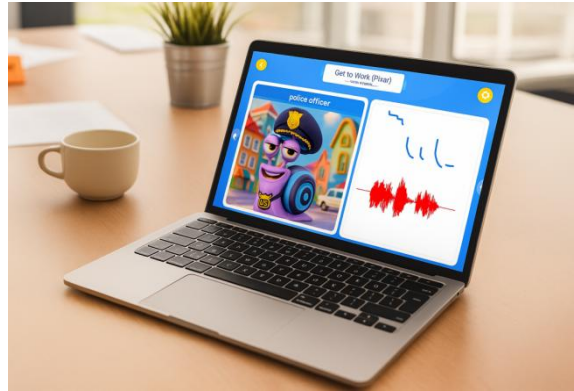


ICF[®] Speech & Voice Talking Cards

ICF[®] Speech & Voice Talking Cards

enhance speech production, fluency, and voice control through interactive Talking Cards that feature real-time sound wave and pitch visualizations. Combined with engaging games and expressive training activities, they help strengthen articulation, prosody, and emotional expressiveness in everyday communication.



System Overview

ICF[®] Speech & Voice Talking Cards consist of 5 modules:

The first module is **Speech & Fluency**, which consists of the following parts: Get to Work (Pixar) and Get to Work (Realistic).

The second module is **Emotion & Speech**, which consists of the following parts: “What emotions would you have if...” and “What did Buzzy find...”.

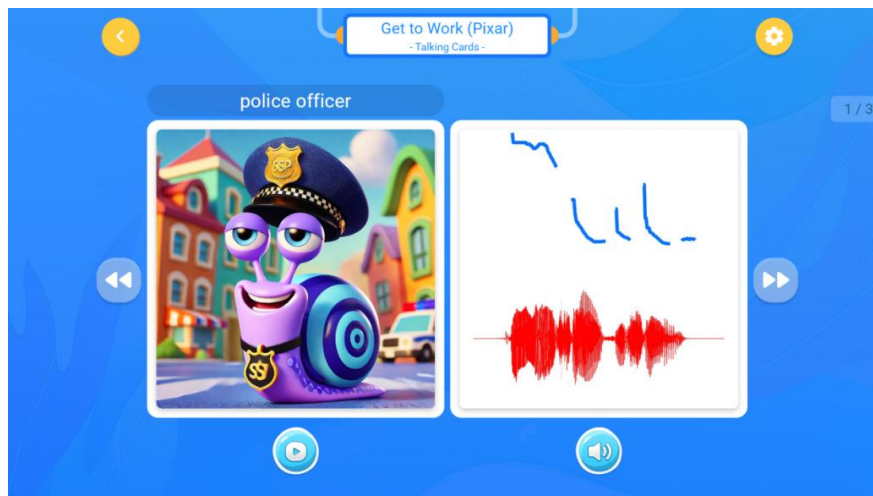
The third module is **Motor & Speech**, which consists of the following parts: Basics of Motion and Move Your Body.

The fourth module is **Sensory & Speech**, which is composed of Sensory Activities.

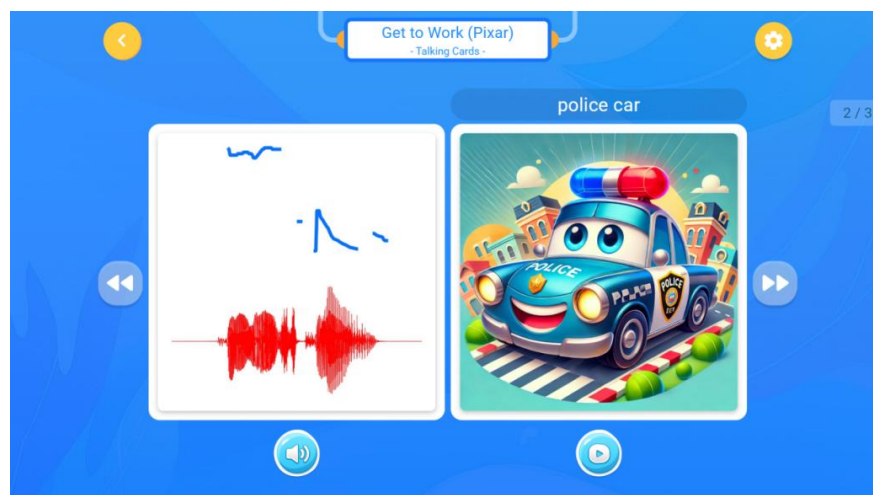
The fifth module is **Voice Explore**.

