra is cause-and-effect software that uses weather-themed animations and sounds to promote sensory engagement and interaction. Designed for individuals with learning and physical challenges, it supports switches, touchscreens, and keyboards.

- Features engaging weather-themed animations and sound effects.
- Supports access via switches, touchscreens, and keyboards.
- Encourages understanding of cause and effect through fun activities.
- Suitable for learners with special educational needs.

Example uses:

Education: Helps teachers introduce weather concepts and develop interaction skills in learners.
Healthcare: Supports therapists in sensory engagement sessions for patients with learning challenges.

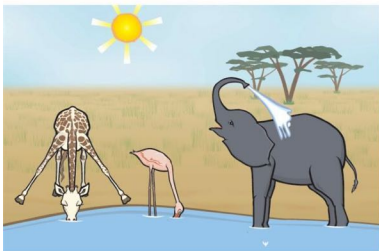
RT275-05-017

SwitchIt! Wildlife Extra

Single User
R1,578.00

5 Users
R2,951.00

Site Licence
R4,323.00



SwitchIt! Wildlife Extra is interactive cause-and-effect software featuring wildlife-themed animations and sounds, designed for learners with cognitive and physical challenges. It supports switches, touchscreens, and keyboards, encouraging sensory engagement and early interaction.

- Features wildlife-themed animations for visual and auditory engagement.
- Supports access via switches, touchscreens, and keyboards.
- Encourages understanding of cause and effect through fun activities.
- Suitable for learners with special educational needs.

Example uses:

Education: Enables teachers to introduce wildlife concepts while developing interaction skills in learners.
Healthcare: Assists therapists in sensory engagement sessions for patients with cognitive challenges.

RT275-05-039 & 040

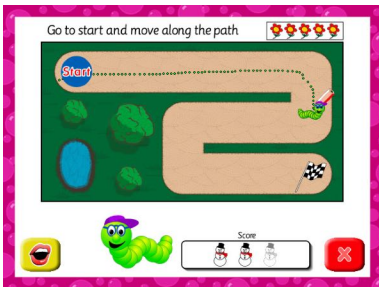
Percy's Computer Club

Single User
R392.00

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00



Percy's Computer Club helps children aged 2–6 develop basic computer skills through fun, interactive activities.

- Covers mouse control, clicking, dragging, and keyboard practice.
- Includes video clips about computer parts for better understanding.
- Offers three difficulty levels to suit different abilities.
- Fully narrated and ideal for unsupervised use.
- Printable activity sheets and an extensive teacher's section included.

Example uses:

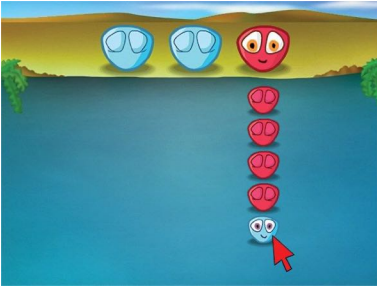
Education: Assists teachers in introducing foundational ICT skills to young learners.
Healthcare: Develops fine motor and coordination skills for children with developmental challenges.

RT275-05-041

IT Mouse Skills

Single User
R1,029.00

Additional users
R274.00 per user
(Must buy single user first)



IT Mouse Skills is a program designed to help learners of all abilities develop essential mouse control techniques.

- Teaches moving, clicking, double-clicking, dragging, and drop actions.
- Includes a range of progressive activities for skill building.
- Compatible with various devices and adaptive inputs.
- Features engaging graphics and interactive challenges.
- Tracks progress and provides feedback for users and teachers.

Example uses:

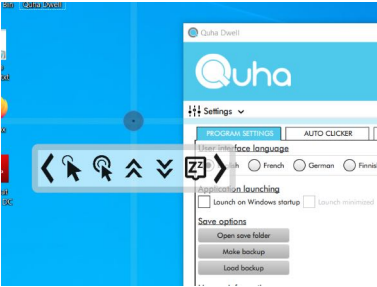
Education: Supports young or beginner learners in mastering computer basics through engaging activities.

Healthcare: Helps individuals with physical or learning disabilities improve fine motor control and computer skills.

RT275-05-041

Quha Dwell 2

Single User
R3,350.00



Quha Dwell is an advanced computer access software for assistive mice, designed to enhance usability for individuals with physical challenges.

- Features a unique circular "Instant Dwell" for fast, ergonomic navigation.
- Allows full control of computer functions, including scrolling, copy-pasting, and switching apps.
- Includes an on-screen keyboard with word prediction.
- Supports multiple languages, including English, French, and German.
- Customisable for diverse user needs and preferences.

Example uses:

Education: Enables learners with physical disabilities to engage fully with digital learning tools.

Healthcare: Supports individuals in regaining independence in computer usage post-injury or illness.

Eye Gaze Software

Product Code	Product Description	Price (inc. VAT)
RT275-05-010 & 042	<p>Look to Read</p> <p>Interactive software enabling children with disabilities to enjoy books independently.</p>  <ul style="list-style-type: none"> - Includes 16 original animated stories grouped into four reading stages. - Offers 64 accompanying activities focusing on phonics and story recall. - Provides symbolised chat grids with core and story-specific vocabulary. - Supports eye gaze, switch, pointer, and touch access methods. - Features high contrast mode for users with visual impairments. - Gradually introduces 95 letter sounds and 100 high-frequency words. - Compatible with Windows devices. <p>Example uses: Education: Assists teachers in developing learners literacy skills by providing accessible, engaging stories and activities tailored to various reading stages. Healthcare: Supports therapists in enhancing patients' reading abilities and cognitive development through interactive, adaptive learning tools.</p>	<p>Single User R3,858.00</p>
RT275-05-015 & 035	<p>Big Bang Pictures</p> <p>Big Bang Pictures is cause-and-effect software featuring engaging high-contrast pictures, animations, and sound effects to encourage sensory interaction and visual tracking for users with cognitive or sensory impairments.</p>  <ul style="list-style-type: none"> - Provides high-contrast images for visual stimulation. - Includes auditory feedback to enhance engagement. - Supports multiple access methods, including switches and touchscreens. - Ideal for developing cause-and-effect understanding and sensory awareness. - Designed for learners with significant cognitive or visual challenges. <p>Example uses: Education: Helps educators teach visual tracking and interaction to learners with special needs. Healthcare: Assists therapists in sensory stimulation and awareness-building for patients.</p>	<p>Single User R1,350.00</p> <p>5 Users R2,493.00</p> <p>Site Licence R3,866.00</p>
RT275-05-034	<p>Inclusive Eye Gaze Learning Curve - All 3 Titles</p> <p>Inclusive Eye Gaze Learning Curve is a comprehensive software package featuring 54 interactive activities to develop eye gaze skills, progressing from cause-and-effect understanding to choice-making and communication. Designed for learners with special educational needs, it includes tracking, fixation, and selection activities, with tools for assessment and skill development.</p>  <ul style="list-style-type: none"> - Includes activities for visual tracking, fixation, and interaction. - Supports early communication and decision-making skills. - Offers customisable tasks and progress tracking. - Compatible with Windows 7/8/10/11. <p>Example uses: Education: Enables teachers to teach eye gaze interaction to learners with additional needs. Healthcare: Assists therapists in assessing and developing patients' eye gaze skills.</p>	<p>Single User R9,779.00</p>
RT275-05-034	<p>Look Lab</p> <p>Look Lab is an eye gaze software offering 38 interactive activities to develop skills such as target selection, tracking, and choice making.</p>  <ul style="list-style-type: none"> - Features games, puzzles, creative arts, and mindfulness exercises. - Supports easy and standard modes for tailored difficulty levels. - Includes heat maps for tracking user progress. - Compatible with Windows 10 and 11 operating systems. - Requires a minimum of 4GB RAM and 2GB free disk space. - Supports various eye gaze cameras, including Lumin-i and Vida Go. <p>Example uses: Education: Assists teachers in developing eye gaze skills in learners with special educational needs. Healthcare: Supports therapists in assessing and enhancing patients' eye gaze capabilities.</p>	<p>Single User R12,004.00</p>

For any questions or to place an order, please call 0860 888 121 or email info@inclusivesolutions.co.za

RT275-05-034

Look to Learn

**Single User
R7,717.00**



Look to Learn is eye gaze software with over 40 activities designed to develop visual tracking, targeting, and choice-making skills. Each activity is designed with input from teachers and therapists to support skill progression.

- Includes five activity areas: Sensory, Explore, Target, Choose, and Control.
- Provides built-in heat maps for tracking progress and assessment.
- Allows personalisation with custom images and videos.
- Compatible with a variety of eye gaze tracking technologies.
- Ideal for learners starting with eye gaze interaction.

Example uses:

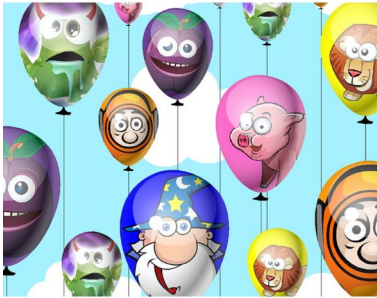
Education: Helps teachers introduce eye gaze technology to learners and develop interaction skills.

Healthcare: Assists therapists in assessing and improving patients' eye gaze capabilities.

RT275-05-034

Look to Learn WITH Scenes and Sounds

**Single User
R11,575.00**



A motivating and fun way to get started with eye gaze technology.

- Over 40 specially designed activities to develop eye gaze skills.
- Activities cover five key areas: Sensory, Explore, Target, Choose, and Control.
- Built-in heat map feature for progress tracking and assessment.
- Customisable content with the option to load personal images and videos.
- Developed in consultation with teachers and therapists to enhance access and choice-making skills.
- Compatible with various eye gaze tracking technologies.
- Suitable for users of all ages beginning their eye gaze journey.

Example uses:

Education: Assists learners in developing cause-and-effect understanding and choice-making abilities, enhancing engagement in interactive learning activities.

Healthcare: Supports patients in improving eye movement control and communication skills, facilitating more effective therapy sessions and progress tracking.

RT275-05-035

Tobii Sensory EyeFX 2

**Single User
R11,078.00**



Sensory Eye FX 2 is eye gaze software with 30 interactive activities designed to teach eye tracking and computer control. It supports skills such as visual tracking, targeting, and engagement, tailored for learners with special needs.

- Includes 30 activities for skill development.
- Teaches visual tracking, targeting, and interaction.
- Compatible with various eye gaze devices.
- Supports progression from sensory engagement to computer control.
- Ideal for learners starting with eye gaze technology.

Example uses:

Education: Helps teachers introduce eye gaze interaction to learners.

Healthcare: Supports therapists in building foundational eye gaze skills for patients.

RT275-05-036

Tobii Gaze Viewer

**Single User
R5,096.00**



Gaze Viewer is software designed to record real-time eye gaze data, enabling tracking and analysis of where users focus on a screen. It helps educators, therapists, and researchers assess progress and tailor learning or therapy goals for individuals using eye gaze technology.


