

AWE LEARNING SUPPORTS & TITLES FOR NEURODIVERGENT LEARNERS

A PRACTICAL RESOURCE FOR LIBRARIES



EXPLORE AWE LEARNING FEATURES AND EDUCATIONAL TITLES THAT SUPPORT STRUCTURED, VISUAL, SELF-PACED, AND REPEATABLE LEARNING EXPERIENCES FOR CHILDREN AGES 2-12.

ABOUT THIS RESOURCE

AWE Learning has spent more than 30 years helping libraries create meaningful learning experiences for children. We partner with public libraries and community organizations across the United States and Canada to provide safe, engaging, and developmentally appropriate digital learning solutions designed specifically for young learners ages 2–12.

At the heart of our work is a simple belief: every child deserves access to high-quality learning tools, regardless of background or resources.

HOW THIS LIST WAS BUILT

AWE Learning's neurodiverse learning support approach centers on giving children a safe, structured, and developmentally appropriate space to learn independently, without the pressure or distraction of the open internet.

The titles included in this resource were selected because their descriptions explicitly reflect one or more of AWE Learning's stated neurodiverse learning support pillars.

01



STRUCTURE & PREDICTABILITY

Self-paced exploration, consistent navigation, and a closed system with no open internet, ads, or pop-ups to fragment attention.

02



SENSORY SUPPORTS

Adjustable maximum volume and headphone compatibility support reduced or individualized sensory input.

03



MULTIPLE INTERACTION SKILL BUILDERS

Touchscreen, mouse, and keyboard options support fine-motor practice and different physical needs.

04



CONTENT ACCESS & REPETITION

Dedicated pre-reader spaces, read-aloud and audio support, and built-in repetition reinforce skills without requiring independent reading.

05



INDEPENDENT, VISUAL & CONSISTENT LEARNING

The overall approach favors visual learning, repetition, and predictable interaction, which AWE identifies as particularly meaningful for neurodiverse children and children with disabilities.

HOW TO USE THIS GUIDE

Each STREAM section identifies educational titles that provide one or more AWE-aligned supports, including structure and predictability, self-paced practice, sensory-friendly visual or audio design, low-pressure discovery, adult or older-youth co-engagement, and social-emotional content.

Titles are organized roughly from youngest to oldest based on their listed age range. Age levels are averages, recognizing that every child learns in their own way and at their own pace.

FEATURED EXAMPLE



AUTISPARK

Ages 4–10

AutiSpark centers matching, sorting, patterns, memory, tracing, spelling, math, emotion recognition, and creative play. It appears throughout multiple STREAM categories because its activities span Reading, Arts/Music, and Math.



AVAILABLE CONTENT MODULES

AWE Learning offers flexible content options to meet the needs of your community.



Early Literacy Station™

Ages 2–8
113 titles



Bilingual Spanish

Ages 2–8
96 titles



AfterSchool Edge

Ages 6–12
96 titles



Early Literacy Station + Bilingual Spanish

Ages 2–8
168 titles



Early Literacy Station + AfterSchool Edge

Ages 2–12
167 titles



Bilingual Spanish + AfterSchool Edge

Ages 2–12
151 titles



ELS + Bilingual Spanish + AfterSchool Edge

Ages 2–12
222 titles



Platinum Complete

All four modules
Ages 2–12
223 titles



AWE Learning describes this approach as educational technology, not a medical or therapeutic intervention.

STREAM

SCIENCE

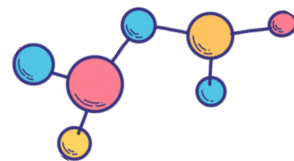
Single-concept, narrated e-books and gentle experiment videos let a child watch, explore, and revisit one idea at a time — a good match for kids who do best with low-stakes, repeatable discovery rather than open-ended free play.



