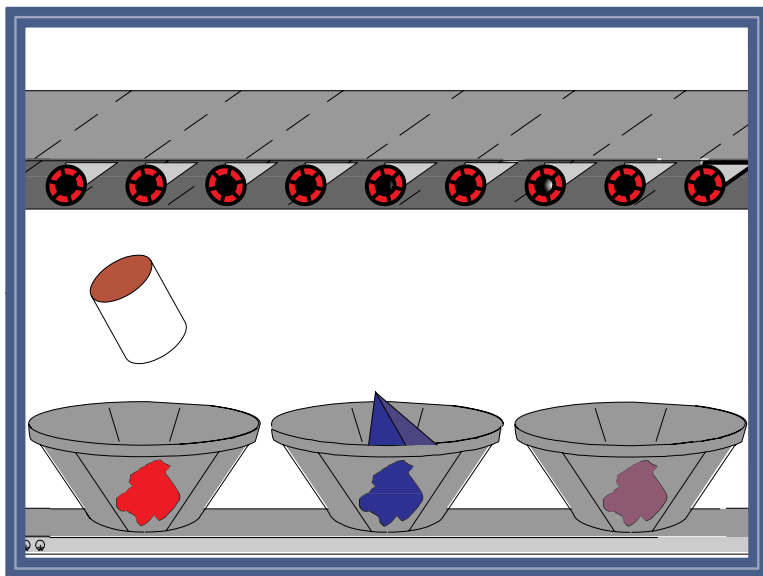




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Everyday Language II:

Naming, Scanning, and Planning

with

Colors, Numbers, and Shapes

by
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Everyday Language II: Naming, Scanning, and Planning with Colors, Numbers, and Shapes

Introduction

This CD contains 8 games that expand on the concepts introduced in *Everyday Language I: Colors, Numbers, and Shapes*. In addition to counting from 0 to 20, naming 9 basic colors, and discriminating size, the student will learn basic geometric shapes, and complex two and three dimensional shapes. The new vocabulary is presented in a movie format with the examples of concepts demonstrated as if the teacher were right there providing examples on the whiteboard.

The CD provides the opportunity to develop receptive/expressive language skills, rapid automatic naming, visual scanning, visual perceptual discrimination, figure ground discrimination, auditory discrimination, auditory memory, verbal rehearsal strategies, reasoning and planning skills. The cognitive skills of planning, rotation in space and visualizing shapes is an important component of the *Dominoes* and *Plug Ins* games.

The language of math is as important to learn as the language of the playground or the language of the kitchen. In order for the child to use these concepts in the classroom, they must have made the connection between the words, the symbols and the concepts that they represent. As an example, the number three is a word, a shape and a representation of the concept, "threeness". An underlying language problem will make it difficult for the child to understand math in the classroom as well as hinder their application of math to everyday activities. *The objectives of this CD are to teach 28 two and three dimensional shapes, 9 colors, counting sets, and the concepts scanning the visual field, pre-planning and spatial rotation.*

These games were designed for students at the pre-school to second grade levels. The format is intentionally low key and simple in order to provide an uncomplicated background for learning these concepts. The multisensory approach requires the student to listen to directions, make choices, drag and drop objects, and repeat information aloud. A record function allows students to practice new vocabulary and compare their pronunciation to the game's recordings.

Shaping Up	Match Ups!
Sorter	Shapes Around Us
Plug Ins	Bingo!
1,2,3...	Dominoes

Game Play Instructions - Getting Started

To play one of the eight games, click the game's name in the Main Menu or use the tab key to highlight a game and press return. Start a new game by clicking the *Game* button in the Menu Bar.

Game Play Settings - Overview

Press the *Sign-in* button located on the Menu Bar in the Main Menu to enter the names of the teacher and student. Their names will automatically be printed on the results and homework pages.

Game Controls

Content Bar:

Level Selection: Change a game's level while playing the game, double click on the desired level button. See game page for specific levels. The level will be highlighted in orange and the adjustments will begin immediately. If a Quick Results Screen appears, click on the *Start* button in the menu bar.

