VISUAL INFORMATION PROCESSING SKILLS

LATERALITY & DIRECTIONALITY SKILLS

DIRECTIONAL DRILLS
You must react to and identify a character that is randomly flashed on the left or right side (or top/bottom) of the Therapy Screen. This is a timed procedure.

VISUALIZING DIRECTIONS
A character is randomly flashed in one of the four quadrants of a grid. You must determine if the target was in the Left, Right, Up, or Down quadrant. Your response is timed.

RIGHT/LEFT QUESTIONS
Three targets are displayed (or flashed) and you must answer left and right questions about the directional relationships between 3 shapes.

STATIONARY TARGETS
Arrows are flashed at screen center and you must visualize and remember the orientation of each arrow.

JUMPING TARGETS
Directional targets (arrows) are flashed in random locations on the screen. Eye movements and directionality skills are used to locate and determine the orientation of each arrow. This is a timed procedure.

DIRECTIONAL GRIDS
A random grid of arrows is presented. You must determine and enter which direction each arrow in the grid points. This is a timed procedure.

FLASHING ARROWS
A sequence of randomly oriented arrows is flashed on the screen. You must use short term visual memory combined with directionality skills to visualize the orientation of each arrow in the sequence. This can be combined with motor demands.

SATELLITE COMMANDO GAME
You must guide the stranded satellite back to Earth through a complex star field using directional commands to avoid crashing into the stars.

SHORT TERM VISUAL MEMORY SKILLS

SIMULTANEOUS SEQUENCES
Sequences of characters are flashed on the Screen. The size, sequence length, display speed, and pattern of presentation can be controlled by the user.

SEQUENTIAL CHARACTERS
The characters in the sequence can be flashed simultaneously, one at a time with erasure after display, or one at a time without erasure.

FLASHING ARROWS
A sequence of randomly oriented arrows is flashed on the screen. You must use short term visual memory combined with directionality skills to visualize the orientation of each arrow in the sequence.

VOCABULARY WORD DRILLS
Contains over 1000 words (grades K - 3) that can be tachistoscopically presented (flashed). Word size, grade level, display speed, and answering method are user controlled. AutoPacing can control the display speed.

VISUAL DISCRIMINATING SKILLS

COLOR GRIDS
Four grids containing patterns of colored squares are displayed on the screen. Three patterns are identical, one is different. You must determine which pattern is different. This is a timed procedure. AutoPacing can control the grid size.

TIMED COLOR GRIDS
A grid containing a pattern of colored squares is flashed on the screen. Four randomly patterned grids are then displayed. You must use determine which grid matches the flashed grid. AutoPacing controls the display speed

DISCRIMINATING WORDS
Five words are presented, four from the same word family and one from a different word family. You must determine which word is different. Can be used as either a visual OR verbal discrimination task.

DISCRIMINATING PATTERNS
Four grids are presented containing random patterns. You must decide if all patterns are the same or if one design is different from the others.

DISCRIMINATING SEQUENCES
Five random sequences of letters or numbers are flashed in a horizontal row. Four sequences are the same, one is different. You must determine which sequence is different from the others.

DISCRIMINATING DOTS
Two grids are presented containing patterns of random dots. You must decide if the two grids contain the same or different patterns. This is a timed procedure.

RANDOM SHAPE PATTERNS
Four grid are displayed containing patterns made from random shapes. You must determine which pattern is different and why.

VISUAL SPATIAL SKILLS

TIC TAC TOE DRILLS

Patterns of X's are flashed on a Tic Tac Toe grid. Visualization and visual spatial skills are used to enter the pattern rotated one turn left or one turn right.

VISUAL SPATIAL SEQUENCING

This procedure is similar to the Simon game. A sequence of colored squares is presented on a Grid. The pattern increases in length with each correct answer.

VISUAL SPATIAL PATTERNS

Four targets with both similar and different visual spatial attributes are presented. You must determine if all four are identical or which one is different. Fading causes the patterns to disappear dot by dot, adding visual closure demands.

B D P Q GRIDS

A grid of b, d, p, and q's is randomly generated. The name of each letter in the grid is typed as it's name is called out. This is a timed procedure.

CIRCLES, BOXES, & TRIANGLES

Three shapes are randomly presented above and below a line. A series of left/right & up/down questions are then asked about their relative positions.

GEO BOARDS

This is the computer version of 5, 9, and 25 dot Geo Boards.

TIMED GEO BOARDS

A Geo Board design is flashed on the computer screen. The pattern must be reproduced on the computer screen from visual memory. This is a timed procedure.

ROTATING PATTERNS

Four grids containing random visual spatial designs are presented. You must determine which pattern is flipped, rotated, or turned compared to the others.

VISUAL FIGURE GROUND SKILLS

SHAPE COUNTING

A random number of overlapping shapes are displayed on the Therapy Screen. You must count the total number of shapes. As the number of targets increase, the background complexity also increases. This is a timed procedure.

SHAPE COUNTING WITH COMPLEX BACKGROUNDS

A random number of shapes are displayed in an increasingly complex background of dots, arcs, lines, and rectangles. AutoPacing can control the complexity of the background. You must count the foreground targets.

CHARACTER SEARCHING

A random grid of characters is displayed on the screen. You are asked to search for and count the number of occurrences of the target letter or number.

LETTER LOCATOR

A random grid of characters is displayed with randomly positioned pointers along the top and left margin of the grid. You must scan and search the grid to determine what character is at the intersection of the two pointers. AutoPacing can control the grid size. This is a timed procedure.

DOT BY DOT PATTERNS

A black design is hidden in the black background of the Therapy Screen. As the background is filled in dot by dot, you must determine which of the four patterns at the bottom of the screen matches the target design.

SHAPES ON SHAPES

The background is filled with a random number of shapes. Superimposed on the background is a random number of different foreground shapes. You must determine how many foreground targets are present. This is a timed procedure.

HIDDEN PATTERNS

Four designs are displayed at the bottom of the screen. You must determine which pattern is hidden in a complex pattern of dots, lines, and arcs.

VISUAL CLOSURE SKILLS

CIRCLES & BOXES You must visualize and determine the size of an incomplete shape flashed on the screen by comparing it to 5 other complete shapes.

LETTERS & NUMBERS Several characters are built dot by dot on the screen at the same time. You must determine which characters are being displayed as quickly as possible

LINES & RECTANGLES You must visualize the location of the fourth corner of a flashed rectangle or the intersection of two flashed, convergent lines.

CLOSING ON CENTER You must visualize and mark the center of a flashed circle or rectangle.

LETTERS & NUMBERS A large, single character is built block by block. You must determine the letter or number .

CLOSING PATTERNS Designs are created dot by dot. You must match the target design.

CLOSING WORDS Words are created dot by dot. You must determine the word.