

OUR VISUAL BRAIN

Prescribe More Fun!™



# The Our Visual Brain User's Guide

One Platform, Every Patient:  
Boost Compliance Across Multiple Therapeutic Domains

## OUR VISUAL BRAIN

Prescribe More Fun!™



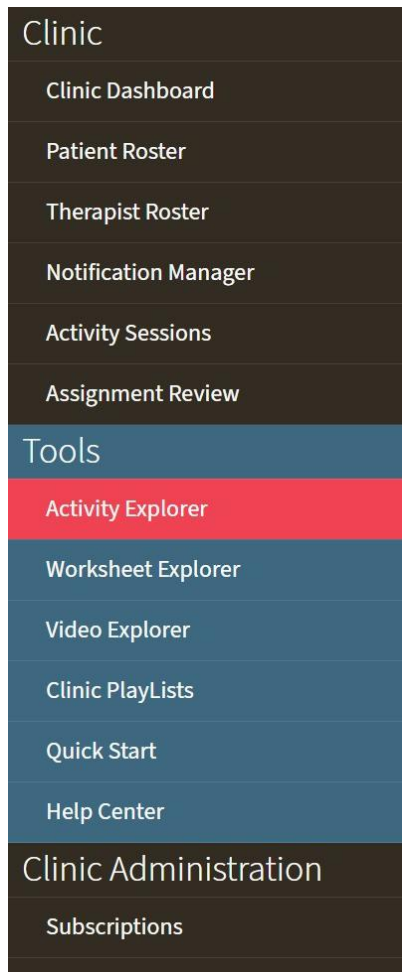
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## How to Explore Activities and Games

1. After you have logged in, click “Activity Explorer” located in the left-hand menu.





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## How to Explore Activities and Games continued

2. Click on the filtering options to select specific activities or simply scroll down the page.

**Activity Explorer** [Tutorials](#)

Filters [Clear Filters](#)

Search by Name

Therapy Categories [Hide Categories](#)

Supported Modalities [MFBF](#) [Red/Green](#) [Full Color](#)

Configurable Options [Voice Recognition](#) [Reduced Stimulus](#) [Dyslexic Format](#) [Processing Speed](#)

View as [Grid](#) [Table](#)

**Filter by Therapy Category** [Clear All](#)

<b>Accommodation Skills</b>	<input type="checkbox"/> Alphabetizing	<input type="checkbox"/> Arcade Games	<input type="checkbox"/> Auditory Laterality	<input type="checkbox"/> Auditory Memory	<input type="checkbox"/> Bilateral Integration
<b>Information Processing</b>	<input type="checkbox"/> Crossing the Midline	<input type="checkbox"/> Directionality Skill Building	<input type="checkbox"/> Divided Attention	<input type="checkbox"/> Laterality	<input type="checkbox"/> Mirroring
<b>Letter &amp; Word</b>	<input type="checkbox"/> Reaction Timing	<input type="checkbox"/> Response Inhibition	<input type="checkbox"/> Reversals	<input type="checkbox"/> Rhythmic Visual Motor	<input type="checkbox"/> Selective Attention
<b>Math/Algebra</b>	<input type="checkbox"/> Sequencing Skill Building	<input type="checkbox"/> Sorting	<input checked="" type="checkbox"/> Spatial Reasoning	<input type="checkbox"/> Tactile Memory	<input type="checkbox"/> Visual Attention
<b>Peripheral Expansion</b>	<input type="checkbox"/> Visual Closure	<input type="checkbox"/> Visual Discrimination	<input type="checkbox"/> Visual Figure Ground	<input type="checkbox"/> Visual Form Constancy	<input type="checkbox"/> Visual Memory
<b>Tachistoscope Skills</b>	<input type="checkbox"/> Visual Motor	<input type="checkbox"/> Visual Planning	<input type="checkbox"/> Visual Scanning	<input type="checkbox"/> Visual Sequential Memory	<input type="checkbox"/> Visual Spatial Visualization

[Clear all Information Processing](#) [Select all Information Processing](#)

Selected Category Filters: [Spatial Reasoning](#) [X](#)

1 category match

[Spatial Reasoning](#) [X](#)

**Block Builder**

MFBF R/G FC VR RS DF PS

Therapy Categories  
Spatial Reasoning

**Block Counting**

MFBF R/G FC VR RS DF PS

Therapy Categories  
Counting, Spatial Reasoning

**Block Out**

MFBF R/G FC VR RS DF PS

Therapy Categories  
Arcade Games, Spatial Reasoning, Tracking Skill Building

**Box Stacker**

MFBF R/G FC VR RS DF PS

Therapy Categories  
Arcade Games, Spatial Reasoning, Tracking Skill Building

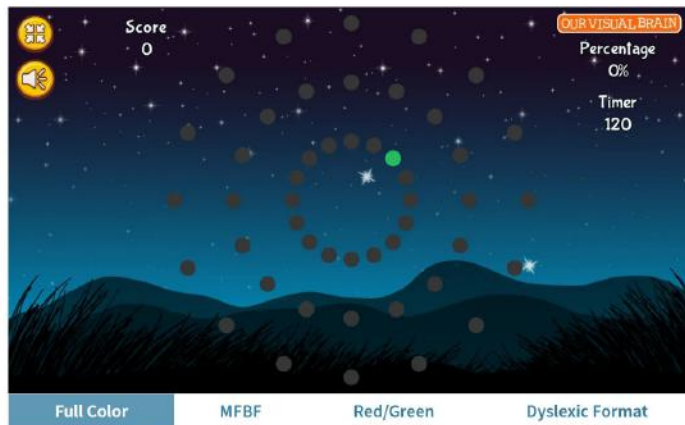
## How to Play an Activity

1. Go to <https://www.ourvisualbrain.com/activities> and search activities using the filter options. Select an activity. On the right side, click "New Configuration."

### Speed Tap

Directionality Skill Building, Flat Fusion Stereo, Peripheral Skills, Reaction Timing, Tracking Skill Building, Visual Discrimination

Tutorials



#### Instructions

**Moon Match:** As quickly as you can, tap on the target at the bottom of your screen that matches the target at the top of your screen.

**Directionality: C:** As the targets light up, click the arrow on your screen or keyboard that corresponds to the direction of the opening on the image. **Rocket:** As the targets light up, click the arrow on your screen or keyboard that corresponds to the rocket's direction.

**Peripheral Expansion:** Keep your eye on the center target; this is important to build peripheral vision skills! Click on the star and then click on the target that lights up. Repeat this process for the duration of the activity. If the metronome is active, tap in time with the beat.