Hide text/Show text Hide the object's labels and descriptions in the text bar by clicking on the *Sunburst* button. Show text by clicking it again.

Repeat Click on the *Repeat* button to replay the exact same stimuli. Use *Play Again* to play a new game with different stimuli.

Menu Bar:

Record Record and play back speech using the VCR-like *Stop, Play, Record* buttons.

Options Adjust game play options by opening the Options pop-up menu. Each game will have different options. See game page for specific options. Changes made in the Options pop-up menu occur immediately.

Help Read instructions on playing this game.

Volume Adjust the game sound volume level by moving the bar up or down.

Game Display all the game titles and allow the student to move immediately to a different game.

Start Begin a game by clicking on the *Start* button, clicking on the picture screen, pressing the space bar, or pressing the enter key.

Show Answer Reveal the answers by clicking on *Show Answer*. Hide them again by clicking *Hide Answer*.

Print Click on the *Print* button or type "P" to print. The current picture and homework tasks will print if the game is in progress. If printing is selected from a results screen, the results page will print.

Finished Click on *Finished* to: *Quit Program, Return to Menu, View Results*.

Pause Stop continuous play of shapes or concepts by clicking anywhere on the picture screen. Resume play by clicking on *Start* or the *Next* button (a *right-facing arrow*) in the bottom right hand corner of the game screen.

Next Advance to the next screen by clicking the *Next* button (a *right-facing arrow*).

Last Return to the last screen by clicking the *Last* button (a *left-facing arrow*).

Special Keys

Some control functions may be accessed using the following special keys on the keyboard:

Volume Press *up/down arrows* on the keyboard.

Print Press the letter, "P".

Show/Hide Text Press the letter, "H".

Show Answer Press the spacebar.

Results pages

Results pages are displayed after each set of 10 game screens (for most screens) and may be printed immediately for a hard copy of the student's progress. Data may also be saved to a disk in text format by clicking on the *Save Log* button.

Homework

This CD includes practice pages for use in home or classroom. Practice pages may be printed from within the game at most game screens or from a PDF file on this CD. To print a particular screen while playing the game, choose the *Print* option on the Menu Bar at the bottom of the screen.

Objectives Menu

Orientation and Attention:

Student will orient to the computer screen and respond using the mouse, touchscreen, keyboard, or voice. Student will visually focus on stimulus material, move eyes from left to right and top to bottom using efficient scanning processes. Student will auditorily attend to stimuli from the computer or from the instructor.

Receptive/Expressive Language:

Student will demonstrate comprehension of visually and auditorily presented stimuli by responding to computer prompt.

Student will maintain attention during the auditory presentation of words and respond with words, phrases, or sentences as requested by instructor.

Student will record speech and listen as speech is played back to learn self-monitoring skills.

Student will acquire vocabulary for colors, numbers, and shapes.

Student will form associations between colors, numbers, shapes and the written text for each.

Student will rapidly name target stimuli when presented with visual prompts.

Student will answer the question, "What is it?" for 28 shapes.

Student will answer the question, "What color is it?" for 9 colors.

Student will answer the question, "What number is it?" for 21 numbers.

Visual Perception/Visual Discrimination

Student will perceive target objects separate from a background of increasing complexity.

Student will visually discriminate colors, shapes, numbers and size.

Student will isolate the relevant feature of the target and match same to same in gradually increasing levels of complexity.

Student will identify and match 28 different shapes and ignore the irrelevant features of size and color with interfering background foils.

Student will choose the target from a field of 3-12 shapes, place it, then align the target by rotating it to the matching shape.

Student will develop efficient visual scanning skills by searching for a target distinguishing the salient features of: color, shape, size, and/or number.

Student will find and match objects based on the properties of the salient features and ignore irrelevant features.

Arithmetic:

Student will count objects to 10.

Student will identify numerals from 0-20.

Student will answer the question, "How many?" for *sets* of objects.

Student will match numbers with equivalent *sets*.

Student will read written numbers from 0-20.

Student will make associations between quantities in sets and written numerals utilizing efficient attention, scanning and number recognition skills.