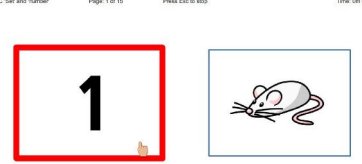
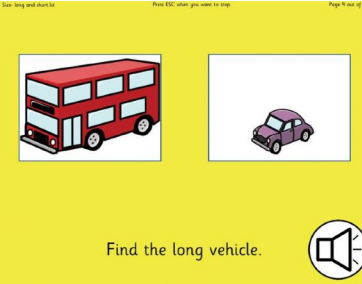
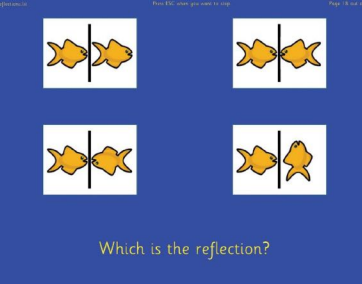
- Tracks and records real-time eye gaze data.
- Provides visual heat maps to analyse focus and interaction.
- Supports personalised learning or therapy development.
- Compatible with Tobii Dynavox eye gaze devices.
- Ideal for individuals of all abilities using eye gaze tools.

Example uses:

Education: Assists teachers in monitoring learners' engagement and focus during activities.

Healthcare: Helps therapists assess eye gaze patterns to guide therapy plans for patients.

Numeracy Software

Product Code	Product Description	Price (inc. VAT)
RT275-05-038 & 043	<p>Choose!! Ready Mades - All 8 Numeracy Titles</p>  <p>Choose!! Ready-mades Numeracy is a set of eight software titles designed to teach essential numeracy skills, including counting, sequencing, and simple calculations. Each title uses accessible activities, clear visuals, auditory prompts, and multiple-choice questions to build confidence and understanding in learners with additional needs.</p> <ul style="list-style-type: none"> - Covers counting, number recognition, sequencing, and calculations. - Includes auditory support and clear visual prompts. - Interactive, accessible activities tailored for diverse learning needs. - Provides feedback to support skill development. - Suitable for learners with special educational needs. <p>Example uses: Education: Assists teachers in introducing basic numeracy concepts to learners with additional needs. Healthcare: Supports therapists in helping patients develop foundational maths skills.</p>	<p>Single User R5,467.00</p> <p>5 Users R11,414.00</p> <p>Site Licence R21,707.00</p>
RT275-05-038 & 043	<p>Choose!! Ready Mades Numeracy Early Number</p>  <p>Choose!! Ready-mades Numeracy – Early Number is an educational software designed to teach early number skills, such as counting, number recognition, and matching. It features clear visuals, auditory feedback, and interactive multiple-choice questions to support learners with additional needs.</p> <ul style="list-style-type: none"> - Covers counting, matching, and number recognition activities. - Includes visual and auditory prompts for accessibility. - Interactive multiple-choice questions for skill development. - Designed for learners with special educational needs. <p>Example uses: Education: Assists teachers in introducing early numeracy skills to learners. Healthcare: Supports therapists in helping patients develop foundational maths skills.</p>	<p>Single User R778.00</p> <p>5 Users R1,578.00</p> <p>Site Licence R3,637.00</p>
RT275-05-038 & 043	<p>Choose!! Ready Mades Numeracy Foundation Shape, Space & Measure</p>  <p>Choose!! Ready-mades Numeracy – Foundation Shape, Space & Measure teaches early mathematical concepts such as shape recognition, size comparison, and spatial awareness. It features accessible activities with clear visuals and auditory feedback to support learners with additional needs.</p> <ul style="list-style-type: none"> - Covers shapes, sizes, and spatial understanding. - Includes visual and auditory prompts for accessibility. - Interactive multiple-choice activities for skill-building. - Designed for learners with special educational needs. <p>Example uses: Education: Helps teachers introduce foundational maths concepts to learners. Healthcare: Supports therapists in enhancing patients' spatial awareness and recognition skills.</p>	<p>Single User R778.00</p> <p>5 Users R1,578.00</p> <p>Site Licence R3,637.00</p>
RT275-05-038 & 043	<p>Choose!! Ready Mades Numeracy Key Stage Shape, Space & Measure</p>  <p>This software offers engaging, curriculum-aligned activities focused on KS1 numeracy topics such as shape, space, and measure.</p> <ul style="list-style-type: none"> - Interactive activities to develop understanding of basic geometry and measurement. - Curriculum-aligned content tailored for Key Stage 1 learners. - Accessible design suitable for users with diverse learning needs. - Includes auditory and visual reinforcement for enhanced learning. - Compatible with touchscreens and switch-access technology. <p>Example uses: Education: Supports primary school learners in developing geometry and measurement skills through interactive tasks. Healthcare: Assists therapists in using engaging activities for cognitive and motor skill rehabilitation.</p>	<p>Single User R778.00</p> <p>5 Users R1,578.00</p> <p>Site Licence R3,637.00</p>

For any questions or to place an order, please call 0860 888 121 or email info@inclusivesolutions.co.za

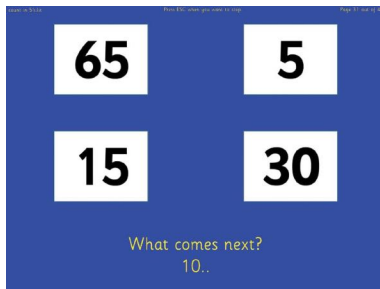
RT275-05-038 & 043

ChooseIt! Ready Mades Numeracy Number 0-100

Single User
R778.00

5 Users
R1,578.00

Site Licence
R3,637.00



This software provides interactive activities to help KS1 learners grasp numbers from 0 to 100.

- Curriculum-aligned content focusing on counting, sequencing, and number recognition.
- Engaging visuals and sounds to enhance learning.
- Designed for learners with varying educational needs.
- Touchscreen and switch-access compatibility.

Example uses:

Education: Helps young learners improve counting and sequencing skills in an interactive format.
Healthcare: Supports therapists in numeracy-based cognitive rehabilitation activities for patients.

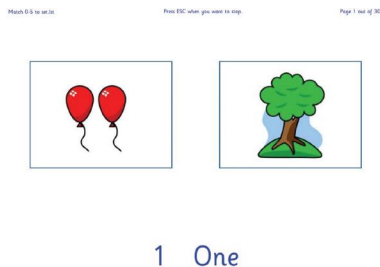
RT275-05-038 & 043

ChooseIt! Ready Mades Numeracy Number 0-5

Single User
R778.00

5 Users
R1,578.00

Site Licence
R3,637.00



This software offers interactive numeracy activities to help KS1 learners explore numbers from 0 to 5.

- Focused on early counting, number recognition, and sequencing.
- Designed for young learners and those with special educational needs.
- Supports touchscreens and switch-access technology.
- Features engaging visuals and auditory feedback.

Example uses:

Education: Assists early learners in building foundational number skills interactively.
Healthcare: Enables therapists to reinforce basic numeracy skills in cognitive rehabilitation.

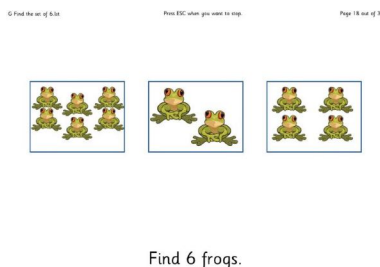
RT275-05-038 & 043

ChooseIt! Ready Mades Numeracy Number 5-10

Single User
R778.00

5 Users
R1,578.00

Site Licence
R3,637.00



This product is an educational software resource aimed at improving numeracy skills, focusing on the numbers 5-10. It offers engaging, interactive activities designed for early learners or individuals with additional learning needs.

- Interactive activities teaching numbers 5-10.
- Reinforces numeracy with visual and auditory feedback.
- Suitable for use with touch screens and interactive whiteboards.
- Customisable settings to adapt to individual learning requirements.
- Includes a user-friendly interface for educators and learners.

Example uses:

Education: Teachers can use this to enhance numeracy lessons for young learners, building confidence in recognising and understanding numbers.
Healthcare: Therapists can employ it for cognitive rehabilitation, improving memory and number comprehension for patients with learning disabilities.

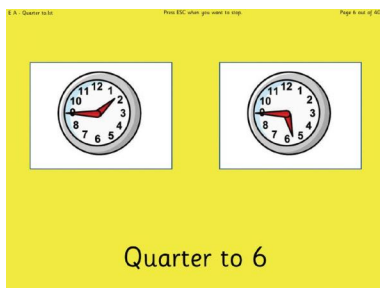
RT275-05-038 & 043

ChooseIt! Ready Mades Numeracy Time

Single User
R778.00

5 Users
R1,578.00

Site Licence
R3,637.00



This educational software focuses on teaching and reinforcing time concepts through interactive activities. It is designed for learners of all abilities, providing inclusive and adaptive learning experiences.

- Covers time-telling skills, including hours, minutes, and digital/analogue clocks.
- Customisable settings for tailored learning experiences.
- Suitable for touch screens and interactive whiteboards.
- Offers visual and auditory feedback for effective skill reinforcement.
- Easy-to-use interface, ideal for educators and learners.

Example uses:

Education: Supports lessons on time-telling by providing interactive resources for early learners or those needing additional assistance.
Healthcare: Assists in cognitive rehabilitation by reinforcing time-recognition skills for individuals recovering from brain injuries or with learning difficulties.

RT275-05-038 & 043

Counting Songs 1

Single User
R1,350.00



This interactive software uses songs to teach counting and early numeracy skills. It provides an engaging way for learners of all abilities to explore numbers and counting through music.

- Features catchy songs for numbers 1–10.
- Reinforces early numeracy with engaging visuals and audio.
- Suitable for touch screens and interactive whiteboards.
- Customisable for individual learning needs.
- User-friendly interface ideal for educators and learners.

Example uses:

Education: Enhances early numeracy lessons with interactive musical activities, fostering engagement for young learners.

Healthcare: Supports cognitive development and number recognition for patients with developmental delays or learning difficulties.

5 Users
R2,493.00

Site Licence
R3,866.00

RT275-05-038 & 043

Counting Songs 2

Single User
R1,350.00



This interactive software uses songs to develop counting skills and reinforce numeracy concepts, ideal for early learners and those needing additional support.

- Engages learners with numbers 10–20 through fun, interactive songs.
- Offers vibrant visuals and captivating audio.
- Designed for touch screens and interactive whiteboards.
- Customisable to adapt to diverse learning needs.
- Features an intuitive interface for ease of use by educators and learners.

Example uses:

Education: Enhances numeracy lessons with interactive musical tools to make learning numbers 10–20 engaging and memorable.

Healthcare: Facilitates cognitive development and numeracy for patients with developmental challenges or memory impairments.

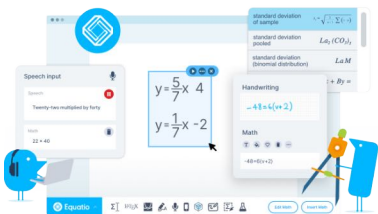
5 Users
R2,493.00

Site Licence
R3,866.00

RT275-05-038 & 043

Equatio - Annual Subscription (valid for 12 months)

Single User
R2,101.00



This software tool enables educators and learners to create, edit, and explore digital maths, chemistry, and physics concepts with ease, making STEM subjects more accessible.