**Space Smash:** As quickly as you can tap on the target before it turns red.

**Space Smash 3D:** As quickly as you can, tap on the spaceship that is different from the rest.

#### My Configurations

New Configuration

☐ Enable Color Calibration (beta)

Activity

Version

Actions

Please add a configuration

## How to Play an Activity continued

2. Configure the activity to your specifications and click "Save". Click the checkmark icon to start gameplay.

**Speed Tap**

Select a version (5 versions available)  
moon-match

Modality  
Full Color MFBF Red/Green Dyslexic Format

Game Duration  
2 min 0 sec

Distractor  
Active Inactive

Target Size  
Small Medium Large

Metronome  
Active Inactive

Beats Per Minute  
54

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

Video Background  
Active Inactive

Video Speed  
1 2 3 4 5

Video Option  
Escalator Walking Shopping Tunnel Rides

Number of Targets  
2 3

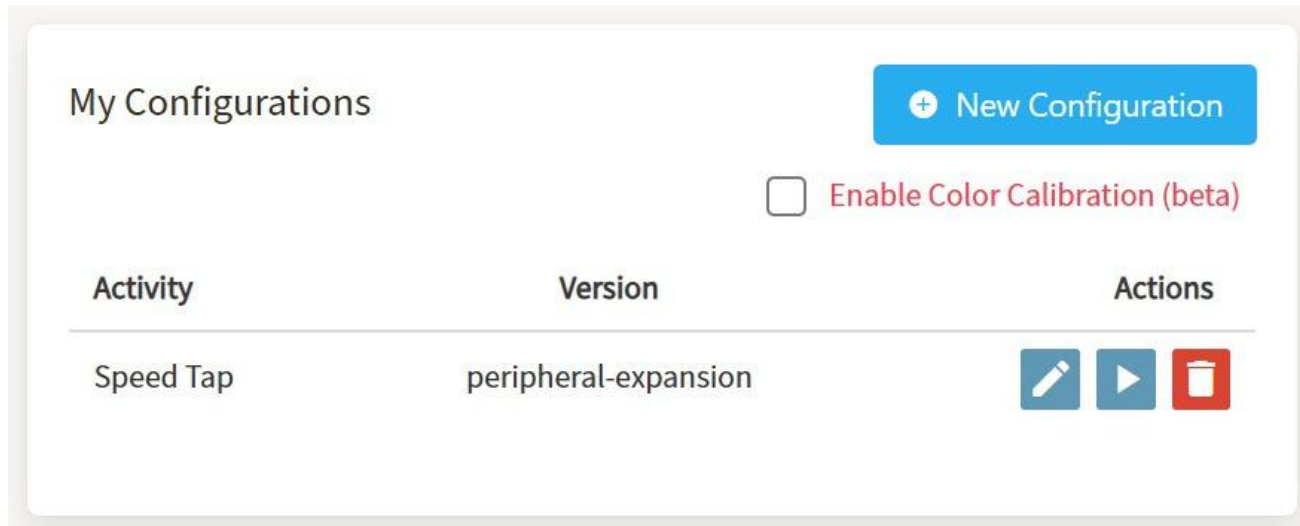
Configuration Tag  
moon-match

Note for patient  
Note for patient

Cancel Save

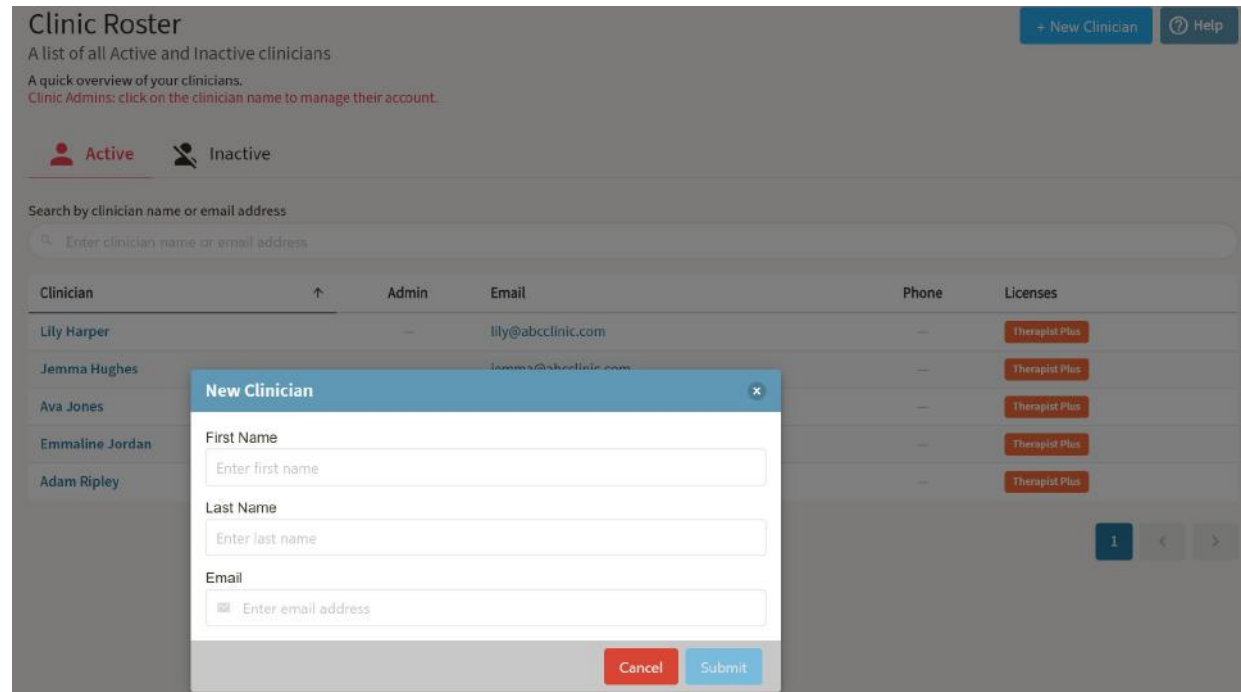
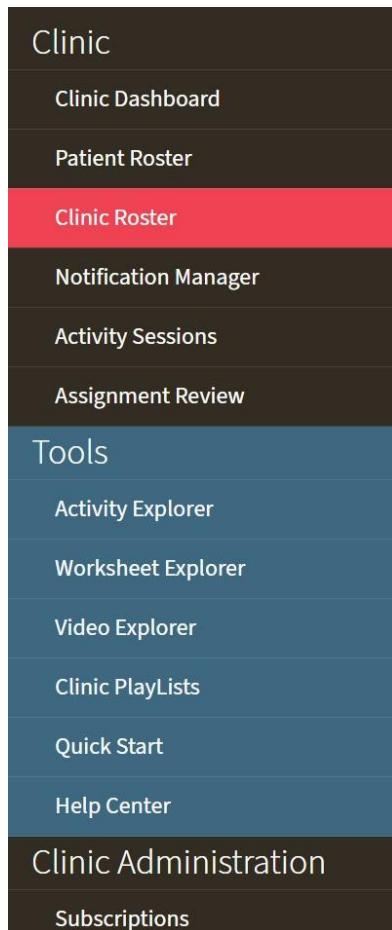
### How to Modify an Activity

3. To modify the activity, click the pen icon, make your changes and click "Save".



## How to Add a Clinician

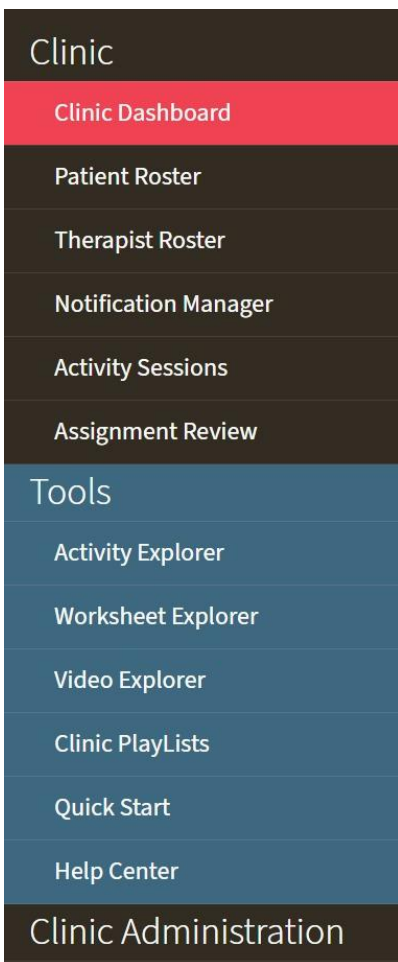
1. Click on Clinic Roster in the left-hand menu.
2. Click the “+ New Clinician” button and enter First Name, Last Name, and email address.