Concept Formation, Encoding, Planning and Memory:

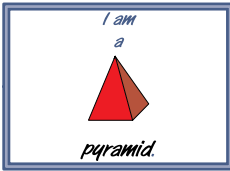
Student will find like objects on the basis of a specific variable.

Student will find and match like objects on the basis of a specific variable.

Student will encode object or numeric information into working memory and demonstrate accurate retrieval of information using a visual matching task.

Auditory, visual and planning strategies will be employed for efficient retrieval.

Student will increase the speed processing for salient feature identification and placement from unlimited time to 2 seconds.



Shaping Up

Training, I'm a..., Who Am I?

Objective

The student will learn definitions and identify: 21 numbers, 9 colors, 12 shape components, 6 classes of shapes, 5 classes of triangles, 5 simple shapes, 5 complex shapes, 6 Three-Dimensional concepts and, 8 Three dimensional shapes. The student will practice expressive language skills by saying and recording the target word in isolation, phrases or sentences.

The student will learn the definitions and identify:

Numbers (0-20)

Colors (red, yellow, green, blue, orange, purple, brown, gray, black)

Shape Components (The elements that make up all other shapes are: point, line, ray, line segment, end point, angle, right angle, acute angle, obtuse angle, intersection, perpendicular lines, and parallel lines.)

Classes of Shapes (The categories of specific shapes are: open shape, closed shape, polygon, side, triangle, quadrilateral, and parallelogram.)

Triangles (The classes of triangles are: triangle, right triangle, equilateral triangle, isosceles triangle, and scalene triangle.)

Simple Shapes (The 2-Dimensional shapes are: circle, oval, triangle, square, and rectangle.)

Complex Shapes (The 2-Dimensional shapes are: rhombus, trapezoid, pentagon, hexagon, and octagon.)

3-Dimensional Concepts (The elements that make up 3-D shapes are: plane, solid shape, face, edge, base, prism.)

3-Dimensional Shapes (The 3-Dimensional shapes are: rectangular prism, cube, triangular prism, sphere, cylinder, cone, and pyramid.)

How to Play

Game Setup

Choose options from the *Options* menu: *Help, Volume, Wait Time Between Screens, Pause After Prompt, Stimulus Presentation Order.*

Choose the content from the Content Bar:

<i>Numbers</i>	<i>Simple Shapes</i>
<i>Colors</i>	<i>Complex Shapes</i>
<i>Basics</i>	<i>3-D Concepts</i>
<i>Classes</i>	<i>3-D Shapes</i>
<i>Triangles</i>	

Then select one of three levels of play: *Training, I'm a... level* and *Who am I? level*. The selected level is highlighted in orange.

Game Play

Training Level

The computer presents concepts and shapes with a definition, description, and examples. The student will sustain auditory attention as the auditory and visual information is presented.

I'm a... (Level 1)

The computer displays a picture, names it, and moves to the next picture. Set the speed between screens in the *Options* menu. Lower the volume and have the student name the items for continuous naming (word fluency) practice.

Who am I? (Level 2)

The computer displays a picture and asks, "Who am I?". The question is answered by the computer after a pause. Set the pause time after verbal prompt in the options menu. Pause time ranges from 5 to 30 seconds. This question/answer format practices confrontation naming of the target vocabulary.

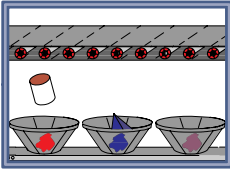
Options

Wait Time Between Screens - No Wait, 2, 5, 15, 30 Seconds Set the delay between each concept presentation. This allows for expressive naming practice or teacher intervention and instruction.

Pause After Prompt - 5, 10, 15, 30 seconds (For the *Who Am I?* level only.) Choose the time delay between the computer's question "Who Am I?", and the computer's answer.

Stimulus Presentation Order - Random/Sequential Scenes are displayed in the same order every time the game is played unless this option is set to *Random*.

Say Color Yes/No Default will be no color. Text will match the speech.