Features

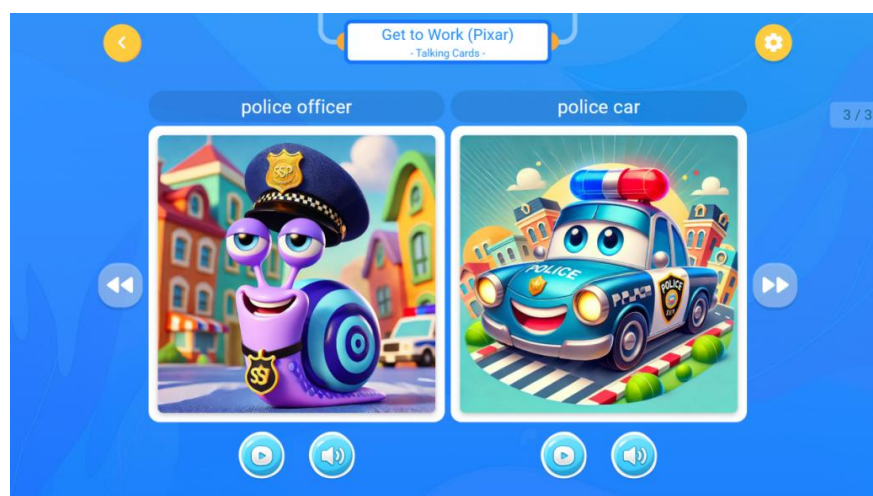
1. Talking Cards: Each Talking card features a video and image on one side, with Pitch and Waveform displayed on the other.



Police officer (**Talking Cards, Pitch and Waveform**)



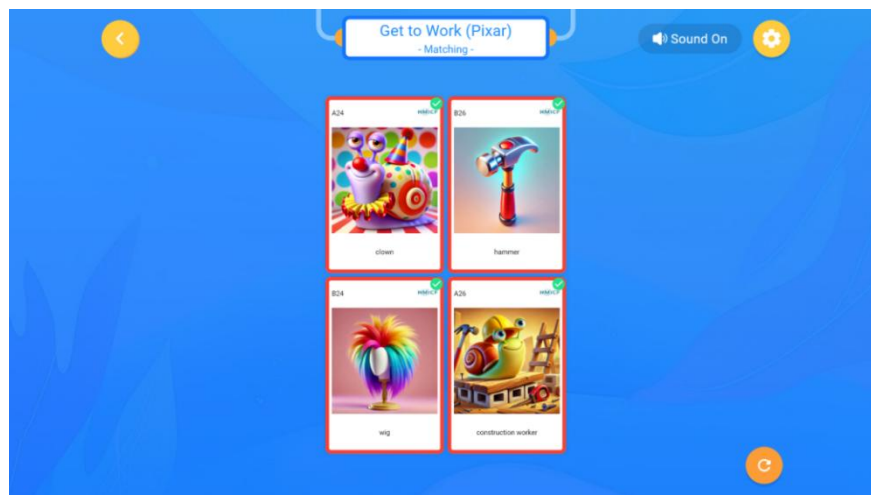
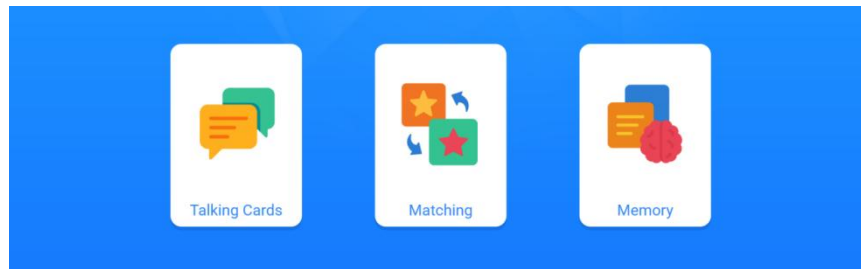
Police car (**Talking Cards, Pitch and Waveform**)