After adding a clinician, they'll receive an email with an activation link.

## How to Add a Patient

1. Click on Clinic Dashboard in the left-hand menu 2. Click on the "+New Patient" button and enter First Name, Last Name and email address



The image shows a 'New Patient' form with a blue header bar containing a plus icon, the text 'New Patient', and a close button (X). The form body has a light gray background. It starts with the instruction: 'Please fill in the form below. Once you have completed the form, press the "Submit" button.' followed by a red asterisk and the text '\* Required Fields'. There are three input fields: 'First Name \*', 'Last Name \*', and 'Email \*'. At the bottom right, there are two buttons: a red 'Cancel' button and a blue 'Submit' button.

## How to Manage Patient Assignments

1. From the patient's Therapy Management Page, you have the option to filter and assign activities to three separate playlists:

**Activity:** Digital activities and games configured by you.

**Worksheet:** Downloadable worksheets for in-office and at home, and

**Video:** Primitive Reflexes, OVB Coach, Kids in Motion, and We Move \*

Playlists Tutorials

Activity Playlist Manage Playlist

Activity	Version	Assigned
Fast Match	1	03/01/2025
Color Spin	1	03/10/2025
Hex Blocks Jr	1	03/01/2025
Fly Catching	1	03/01/2025
Parking Jam	in-office	03/10/2025

Worksheet Playlist Manage Playlist

Worksheet	Assigned	Download
Animal Matching 2	01/04/2023	
Animal Matching 11	01/27/2023	
Animal Matching 13	01/28/2023	

Video Playlist Manage Playlist

Video	Assigned
Letter Reversals	01/04/2023
Accommodation Stick Prism	01/28/2023
Banana Level 1	10/04/2023

A Playlist is essentially a compilation of Activities, functioning similarly to a playlist on a digital music player. A clinician assigns a patient an Activity Playlist according to their therapeutic needs. Patients can only access Activities that have been assigned through their Playlist.

**Primitive Reflexes:** Patti Andrich's Primitive Reflex integration videos with printable instructions.

**OVB Coach:** Professional videos demonstrating how to use therapy equipment at home.

**Kids in Motion:** Professional pilates videos teaching core and balance activities.

**We Move:** Short tutorials teaching how to use your body to work on perceptual skills.



## How to Manage Patient Assignments continued

2. Click the "Manage Playlist" button on each playlist and use the dynamic filter to select and configure activities for your patient.
3. When you have selected an activity for your patient's playlist, click "Add to Playlist" and then configure the activity.

**Activity Explorer** Tutorials

Filters Clear Filters

Search by Name

Therapy Categories Hide Categories

Supported Modalities MFBE Red/Green Full Color

Configurable Options Voice Recognition Reduced Stimulus Dyslexic Format Processing Speed

View as Grid Table

**Filter by Therapy Category** Clear All

<b>Accommodation Skills</b>	<input type="checkbox"/> Alphabetizing	<input type="checkbox"/> Arcade Games	<input type="checkbox"/> Auditory Laterality	<input type="checkbox"/> Auditory Memory	<input type="checkbox"/> Bilateral Integration
<b>Information Processing</b>	<input type="checkbox"/> Crossing the Midline	<input type="checkbox"/> Directionality Skill Building	<input type="checkbox"/> Divided Attention	<input type="checkbox"/> Laterality	<input type="checkbox"/> Mirroring
<b>Letter &amp; Word</b>	<input type="checkbox"/> Reaction Timing	<input type="checkbox"/> Response Inhibition	<input type="checkbox"/> Reversals	<input type="checkbox"/> Rhythmic Visual Motor	<input type="checkbox"/> Selective Attention
<b>Math/Algebra</b>	<input type="checkbox"/> Sequencing Skill Building	<input type="checkbox"/> Sorting	<input checked="" type="checkbox"/> <b>Spatial Reasoning</b>	<input type="checkbox"/> Tactile Memory	<input type="checkbox"/> Visual Attention
<b>Peripheral Expansion</b>	<input type="checkbox"/> Visual Closure	<input type="checkbox"/> Visual Discrimination	<input type="checkbox"/> Visual Figure Ground	<input type="checkbox"/> Visual Form Constancy	<input type="checkbox"/> Visual Memory
<b>Tachistoscope Skills</b>	<input type="checkbox"/> Visual Motor	<input type="checkbox"/> Visual Planning	<input type="checkbox"/> Visual Scanning	<input type="checkbox"/> Visual Sequential Memory	<input type="checkbox"/> Visual Spatial Visualization
<b>Tracking Skills</b>					
<b>Vergence Skills</b>					

Clear all Information Processing Select all Information Processing

**Selected Category Filters:**

Spatial Reasoning X

**1 category match**

Spatial Reasoning X

**Block Builder**

MFBE R/G FC VR RS DF PS

Therapy Categories  
Spatial Reasoning

**Block Counting**

MFBE R/G FC VR RS DF PS

Therapy Categories  
Counting, Spatial Reasoning

**Block Out**

MFBE R/G FC VR RS DF PS

Therapy Categories  
Arcade Games, Spatial Reasoning, Tracking Skill Building

**Box Stacker**

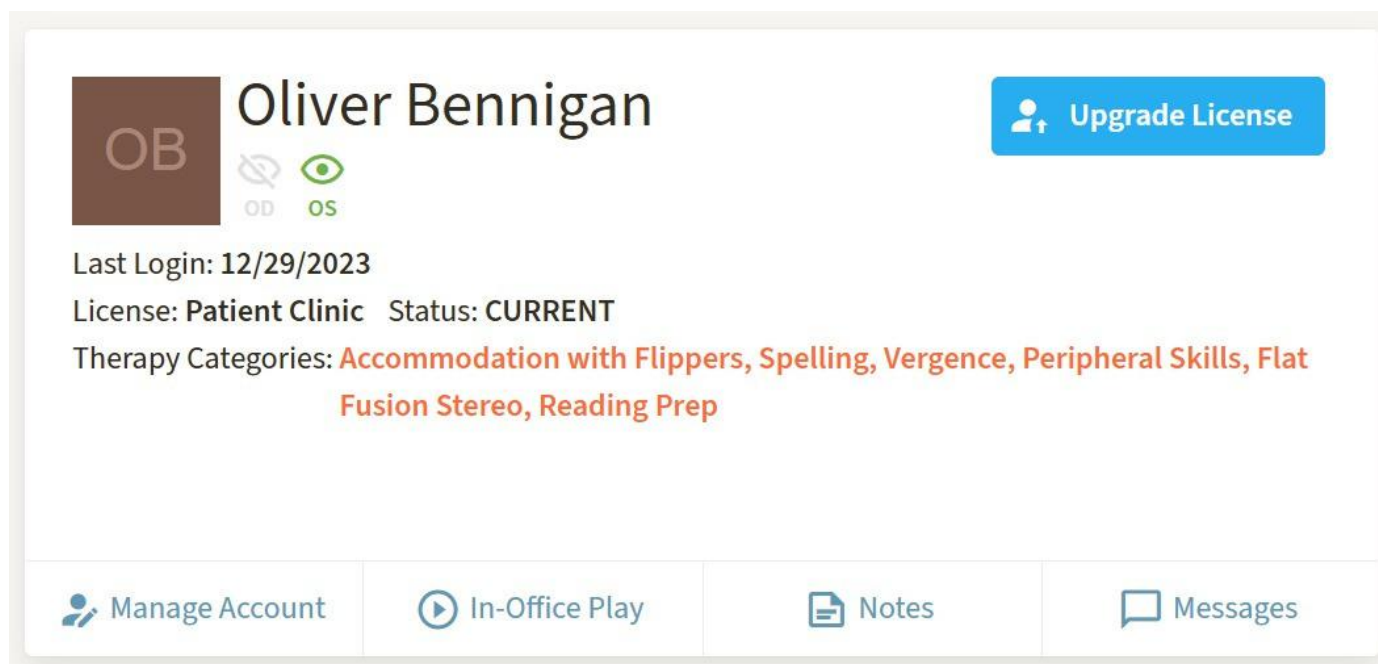
MFBE R/G FC VR RS DF PS

Therapy Categories  
Arcade Games, Spatial Reasoning, Tracking Skill Building



## How to Setup a Patient on a Home Program

1. After you have set up your patient's playlist, click the button labeled "Upgrade License". The patient will then receive an email with an activation link.