Sorter

Training, Level 1, Level 2

Objective

The student will develop efficient visual scanning skills by searching for a target distinguishing the salient features of: color, shape, size, and/or number. The student will find and match objects based on the properties of the salient features and ignore irrelevant features. The student will increase the speed of processing for salient feature identification and placement from unlimited time to 2 seconds.

How to Play

Game Setup

Choose options from the *Options* menu: *Help, Volume, Number of Wrong Shapes, Auditory Stimulus, Timer, On Error, Target Text in Menu Bar.*

Choose the content from the Content Bar: Select target items by clicking on two of the six buttons located on the left side of the Content Bar.

Target categories are:

<i>Group I</i>			<i>Group II</i>		
<u>Color</u>	<u>Object</u>	<u>Size</u>	<u>Number</u>	<u>Shapes</u>	<u>Mixed</u>
9 colors	numbers	S ,M, L	0-20	simple	all numbers
	shapes			complex	all shapes
					3-D

Two buttons must be selected. One from **Group I** and one from **Group II**.

Game Play

Training Level - Stock Room Assistant

Match numbers and shapes by their properties of color, type, or size. Each item on the stock room shelf will be circled in blue starting with the top left item and ending with the bottom right item. Drag the highlighted item to the highlighted box. Items put into the wrong box will be put back onto the shelf.

Level 1 - Stock Room

Match numbers and shapes by their color, type or size by dragging each item into its correct box. Match as many as possible before the time runs out. (The timer can be set to unlimited if necessary.) Items and their boxes are not circled and may be moved off the shelf in any order. An organized, sequential approach to filling the boxes is encouraged. If the *On Error* option is set to *Pause* incorrectly placed items will be named and placed into the correct box. When the *On Error* option is set to *Continue* the boxes can be filled with correct or incorrect items. No error handling will occur. Incorrect items have a red box with a diagonal line through them. The boxes can be opened to view the contents by clicking on the *Open* button. Once items have been placed into the boxes, they cannot be removed. The shelves are restocked whenever the red *To Stock* button is clicked or automatically restocked when the shelves are completely cleared and there is time remaining on the timer.

Level 2 - Factory Conveyor Belt

Move the items off the conveyor belt and into the correct boxes. Not only is this a timed exercise, but shapes not belonging to *any* box may come along

on the conveyor belt. Begin play by clicking on the green light. Pause play by clicking on the red light. Drag items into the correct boxes. Allow unmatched items to continue to the end of the conveyor belt and fall off. Items lifted off the conveyor belt may be placed back on by dropping them above the belt. If *On Error* is set to *Pause*, game play is paused when an item is incorrectly placed. The computer names the item and places it in the correct box. Resume play by clicking the green light. The speed of the conveyor belt can be changed from low (15 seconds processing speed) to high (2 seconds) by clicking on the numbers on the speed control.

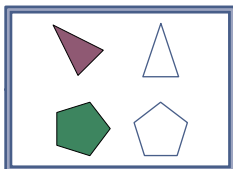
Options *% Wrong Shapes - Default, 0%, 10%, 30%, 50%* (For *Levels 1* and *2* only, *Training Level* allows no errors.) Set the number of unmatched shapes that appear on the shelves. With the *Default* value, *Level 1* has no unmatched shapes (0%). *Level 2* has no unmatched shapes when the speed is less than or equal to 3. At speed levels 3, 4 and 5, there will be 15, 30, and 40% unmatched shapes on the conveyor belt. Setting the percentage in the options menu will override these settings. Settings will resume to the default levels after the game is exited.

Auditory Stimulus - Voice/No Voice Allows auditory cues to be turned on or off. The *Default* option resets the option to pre-determined settings.

Timer - 30, 60, 90 seconds, 2 minutes, 5 minutes (Affects *Levels 1* and *2* only.) Set the timer for each round.

On Error Pause/Continue - (Affects *Levels 1* and *2* only.) Set whether the game pauses and gives the correct item placement.

Target Text in Menu Bar - Hidden/Visible Allows text cues to be displayed in the text box.



Plug Ins

2 Shapes, 3 Shapes, 4 Shapes, 6 Shapes

Objective

The student will choose the target from a field of 3-12 shapes, place it, then align the target by rotating it to the matching shape. The student will employ the cognitive strategies of pre-planning, scanning, and visualization of shape rotation on a two dimensional plane.