- Supports handwriting, speech, and text input for equations.
- Includes tools for graphing, chemistry formulas, and LaTeX editing.
- Compatible with Google, Windows, and Mac platforms.
- Features accessibility options like screen reading and exam support.
- Provides a collaborative digital workspace for STEM learning.
- Sold as an annual subscription (must be renewed after 12 months).

Example uses:

Education: Helps teachers create inclusive STEM lessons with dynamic, accessible resources for all learners.

Healthcare: Supports individuals with disabilities in mastering maths and science through adaptive tools.

Site Licence
R11,817.00

RT275-05-038 & 043

NumberShark V5

Single User
R5,408.00



Numbershark is an educational software designed to improve numeracy skills through engaging, game-based learning. It covers a wide range of mathematical concepts and is particularly beneficial for learners with dyscalculia or those needing extra support.

- Includes over 50 games covering 500 topics.
- Teaches addition, subtraction, multiplication, division, fractions, and more.
- Adaptable for learners aged 5–14, including those with SEN.
- Tracks progress and offers personalised activities.
- Helps learners understand numbers through visual and interactive methods.

Example uses:

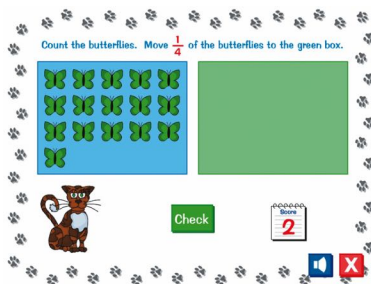
Education: Assists teachers in providing targeted support for learners struggling with numeracy concepts.

Healthcare: Supports cognitive and mathematical skill development for individuals with learning difficulties.

RT275-05-038 & 043

Paws Explores Fractions

Single User
R392.00



This interactive educational software helps children aged 6–8 practise fractions with the Paws Explore duo through engaging games and narrated activities at three difficulty levels.

- Covers identifying, matching, and equivalent fractions.
- Printable worksheets for offline learning included.
- Features a teacher section to track progress.
- Fun animations and rewards enhance engagement.
- Includes resources for interactive whiteboard use.

Example uses:
 Education: Teachers can use this to make learning fractions enjoyable for young learners.
 Healthcare: Supports cognitive skill-building in numeracy for children with developmental challenges.

5 Users
R784.00

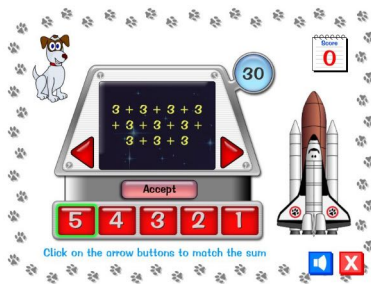
20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-038 & 043

Paws Explores Multiplication

Single User
R392.00



This interactive software helps children aged 6–8 improve multiplication skills with Paws Explore's Kelly and Robbie. It combines engaging games and activities to teach multiplication, rapid recall, and the relationship with addition and division.

- Features three difficulty levels across activities.
- Develops mathematical vocabulary aligned with school curricula.
- Tracks pupil progress for detailed teacher reports.
- Printable worksheets for offline practice included.
- Fully narrated for independent learning.

Example uses:
 Education: Aids teachers in reinforcing multiplication skills in interactive and class-based settings.
 Healthcare: Supports cognitive development for children with learning difficulties through structured numeracy activities.

5 Users
R784.00

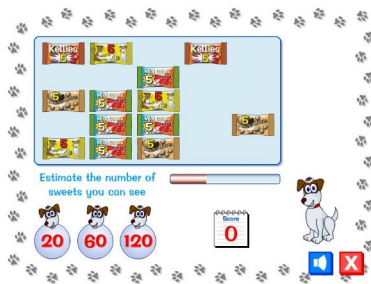
20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-038 & 043

Paws Explores Numbers

Single User
R392.00



This software engages children aged 6–8 in developing number skills through fun activities with Kelly and Robbie, the friendly cat and dog characters.

- Covers counting, number sequences, rounding, estimating, and place value.
- Offers three difficulty levels to cater to varied skill levels.
- Provides printable worksheets and interactive whiteboard resources.
- Tracks pupil progress and includes a teacher's section.
- Features exciting animations and a certificate printing option.

Example uses:
 Education: Helps teachers create interactive lessons on foundational number skills.
 Healthcare: Aids in numeracy development for children with learning difficulties.

5 Users
R784.00

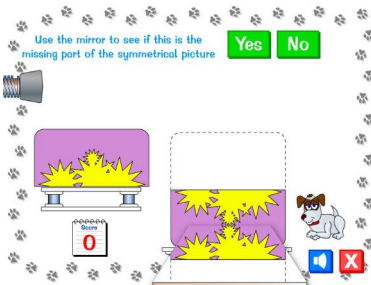
20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-038 & 043

Paws Explores Symmetry

Single User
R392.00



This interactive software introduces children aged 6–8 to symmetry through engaging activities featuring Kelly and Robbie.

- Covers lines of symmetry, symmetrical patterns, and sorting by symmetry.
- Includes three difficulty levels for varying abilities.
- Provides printable worksheets and interactive whiteboard resources.
- Tracks player progress and offers printing options for creations.
- Fully narrated with animations and rewards to enhance engagement.

Example uses:
 Education: Supports class lessons on symmetry using interactive and printable resources.
 Healthcare: Assists in cognitive skill development with structured, fun activities focused on symmetry.

5 Users
R784.00

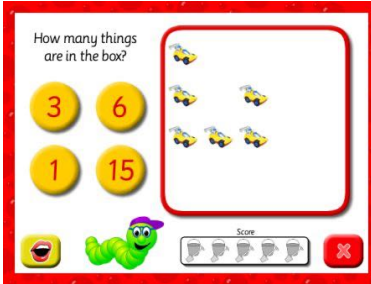
20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-038 & 043

Percy Teaches Maths

Single User
R392.00



This engaging software introduces early mathematics concepts to children aged 3–6 through fun, interactive activities led by Percy the caterpillar.

- Covers counting, addition, subtraction, grouping, and number recognition.
- Includes activities for sorting, sequences, and comparisons.
- Fully narrated with three levels of difficulty for varied learning needs.
- Features stimulating graphics, speech, and sound effects.
- Provides printable worksheets for offline learning.

Example uses:
 Education: Enhances foundational numeracy skills for preschool and early primary learners.
 Healthcare: Supports early cognitive development for young children with special educational needs.

5 Users
R784.00

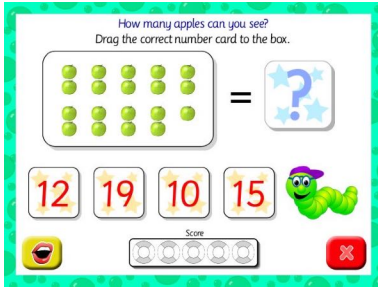
20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-038 & 043

Percy's World Of Numbers

Single User
R392.00



This interactive software helps children aged 3–6 develop counting and number recognition skills with Percy the caterpillar.

- Covers counting to 20, number sequences, and ordinal numbers.
- Includes an animated on-screen number book for engaging learning.
- Offers three difficulty levels to suit different abilities.
- Fully narrated with colourful animations for unsupervised use.
- Printable worksheets and a teacher's section included.

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

Example uses:

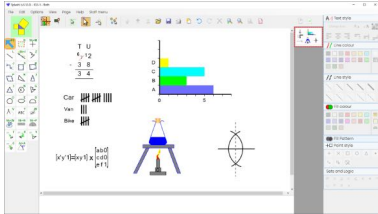
Education: Assists teachers in building foundational numeracy skills in early learners.

Healthcare: Supports developmental milestones in number recognition for children with learning delays.

RT275-05-038 & 043

Splash! All Ages Combined

Single User
R8,217.00



Splash! City offers over 100 accessible tools for maths and STEM learning, supporting both primary (ages 4–11) and secondary (ages 11+) learners.

- Covers arithmetic, geometry, graphing, equations, and STEM concepts like electrical diagrams.
- Tailored for SEN learners, supporting alternative input methods.
- Includes customisable activities, printable worksheets, and PDF import features.
- Provides three difficulty levels to accommodate diverse abilities.
- Engages learners with interactive features designed for inclusivity.

5 Users
R20,364.00

Site Licence
R35,369.00

Example uses:

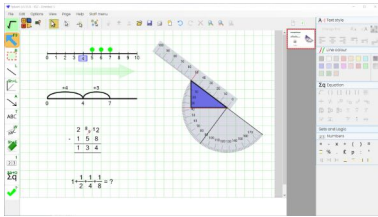
Education: Enables teachers to create inclusive lessons for primary and secondary learners with varied learning needs.

Healthcare: Supports numeracy and STEM skill development for individuals with physical or developmental challenges.

RT275-05-038 & 043

Splash! Primary (KS1+2)

Single User
R6,967.00



Splash! Primary offers over 40 accessible tools to support maths and shapes learning for primary-aged children.

- Covers basic arithmetic, geometry, measurement, and graphing.
- Includes interactive features tailored for SEN learners.
- Provides customisable activities and printable worksheets.
- Supports alternative input methods like touchscreens and switches.
- Designed to help children aged 4–11 build foundational numeracy skills.

5 Users
R18,221.00

Site Licence
R31,082.00

Example uses:

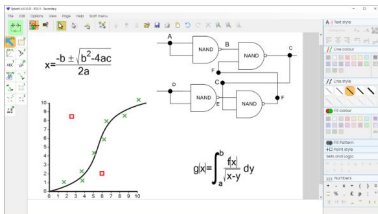
Education: Helps teachers create interactive lessons for young learners, including those with SEN.

Healthcare: Assists in developing numeracy skills in children with developmental challenges.

RT275-05-038 & 043

Splash! Secondary (KS3+)

Single User
R6,967.00



Splash! Secondary offers over 60 accessible tools for maths and STEM subjects, focusing on inclusivity and tailored learning.

- Covers geometry, equations, graphing, and electrical diagrams.
- Supports SEN learners with adaptable features and alternative input methods.
- Customisable activities and worksheets included.
- Allows PDF imports for seamless integration with existing materials.
- Designed for learners aged 11+ needing additional accessibility options.

5 Users
R18,221.00

Site Licence
R31,082.00

Example uses:

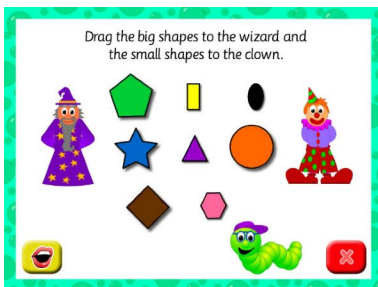
Education: Teachers can use this to simplify complex maths and STEM concepts for SEN learners in secondary education.

Healthcare: Supports cognitive skill-building in mathematics for learners with developmental or physical challenges.

RT275-05-045

Percy Gets Into Shapes

Single User
R392.00



Interactive program teaching shapes, size, and colour through engaging educational games for young learners.