Police officer

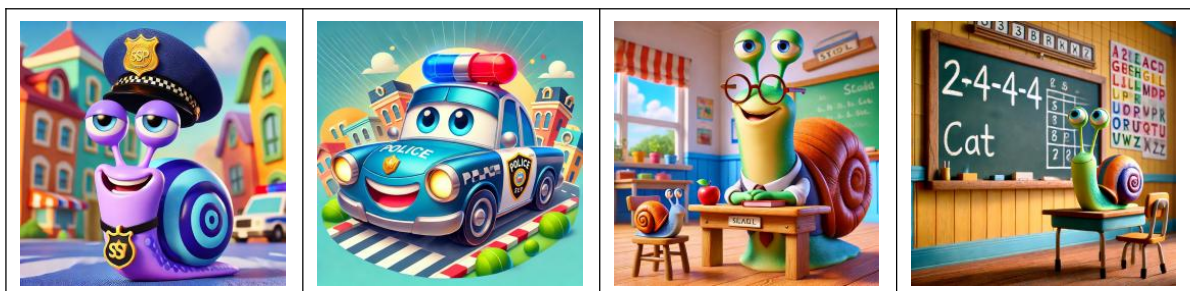
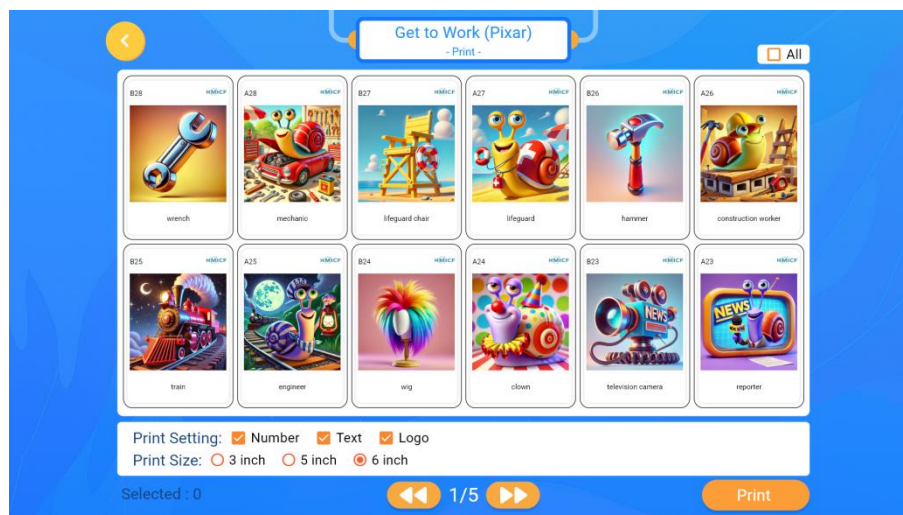
police car

2. Matching or Memory



Select cards to match

3. Print as Flash Cards





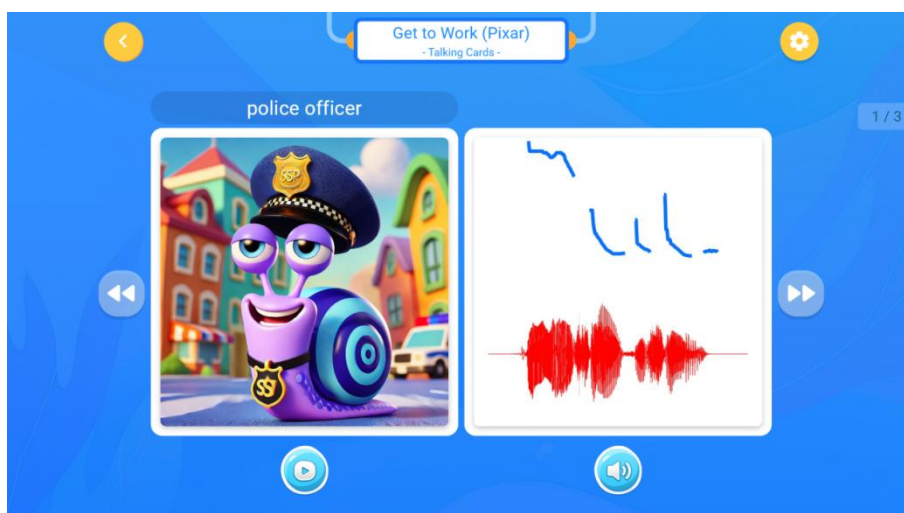
(Print flash cards in 6 inches, and put your Logo on the cards)