How to Play

Game Setup

Choose options from the *Options* menu: *Help, Volume, Auditory Stimulus, Autoplay Delay, Target Text in Menubar.*

Choose the content from the Content Bar. Select target items by clicking on one of the four buttons located on the left side of the Content Bar.

- 2 Shapes* (2 targets—1 foil)
- 3 Shapes* (3 targets—1 foil)
- 4 Shapes* (4 targets—4 foils)
- 6 Shapes* (6 targets—6 foils)

Game Play

Chose a shape from the left side of the screen and plug it into the matching target spot on the gray bar on the right. When the shape is dropped onto the correct slot, the two will join together if no rotation is needed. When the shapes do not align, it is necessary to rotate the shapes using the rotation buttons. The buttons rotate clockwise and counter clockwise. The student can be taught to visualize where the shape should go and then plan a rotation strategy. Once placed, the shape “plugs in” and becomes opaque. If a shape is incorrectly placed, the student can rotate the shape, but it will never “plug in” and must be returned to the left side of the screen.

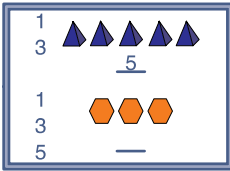
Note: It is important to place a shape onto the *center* of the target shape. The hand indicates the center of the shape.

Options

Auditory Stimulus - Voice/No Voice Choose *Voice* to name the shapes when they are picked up or *No Voice* for silence.

Autoplay Delay - No Delay, 2, 4, 6 Seconds, Pause Set delay time to allow the student to watch as the computer places the shapes in the correct spots.

Target Text in Menubar - Hidden/Visible Allows text cues to be displayed in the text box.



1,2,3... How Many Do You See?

Training, 1 Shape, 2 Shapes, 4 Shapes, 8 Shapes

Objective

The student will make associations between quantities in sets and written numerals utilizing efficient attention, scanning and number recognition skills.

How to Play

Game Setup

Choose options from the *Options* menu: *Help, Volume, Auditory Stimulus, Autoplay Delay, Target Text in Menubar, Shapes/Colors on Screen.*

Choose the content from the Content Bar. Select target items by clicking on one of the four buttons located on the right side of the Content Bar.

- 1 Shape* (1 target set/ 1 numeral foil)
- 2 Shapes* (2 target sets/2 numeral foils)
- 4 Shapes* (4 target sets/2 numeral foils)
- 8 Shapes* (8 target sets/2 numeral foils)

Game Play

Count the number of shapes in a group. Find the number on the left side of the screen and drop it onto the space provided. If an incorrect number is chosen it will move back to the left. If *Auditory Stimulus* is set to *Voice* in the *Options* menu the objects will be highlighted as the computer counts them, then the incorrect number will be moved back to the left. Error handling models left to right/top to bottom scanning and one to one correspondence.

Game Controls

Show Answer The computer will highlight each object in the set and count aloud. The correct numeral on the left will be highlighted with a blue box and the answer line will also have a highlighted blue box. The student should then pick up the correct numeral and place it on the line.

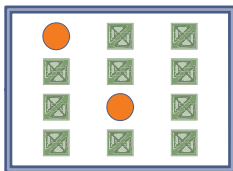
Options

Auditory Stimulus - Voice/No Voice Choose *Voice* to name the shapes when they are picked up or *No Voice* for silence.

Autoplay Delay - No Delay, 2, 4, 6 Seconds, Pause Set delay time to allow the student to watch as the computer places the shapes in the correct spots.

Target Text in Menubar - Hidden/Visible Allows text cues to be displayed in the text box.

Shapes/Colors on Screen - Different/Same Choose whether the shapes and colors in each set on the screen are the same or different. The default is *Same*.



Match Ups!

Six, Twelve, Twenty, Forty-eight Cards

Objective The student will encode object or numeric information into working memory and demonstrate accurate retrieval of information using a matching task. Auditory and visual planning strategies will be employed for efficient retrieval.