- Activities enhance sequencing, comparison, and matching skills.
- Covers 2D and 3D shapes, sizes, and colour recognition.
- Features lively animations, spoken instructions, and printable worksheets.
- Suitable for ages 3–6, Key Stage 1, and Foundation levels.
- Usable with touch screens for improved accessibility.

5 Users
R784.00

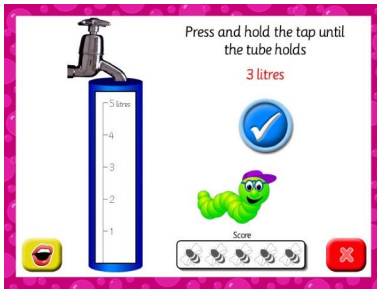
20 Users
R1,568.00

Site Licence
R2,353.00

Example uses:

Education: Supports early years numeracy development through fun, interactive learning tasks.

Healthcare: Enhances cognitive and fine motor skills in therapy sessions for young children.



Interactive program designed to teach young learners measurement concepts with engaging activities.

- Covers length, weight, and capacity using standard and non-standard units.
- Activities include comparing weights, measuring lengths, and filling containers.
- Teachers can select Metric or Imperial measurements for activities.
- Fully narrated for independent use and includes printable worksheets.
- Suitable for ages 3–6, Foundation, and Key Stage 1.

Example uses:

Education: Builds understanding of measurement through hands-on numeracy activities for early learners.

Healthcare: Enhances cognitive and sensory processing in therapy for young children.

Literacy Software

Product Code	Product Description	Price (inc. VAT)
RT275-05-006 & 037	<p>ClaroRead SE (feature limited version)</p> <p>A literacy support tool that enhances reading, writing, and studying, designed to boost confidence and productivity.</p> <p>- SE is the feature-limited version of ClaroRead. - Text-to-speech reads text aloud with dual-colour highlighting for better comprehension. - Integrates with Dragon Professional for speech-to-text dictation. - Screen capture reads aloud on-screen text for full accessibility. - Available for Windows, Mac or Chromebook.</p> <p>Example uses: Education: Supports learners with dyslexia or learning difficulties in completing reading and writing tasks independently, improving academic outcomes. Healthcare: Assists patients with visual impairments by reading aloud medical documents and records, ensuring access to vital information.</p>	<p>Single User R1,786.00</p> <p>Site Licence R16,077.00</p>
RT275-05-006 & 037	<p>ClaroRead</p> <p>A literacy support tool that enhances reading, writing, and studying, designed to boost confidence and productivity.</p> <p>- Text-to-speech reads text aloud with dual-colour highlighting for better comprehension. - Speaking spellchecker vocalises suggestions, improving spelling accuracy. - OCR scanning converts printed documents and images into editable formats like Word or PDF. - Integrates with Dragon Professional for speech-to-text dictation. - Speaking dictionary offers definitions for 300,000+ words to aid vocabulary. - Screen capture reads aloud on-screen text for accessibility. - Word prediction suggests words while typing to boost accuracy. - Available for Windows, Mac or Chromebook.</p> <p>Example uses: Education: Supports learners with dyslexia or learning difficulties in completing reading and writing tasks independently, improving academic outcomes. Healthcare: Assists patients with visual impairments by reading medical documents aloud, ensuring access to vital information.</p>	<p>Single User R4,627.00</p> <p>Site Licence R37,388.00</p>
RT275-05-010 & 042	<p>ChooseIt! Ready Mades - All 8 Literacy Titles</p> <p>Interactive literacy program featuring eight titles designed to support phonics, comprehension, spelling, and word recognition, tailored for young learners and those requiring additional literacy support.</p> <p>- Offers engaging and diverse activities to build core literacy skills. - Fully narrated with audio support for independent and accessible use. - Includes tools for tracking progress and customisable learning options. - Suitable for early learners, special education, and intervention programmes.</p> <p>Example uses: Education: Supports foundational literacy development across varying abilities in classrooms. Healthcare: Assists therapists in language and reading interventions for cognitive development.</p>	<p>Single User R5,467.00</p> <p>5 Users R11,414.00</p> <p>Site Licence R21,707.00</p>
RT275-05-010 & 042	<p>ChooseIt! Ready Mades Literacy Alphabet</p> <p>Interactive software designed to teach letter names and dictionary skills.</p> <p>- Over 40 activities focusing on the 26 letter names. - Exercises include distinguishing letters from symbols and sorting words alphabetically. - Features matching upper and lowercase letters and British Sign Language alphabet. - Each activity offers 20 to 40 graded multiple-choice questions. - Provides positive reinforcement with animations and spoken feedback. - Supports full speech assistance and switch access for inclusivity. - Compatible with Windows 7, 8, 10, and 11.</p> <p>Example uses: Education: Assists teachers in developing learners understanding of letter names and dictionary skills, enhancing their literacy foundation. Healthcare: Supports therapists in helping patients improve letter recognition and alphabetical ordering, aiding cognitive development.</p>	<p>Single User R778.00</p> <p>5 Users R1,578.00</p> <p>Site Licence R3,637.00</p>

© (b) Letter names - official Page 1 of 20 Press Esc to stop Time On Day

Find the correct letter

For any questions or to place an order, please call 0860 888 121 or email info@inclusivesolutions.co.za

RT275-05-010 & 04201 Red blue yellow green Page: 9 of 20 Press Esc to stop Time: 00:05s

blue

**ChooseIt! Ready Mades Literacy Everyday Words**

Interactive software designed to enhance recognition and spelling of everyday words.

- Provides practice with words related to colours, numbers, days, months, and seasons.
- Offers over 550 individual activity pages for comprehensive learning.
- Each activity includes 20 to 40 graded multiple-choice questions.
- Features positive reinforcement through animations and spoken feedback.
- Supports full speech assistance and switch access for inclusivity.
- Includes performance reporting to monitor learner progress.
- Compatible with Windows 7, 8, 10, and 11.

Example uses:

Education: Assists teachers in reinforcing learners vocabulary related to everyday concepts, enhancing their reading and spelling skills.
 Healthcare: Supports therapists in helping patients improve language comprehension and word recognition, aiding cognitive development.

Single User
R778.00**5 Users**
R1,578.00**Site Licence**
R3,637.00**RT275-05-010 & 042**03 cr or cr Page: 1 of 20 Press Esc to stop Time: 00:05s

Starts with cr

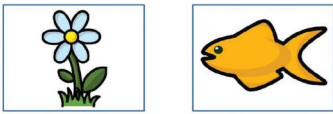
**ChooseIt! Ready Mades Literacy Initial Blends Letters**

Interactive software designed to enhance recognition of initial consonant blends.

- Covers matching and recognition of common written blends, both individually and in pairs.
- Includes several motivating round-up activities for reinforcement.
- Each activity offers 20 to 40 graded multiple-choice questions.
- Provides positive reinforcement with animations and spoken feedback.
- Supports full speech assistance and switch access for inclusivity.
- Includes performance reporting to monitor learner progress.
- Compatible with Windows 7, 8, 10, and 11.

Example uses:

Education: Assists teachers in reinforcing learners understanding of initial consonant blends, enhancing their reading and spelling skills.
 Healthcare: Supports therapists in helping patients improve language comprehension and phonological awareness, aiding cognitive development.

Single User
R778.00**5 Users**
R1,578.00**Site Licence**
R3,637.00**RT275-05-010 & 042**05 fl or fl Page: 4 of 18 Press Esc to stop Time: 00:14s

Starts with fl

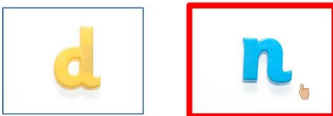
**ChooseIt! Ready Mades Literacy Initial Blends Sounds**

Interactive software designed to teach the sounds of initial consonant blends.

- Covers the sounds of 26 common initial consonant blends.
- Includes individual activities for blends like ch, sh, th, qu, and tr.
- Additional activities introduce blends in pairs, such as bl and cl.
- Features engaging round-up activities for reinforcement.
- Each activity offers 20 to 40 graded multiple-choice questions.
- Provides positive reinforcement with animations and spoken feedback.
- Supports full speech assistance and switch access for inclusivity.

Example uses:

Education: Assists teachers in developing learners phonemic awareness by focusing on the sounds of initial consonant blends, enhancing reading and spelling skills.
 Healthcare: Supports therapists in helping patients improve auditory discrimination and phonological processing, aiding language development.

Single User
R778.00**5 Users**
R1,578.00**Site Licence**
R3,637.00**RT275-05-010 & 042**06 n Page: 1 of 20 Press Esc to stop Time: 00:10s

Find n

**ChooseIt! Ready Mades Literacy Initial Letters**

Interactive software designed to enhance letter recognition skills.

- Includes individual activities for each letter from a to z.
- Features additional round-up activities for comprehensive learning.
- Provides 20 to 40 graded multiple-choice questions per activity.
- Offers positive reinforcement with animations and spoken feedback.
- Supports full speech assistance and switch access for inclusivity.
- Includes performance reporting to monitor learner progress.
- Compatible with Windows 7, 8, 10, and 11.

Example uses:


Education: Assists teachers in reinforcing letter recognition and phonemic awareness among early learners, providing structured practice aligned with literacy curricula.
 Healthcare: Supports therapists in developing foundational literacy skills in children with special needs, offering engaging activities that promote learning through positive reinforcement.

Single User
R778.00**5 Users**
R1,578.00**Site Licence**
R3,637.00

RT275-05-010 & 042

38 First initial sound Page: 21 of 25 Press Esc to stop Time: 00:45s



What starts with t ? 

ChooseIt! Ready Mades Literacy Initial Sounds

Interactive software designed to teach the sounds of the 26 letters.

- Includes individual activities for each letter, with five extra activities for long vowel sounds.
- Offers round-up activities, including VC and CVC blending.
- Each activity contains 20 to 40 graded multiple-choice questions.
- Provides positive reinforcement with animations and spoken feedback.
- Supports full speech assistance and switch access for inclusivity.
- Includes performance reporting to monitor learner progress.
- Compatible with Windows 7, 8, 10, and 11.

Example uses:


Education: Assists teachers in developing learners phonemic awareness by focusing on individual letter sounds and blending, enhancing reading and spelling skills.

Healthcare: Supports therapists in helping patients improve auditory discrimination and phonological processing, aiding language development.

Single User
R778.00**5 Users**
R1,578.00**Site Licence**
R3,637.00**RT275-05-010 & 042**

05 Animal sounds Page: 1 of 20 Press Esc to stop Time: 00:15s



Listen to the cat... 

ChooseIt! Ready Mades Literacy Listening Skills

Interactive software designed to enhance listening skills through sound identification and matching.

- Practise matching and identifying environmental sounds, vocal utterances, musical instruments, music styles, nursery rhymes, simple instructions, sequencing sounds, counting syllables, rhyming, and alliteration.
- Covers most of Phase 1 of the Letters and Sounds document.
- Each activity has a graded sequence of 20 to 40 multiple-choice questions.
- Provides positive reinforcement with animations and spoken feedback.
- Supports full speech assistance and switch access for inclusivity.
- Includes performance reporting to monitor learner progress.
- Compatible with Windows 7, 8, 10, and 11.