What We Have

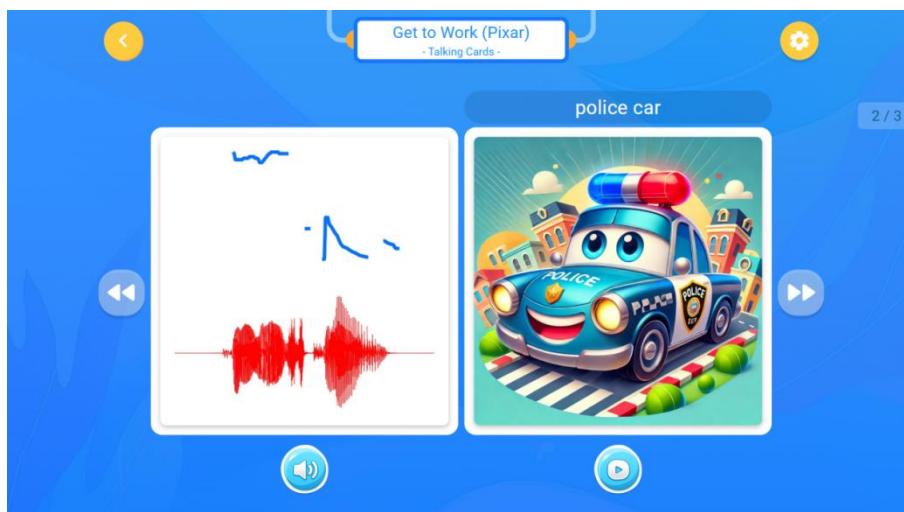
ICF® Software for Pad/PC			Retail Price
ICF11: ICF® Speech & Voice Talking Cards			USD 250 (total: 8)
Speech & Voice Talking Cards	No.	Product	
	F101p	Speech & Fluency (Get to Work)	
		• Get to Work (Pixar, 56 cards/28 pairs)	USD 30
	F101r	• Get to Work (Realistic, 56 cards/28 pairs)	USD 30
	E101	Emotions & Speech	
		• What emotions would you have if (Realistic, 56 cards)	USD 45
	E102	• What did Buzzy find... (Realistic, 56 cards)	USD 45
	M101	Movement & Speech	
		• Basics of Motion (56 cards/28 pairs)	USD 45
	M102	• Move your Body (Realistic, 60 cards)	USD 45
	S101	Sensory & Speech	
		• Sensory Activities (Realistic, 60 cards)	USD 45
	V101	Voice Explorer (Pixar, 52 cards/26 pairs)	USD 30

1. Speech & Fluency

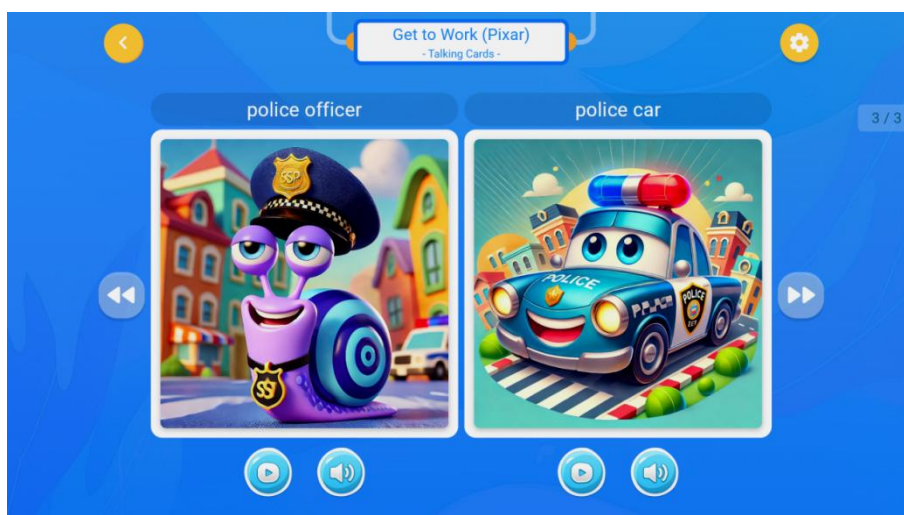
(1) F101p: Get to Work (Pixar, 56 cards/28 pairs)