Title (Code)	Ages	What It Does	Why It Works for Neurodivergent Learners
Sid the Science Kid: States of Water HSSKS	2-6	Sid discovers that water has three states: liquid, solid, and gas. Go explore, investigate, and discover by making your own water experiment.	Discovery: one contained concept explored step by step, with a familiar recurring character (Sid) that keeps the format predictable across the series.
Didi & Ditto Kindergarten KDDKESP	2-6	Explore the colorful world of Didi & Ditto and practice math, literacy, science, and thinking skills.	Structure + Sensory: a consistent, color-forward world with practice-based activities across subjects, so the interaction pattern stays familiar even as content changes.
Gisekle's Big Backyard ELF	2	Explore a backyard farm, practice ABCs and 123s, and more!	Discovery + Pacing: an open, low-pressure backyard setting paired with simple ABC/123 practice for very early, self-directed exploration.
Find It: A Trip to the City HSTTC	2-6	Explore different places in the city in this interactive story.	Discovery + Co-Engage: an interactive storybook format that invites an adult or older sibling to narrate or point out details together.
Conceptos De Principiante FFCDP	2-7	Learn about parts of the body, shapes, clothes, and emotions with these beginner concept e-books: La Ropa, La Calabaza Feliz, Las Formas son Super, Mi Cuerpo.	SEL + Co-Engage: short beginner e-books that name emotions alongside concrete concepts (body, shapes, clothes) — easy for a caregiver to read alongside the child.
Pango Build Safari APBS	3-8	Build your own safari and explore it with the different characters.	Discovery: open-ended, low-stakes building and exploring with friendly characters and no wrong answers or time pressure.

STREAM

SCIENCE CONTINUED



Title (Code)	Ages	What It Does	Why It Works for Neurodivergent Learners
Science & Nature 1 FFSNELS	4-7	Explore the farm, seasons and learn about the planets with these fun e-books: My Planet & Me, On the Farm, The Seasons, AND Pluto the Lonely Dwarf Planet.	Structure + Co-Engage: a bundle of short, self-contained e-books an older youth or adult can read aloud one at a time, each following the same predictable e-book format.
Science Bob ELF	4	Watch videos of Science Bob conducting a variety of science experiments.	Sensory + Pacing: a low-demand, watch-only format (no required interaction) that lets a child observe at their own pace, easy to pause with a companion.
Tarjetas de Memoria IDZEBFT	5	Learn the Spanish words for animals, birds, fruits, vegetables, shapes, professions, vehicles, insects, and foods in this matching game.	Structure: a classic matching-card format — one of the most predictable, rules-based game structures, which supports learners who do best with clear right/wrong feedback.
Sid the Science Kid: Pollination HSSKP	2-6	Learn all about pollination with Sid the Science Kid.	Structure: part of the same recurring-character Sid series, so the on-screen format and pacing stay consistent from title to title, reducing novelty-related friction.

TECHNOLOGY

Coding and typing titles here give an immediate, consistent cause-and-effect loop (press a key or place a color, see the result) — the kind of predictable feedback that supports learners who benefit from clear structure and low ambiguity.



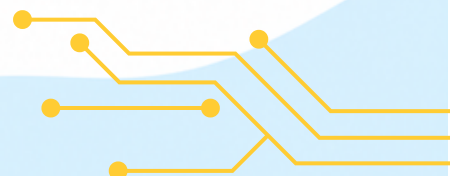
Title (Code)	Ages	What It Does	Why It Works for Neurodivergent Learners
Paint the Square IDZPTS	6-12	Practice your coding skills by putting the colors and arrows in the correct order to match the given image.	Structure + Sensory: color- and order-matching against a target image — a highly predictable, visually anchored task with a single correct answer.
Connect Diagonally IDZCD	2-12	Practice your coding skills by connecting the dots diagonally to match the given image.	Structure + Pacing: repeatable dot-to-dot matching with a wide 2-12 age span, so the same predictable mechanic can be revisited as skills grow.
Connect the Dots IDZCTD	2-12	Practice your coding skills by connecting the dots to match the given image.	Structure: a simple, rules-based matching task with an unambiguous end state (the completed image).
Junta Los Puntos IDZCTDESP	6-12	Practice coding by connecting the dots to match the given image.	Structure: Spanish-language version of the same predictable connect-the-dots coding mechanic.
Keyboard Typing Skills ELF	5	Select your typing level (beginner, novice, expert) and test your typing skills.	Pacing: learner-selected difficulty levels let a child (or a supporting adult) set the pace and avoid overwhelm.
Typing Instructor Platinum ISTIP	6-12	Learn keyboard basics through step-by-step lessons, challenges, tests, and games.	Structure + Pacing: explicit step-by-step lesson sequencing gives a clear, predictable order to work through rather than open-ended free play.

