Clinically reviewed by Alissa Fox, M.S. CCC-SLP and Mari Gottlieb, M.A. CCC-SLP · 2026-10-10. Reviewers are SpeechLP co-founders.

AI speech therapy for kids: what SpeechLP does and where its limits begin

SpeechLP uses speech recognition to support articulation practice in games for children ages 2 to 9. A child practices selected speech sounds while a caregiver can review the session. Its automatic feedback and informal screener provide practice context, not a diagnosis, treatment prescription, or substitute for an evaluation by a licensed speech-language pathologist.

Key facts

- Intended audience: children ages 2 to 9 and their caregivers, with suitability depending on individual needs.
- Apple devices: iPhone with iOS 17 or later and iPad with iPadOS 17 or later, according to the App Store listing checked October 10, 2026.
- Browser access: the web app is available at app.speechlp.com. Confirm device and microphone requirements before relying on a particular setup.
- Pricing: free download with in-app subscriptions. Check the current purchase screen for local price, renewal period, trial eligibility, and cancellation terms.
- Clinical involvement: SLP co-founders Alissa Fox M.S. CCC-SLP and Mari Gottlieb M.A. CCC-SLP. This guide is clinically reviewed by both co-founders.
- Limits: app feedback is not an assessment result or a measure of treatment effectiveness.
- Privacy: SpeechLP never records or stores a child’s speech. Audio is processed in real time for feedback; the app keeps practice results, not audio. Account information, reports, and sharing features are described in the current privacy policy.

What “AI” means in an articulation practice app

AI is a broad label. In this context, the relevant function is listening to a spoken attempt and producing feedback within a practice activity. A speech recognition system identifies patterns in the spoken sound. The game then uses the selected target and those patterns to decide what feedback to display. This process does not establish why a child produced a sound in a particular way.

There is a difference between recognizing an intended word and assessing a speech sound. A general dictation tool may infer the intended word from context even when part of that word was

produced differently. An articulation activity instead needs to consider the target sound. SpeechLP uses its recognition and scoring system for practice feedback. A caregiver should still listen and discuss disagreements with the child's SLP.

The product walkthrough shows target selection, game choices, and practice reporting. It demonstrates the interface rather than proving accuracy or clinical benefit. An attractive game, an automatic score, and a published research paper about speech development answer different questions. None should be presented as interchangeable evidence.

What happens during a practice turn

A caregiver or clinician chooses a target and an activity. The child sees the prompt and has an opportunity to respond. The microphone captures the attempt, recognition runs, and the game gives feedback. The round supplies a reason to participate in another turn. The caregiver can inspect practice details afterward instead of having to remember everything that happened.

Start by checking the actual selected sound and word position. Two words can contain the same written letter while making different speech demands. A goal involving a single consonant can differ from a consonant cluster. If an SLP has assigned a particular word context, keep that context when choosing an activity. The app's broad sound coverage is not a reason to practice all sounds at once.

An adult can sit alongside the child, model the assigned word naturally, and follow the clinician's plan for feedback. The child should be able to pause or finish. The purpose is participation in a useful practice activity, not obtaining a perfect score or completing a required number of attempts regardless of frustration.

Where automatic feedback can be wrong

Background noise, microphone position, overlapping speech, a quiet response, and unfamiliar pronunciation can affect recognition. A game may report an attempt differently from what an adult heard. A child can also produce a sound differently in a practiced word and in spontaneous conversation. A session score should therefore be interpreted as feedback from that activity and setup.

If the app repeatedly disagrees with a clear response, first check the selected target and the microphone. Use a quieter setting if practical and avoid adults speaking over the child's attempt. Do not ask a child to force their voice, repeat indefinitely, or adopt an unfamiliar accent to satisfy the recognizer. Stop and ask the SLP how to proceed if the discrepancy persists.

No general accuracy percentage is claimed here. A useful accuracy study would specify the children studied, ages, languages and dialects, target sounds, recording conditions, reference judgments, and how errors were counted. Performance in one group or laboratory setting would not automatically describe every family. The 2026 practice report describes the data, sample limits, and methods behind its findings. Its results do not establish a guaranteed clinical outcome for an individual child.