Police officer (Talking Cards, Pitch and Waveform)



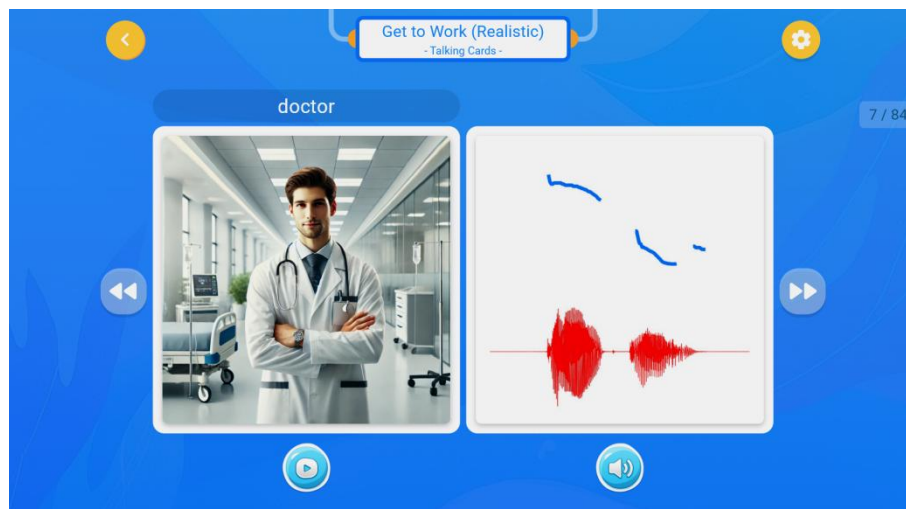
Police car (Talking Cards, Pitch and Waveform)



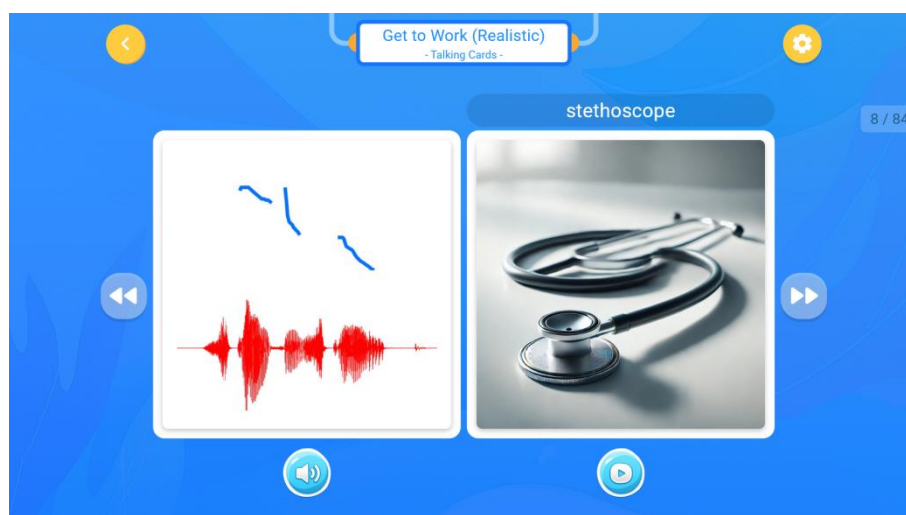
Police officer

police car

(2) F101r: Get to Work (Realistic, 56 cards/28 pairs)



Doctor (**Talking Cards, Pitch and Waveform**)



Stethoscope (**Talking Cards, Pitch and Waveform**)