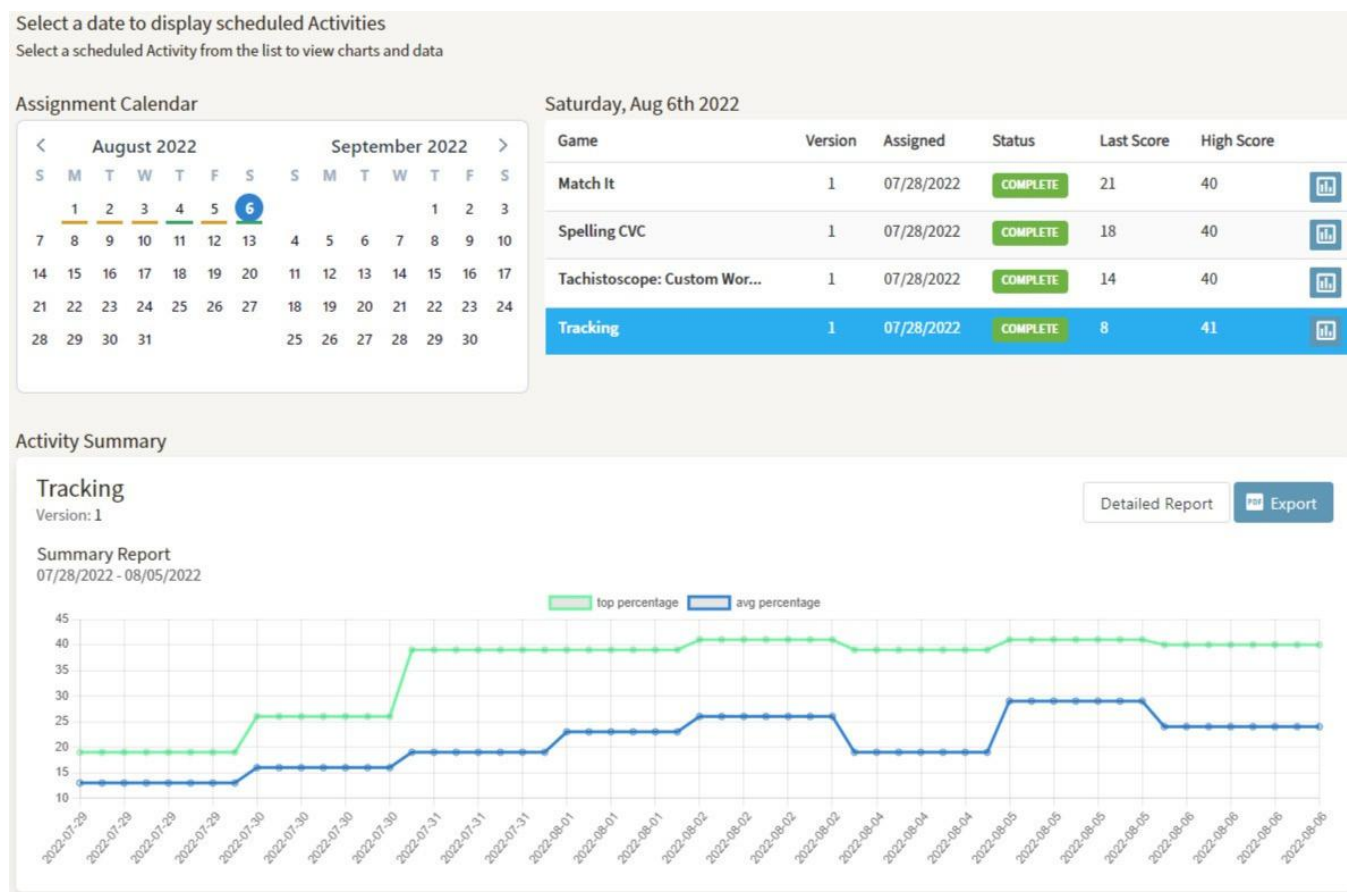
Want to save scores during therapy? Click "In-Office Play".

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### How to Check Patient Activity Progress

1. After your patient has played an activity at least one time, scroll down the patient's Therapy Management Page until you see the calendar.
2. Click on a date in the calendar and then look at the scoring information displayed in the table directly to the right.
3. Click on the chart icon on the right-hand side for detailed scoring information for this activity displayed below.



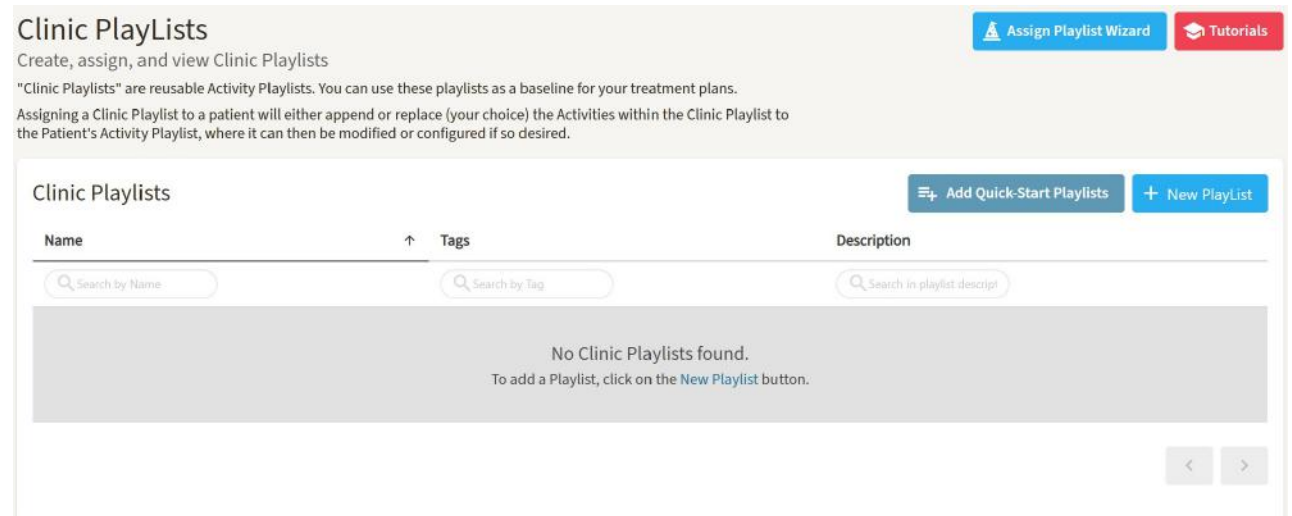
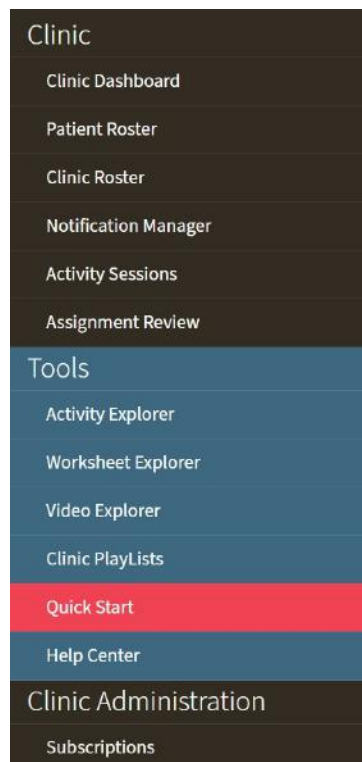
## OVB Quick Start Playlists

Use this tool to add patients and assign playlists right away!

