



# TRACK & READ PROCEDURES

## **VISUAL ATTENTION/FIXATION**

Develops visual fixation and visual attention skills by presenting repetitive eye hand coordination tasks for prolonged therapy periods using single character targets. Peripheral confusion targets can also be introduced around the central fixation characters.

## **SHORT TERM VISUAL MEMORY**

Numbers or letters sequences are flashed on the therapy screen. You must remember the sequence and type it in correctly. AutoPacing can control both the display speed and the sequence length. This task combines visualization, visual memory, and visual sequential skills.

## **RANDOM EYE MOVEMENTS**

Eye movement therapy begins with number or letter targets combined with large angle eye movements that are made between centrally displayed targets and randomly positioned peripheral targets. Figure ground demands can also be added. The b,d,p,q letters can also be used to create visual spatial demands.

## **EYE ROTATIONS**

Large, colored, circle targets with centrally placed characters are sequentially flashed around the corners of the Therapy Screen to develop timing and rhythm during eye tracking activities. Fast eye hand reaction times are required to score high on this procedure.

## **SPAN OF RECOGNITION**

A number or letter sequence is flashed at the center of the screen. Correctly identifying the sequence causes the end digits to separate on the next sequence displayed. Incorrect responses causes the end digits to move closer together.

## **LETTER LOCATOR**

A random grid of characters is displayed with randomly positioned row and column pointers. You must search and scan the grid to determine what character is at the intersection of the two pointers. AutoPacing can control the grid size.

## **DISCRIMINATING SEQUENCES**

Three to 12 random generated sequences are flashed in 1 or 2 rows on the screen for a predetermined display time. One of the sequences will be different, the others identical. You must determine which is different. Combines eye tracking and visual sequential memory skills.

## **SEARCH, FIND, & TRACK**

Letters and numbers are flashed in random positions on the screen. You must determine how many times the target character appears.

## **TRACKING NUMBERS**

Single characters requiring minimal comprehension are used to develop fast and accurate small angle saccadic eye movements as you search for the target number or letter.

## **TRACKING SEQUENCES**

Letter & number sequences are used to develop saccadic eye movements while tracking random sequence targets requiring visual sequential memory skills.

## **TRACKING STORIES**

This module utilizes high level, cognitive procedures to control eye movements during reading. The program flashes each word of a story across the computer screen. Words can be presented individually or in groups. The speed of presentation can be controlled during therapy. Accurate eye movements must be used to track the words or word groups as they are presented. The major vocabulary words in the story can be tachistoscopically (by flashing) reviewed to insure that appropriate vocabulary skills are present before reading the story. The 8 stories included in this module were written by Dr. Dianne Koehnecke, children's author and Professor of Education at Southern Illinois University. Each story contains 5 to 10 pages of text.

Your ability to use this module for your patients or students, however, is not limited to these 8 stories! Any ASCII text file can be read by the software and used to develop saccadic eye movement skills. You can even use a word processor to create your own custom files for use with this software.