STREAM

TECHNOLOGY CONTINUED



Title (Code)	Ages	What It Does	Why It Works for Neurodivergent Learners
Typing Instructor for Kids ISTIK	2-6	Explore Typer Island and learn how to type!	Discovery + Co-Engage: an inviting, low-pressure island theme for early keyboard exposure that an older youth can sit alongside and coach.
Code Monster from Crunchzilla ELF	7	Practice coding with Code Monster. Change the code and see immediate results.	Structure: immediate, consistent visual feedback for every change — a tight cause-and-effect loop that reduces uncertainty about what an action will do.
Kids Telling Time IJKTT	6-10	Explore Ticky's house and learn to set and tell time on both digital and analog clocks.	Discovery + Structure: telling time is itself a routine-building skill, taught here through a consistent, explorable house setting.
Tux Typing TUXTYPE	5-12	Learn how to type in a fun way.	Pacing: repeatable typing drills in a friendly, game-like interface that a child can return to and practice without penalty for going slowly.



READING

This is the deepest of the six areas, and it holds AWE's own AutoSpark alongside matching, tracing, and read-aloud titles built around exactly the pre-reader and audio-support features AWE calls out for neurodiverse learners.



Title (Code)	Ages	What It Does	Why It Works for Neurodivergent Learners
AutoSpark IDZAS	4-10	Practice associating objects, understand emotions, sort, recognize sounds and words, and more.	Structure + SEL: AWE's purpose-built neurodivergence title, combining sorting/association tasks with explicit emotion recognition.
ABC Trains IJABC	2-7	Learn letter names and sounds, trace letter shapes, identify letters in context, and match lower to uppercase letters.	Structure: tracing and upper/lowercase matching are both highly predictable, repeatable motor-and-recognition tasks.
Come Alive Listening YDCAL	2-12	Children will explore the beach, park, countryside, and street. Develop listening skills through the engaging and interactive activities.	Sensory + Co-Engage: audio-led listening activities that pair well with headphones for reduced sensory input, or with a companion listening alongside.
Puzzle Shapes WPS	2-5	Match pairs, colors, sizes and shapes, while practicing basic counting.	Structure + Sensory: matching by color, size, and shape combines predictable task structure with strong visual/color cues.
Didi & Ditto Kindergarten KDDKESP	2-6	Explore the colorful world of Didi & Ditto and practice math, literacy, science, and thinking skills.	Structure + Sensory: the same consistent, color-rich world and practice format described under Science, here applied to early literacy.
Kids Learn to Read IJKLTR	4-7	Practice blending sounds together to read and spell simple words. Select letters in the activities to hear each letter.	Sensory + Co-Engage: letter-by-letter audio playback supports pre-readers and gives an adult a natural point to sit in and blend sounds together.



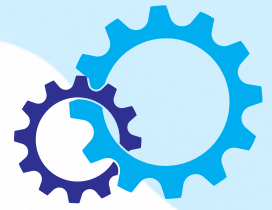
Title (Code)	Ages	What It Does	Why It Works for Neurodivergent Learners
Geometry Shapes - PreK IDZGSP	4-7	Practice tracing, identifying, and sorting shapes.	Structure: tracing, identifying, and sorting are three of the most predictable, low-ambiguity task types for early learners.
I've Got A Feeling IGAF	2-6	Matching, drawing, memory, puzzle activities built around feelings.	Structure + SEL: pairs a feelings/emotion theme with the most predictable game types (matching, memory, puzzle).
The Berenstain Bears Get in a Fight BBGFESP	3-8	Bear and Sister Bear get in a fight and make up. Listen to the story or read it yourself.	SEL + Co-Engage: a conflict-and-repair story that a child can either read alone or have read aloud, opening a natural conversation about feelings with a companion.
Kids Sight Words IJKSW	5-7	Listen to common words and identify the correct sight word, improve reading skills and reading fluency by practicing words that they may have seen or are familiar with.	Sensory + Pacing: audio-first word identification with repeated, familiar vocabulary builds fluency without requiring independent decoding.
Alive Alphabet Tracing IJAAT	2-5	Learn letters and letter tracing techniques, the first step in handwriting.	Structure: an explicit first-step, sequenced approach to handwriting through repeatable tracing.
Pequeños Monstruos FFPM	4-6	Learn about time, feelings and emotions, and people you will see on your street and at school with these fun Lil Monsters e-books: Cómo Estás?, Qué Hora Es?, Quién Está en Mi Calle?, Quién Está en Mi Escuela?	Structure: tracing, identifying, and sorting are three of the most predictable, low-ambiguity task types for early learners.