How to Play **Game Setup**

Choose options from the *Options* menu: *Help, Volume, Computer Skill Level, Auditory Stimulus, Target Text in Menu Bar, On Match, Time to Make Choice.*

Choose the level from the Content Bar.

6 Cards (3 matches)

12 Cards (6 matches)

20 Cards (10 matches)

48 Cards (24 matches)

Choose the number of players from the box in the upper left corner of the screen. The "C" stands for 1 player vs. computer. Enter students' names by highlighting Player 1, Player 2, etc. and typing the name in the highlighted space. The computer's skill level may be set in the *Options* menu.

Choose the color of the number or shape to be displayed on the game card. "Red" will make all the shapes and numbers red.

Choose cardback design (30 choices) from the multicolor cardback button.

Game Play

Click on *Start* to begin the game. The student clicks on two cards to turn them over. If they match, the pair will be placed in the student's pile. The student then gets another turn. If two cards do not match, they are turned over when the next student, or the computer, chooses the next card. The student may hear the picture labeled again by clicking on it. The student continues to uncover pictures and find matching pairs until all of the matches have been found. The pictures will be different for the next game unless the student chooses to play the same game over by clicking on the *Repeat* (left-curving arrow) button. Play a new game by clicking on the *Play Again* (right-curving arrow) button. At the end of each game the computer will automatically go to the Quick Results page.

Options **Computer Skill Level** - *Beginner, Intermediate, Expert, Master* Set the computer's ability level.

Auditory Stimulus - *Voice/No Voice* Choose *Voice* to label the shapes and numbers when they are turned over or *No Voice* for silence.

Target Text in Menubar - *Hidden/Visible* Allows text cues to be displayed in the text box.

On Match - Reset Cards/Wait for Click Determine whether cards are to be automatically removed once a match is found, or if the computer should wait for a click from the next player.

Cards Match By - Choose how card pairs will be matched.

Picture - Picture: Each card in a pair will have exactly the same picture.

Picture - Picture, Size Varies: Card pairs will have the same picture but pictures may be different sizes.

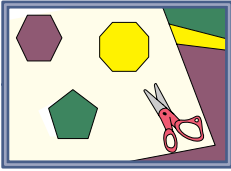
Picture - Text: One card in the pair will display a picture while the other card will have the written name of that picture.

Picture - Sound: One card in the pair will have a picture while the other card has a picture of an ear and the player must listen to the labeled object and remember its location for matching.

Same Visual Arrangement: The items on each card pair will be arranged in exactly the same way. The items can be matched by numeral to object, object to object with *same* placement, same to same, or any combination of numeral, object, and/or placement.

Different Visual Arrangement: The items can be matched by numeral to object, object to object with *different* placement, same to same, or any combination of numeral, object, and/or placement.

Timer - 10, 30, 60 or *Unlimited* seconds Set the amount of time given to find a match.



Shapes Around Us

4 Shapes, 6 Shapes, 8 Shapes

Objective The student will perceive target objects separate from a background of increasing complexity.

How to Play **Game Setup**

Choose options from the *Options* menu: *Help, Volume, Auditory Stimulus, Pause After All Found, Target Text in Menu Bar, Stimulus Presentation Order*. Choose the level from the Content Bar.

4 Shapes (4 in choice field/3 matches in context)

6 Shapes (6 in choice field/4 matches in context)

8 Shapes (8 in choice field/6 matches in context)

Game Play

Scan the objects in the scene on the right. Isolate the shape from the context, label the shape and select a matching shape from the choices on the left. Color and size are irrelevant features. Drop the shape from the left onto the corresponding shape that is “hidden” in the scene. Once placed, shapes become opaque.

Game Controls **Repeat** Repeat placement of shapes onto the current scene by clicking on the *Repeat* button (a left-curving arrow). Practice matching the same shapes in the scene, but with varied choices on the left. This feature works best when the option *Pause After All Found* is set to *6 seconds* or *Pause*.

Show Answer The computer highlights the hidden shapes and the target shape after clicking on the *Show Answer* button. If *Auditory Stimulus* is set to *Voice*, the computer names each shape as it is highlighted. The computer names only one shape for each click on the *Show Answer* button.