Example uses:

Education: Assists teachers in developing learners auditory discrimination and phonological awareness, essential for early literacy development.

Healthcare: Supports therapists in enhancing patients' listening skills, aiding in language comprehension and auditory processing.

Single User
R778.00**5 Users**
R1,578.00**Site Licence**
R3,637.00**RT275-05-010 & 042**

14 said going to Page: 1 of 21 Press Esc to stop Time: 00:25s



? 

ChooseIt! Ready Mades Literacy Tricky High Frequency Words

Interactive software designed to enhance recognition of tricky high-frequency words.

- Covers Reception and Years 1 and 2 word lists.
- Offers over 600 pages of activities.
- Each activity includes 20 to 40 graded multiple-choice questions.
- Provides positive reinforcement with animations and spoken feedback.
- Supports full speech assistance and switch access for inclusivity.
- Includes performance reporting to monitor learner progress.
- Compatible with Windows 7, 8, 10, and 11.

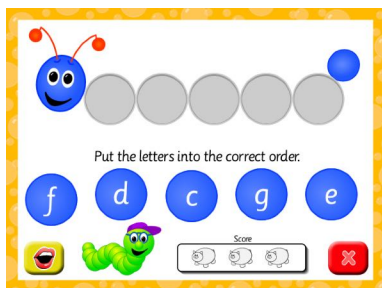
Example uses:

Education: Assists teachers in reinforcing learners recognition and spelling of high-frequency words, essential for reading fluency.

Healthcare: Supports therapists in helping patients improve word recognition and spelling, aiding language development.

Single User
R778.00**5 Users**
R1,578.00**Site Licence**
R3,637.00**RT275-05-010 & 042**

14 said going to Page: 1 of 21 Press Esc to stop Time: 00:25s

**Percy's Alphabet Workshop**

Interactive software designed to teach letter recognition and phonics through engaging activities.

- Features six games focusing on letter identification, matching sounds to letters, and spelling simple words.
- Offers three levels of difficulty to accommodate varying learning stages.
- Includes options for letter pronunciation by names or sounds, choice of upper or lower case, and customisation of individual letters.
- Provides printable worksheets for offline practice.
- Fully narrated with speech support to aid comprehension.
- Compatible with Windows devices.

Example uses:

Education: Assists teachers in introducing young learners to the alphabet and phonics, enhancing early literacy skills through interactive gameplay.

Healthcare: Supports therapists in developing letter recognition and phonemic awareness in children, aiding language acquisition and cognitive development.

Single User
R392.00**5 Users**
R784.00**20 Users**
R1,568.00**Site Licence**
R2,353.00

RT275-05-010 & 042

Percy's World Of Words

**Single User
R392.00**



Interactive software designed to develop word and phonic skills through engaging activities.

- Features six games focusing on spelling, rhyming words, and phonics, including initial and final phonemes and blends.
- Offers three levels of difficulty to accommodate varying learning stages.
- Fully narrated with speech support to aid comprehension.
- Includes printable worksheets for offline practice.
- Provides an extensive teacher's section for customised learning.
- Compatible with Windows devices.

**5 Users
R784.00**

**20 Users
R1,568.00**

**Site Licence
R2,353.00**

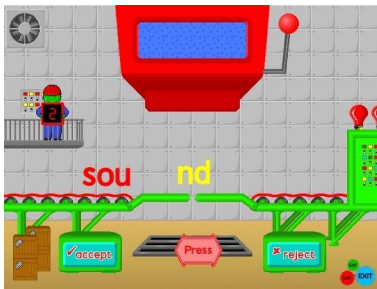
Example uses:

Education: Assists teachers in enhancing learners literacy skills by providing interactive games that reinforce spelling, rhyming, and phonics concepts.
 Healthcare: Supports therapists in developing patients' language abilities through engaging activities that focus on phonemic awareness and word recognition.

RT275-05-010 & 042

Phonic Word Builder

**Single User
R392.00**



A colourful and interactive literacy program designed to teach phonics, spelling, and sentence building for children aged 5-9.

- Ideal for Key Stages 1 and 2, covering literacy skills.
- Bright, fun, and engaging screens with spoken instructions.
- Customisable activities allow teachers to create tailored word lists.
- Supports independent learning and the Literacy Hour.
- Encourages vocabulary development and simple sentence construction.
- Suitable for use at school or home for personalised learning.
- Designed for children aged 5-9 years, enhancing phonics and reading skills.

**5 Users
R784.00**

**20 Users
R1,568.00**

**Site Licence
R2,353.00**

Example uses:

Education: Helps teachers create customised word lists for classroom use, supporting literacy development.
 Healthcare: Assists speech therapists in building phonics and vocabulary skills for children with learning difficulties.

RT275-05-010 & 042

WordShark V5

**Single User
R8,039.00**






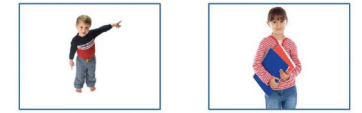

An interactive educational program featuring over 30 games to enhance spelling, reading, and phonics skills for ages 5-16.

- Includes a 10,000-word bank with personalised lists.
- Supports learners with SEND, dyslexia, and EAL.
- Tracks individual progress and provides automatic progression.
- Compatible with various devices for school and home use.
- Ideal for independent or classroom learning settings.
- Tailored to accommodate varying levels of ability and learning needs.

Example uses:

Education: Enables teachers to customise word lists and track learner progress in literacy development.
 Healthcare: Supports therapists in aiding children with language-based learning challenges.

Science Software

Product Code	Product Description	Price (inc. VAT)
RT275-05-044	<p>ChooseIt! Ready Mades - All 5 Science Titles</p>  <p>ChooseIt! Ready-mades Science provides five inclusive titles covering essential science topics, including materials, plants, animals, and physical processes. It features interactive, graded questions designed for learners with SEN and includes audio support, printable worksheets, and progress tracking tools for teachers. Activities are accessible via touch screens, switches, and other devices.</p> <ul style="list-style-type: none"> - Covers key science topics with engaging, adaptive content. - Fully narrated and inclusive for SEN learners. - Tracks progress and provides printable resources for offline use. <p>Example uses: Education: Supports inclusive teaching of foundational science topics for diverse learners. Healthcare: Enhances cognitive engagement for children with developmental challenges.</p>	<p>Single User R3,408.00</p> <p>5 Users R6,639.00</p> <p>Site Licence R14,182.00</p>
RT275-05-044	<p>ChooseIt! Ready Mades Science - Forces and Electricity</p>  <p>08 Magnetic attraction Page: 16 of 20 Press Esc to stop Time: 01:30h</p>  <p>What is attracted to a magnet?</p> <p>ChooseIt! Ready-mades Science – Forces and Electricity provides interactive activities designed for learners with SEN to explore concepts like push, pull, magnetism, and electrical circuits. It includes fully narrated activities, progress tracking, and printable resources, ensuring accessibility across various input devices.</p> <ul style="list-style-type: none"> - Covers key topics like forces, movement, and electricity. - Offers visual and auditory feedback for better understanding. - Tracks user progress for personalised learning support. - Accessible via touchscreens, switches, and other devices. <p>Example uses: Education: Teachers can simplify complex science concepts for learners with SEN. Healthcare: Supports cognitive engagement and understanding of basic science for diverse abilities.</p>	<p>Single User R778.00</p> <p>5 Users R1,578.00</p> <p>Site Licence R3,637.00</p>
RT275-05-044	<p>ChooseIt! Ready Mades Science - Foundation Living Things</p>  <p>17 Families Page: 3 of 20 Press Esc to stop Time: 01:50h</p> <p>sister</p> <p>ChooseIt! Ready-mades Science – Foundation Living Things provides interactive activities to help learners with SEN explore concepts like living organisms, habitats, and life processes. Fully narrated and inclusive, it supports diverse input methods and tracks learner progress. Printable resources are included for offline use.</p> <ul style="list-style-type: none"> - Covers topics such as living things, habitats, and basic biology. - Accessible via touchscreens, switches, and other input devices. - Includes progress tracking and printable worksheets. <p>Example uses: Education: Teachers can use it to introduce foundational science concepts to SEN learners. Healthcare: Supports cognitive and sensory engagement for patients with developmental challenges.</p>	<p>Single User R778.00</p> <p>5 Users R1,578.00</p> <p>Site Licence R3,637.00</p>
RT275-05-044	<p>ChooseIt! Ready Mades Science - Light, Sound and Space</p>  <p>03 Shadows Page: 1 of 15 Press Esc to stop Time: 01:05h</p> <p>Find the shadow</p> <p>ChooseIt! Ready-mades Science – Light, Sound and Space provides accessible, interactive activities for learners with SEN to explore topics like light sources, shadows, sounds, and the solar system. It features narrated questions, progress tracking, and printable worksheets for offline learning.</p> <ul style="list-style-type: none"> - Covers key concepts such as light, sound, and space. - Fully narrated with audio and visual support for inclusivity. - Includes progress tracking and offline activity resources. <p>Example uses: Education: Helps teachers introduce foundational science topics in an interactive format. Healthcare: Supports cognitive engagement for learners with developmental needs.</p>	<p>Single User R778.00</p> <p>5 Users R1,578.00</p> <p>Site Licence R3,637.00</p>

For any questions or to place an order, please call 0860 888 121 or email info@inclusivesolutions.co.za

RT275-05-044

ChooseIt! Ready Mades Science - Living Things

Single User
R778.00

03 Body functions Page: 1 of 20 Press Esc to stop Time: 00:04



ChooseIt! Ready-mades Science – KS1 Living Things provides interactive activities to explore concepts such as plants, animals, and habitats. Designed for learners with SEN, it is fully narrated and includes tracking tools and printable resources for teachers.

- Covers topics like life cycles, habitats, and living organisms.
- Accessible via touchscreens, switches, and alternative devices.
- Features progress tracking and offline activity worksheets.

5 Users
R1,578.00

Site Licence
R3,637.00

What do you use to think?



Example uses:

Education: Helps introduce KS1 learners to basic biology topics through interactive activities.
Healthcare: Supports cognitive and sensory engagement for children with additional needs.

RT275-05-044

ChooseIt! Ready Mades Science - Materials

Single User
R778.00

04 Fabric Page: 1 of 20 Press Esc to stop Time: 00:07



ChooseIt! Ready-mades Science – Materials introduces learners with SEN to topics like states of matter, material properties, and classification. The software features narrated activities, progress tracking, and printable worksheets, accessible across various input methods.

- Covers properties, changes, and classifications of materials.
- Fully narrated for independent learning.
- Provides progress tracking and offline resources.

5 Users
R1,578.00

Site Licence
R3,637.00

wool



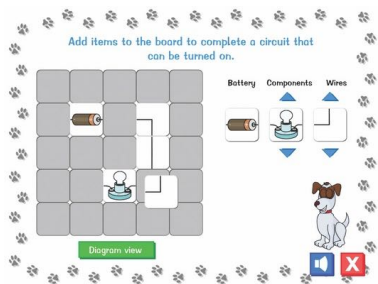
Example uses:

Education: Supports teachers in teaching material science through interactive activities.
Healthcare: Encourages sensory and cognitive engagement for individuals with learning challenges.