To get you started, we have created a series of Quick Start Playlists -- curated Activity Playlists targeting common diagnoses. You can use a Quick Start Playlist as is or modify it to suit your patient's needs inside their playlist.

If you are a new user, you will find Quick Start instructional messages at the top of the Clinic Playlists page.

# Quick Start Guide



## OVB Quick Start Playlists Continued

After you have set up your Clinic Roster follow these steps to set up your Clinic Playlist Library:

- 1.: Click "Clinic Playlists".
- 2.: Click "Add Quick Start Playlists".
- 3.: Click the checkbox next to the Quick Start Playlists you would like to add to your Clinic Playlists

**Add Quick-Start Playlists**

Select Quick Start Playlists  
Select the Quick-Start Playlists you wish to add to your Clinic Playlists.  
"Updated" playlists are playlists you have previously added, but have since been updated.

<input type="checkbox"/>	Name	Tags	Updates	Description
<input type="checkbox"/>	MFBF Patch Right: Teens	MFBF Right Eye Teens ovb-quick-start	no	MFBF Activities designed for right eye only.
<input checked="" type="checkbox"/>	Oculomotor: Adults	Oculomotor Adults ovb-quick-start	no	Activities for pursuits & saccades
<input type="checkbox"/>	Oculomotor: Ages 3-5	Oculomotor Kids Ages 3-5 ovb-quick-start	no	Activities for pursuits & saccades
<input type="checkbox"/>	Oculomotor: Ages 5-8	Oculomotor Ages 5-8 ovb-quick-start	no	Activities for pursuits & saccades
<input type="checkbox"/>	Oculomotor: Ages 8-12	Oculomotor Kids Ages 8-12 ovb-quick-start	no	Activities for pursuits & saccades
<input type="checkbox"/>	Oculomotor: Teens	Oculomotor Teens ovb-quick-start	no	Activities for pursuits & saccades
<input checked="" type="checkbox"/>	Reading Support-Level 1	Reading Support Level 1 ovb-quick-start	no	Beginner level supportive activities for new or struggling readers.
<input checked="" type="checkbox"/>	Reading Support-Level 2	Reading Support Level 2 ovb-quick-start	no	Level 2 level supportive activities for new or struggling readers.
<input type="checkbox"/>	Reading Support-Level 3	Reading Support Level 3 ovb-quick-start	no	Advanced level supportive activities for new or struggling readers.
<input checked="" type="checkbox"/>	Sports Vision-All Skills	Sport Vision ovb-quick-start	no	The playlist contains one activity from the following Sports Vision training cat...

1 2 3 ... 7 < >

Cancel Add to Library

After you have set up your Clinic Playlist Library, click Playlist Wizard and follow the steps to quickly assign playlists to multiple patients.

[Assign Playlist Wizard](#)

### Need Help?

1. Click the “Help” or “Tutorial” icons on the upper right-hand side of most pages.
2. Click “Help Center” in your left-hand menu
3. [Quick Start video tutorials](#).
4. Call 800-409-1924
5. Email [help@ourvisualbrain.com](mailto:help@ourvisualbrain.com)
6. [Google Meet](#) with OVB staff.

### Resources

[Frequently Asked Questions](#)

[Parent Companion Handout](#)

[Calibration Guide](#)

[Compliance Guide](#)



This section is intended to serve as a companion document to our Activity Explorer found at <https://www.ourvisualbrain.com/activities>

If you have not yet signed up for an account, you can play short [demo versions](#).

If you would like to play full versions, learn more about our therapy management tools, and try out the program with patients, please sign up for a [Free Trial](#).

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## Activity Guide

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Accommodation Skills



Information Processing



Letter & Word



Math/Algebra



Peripheral Skills



Tachistoscope Skills



Tracking Skills



Vergence Skills



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Accommodation Skills



Information Processing



Letter & Word



Math/Algebra



Peripheral Skills



Tachistoscope Skills



Tracking Skills



Vergence Skills

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Accommodation Skills



Information Processing



Letter & Word



Math/Algebra



Peripheral Skills



Tachistoscope Skills



Tracking Skills



Vergence Skills



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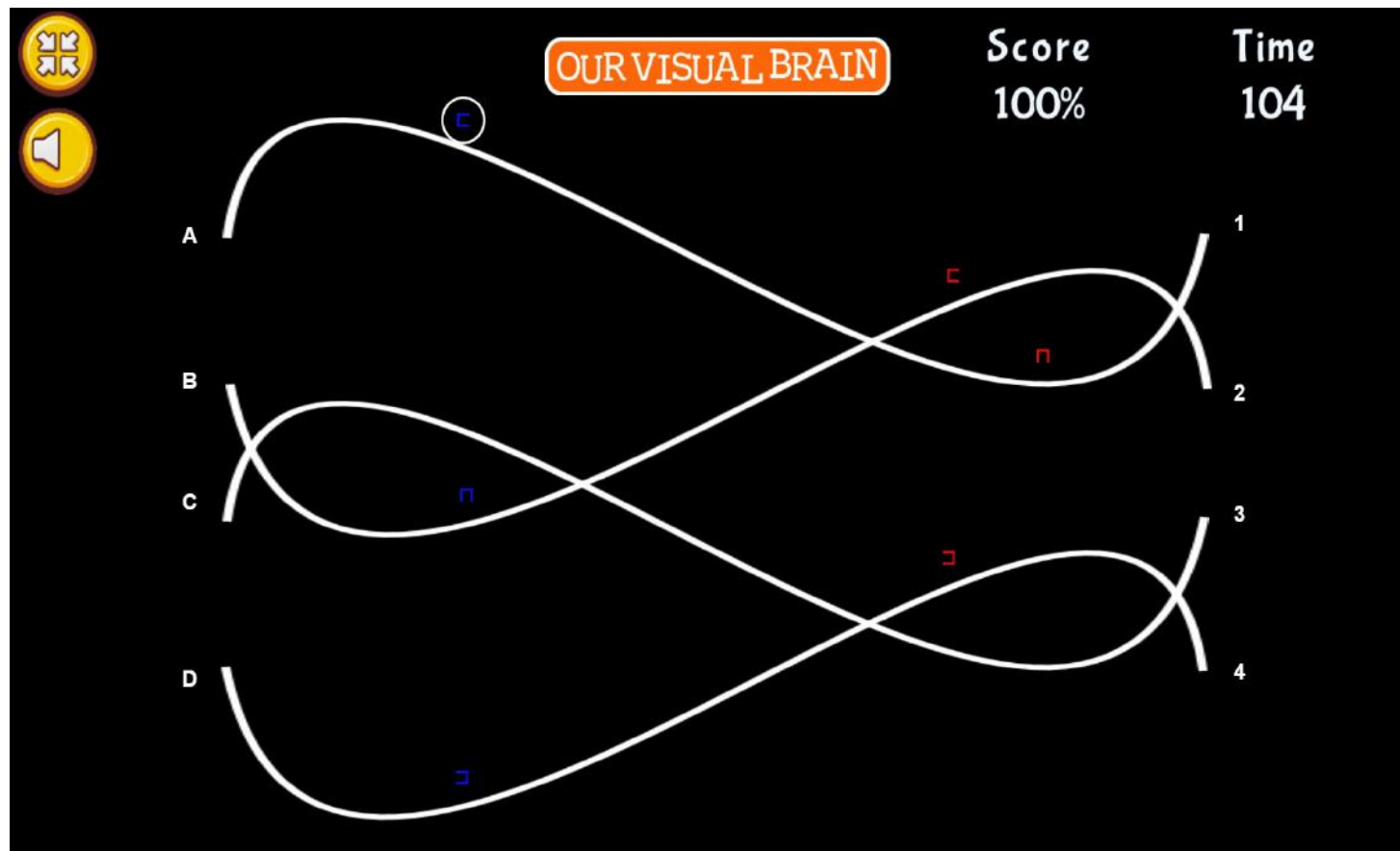
### Versions