ENGINEERING

Building, tracing, and step-by-step construction tasks give a clear start and finish — useful for learners who benefit from visible progress and a defined end state rather than open-ended tinkering.



Title (Code)	Ages	What It Does	Why It Works for Neurodivergent Learners
Paint the Square IDZPTS	6-12	Practice your coding skills by putting the colors and arrows in the correct order to match the given image.	Structure + Sensory: the same color/order matching-to-target mechanic described under Technology.
Connect Diagonally IDZCD	2-12	Practice your coding skills by connecting the dots diagonally to match the given image.	Structure: predictable dot-connection with a single correct completed image.
Writing Wizard LEWW	3-8	Trace and practice writing letters, words, shapes, and numbers.	Structure + Pacing: guided tracing across letters, shapes, and numbers gives repeatable fine-motor practice with a consistent format.
Typing Instructor for Kids ISTIK	2-6	Explore Typer Island and learn how to type!	Discovery + Co-Engage: same low-pressure, companion-friendly keyboard introduction noted under Technology.
Code Monster from Crunchzilla ISTIK	7	Practice coding with Code Monster. Change the code and see immediate results.	Structure: immediate, consistent cause-and-effect feedback for every code change.



Title (Code)	Ages	What It Does	Why It Works for Neurodivergent Learners
Tiny Builders WKTB	3-6	Explore the construction scene and help the construction workers complete their tasks.	Structure + Discovery: a defined task list within an open, explorable construction scene — clear goals inside a low-pressure setting.
Tim the Fox - Mosaic IETFM	4-8	Create your own mosaic.	Sensory + Discovery: a grid-based, color-driven creative task with an inherently calm, structured visual layout.
Tim the Fox - Puzzles IETFPUZ	4-8	Solve the puzzles to see the image appear.	Structure: a predictable reward (the revealed image) tied directly to completing each puzzle piece, giving a clear, motivating end state.
Pango Build City PBC	4-8	Help build a city for Pango and his friends.	Structure + Discovery: sequential building tasks with friendly characters, giving a clear goal inside a low-stakes world.
Pango Build Park PBP	4-8	Choose logic blocks and build a path for Pango.	Structure: logic-block path-building is an inherently sequential, rules-based task with visible, incremental progress.

ARTS/MUSIC

Color, coloring, and multi-touch music titles are a direct match for AWE's sensory-consideration guidance (adjustable audio, headphone compatibility, calming visual design) and give an easy on-ramp for shared, collaborative play.



Title (Code)	Ages	What It Does	Why It Works for Neurodivergent Learners
Paint the Square IDZPTS	6-12	Practice your coding skills by putting the colors and arrows in the correct order to match the given image.	Structure + Sensory: color- and order-matching, doubling as both a coding and a color-recognition activity.
Kids Learn to Sort IJKLS	3-6	Practice sorting objects by shape, color, size, and more.	Structure + Sensory: sorting by shape, color, and size is a core, repeatable classification task built around clear visual attributes.
AutiSpark IDZAS	4-10	Practice associating objects, understand emotions, sort, recognize sounds and words, and more.	Structure + SEL: AWE's own neurodivergence-designed title, listed again here for its creative-play and sorting activities.
Colors Workshop SLC	3-10	Discover a new world of color and how colors are formed.	Sensory + Discovery: a title built entirely around visual/color exploration, directly supporting learners who respond well to strong visual anchors.
Dino Tim DDTENG	3-6	Practice recognizing colors, numbers, and shapes.	Structure + Sensory + Pacing: repeated color/number/shape recognition practice in a friendly, low-stakes format.
Tim the Fox - Paint IETFP	4-8	Color the pictures to see the image appear.	Sensory: coloring activities are a classic calming, self-regulating visual task with a predictable, rewarding payoff.