RT275-05-044

Paws Explores Electricity and Light

Single User
R392.00



This engaging software from the Paws Explore series introduces children aged 6–8 to electricity and light through fun, interactive activities.

- Covers circuits, conductivity, brightness, switches, shadows, and sunlight.
- Includes engaging animations and graphics for better learning.
- Features an interactive whiteboard section and printable worksheets.
- Tracks progress and is fully narrated for unsupervised use.

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

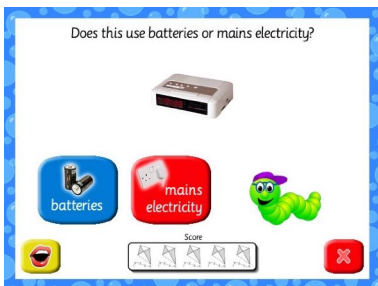
Example uses:

Education: Assists teachers in explaining complex science topics through hands-on learning tools.
Healthcare: Supports cognitive engagement and understanding of science for children with developmental challenges.

RT275-05-045

Percy Has Fun With Science

Single User
R392.00



Interactive science program introducing life processes, materials, and physical processes through engaging activities for young learners.

- Covers topics like electric circuits, magnets, forces, plants, and materials.
- Includes fun, animated activities with rewards and three difficulty levels.
- Features narrated text for unsupervised use and printable worksheets.
- Designed for ages 3–6, Foundation, and Key Stage 1 learners.

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

Example uses:

Education: Helps young children explore basic science concepts in a fun, interactive way.
Healthcare: Supports sensory and cognitive therapy for early learners.

Mixed Themes & Creativity Software

Product Code	Product Description	Price (inc. VAT)
RT275-05-010/42/45	<p>HelpKidzLearn Subscription - Games & Activities (valid for 12 months)</p> <p>An accessible, game-based learning platform offering hundreds of activities designed to teach essential skills through interactive play for learners of all abilities.</p> <ul style="list-style-type: none"> - Focuses on skills like cause and effect, decision-making, and problem-solving. - Compatible with devices such as iPads, PCs, and Chromebooks. - Inclusive for diverse learning styles with switch access, touchscreens, and eye gaze. - Engaging with high-contrast visuals, sound cues, and simple animations. - Tracks progress and supports milestone-based learning objectives. - Suitable for learners with special educational needs and disabilities. - Sold as an annual subscription (must be renewed after 12 months). <p>Example uses: Education: Helps teachers implement interactive learning for diverse classrooms. Healthcare: Aids therapists in developing cognitive and motor skills for learners.</p>	<p>1-10 Users R2,866.00 per user</p> <p>11-50 Users R2,436.00 per user</p> <p>50+ Users R2,149.00 per user</p> <p>1-5 Site Licences R6,773.00 per site</p> <p>6-10 Site Licences R6,096.00 per site</p> <p>11+ Site Licences R5,757.00 per site</p>
RT275-05-015	<p>Big Bang</p> <p>Big Bang is interactive software designed to teach cause-and-effect skills with high-contrast visuals, vibrant animations, and engaging sounds for individuals with severe cognitive or visual impairments.</p> <ul style="list-style-type: none"> - Offers multiple access methods, including switches and touchscreens. - Includes high-contrast effects to cater to users with visual challenges. - Features engaging animations and soundscapes for sensory stimulation. - Designed for early interaction and sensory learning activities. - Ideal for developing awareness of action and response in learners. <p>Example uses: Education: Supports teachers in introducing cause-and-effect concepts to learners with special needs. Healthcare: Assists therapists in sensory engagement sessions for patients with cognitive impairments.</p>	<p>Single User R1,350.00</p> <p>5 Users R2,493.00</p> <p>Site Licence R3,866.00</p>
RT275-05-015	<p>Big Bang Patterns</p> <p>Big Bang Patterns is a cause-and-effect software featuring high-contrast patterns and engaging animations designed to support sensory stimulation and visual tracking for individuals with severe impairments.</p> <ul style="list-style-type: none"> - Includes dynamic patterns with soundscapes for enhanced sensory interaction. - Offers multiple access options, including switches and touchscreens. - Designed for individuals with significant visual or cognitive challenges. - Ideal for early interaction and sensory learning activities. - Provides a simple interface to facilitate independent or assisted use. <p>Example uses: Education: Helps teachers introduce visual tracking and interaction to learners with special needs. Healthcare: Aids therapists in sensory stimulation for patients with cognitive impairments.</p>	<p>Single User R1,350.00</p> <p>5 Users R2,493.00</p> <p>Site Licence R3,866.00</p>
RT275-05-038/43/44	<p>HelpKidzLearn Subscription - Chooselt Readymades (valid for 12 months)</p> <p>Chooselt! Readymades offers over 640 inclusive activities for learners with diverse needs, focusing on numeracy, literacy, and science.</p> <ul style="list-style-type: none"> - Provides over 14,000 graded, interactive questions. - Covers topics like shapes, patterns, and letters. - Compatible with devices such as iPads, PCs, and Chromebooks. - Accessible via touchscreens, switches, or eye gaze. - Includes auditory support for all activities. - Tracks progress with intuitive reporting tools. - Sold as an annual subscription (must be renewed after 12 months). <p>Example uses: Education: Teachers can use this to create interactive lessons across multiple subjects. Healthcare: Supports cognitive and sensory development for individuals with physical or learning challenges.</p>	<p>1-10 Users R2,866.00 per user</p> <p>11-50 Users R2,436.00 per user</p> <p>50+ Users R2,149.00 per user</p> <p>1-5 Site Licences R6,773.00 per site</p> <p>6-10 Site Licences R6,096.00 per site</p> <p>11+ Site Licences R5,757.00 per site</p>

For any questions or to place an order, please call 0860 888 121 or email info@inclusivesolutions.co.za

RT275-05-041

Target and Touch Music

Single User
R1,350.00



Target and Touch: Music is an interactive software designed to improve cause-and-effect skills through engaging music-based activities. It is suitable for learners with varying abilities, offering activities that develop targeting, attention, and control skills using a touch screen, mouse, or switch.

5 Users
R2,493.00

Site Licence
R3,866.00

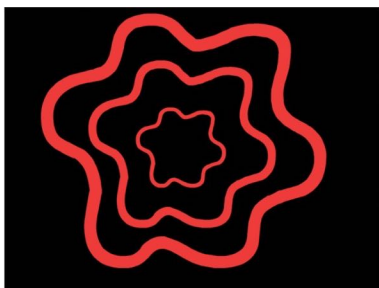
- Develops basic targeting and interaction skills.
- Features fun, musical feedback for engagement.
- Accessible via touchscreens, switches, or alternative input devices.
- Includes customisable settings to suit individual needs.

Example uses:
Education: Helps teachers encourage interaction and engagement in learners learning basic skills.
Healthcare: Supports individuals with motor challenges in building targeting and coordination abilities.

RT275-05-041

Target and Touch Patterns

Single User
R1,350.00



Target and Touch: Patterns is an interactive software designed to develop targeting, attention, and control skills through pattern-focused activities.

5 Users
R2,493.00

Site Licence
R3,866.00

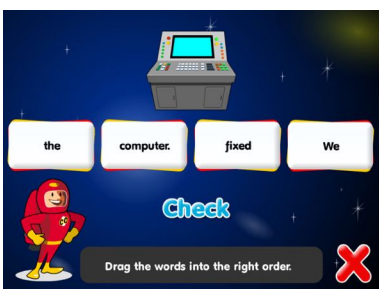
- Activities include recognising, creating, and completing patterns.
- Accessible via touchscreens, switches, or alternative input devices.
- Features customisable options to suit individual learner needs.
- Includes engaging feedback and visual reinforcement.

Example uses:
Education: Teachers can use this tool to improve fine motor and targeting skills in learners.
Healthcare: Supports individuals with physical or cognitive challenges in developing pattern recognition and motor coordination.

RT275-05-044

Captain Conrad's Space Adventure

Single User
R392.00



Captain Conrad's Space Adventure engages children aged 3-5 with interactive games and activities that develop skills across literacy, numeracy, art, ICT, and more.

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

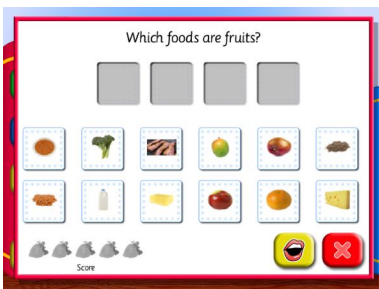
- Activities include building circuits, identifying letters, guiding landers, and creating collages.
- Features real NASA footage, animations, and sing-alongs.
- Fully narrated for unsupervised use.
- Covers key early years skills in a fun, space-themed setting.

Example uses:
Education: Enhances learning with a multi-sensory approach to early numeracy and literacy.
Healthcare: Builds foundational skills for children with developmental challenges through engaging, structured activities.

RT275-05-044

The Learner's Library Food

Single User
R392.00



The Learner's Library: Food is a KS1 educational resource exploring food origins, groups, and uses through photos, narration, and videos.

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

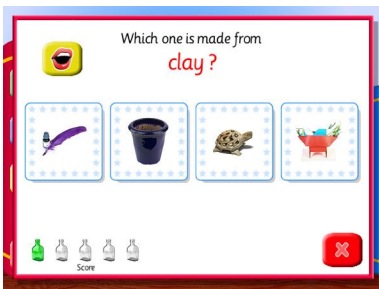
- Covers food groups like fruits, vegetables, meat, and dairy.
- Includes search, menu, and index options for easy navigation.
- Features three activities and a scrapbook for note recording.
- Offers printable worksheets and a teacher's section.

Example uses:
Education: Helps learners understand food groups and origins with multimedia support.
Healthcare: Aids in teaching nutrition basics to young children in engaging ways.

RT275-05-044

The Learner's Library Materials

Single User
R392.00



The Learner's Library: Materials is a KS1 reference that explores natural and man-made materials and their properties through narrated text, video footage, and photos.

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

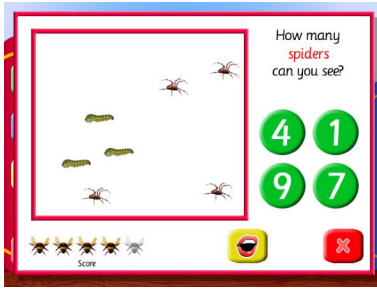
- Covers topics like material types and properties.
- Features a menu, index, and search for easy navigation.
- Includes activities, a spoken glossary, worksheets, and a scrapbook.
- Fully narrated and ideal for homework support.

Example uses:
Education: Assists teachers in introducing material science topics interactively.
Healthcare: Supports sensory and cognitive engagement for young learners with SEN.

RT275-05-044

The Learner's Library Minibeasts

Single User
R392.00



The Learner's Library: Minibeasts introduces children aged 4–7 to various minibeasts through photos, videos, and narrated text.

- Covers a wide selection of minibeasts with fun facts.
- Includes activities, a scrapbook, a spoken glossary, and worksheets.
- Features menu, index, and search for easy navigation.
- Fully narrated and suitable for non-readers.