Last Repeat the last scene by clicking on the *Last* button (a left facing arrow on the Menu Bar).

Next Advance to the next scene by clicking the *Next* button (a right facing arrow on the Menu Bar).

Options **Auditory Stimulus - Voice/No Voice** Choose *Voice* to name the shapes when they are picked up or *No Voice* for silence.

Pause After All Found - No Delay, 2, 4, 6, Pause Determines how long the game pauses after all of the shapes in a scene are found. The *Next* button changes screens and targets.

Target Text in Menu Bar - Hidden/Visible Sets whether shape names are displayed in the text bar.

Stimulus Presentation Order - Random/Sequential Scenes are displayed in the same order every time the game is played unless this option is set to *Random*.



Bingo!

Numbers, 2-D Shapes, 3-D Shapes, Mixed

Objective

The student will isolate the relevant feature of the target and match to same on a field of 25 utilizing efficient scanning strategies. The student will process auditory and/or visual information for location, color, shape or number.

How to Play

Game Setup

Choose options from the *Options* menu: *Help, Volume, Say Color, Wrong Shape Call Rate, On Correct, Auditory Stimulus, Target Shape, Bingo Found Animation, Timer*

Choose the level you would like to play.

Numbers, 2-D Shapes, 3-D Shapes, Mixed

Game Play

Begin playing by pressing the *Call Next Item* button. As each column and item name are called out, mark them on the card by clicking on the appropriate spot. When an entire row, column or diagonal is completely marked out, the game is won. A paw print indicates the correct item has been matched with the correct location.

If the item is not found in the allotted time, the computer announces the next item. (Adjust the allotted time using the *Timer* option in the *Options* menu.) If the item does not exist on the card, the next item is called when time runs out or when the player clicks the *Call Next Item* button. It is not necessary to wait for time to run out before calling for the next item.

Game Controls

Pause Pause the game with the *Pause* button.

Listen Again Repeat the last call by clicking the *Listen Again* buttons (3 waves).

Hide/Show (*Sunburst button*) Hide the object's labels and descriptions in the text bar by clicking on the *Sunburst button*. Show text by clicking it again.

Next Play with a new Bingo! card by clicking the *Next* button (a right facing arrow) or repeat play on the current card by clicking *Repeat* (a left facing arrow).

Options

Say Color *Yes/No* Determines whether the color is labeled in addition to the shape and location.

Wrong Shape Call Rate - 0%, 10%, 25%, 50% Set the percentage of calls that do not match shapes on the Bingo! card.

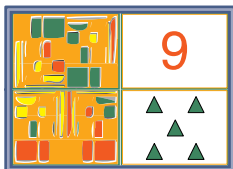
On Correct - *Continue/Pause* Once an item has been identified, choose whether the game will automatically *Continue* with the next call or *Pause* until the mouse is clicked again.

Auditory Stimulus - *Voice/No Voice* Set whether a *Voice* or *No Voice* names the item the player clicks on from the Bingo! card. The item being called is always named, regardless of whether auditory stimulus is set to *voice* or *no voice*.

Target Shape - Hidden/Visible Hides or shows the target shape and the text in the target shape box. The default is *Visible*. If the target shape is hidden, the player must rely on auditory information in order to identify the target.

Bingo Found Animation - Animate/No Reward Provides an animated reward sequence when the player has won the game.

Timer - 10, 20, 40, Unlimited Set the number of seconds a player has to identify an item.



Dominoes

Numbers, Shapes, Mixed

Objective The student will choose the target from a field of 1-5 tiles, select the tile, select the rotation if indicated, rotate the tile, then align matching tiles on the Domino grid.

How to Play **Game Setup**

Choose the Options from the *Options* menu: *Help, Volume, Show Grid, On Correct, Auditory Stimulus, Timer, # of Starting Tiles, Shapes on Dominoes*

Choose the content from the *Content Bar*:

Numbers (1-10, tiles matched by numeral)

Shapes (2-D and 3D, tiles matched by number of shapes on tile)

Mixed (Numbers and Shapes, match by numeral or number of shapes)

Choose the number of players from the box in the upper left corner of the screen. The "C" stands for 1 player vs. computer. Enter students' names by highlighting Player 1, Player 2, etc. and typing the name in the highlighted space.