Straight Line, Wavy Line, Intersecting Line

### Modality

Red/Green, MFBF 

Accommodation



[Play Accommodation With Flippers](#)



## Accommodation

Select a version (4 versions available)  
 straight-line

Modality  
 MFBF **Red/Green** Dyslexic Format

Background  
 Target Color(s)

Black White

Version  
**Trials** Timed

Number of Trials (Trials Version)  
 - 10 +

Game Duration (Timed Version)  
 2 min 0 sec

Number Of Targets  
 1 2 3 4 **5** 6 7 8 9

Font Size (5-28)  
 - 15 +

Metronome  
 Active **Inactive**

Beats Per Minute  
 - 54 +

CursorSize  
**Small** Medium Large Extra Large

Show User Interface  
**Active** Inactive

### Category

Accommodation

### Configurable Options

Reduced Stimulus, **Voice**

**Recognition** (Chrome)

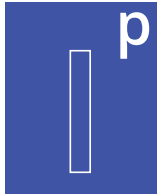
### Instructions

Reading left to right, use your fingers to click the arrow on your keyboard which corresponds to the direction of the opening of the shape. If your device has a microphone, you can use the following voice commands, "UP" "DOWN", "LEFT" or "RIGHT" to indicate the direction of the opening of the shape.

**This activity is designed to be used with flippers.**

## OUR VISUAL BRAIN

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Information  
Processing

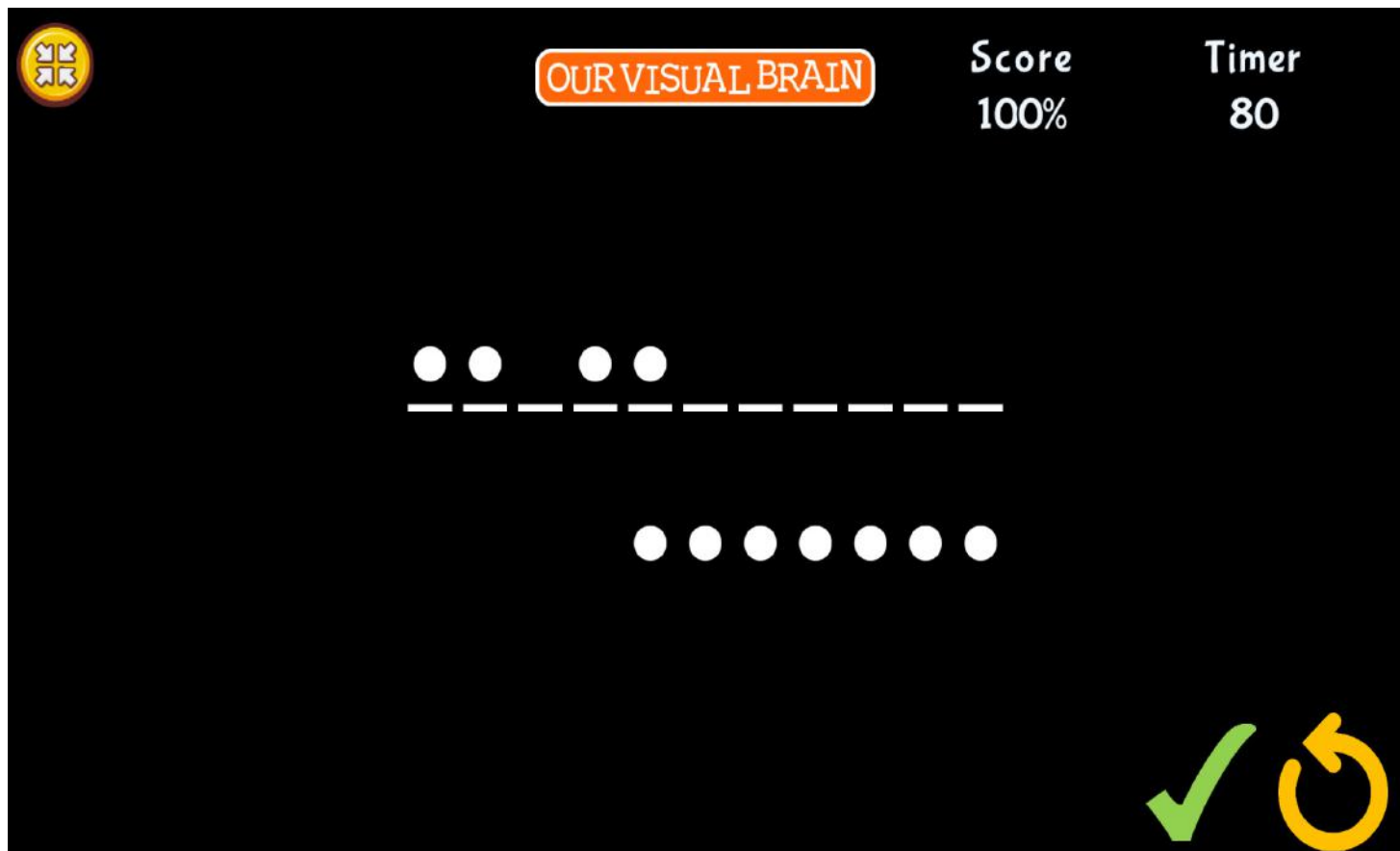
### Audio-Visual Integration

#### Versions

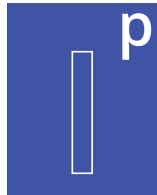
Audio-Graphia, Audio-Visual Match, Audio-Visual Memory, Directed Audio-Visual Match, Visual Memory

#### Modality

Full Color



[Play Audio-Visual Integration](#)



Information  
Processing

## Audio-Visual Integration

Select a version (6 versions available)

visual-memory

Modality

Full Color Dyslexic Format

Game Mode

Timed Trials

Game Duration (Timed Mode)

2 min 0 sec

Number of Trials (Trials Mode)

5

Number of Options

3

Number Of Groups

2

Display Time (Seconds) | Range: 0.1 to 10

Min: 0.1 Max: 10

1

Fine Tuning

1

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

### Category

Auditory Memory, Visual Attention, Visual Memory

### Configurable Options

Reduced Stimulus, Processing Speed

### Instructions

**Audio-Graphia:** While on the first screen, memorize the pattern you hear, and then on the second screen drag and drop the dots on the lines provided to recreate the pattern. Do not place a dot on a line if there is a rest in the pattern.