ARTS/MUSIC

CONTINUED



Title (Code)	Ages	What It Does	Why It Works for Neurodivergent Learners
Little Pim: Colors LPCESP	2-6	Learn colors in Spanish with Little Pim.	Sensory + Pacing: simple, repetitive color-naming with a consistent, gentle presentation.
Fingertapps Music - Solo FTIS	2-12	Exploratory music program allows a child to play and record music created by a guitar, drums, or keyboard or mix sounds with a looper.	Sensory + Discovery: self-paced, self-directed sound exploration that a child controls entirely – pairs naturally with headphones and adjustable volume.
Fingertapps Instrument - Band FTI	2-12	Collaborative multi-touch application allows children to simultaneously play instruments.	Co-Engage: built for two or more people to play together on one screen – a direct, structured way for an adult or older youth to join in.
Jelly Jigsaw FTJJ	2-12	Solve puzzles with friends using this collaborative, multi-touch application.	Co-Engage + Structure: a puzzle (inherently structured) explicitly designed for shared, side-by-side play.
Inside Art ELF	5	Explore art history, elements and principles.	Discovery: open, self-paced exploration of art concepts with no performance pressure.
Puzzle Shapes WPS	2-5	Match pairs, colors, sizes and shapes, while practicing basic counting.	Structure + Sensory: the same predictable color/shape matching described under Reading, doubling as an arts-and-visual activity.

MATH

Matching, sorting, sequencing, and pattern activities dominate this area – the pillar AWE names most directly for neurodiverse learners – plus a few guided/collaborative titles that build in a natural role for a supporting adult.



Title (Code)	Ages	What It Does	Why It Works for Neurodivergent Learners
Pre-coding Penguins PCP	2-6	Matching, sequences, patterns, language, and animals.	Structure: built explicitly around matching, sequencing, and patterns – the clearest example of predictable, rules-based task design in the catalog.
Didi & Ditto Kindergarten KDDKESP	2-6	Explore the colorful world of Didi & Ditto and practice math, literacy, science, and thinking skills.	Structure + Sensory: consistent, color-rich practice format, here applied to early math and thinking skills.
Kids Learn to Sort IJKLS	3-6	Practice sorting objects by shape, color, size, and more.	Structure + Sensory: sorting by concrete visual attributes (shape, color, size) is one of the most predictable early-math task types.
AutiSpark IDZAS	4-10	Practice associating objects, understand emotions, sort, recognize sounds and words, and more.	Structure + SEL: sorting and object-association activities from AWE's own neurodivergence-designed title.
Puzzle Shapes WPS	2-5	Match pairs, colors, sizes and shapes, while practicing basic counting.	Structure + Sensory: matching and counting combined in a single, visually anchored activity.
Connect Diagonally IDZCD	2-12	Practice your coding skills by connecting the dots diagonally to match the given image.	Structure: predictable, sequential dot-connection with a single correct outcome.



Title (Code)	Ages	What It Does	Why It Works for Neurodivergent Learners
Graphing Puzzle GRPHPZL	10-12	Discover the mystery picture by plotting the given ordered pairs on the coordinate grid.	Structure + Discovery: a rules-based coordinate-plotting task with a predictable, rewarding reveal at the end.
Number Recognition NBRRN	2-5	Math, counting, sequence, numbers, and memory.	Structure: counting and sequencing are foundational, highly repeatable number-recognition tasks.
Numbers Counting NBRCT	3-5	Math, counting, songs, sequence, and memory.	Structure + Sensory: sequenced counting reinforced through song, adding an audio-supported repetition layer.
Watch... SNAP! SNAP	3-12	Improve mental agility by matching shapes and images.	Structure: a classic, wide-age-range matching game with clear, unambiguous rules.
Math Doodles MDOODLE	5-12	Provides a place where anyone can discover the joy, wonder, and fun of mathematics.	Discovery: an open, low-pressure space to explore math concepts without a fixed right answer to chase.
MathPup Draw Coordinate MPDC	6-12	Guide MathPup along various paths so that all of the dog bones can be fetched.	Co-Engage + Structure: framed around "guiding" a character along a defined path — an easy activity for an adult or older youth to narrate and assist with.