Choose the color of the *Shapes* and *Numbers* that appear on the tiles from the *Color Pad*.

Finally, choose which number range to practice. Tiles can appear with numbers in the ranges of 1-5, 6-10, or 1-10.

Game Play

The goal is to be the first player to place all of their tiles onto the game board. Place one tile per turn within the time limit specified in the *Options* menu.

Each of the tiles contain two numbers (represented by the number of shapes on the tile or by the numeral).

Some rules to follow when tiles are placed:

At least one edge must touch another tile that has already been placed.

Each tile contains two sections. When a tile is placed on the board, each section must have the same number of shapes or the same numerals as the sections on adjacent tiles.

If none of the tiles can be placed on the game board the player may draw more tiles by clicking on the *Draw a Tile* button or pass to the next player by clicking on the *Next Player* button.

Game Controls

Rotation Pieces may need to be rotated before being placed on the board. Rotate pieces by clicking the *Rotation* button (the arrows in a circle) to switch into Rotate Mode. Now, each time a tile is clicked it will rotate one quarter turn in a clockwise direction. After the tile is rotated, switch back to Move Mode (by clicking the *Hand* button) and place the tile on the board. This will require pre-planning and is an excellent divided and shifting attention task.

Draw a Tile Draw more tiles by clicking the *Draw a Tile* button (shows cardbacks on two tiles).

Pass to Next Player End a turn without placing a tile by clicking the *Pass to Next Player* button (the three right facing arrows).

Options

Show Grid - Determines whether the game board is *Visible* or *Hidden*

On Correct - Specify if the game should *Continue* or *Pause* once a tile is correctly placed. When in *Pause* mode, the game waits for a mouse click before passing to the next player's turn.

Auditory Stimulus - Set whether the "click" heard when laying a tile down is audible (*Voice*) or not (*No Voice*).

Timer - Set the amount of time to recognize and place a tile. Choose *30*, *60*, *90* or *Unlimited* seconds. The *Unlimited* option reduces time pressure anxiety and the time settings can be used to encourage more rapid decision making.

Starting Tiles - Set the number of tiles to begin play. Options are 1, 3, or 5 tiles. The default is 5.

Shapes on Dominoes - Choose which shape(s) appear on the domino faces. The default is *Mixed* but you may choose any of the other 2-D and 3-D shapes listed. The layout pattern of shapes on a tile is the same for same number values regardless of the shape used. (i.e. 8 rectangular prisms will be laid out with the same pattern as 8 circles.)

Macintosh[®] System Requirements

The Macintosh version requires an Apple Macintosh with a Power PC chip, 8-12 megabytes of available RAM, System 7 or OS8/9, a CD-ROM drive, and color monitor. A microphone may be required to record voices. You can play the games from the CD or drag the icons to a folder on the Hard Disk.

Windows[®] System Requirements

The Windows version requires Windows 95/98/ME or Windows 2000/XP, a Pentium chip, 12-16 megabytes of available RAM, a CD-ROM drive, a multimedia sound card and video card, and a color monitor. A microphone is required to record voices.

Complete Manual

A manual that provides instructions for each game is included on this CD. It is located in the Manuals folder and is formatted in Adobe Acrobat[®] format. If you do not already have Acrobat installed, a copy is included on the CD. There is an Extra Homework folder that includes pictures of each of the items on the CD.

LocuTour Multimedia, Inc. End-User License Agreement

This agreement allows you to:

- (a) Use the LocuTour Multimedia software on a single computer at any one time.
- (b) Print copies of the complete manual from the CD and distribute those copies: (i) for use by personnel employed by you; (ii) for use by your therapy clients; (iii) for use by other third parties, provided the copies are distributed free of direct or indirect charges.

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Everyday Language II: Naming, Scanning and Planning Using Color, Shapes and Numbers

Stock Number: M11-2