**Audio-Visual Match:** While on the first screen, memorize the pattern you hear and then on the second screen, click/tap on the pattern in written form.

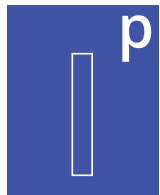
**Audio-Visual Memory:** Remember the pattern of dots that you see and hear on the first screen and then click/tap on this pattern in written form on the second screen.

**Directed Audio-Visual Memory:** Memorize the pattern using the clues provided to you on the first screen. Then, click/tap on this pattern in written form on the second screen.

**Visual Memory:** Remember the pattern of dots you see on the first screen and then click/tap on this pattern on the second screen.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

### Versions

One Version

### Modality

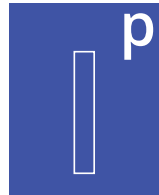
Full Color

Auditory Matching



[Play Auditory Matching](#)





Information  
Processing

# Auditory Matching

Select a version (2 versions available)

standard

Modality

Full Color Dyslexic Format

Game Mode

Timed Trials

Number of Trials (Trials Mode)

— 5 +

Game Duration (Timed Mode)

2 min 0 sec

Target Type

Household Items Animals

Target Size

Small Medium Large

Number Of Targets

2 3 4 5 6 7

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

## Category

Auditory Sequential Memory

## Configurable Options

Processing Speed

## Instructions

Listen to the sounds, then click on the images that match the sounds in the same order that you heard them.

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Math/Algebra

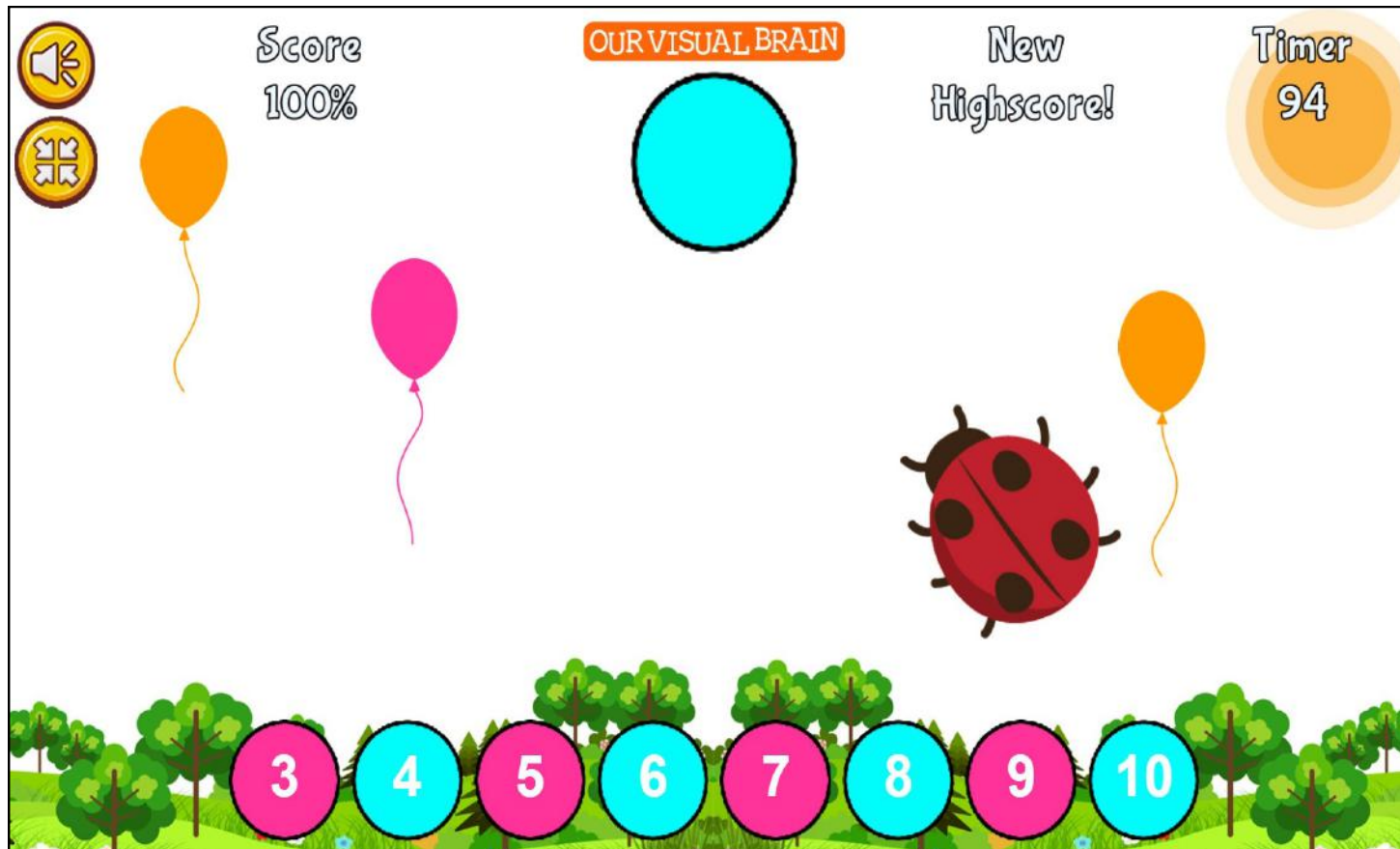
## Versions

One Version

## Modality

Red Green, MFBF 

## Balloon Counting



[Play Balloon Counting](#)



Math/Algebra

## Balloon Counting

Select a version (2 versions available)  
standard

Modality  
MFBF **Red/Green** Dyslexic Format

Background  
☐ White ☒ Black

Target Color(s)  
☒ Orange ☒ Pink ☒ Cyan

Game Duration (Timed Mode)  
 2 min 0 sec

Number of Trials (Trials Mode)  
 - 10 +

Game Mode  
**Timed** Trials

Number of Targets  
**3-10** 5-15 8-16

Target Size  
**Small** Medium Large

Enable Distractor  
 True **False**

Metronome  
 Active **Inactive**

Beats Per Minute  
 - 54 +

Cursor Size  
**Small** Medium Large Extra Large

Show User Interface  
**Active** Inactive

Background Music  
**Active** Inactive

### Category

Counting, Tracking Skill Building

### Configurable Options

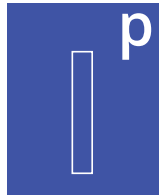
Processing Speed

### Instructions

Count the number of balloons and drag the corresponding number into the space provided.

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Versions

Standard

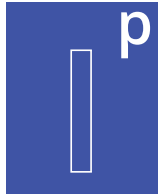
## Modality

Full Color, Red/Green, MFBF 

Beat the Clock



[Play Beat the Clock](#)



Information  
Processing

## Beat the Clock

Select a version (2 versions available)  
standard

Modality  
Full Color MF8F Red/Green Dyslexic Format

Game Mode  
Timed Trials

Game Duration (Timed Mode)  
2 min 0 sec

Number of Trials (Trials Mode)  
- 5 +

Number of Targets  
4 9 16 25

Puzzle Time  
0 min 30 sec

Clock Audio  
Active Inactive

Graphic  
Shapes Beach Party

Hole Size  
Smaller Same Size Larger

Target Orientation  
Matching Random

Metronome  
Active Inactive

Beats Per Minute  
- 54 +

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

### Category

Visual Discrimination, Visual Form Constancy

### Configurable Options

Processing Speed, Reduced Stimulus, Dyslexic Format

### Instructions

Fit the shapes into their matching holes before the timer runs out. If you run out of time prepare for a "BOOM"! If you are using the metronome, drop the pieces in time with the beat. Look at the circle on the left-hand side for visual cues.