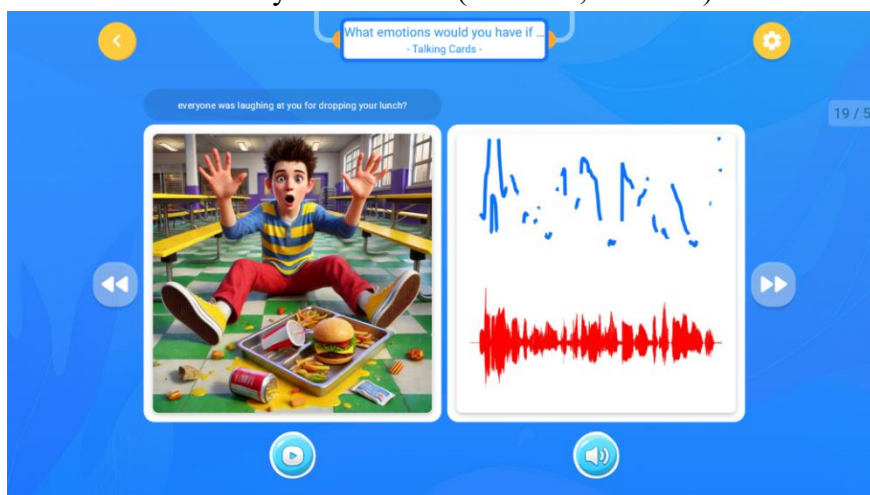


Doctor

Stethoscope

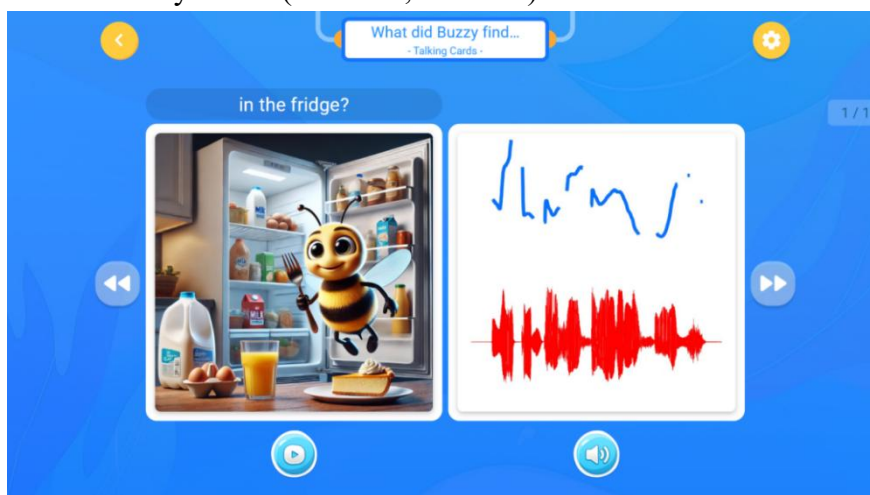
2. Emotions & Speech

(1) E101: What emotions would you have if ... (Realistic, 56 cards)



Everyone was laughing at you for dropping your lunch (**Talking Cards, Pitch and Waveform**)

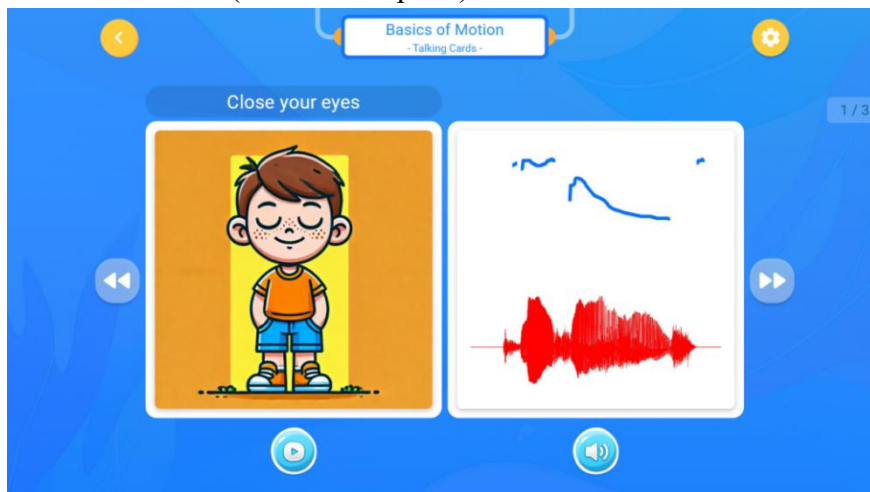
(2) E102: What did Buzzy find... (Realistic, 56 cards)