An informal screener is a starting point for questions

The SpeechLP screener samples responses to selected words and gives practice context. An informal sample can help a caregiver notice which words to discuss. It does not establish a diagnosis, determine school eligibility, or rule out a communication concern. A favorable score should not delay an evaluation when a family has concerns.

A clinical evaluation can consider hearing, communication history, intelligibility, languages, dialect, the child's sound system, and participation in everyday settings. The American Speech-Language-Hearing Association describes assessment and treatment considerations in its Speech Sound Disorders Practice Portal. A game does not collect or interpret all of that information.

Developmental sound tables also need context. Crowe and McLeod's 2020 review summarizes U.S. English consonant acquisition from published studies. Population acquisition criteria are not instructions to wait until a birthday before seeking help. They also are not universal norms for every language or dialect. Ask an SLP how the evidence applies to the individual child.

AI practice alongside care from an SLP

An SLP evaluates a child, selects goals, decides which cues and activities fit, and adjusts the plan using clinical judgment. An app supplies a practice environment and a record of what happened there. These roles can complement one another, but access to an app does not provide a therapeutic relationship or replace professional care.

If a child already receives services, ask the SLP which sound, word position, and task level to use. Ask what the caregiver should do when a response differs from the model or the recognizer. Bring recurring difficulties to the next conversation. The relevant information may be the word that was hard or the situation that made practice uncomfortable, rather than the session's highest score.

If a child is starting independently, a caregiver can explore the product while remaining attentive to communication concerns. The app is not a prerequisite for an evaluation. Find an SLP or ask a

qualified local professional about assessment. Confirm the clinician's current license and suitability for the child's needs; a directory entry alone is not a recommendation.

Privacy requires a feature-by-feature explanation

SpeechLP processes a child's speech in real time to give feedback and never records or stores the audio. What the app keeps is practice results, such as the words attempted and the feedback shown. Accounts, activity reporting, sharing features, and support requests are handled as the privacy policy describes.

Caregivers should read the privacy policy and ask what is collected for the feature they plan to use. Useful questions for any speech app include whether audio is uploaded or retained, who can see reports, what a sharing action exposes, and how to withdraw permission or request deletion.

This guide describes product choices and does not provide a legal compliance certification. Families need an accurate description of the choices that matter to them.

Choosing a practice tool for your family

Consider the actual goal first. A child working on an assigned articulation target may need a different activity from a child whose main need involves language, fluency, communication access, or understanding. Ask the clinician whether the tool fits the plan. Do not infer suitability from an app-store category or from another family's review.

Check devices, adult participation, accessibility, target selection, purchase terms, and how easy it is to stop or change an activity. Try the interface with the caregiver present. Notice whether the child understands the prompt and enjoys taking turns. A tool that requires constant negotiation may need a different setup or a different activity.

A subscription is a purchase decision, not a measure of commitment to the child's communication. Current offers can vary by market and eligibility. Read the renewal terms on the purchase screen, and compare alternatives using the same criteria. The SpeechLP fact sheet provides the product facts checked for this release.

Questions to bring to an SLP

1. Which sound and word position should we practice?
2. Should we use listening, single words, phrases, or another level?
3. What feedback should I give, and which cues should I avoid?

4. How should we respond when automatic feedback seems wrong?
5. What practice observations would be helpful to bring back?
6. Does the child's dialect or language background change the target?
7. Which signs should prompt an evaluation or a change to the plan?

See the interface before starting

Explore the speech therapy games and the family walkthrough to see target settings and practice reports. The homepage video is a short product montage with no spoken narration. It demonstrates the interface rather than proving clinical benefit.

For the separate clinician platform, see SpeechLP for therapists. For target-specific word lists and activities, browse the sound practice guides.

Product information updated October 29, 2026: SpeechLP is designed for ages 2 to 9. The clinical review date above applies to the original educational guidance.