Example uses:

Education: Enhances lessons on minibeasts with visual and auditory resources for young learners.
Healthcare: Supports sensory and cognitive engagement for children with learning challenges.

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-044

The Learner's Library Musical Instruments

Single User
R392.00



The Learner's Library: Musical Instruments introduces children aged 4–7 to various instruments, their sounds, and uses through interactive features.

- Covers string, brass, woodwind, and percussion instruments.
- Includes detailed photos, real sound recordings, and tunes.
- Features three activities, a scrapbook, glossary, and worksheets.
- Fully narrated and accessible for non-readers.

Example uses:

Education: Supports music lessons with multimedia resources to engage young learners.
Healthcare: Encourages sensory exploration and auditory recognition for children with developmental needs.

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-044

The Learner's Library On The Farm

Single User
R392.00



The Learner's Library: On The Farm introduces children aged 4–7 to farm animals, machinery, and produce using photos, videos, and narrated text.

- Covers animals, farm produce, and machinery with fun facts.
- Includes three interactive activities, a scrapbook, glossary, and worksheets.
- Easy-to-navigate with menu, index, and search features.
- Fully narrated for accessibility, supporting non-readers.

Example uses:

Education: Helps teachers teach science and farm life interactively.
Healthcare: Encourages sensory and cognitive engagement for children with developmental challenges.

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-044

The Learner's Library Pets

Single User
R392.00



The Learner's Library: Pets introduces children aged 4–7 to pet care through engaging videos, photos, and narrated text.

- Covers pet types, feeding, and care with fun facts.
- Includes three pet-themed activities, a scrapbook, glossary, and worksheets.
- Features fully narrated text with two difficulty levels.
- Easy-to-navigate menus, index, and search for quick access.

Example uses:

Education: Supports interactive lessons on pet care and responsibilities.
Healthcare: Promotes sensory engagement and cognitive development for young learners.

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-044

The Learner's Library Transport

Single User
R392.00



The Learner's Library: Transport introduces children aged 4–7 to various land, sea, and air vehicles through photos, videos, and sound effects.

- Covers different types of transport with engaging visuals and audio.
- Includes three activities, a scrapbook, glossary, and worksheets.
- Features narrated text at two levels for accessibility.
- Easy navigation via menu, index, and search functions.

Example uses:

Education: Helps teachers explore transport and geography topics interactively.
Healthcare: Supports cognitive engagement for young learners with additional needs.

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-044

The Learner's Library Vol 1

Single User
R1,176.00

The Learner's Library: Volume 1 combines four KS1 titles—Minibeasts, Transport, On The Farm, and Musical Instruments—into a money-saving compilation for ages 4–7.

5 Users
R2,353.00

- Features narrated text, photos, and videos with menu, index, and search options.
- Includes activities, printable worksheets, and teacher tools for interactive learning.
- Covers subjects like geography, ICT, music, and science.
- All titles also available separately.

20 Users
R4,705.00

Site Licence
R7,058.00



Example uses:

Education: Offers teachers versatile resources for teaching core KS1 topics interactively.
Healthcare: Supports sensory and cognitive development in young learners.



RT275-05-044

The Learner's Library Vol 2

Single User
R1,176.00

The Learner's Library: Volume 2 includes four KS1 titles—Materials, Wild Animals, Food, and Pets—offering narrated text, activities, and multimedia content for ages 4–7.

5 Users
R2,353.00

- Covers science and ICT topics with interactive features.
- Includes printable worksheets, scrapbook tools, and spoken glossaries.
- Money-saving compilation with engaging visuals and videos.
- All titles also available separately.

20 Users
R4,705.00

Site Licence
R7,058.00



Example uses:

Education: Helps teachers deliver interactive lessons on science and ICT topics.
Healthcare: Enhances sensory and cognitive learning for young children with additional needs.



RT275-05-044

The Learner's Library Wild Animals

Single User
R392.00

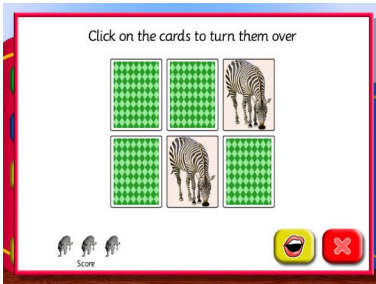
The Learner's Library: Wild Animals is a KS1 resource exploring animals across various habitats through photos, videos, and narrated text.

5 Users
R784.00

- Covers forest, grassland, desert, and ocean animals.
- Includes games, scrapbook tools, a spoken glossary, and worksheets.
- Features two levels of narrated text for easy comprehension.

20 Users
R1,568.00

Site Licence
R2,353.00



Example uses:

Education: Helps teachers engage learners with science lessons on wildlife and habitats.
Healthcare: Supports sensory and cognitive development in young learners through interactive activities.

RT275-05-045

Choose and Cook

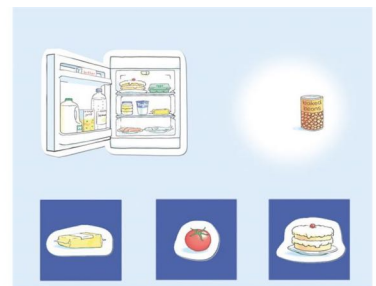
Single User
R1,350.00

Choose and Cook is an interactive program designed to teach food preparation skills through step-by-step, narrated activities.

5 Users
R2,493.00

- Covers a variety of dishes with clear instructions.
- Features vibrant visuals and customisable settings.
- Tracks user progress and offers printable recipes.
- Fully accessible for SEN learners with support for diverse needs.

Site Licence
R3,866.00



Example uses:

Education: Teaches life skills and food preparation in special education settings.
Healthcare: Supports cognitive, motor, and decision-making skill development in learners with additional needs.

RT275-05-045

Choose and Tell Fairy Tales

Single User
R1,350.00



Choose and Tell: Fairy Tales is an interactive storytelling program for SEN learners, allowing them to create unique fairy tales by selecting characters, settings, and outcomes.

5 Users
R2,493.00

- Fully narrated with engaging animations and sound effects.
- Encourages creativity, sequencing, and decision-making skills.
- Accessible for diverse needs with intuitive controls.

Site Licence
R3,866.00

Example uses:

Education: Supports creative writing and storytelling development in young learners.
Healthcare: Enhances cognitive and imaginative skills for individuals with additional needs.

RT275-05-045

Choose and Tell Legends

Single User
R1,350.00



This interactive storytelling software lets children create unique narratives while enhancing creativity and decision-making skills.

5 Users
R2,493.00

- Users shape stories by making choices, promoting engagement.
- Designed with colourful graphics for an immersive experience.
- Fully accessible, including switch compatibility for diverse users.
- Encourages development of language and critical thinking.
- Compatible with Windows systems.

Site Licence
R3,866.00

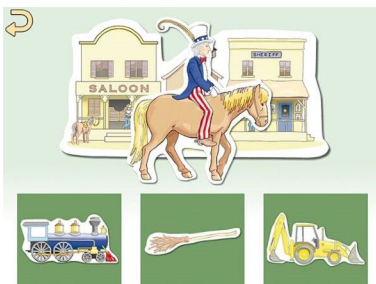
Example uses:

Education: Teachers use it to develop storytelling, comprehension, and decision-making skills in young learners.
Healthcare: Therapists utilise it for speech and cognitive rehabilitation in patients needing creative interaction.

RT275-05-045

Choose and Tell More Nursery Rhymes

Single User
R1,350.00



This software provides interactive storytelling based on popular nursery rhymes, fostering creativity and decision-making.

5 Users
R2,493.00

- Engages users with colourful characters and scenarios from nursery rhymes.
- Allows choices to shape the narrative for personalised stories.
- Switch accessible for inclusive participation.
- Encourages language development and imaginative play.
- Compatible with Windows systems.

Site Licence
R3,866.00

Example uses:

Education: Teachers use it to improve storytelling and decision-making in early learners.
Healthcare: Therapists incorporate it into sessions to boost language and cognitive rehabilitation.

RT275-05-045

Choose and Tell Nursery Rhymes

Single User
R1,350.00



This software enables children to create interactive stories based on classic nursery rhymes, encouraging creativity and language development.

5 Users
R2,493.00

- Lets users personalise stories by making decisions.
- Features colourful visuals and engaging characters.
- Accessible for users requiring switch input.
- Promotes critical thinking and imaginative play.
- Compatible with Windows operating systems.

Site Licence
R3,866.00

Example uses:

Education: Teachers can use it to engage learners in storytelling and language skill-building activities.
Healthcare: Therapists use it to support cognitive rehabilitation and communication development.

RT275-05-045

HelpKidzLearn Subscription - Inclusive Stories (valid for 12 months)

1-10 Users
R2,866.00 per user



Interactive storytelling tool providing sensory-rich learning for diverse educational needs.

11-50 Users
R2,436.00 per user

- Multi-sensory stories to improve literacy, numeracy, and emotional skills.
- Accessible via touch, switches, and eye gaze technology.
- Covers themes like science, health, and social-emotional development.
- Compatible with tablets, PCs, and interactive whiteboards.
- Includes tools for tracking learner progress.

50+ Users
R2,149.00 per user

Example uses:

Education: Enhances inclusion and comprehension for learners with developmental disabilities.
Healthcare: Aids in sensory and cognitive therapy for patients with impairments.

1-5 Site Licences
R6,773.00 per site

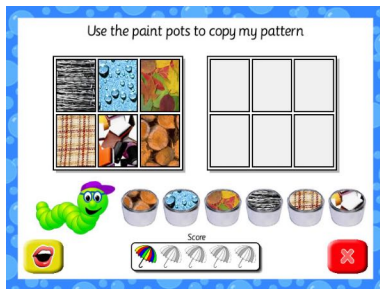
6-10 Site Licences
R6,096.00 per site

11+ Site Licences
R5,757.00 per site

RT275-05-045

Percy Makes Thinking Fun

Single User
R392.00



Interactive program helping young children develop visual perception and picture matching skills through fun activities.

- Includes puzzles, pattern copying, sorting, and sequencing games.
- Features three difficulty levels to suit varying abilities.
- Narrated activities for independent use, with printable worksheets.
- Engaging animations reward task completion.
- Designed for ages 3–6, Foundation, and Key Stage 1 learners.

Example uses:

Education: Enhances observation, logic, and problem-solving skills in young learners.
Healthcare: Supports cognitive development and motor skills in early intervention therapies.

5 Users
R784.00

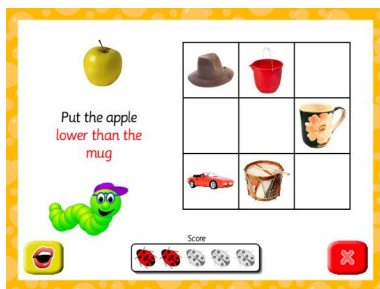
20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-045

Percy On The Move

Single User
R392.00



Interactive program designed to teach young children position, direction, movement, and spatial awareness.

- Covers positional concepts like left, right, up, and down.
- Includes mazes, picture grids, puzzles, and spatial games.
- Narrated activities with three levels of difficulty for varying abilities.
- Fun animations reward successful task completion.
- Features a teacher's section and printable worksheets.
- Designed for ages 3–6, Foundation, and Key Stage 1 learners.