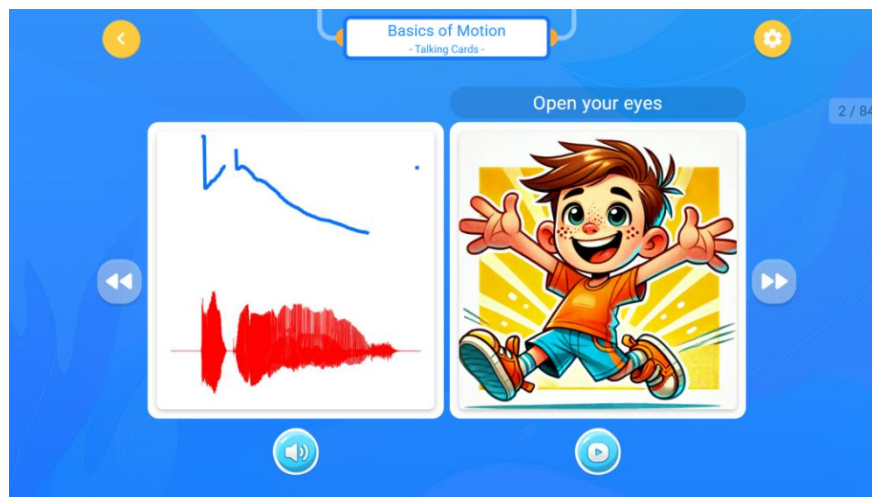
In the fridge? (**Talking Cards, Pitch and Waveform**)

3. Movement & Speech

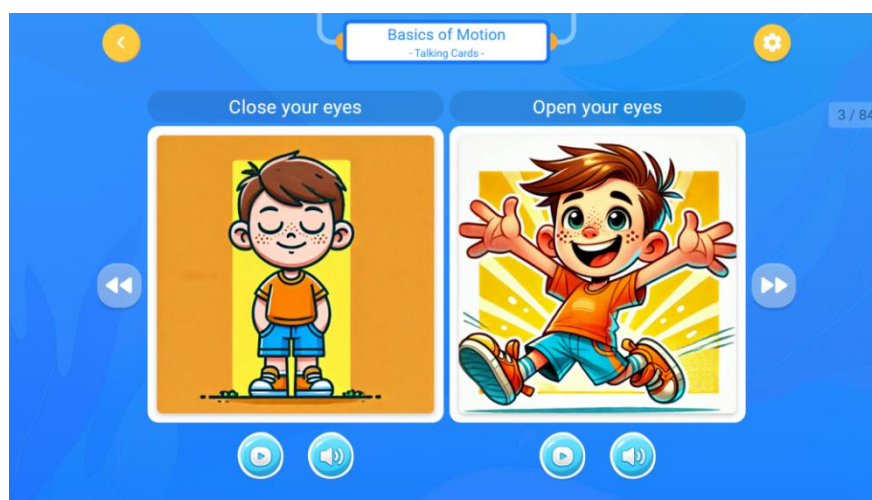
(1) M101: Basics of Motion (56 cards/28 pairs)



Close your eyes (**Talking Cards, Pitch and Waveform**)



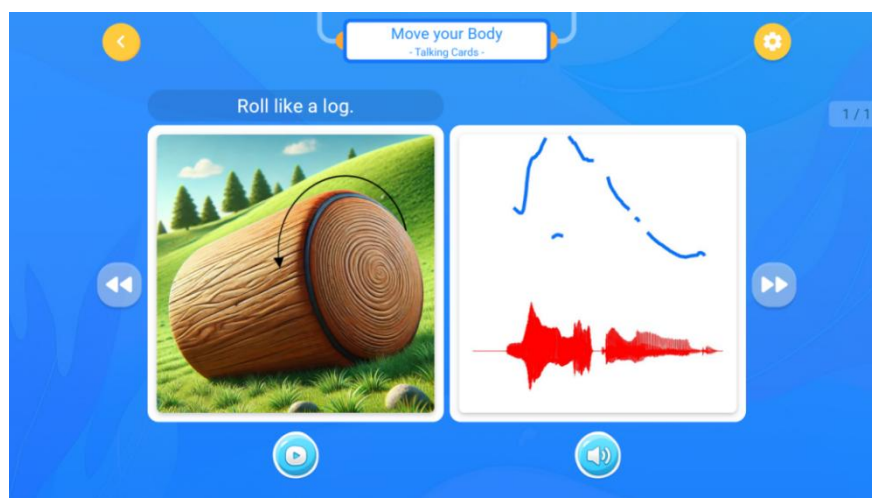
Open your eyes (**Talking Cards, Pitch and Waveform**)



