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***HearBuilder*[®] Software Wins Children's Technology Review Editor's Choice Award**

Greenville, SC – October 17, 2011 – Children's Technology Review has honored Super Duper Publications with their *Editor's Choice Award* for its *HearBuilder* educational software series. *HearBuilder* addresses four areas critical for a child's success in school — *Auditory Memory: Strategic Memory Training for Listening*; *Following Directions with 40 Basic Concepts*; *Phonological Awareness: Sound Awareness for Reading*; and *Sequencing: 2-6 Step Sequences*. <http://sdpubs.com/1068>

According to Children's Technology Review, "This CD-based series of four well designed titles is like putting a personalized language tutor inside your computer." <http://childrenstech.com/?s=hearbuilder&x=9&y=11>

Since 1993, Children's Technology Review has been an unbiased source for ratings and reviews on children's interactive media. Using a sophisticated rating instrument, Children's Technology Review looks for quality, ease-of-use, solid educational content; fun and engaging features; and value when assessing interactive media products for children.

HearBuilder Auditory Memory — Strategic Memory Training for Listening, for ages 5 and up (grades K-8), has a unique approach to teaching children key strategies for remembering numbers, words, sentences, and stories. Players build their memory skills as they help *Recall Agents Kim and Joey* undertake exciting missions to save *MemoryTown* from the formidable *Dr. Forgetsit!*

<http://www.superduperinc.com/products/view.aspx?pid=HBHE366>

In evaluating *HearBuilder Auditory Memory*, Claudia A., from Richmond, Virginia, said, "Wonderful product! My son loves to be a "Secret Agent" and earn secret agent badges for his work! It was helpful to be able to "try out" the product before purchasing--it helped us to choose the best auditory product for his needs."

Auditory Memory enforces important auditory memory, closure, and comprehension skills in five key areas — *Memory for Numbers* (3-7 digits), *Memory for Words* (3-5 words), *Memory for Details* (1-4 details), *Auditory Closure* (sentence completion), and *Memory for "WH" Information* (2-3 sentences/2-4 questions). The *Home*



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Edition allows parents to choose the levels of play for up to four children, monitor children's progress, print progress reports, and add background noise within the expert level to give children practice in distracting situations.

HearBuilder Following Directions with 40 Basic Concepts is an evidence-based software program that helps children age 4-9 (grades PreK-3) improve their ability to listen to and follow directions as they become *Master Toy Makers* and build their very own virtual *Toy Central Factory*. Throughout the program, children learn the basic concepts in a step-by-step process where the difficulty level gradually increases. *Following Directions* has an exciting, motivating game format with bright, colorful animation to encourage children to have fun while learning. <http://www.superduperinc.com/products/view.aspx?pid=HBPE133>

Ben A., a parent from Chicago, Illinois, commented on his son using the *HearBuilder Following Directions* program. "I ordered this CD for my 6-year-old son who has an auditory processing disorder, and he took to it right away. He is very visual and liked the animations very much. At first we sat him down in front of the computer to do the exercises, but within a short time, he was opening the program and doing the drills on his own. He's learning and doesn't realize it, because he's having so much fun. I'm sure there's a parental bias on my part, but since he started using this program, I feel that he has had a significant improvement in his listening skills in general, and a huge improvement specifically in his ability to follow directions."

HearBuilder Sequencing — 2-6 Step Sequences is a research-based program that features 120 illustrated sequences for targeting comprehension and critical thinking skills. Children age 4-11 (grades K-6) start the program by placing two-step sequences in order. As they progress, they confront more challenging levels until they reach the highest level consisting of six-step sequences. *Sequencing* keeps children's interest by wrapping the program in an entertaining carnival atmosphere where children enter a colorful *Fun House*, earn virtual tokens as they complete levels, and use the tokens to play games in the virtual *Sequence Arcade*. <http://www.superduperinc.com/products/view.aspx?pid=HBPE499>

Julia C., a parent from British Columbia, Canada, knows first-hand the benefits of *HearBuilder Sequencing*. She stated, "This program was suggested by a SLP [speech-language pathologist] to help my child with auditory processing. I like how it can be manipulated to suit the child's needs at different stages, and multiple children. Great program!"

HearBuilder Phonological Awareness — Sound Awareness for Reading is an evidence-based software program designed to help children improve their phonological awareness and listening skills. Players earn instruments and band members to form the rock band *The Phonemix* while learning to segment, blend, and manipulate sounds.



Students learn to segment, blend, and manipulate words, syllables, and sounds in nine target areas: *Sentence Segmentation, Syllable Blending, Syllable Segmentation, Rhyming, Phoneme Blending, Phoneme Segmentation and Identification, Phoneme Deletion, Phoneme Addition, and Phoneme Manipulation*. As the students move through each multi-level task, they earn instruments and band members to ultimately form *The Phonemix*, a virtual rock band. <http://www.superduperinc.com/products/view.aspx?pid=HBPE255>

"This program is the only computer software program available that covers ALL the areas of phonological awareness, including phoneme manipulation," states Trisha P., in Anaheim, California. "The rock band theme is motivating for my students and they love the individual game reward activities. As a therapist, I love that I can individualize each student's intervention according to the various activity domains and multiple skill levels within each activity. Students who were burnt out on traditional phonological awareness activities have had their motivation and interest reignited. I am so grateful for this product."

The HearBuilder software series has been recognized by numerous prestigious award organizations — *Creative Child, Dr. Toy, Family Choice, Mom's Choice, The National Parenting Center, Parent's Choice, Teachers' Choice, and Tech & Learning*. <http://www.superduperinc.com/products/awards.aspx>

Super Duper Publications creates enjoyable, engaging educational materials for children with special needs and communication or language delays. The Super Duper website offers a wide variety of products for teachers, therapy professionals, and parents to use with children in a classroom, therapy setting, and at home.

For more information and to see the full line of Super Duper products, visit www.superduperinc.com.