Example uses:

Education: Supports the development of spatial awareness and positional language in early learners.
Healthcare: Aids therapy by enhancing motor planning and cognitive skills in young children.

5 Users
R784.00

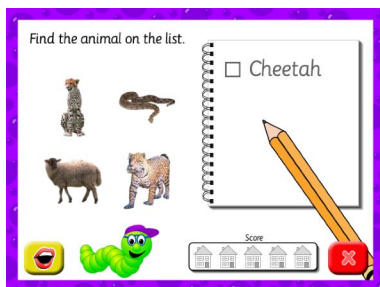
20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-045

Percy's Animal Explorer

Single User
R392.00



Interactive program introducing children to animals, their sounds, and habitats through fun, educational games.

- Explores habitats such as farm, jungle, ocean, and garden.
- Includes activities like matching sounds to animals and quizzes.
- Fully narrated with three difficulty levels for independent learning.
- Touch screen compatible and rewards successful completion with animations.
- Designed for ages 3–6, Foundation, and Key Stage 1 learners.

Example uses:

Education: Helps children learn animal sounds, characteristics, and habitats while building ICT skills.
Healthcare: Supports sensory and cognitive therapy for young children through interactive activities.

5 Users
R784.00

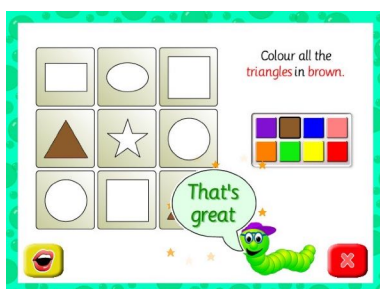
20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-045

Percy's Art Box

Single User
R392.00



Interactive art program inspiring creativity in young children with engaging tools and activities.

- Includes tools for drawing, painting, collages, and colouring by numbers.
- Helps children learn colour recognition and basic art techniques.
- Features three difficulty levels for varied learning stages.
- Narrated activities and printable worksheets for extended creativity.
- Suitable for ages 3–6, Foundation, and Key Stage 1 learners.

Example uses:

Education: Enhances creativity and fine motor skills while teaching colour names and patterns.
Healthcare: Supports motor skill development and cognitive therapy through art-based activities.

5 Users
R784.00

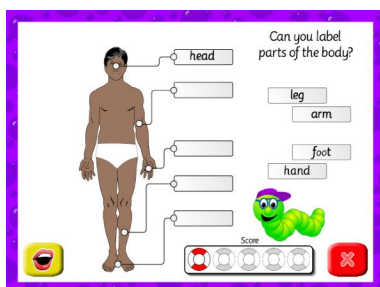
20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-045

Percy's Body Explorer

Single User
R392.00



Interactive program teaching children about the human body, senses, and self-care through engaging activities.

- Covers topics like body parts, senses, and similarities/differences among people.
- Encourages self-care awareness and understanding of health and growth.
- Features narrated text, fun animations, and printable worksheets.
- Offers three difficulty levels, making it suitable for independent learning.
- Designed for ages 3–6, Foundation, and Key Stage 1 learners.

Example uses:

Education: Supports early science lessons by introducing basic anatomy and health concepts.
Healthcare: Aids in sensory and cognitive skill-building for young children in therapy.

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

RT275-05-045

Percy's Learning Box 1

Single User
R1,176.00

Compilation of four interactive titles featuring activities on numeracy, shapes, logic, and memory for young learners.

5 Users
R2,353.00

20 Users
R4,705.00

Site Licence
R7,058.00



- Includes Percy Teaches Maths, Percy Gets Into Shapes, Percy Makes Thinking Fun, and Percy's Skills Builder.

- Covers counting, addition, subtraction, patterns, grouping, puzzles, and sequencing.
- Fully narrated games with three difficulty levels for independent use.
- Features extensive teacher's sections and printable activity sheets.
- Suitable for ages 3–6, Foundation, and Key Stage 1 learners.



Example uses:

Education: Provides a comprehensive resource for early numeracy and problem-solving development.

Healthcare: Supports cognitive therapy through engaging and age-appropriate activities.

RT275-05-045

Percy's Learning Box 2

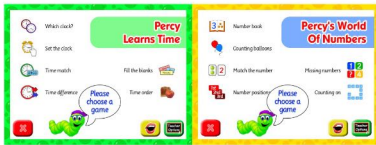
Single User
R1,176.00

Compilation of four interactive titles featuring activities on time, numbers, letters, and puzzles for early learners.

5 Users
R2,353.00

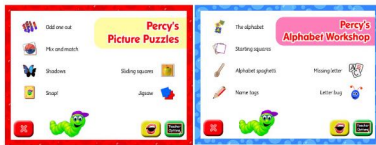
20 Users
R4,705.00

Site Licence
R7,058.00



- Includes Percy Learns Time, Percy's World Of Numbers, Percy's Picture Puzzles, and Percy's Alphabet Workshop.

- Covers time concepts, counting, spelling, alphabet skills, and visual matching.
- Fully narrated activities with teacher sections for guided learning.
- Includes printable worksheets for off-screen practice.
- Suitable for ages 3–6, Foundation, and Key Stage 1 learners.



Example uses:

Education: Enhances time-telling, literacy, and numeracy in an engaging way.

Healthcare: Supports memory, sequencing, and recognition skills in therapy.

RT275-05-045

Percy's Learning Box 3

Single User
R1,176.00

Compilation of four interactive titles focusing on money, spatial awareness, measurement, and animals in their habitats.

5 Users
R2,353.00

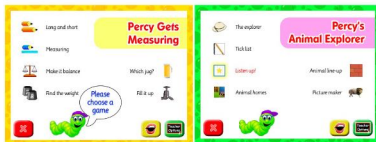
20 Users
R4,705.00

Site Licence
R7,058.00



- Includes Percy Gets Measuring, Percy On The Move, Percy's Money Box, and Percy's Animal Explorer.

- Covers purchasing, giving change, movement, direction, length, weight, and capacity.
- Fully narrated activities with three difficulty levels for independent learning.
- Printable worksheets and extensive teacher sections for extended use.
- Suitable for ages 3–6, Foundation, and Key Stage 1 learners.



Example uses:

Education: Develops early numeracy and science skills in an interactive format.

Healthcare: Supports spatial reasoning and cognitive skill-building through engaging activities.

RT275-05-045

Percy's Learning Box 4

Single User
R1,176.00

Compilation of four interactive titles covering science, music, literacy, and numeracy for young learners.

5 Users
R2,353.00

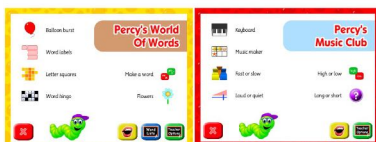
20 Users
R4,705.00

Site Licence
R7,058.00



- Includes Percy Keeps Counting, Percy's Music Club, Percy Has Fun With Science, and Percy's World Of Words.

- Covers phonics, spelling, rhyme, counting, life processes, and musical concepts like pitch and tempo.
- Fully narrated activities with three difficulty levels for independent use.
- Features printable worksheets and an extensive teacher's section.
- Suitable for ages 3–6, Foundation, and Key Stage 1 learners.



Example uses:

Education: Enhances foundational skills in literacy, numeracy, and music.

Healthcare: Supports sensory, cognitive, and language development in therapy.

RT275-05-045

Percy's Learning Box 5

Single User
R1,176.00

5 Users
R2,353.00

20 Users
R4,705.00

Site Licence
R7,058.00

Compilation of four interactive titles covering art, ICT, science, and thinking skills for young children.

- Includes Percy's Computer Club, Percy's Art Box, Percy's Body Explorer, and Percy's Thinking Skills.
- Covers computer basics, mouse and keyboard skills, drawing, puzzles, and healthy living.
- Fully narrated activities with three difficulty levels for independent learning.
- Printable worksheets and extensive teacher sections included.
- Suitable for ages 3–6, Foundation, and Key Stage 1 learners.

Example uses:

Education: Builds foundational ICT, creative, and critical thinking skills in early learners.
Healthcare: Enhances fine motor, logic, and sensory processing skills in therapy.



RT275-05-045

Percy's Music Club

Single User
R392.00

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

Interactive program introducing children to music concepts like pitch, tempo, duration, and dynamics through engaging activities.

- Features an on-screen keyboard for composing, recording, and playing back music.
- Includes games and activities with three levels of difficulty.
- Narrated instructions make it suitable for independent use.
- Printable worksheets and a teacher's section enhance learning.
- Designed for ages 3–6, Foundation, and Key Stage 1 learners.

Example uses:

Education: Encourages early music exploration and creativity in young learners.
Healthcare: Supports fine motor and auditory processing in therapeutic settings.



RT275-05-045

Percy's Picture Puzzles

Single User
R392.00

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

Interactive program enhancing visual perception and picture recognition through simple, engaging activities.

- Includes games like matching pictures, finding the odd one out, and completing jigsaw puzzles.
- Features colourful images, sound effects, and narrated instructions.
- Compatible with touch screens and suitable for unsupervised use.
- Printable worksheets and certificate printing function included.
- Designed for ages 3–6, Foundation, and Key Stage 1 learners.

Example uses:

Education: Strengthens observation and recognition skills in early learners.
Healthcare: Supports cognitive development and visual-motor integration in therapy.



RT275-05-045

Percy's Skills Builder

Single User
R392.00

5 Users
R784.00

20 Users
R1,568.00

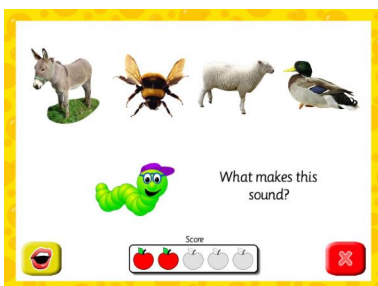
Site Licence
R2,353.00

Interactive program improving memory, observation, and listening skills through engaging activities.

- Activities include memorising patterns, identifying sounds, and matching pictures.
- Features three levels of difficulty to accommodate different abilities.
- Includes fun animations, sound effects, and narrated instructions.
- Provides printable worksheets and a certificate printing function for achievements.
- Suitable for ages 3–6, Foundation, and Key Stage 1 learners.

Example uses:

Education: Strengthens cognitive skills like recall and auditory discrimination in young learners.
Healthcare: Enhances memory and sensory processing in early intervention therapy sessions.



RT275-05-045

Percy's Thinking Skills

Single User
R392.00

5 Users
R784.00

20 Users
R1,568.00

Site Licence
R2,353.00

Interactive program designed to develop thinking, visual perception, and logic skills in young children.

- Includes puzzles, matching pairs, and picture sequencing games.
- Features three difficulty levels with full narration for independent use.
- Provides printable worksheets and an extensive teacher's section.
- Fun and engaging activities tailored for early learners.
- Suitable for ages 3–6, Foundation, and Key Stage 1 learners.

Example uses:

Education: Enhances problem-solving, pattern recognition, and logical thinking in early childhood education.
Healthcare: Supports cognitive therapy and visual-motor skill development in young children.