Close your eyes

Open your eyes

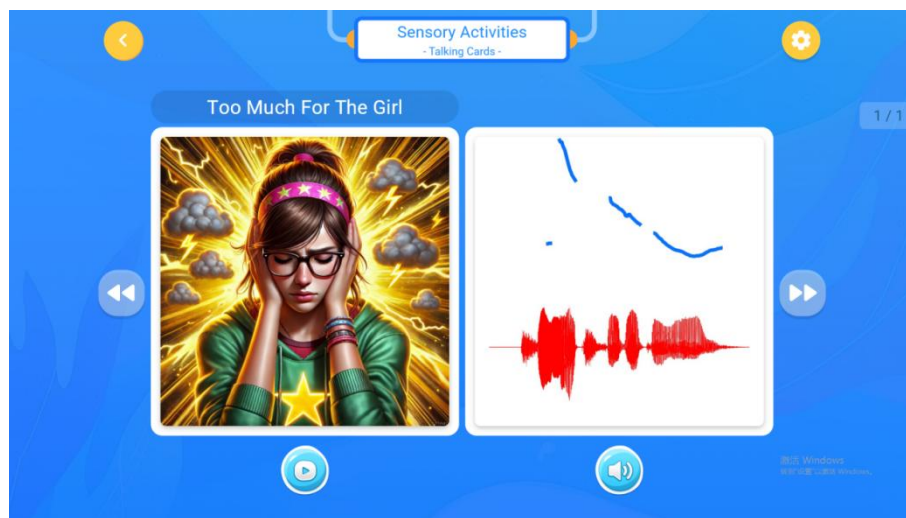
(2) M102: Move your Body (Realistic, 60 cards)



Roll like a log. (**Talking Cards, Pitch and Waveform**)

4. Sensory Speech

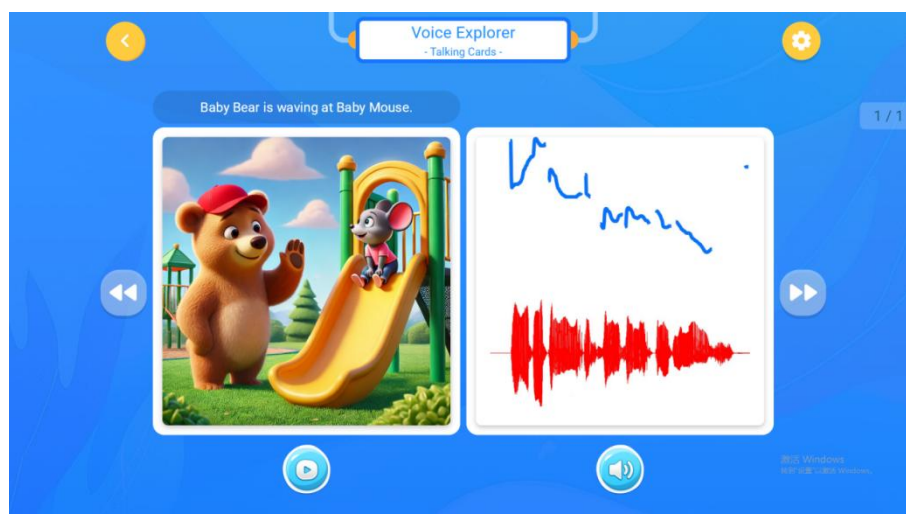
(1) S101: Sensory Activities (Realistic, 60 cards)



Too Much For The Girl (Talking Cards, Pitch and Waveform)

5. Voice Explore

(1) V101: Voice Explorer (Pixar, 52 cards/26 pairs)



Baby bear is waving at Baby Mouse. (Talking Cards, Pitch and Waveform)