# OUR VISUAL BRAIN

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Vergence Skills











## Versions

Convergence, Divergence, Jump Duction

## Modality

Red/Green 

## Binocular Flat Fusion



Score	New	Timer
100%	Highscore!	100

Offset : 5  
Break : 0  
Recovery : 0

...

[Play Binocular Flat Fusion](#)

## OUR VISUAL BRAIN


Prescribe More Fun!™




Vergence Skills

### Binocular Flat Fusion

Modality

Background  


Target Color(s)  


Game Duration  
2 min 0 sec

Target Size

Peripheral Target

Central Target (Numbers Target Only)

Target Image Combination (Images Target Only)

Cursor Size

Show User Interface

Jump Distance | Range: 1 to 10  
Min: 1 Max: 10  
1  
Fine Tuning  
- 1 +

Jump Range | Range: 1 to 100  
Min: 1 Max: 100  
100  
Fine Tuning  
- 100 +

### Category

Flat Fusion Stereo

### Configurable Options

Processing Speed, **Voice Recognition** (Chrome)

### Instructions

**Convergence:** Look closely and indicate which target is the closest to you by using the corresponding arrows on your keyboard or by clicking or tapping on it.

**Divergence:** Look closely and indicate which target is the furthest from you by using the corresponding arrows on your keyboard or by clicking or tapping on it.

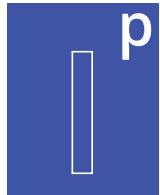
**Jump Duction:** Look closely and indicate which target is different from the other three by using the corresponding arrows on your keyboard or by clicking or tapping on it.

If you are using voice recognition, please use the following commands: "Target Up", "Target Down", "Target Left", or "Target Right".



# OUR VISUAL BRAIN

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Information  
Processing

## Versions

One Version

## Modality

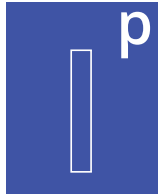
Full Color, Red/Green, MFBF 

Birds in a Scene



[Play Birds in a Scene](#)





Information  
Processing

Birds in a Scene

Select a version (2 versions available)  
standard

Modality  
Full Color MFBF Red/Green Dyslexic Format

Game Duration  
2 min 0 sec

Display Target Time (seconds)  
1 2 3 4 5 6 7 8 9 10

Number Of Targets  
1 2 3 4 5 6 7 8 9

Target Size  
Small Medium Large

Distractor Duration (seconds)  
1 2 3 4 5

Metronome  
Active Inactive

Beats Per Minute  
- 54 +

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

Background Music  
Active Inactive

## Category

Visual Memory

## Configurable Options

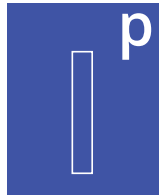
Processing Speed

## Instructions

The first screen will display a group of images. There will be a distraction and the screen will display possible matches. Tap the images that you saw on the first screen.

# OUR VISUAL BRAIN

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Information  
Processing

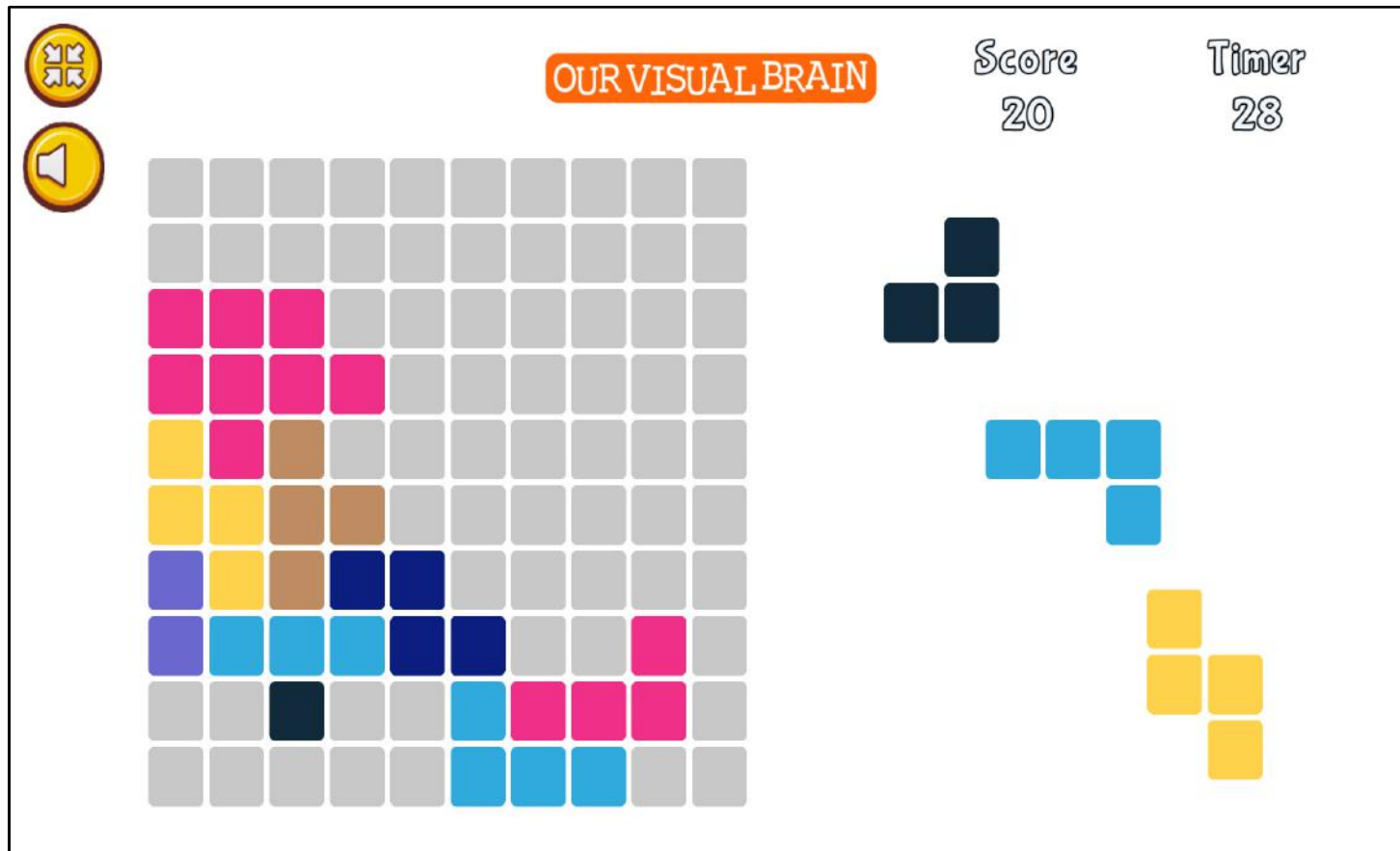
## Versions

Timed, Endless

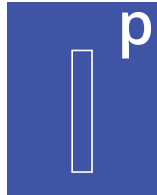
## Modality

Full Color, Red/Green, MFBF 

Block Builder



[Play Block Builder](#)



Information  
Processing

## Block Builder

Select a version (2 versions available)

timed ▼

Modality

Full Color MFBF Red/Green Dyslexic Format

Version

Regular Jr

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Game Duration

2 min 0 sec

### Category

Spatial Reasoning

### Configurable Options

Reduced Stimulus

### Instructions

Drag blocks into the grid to fill vertical and horizontal lines; each line will disappear as soon as it is filled. Make sure you leave room for upcoming blocks as the round is over when there are no more possible moves.

## OUR VISUAL BRAIN

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Math/Algebra

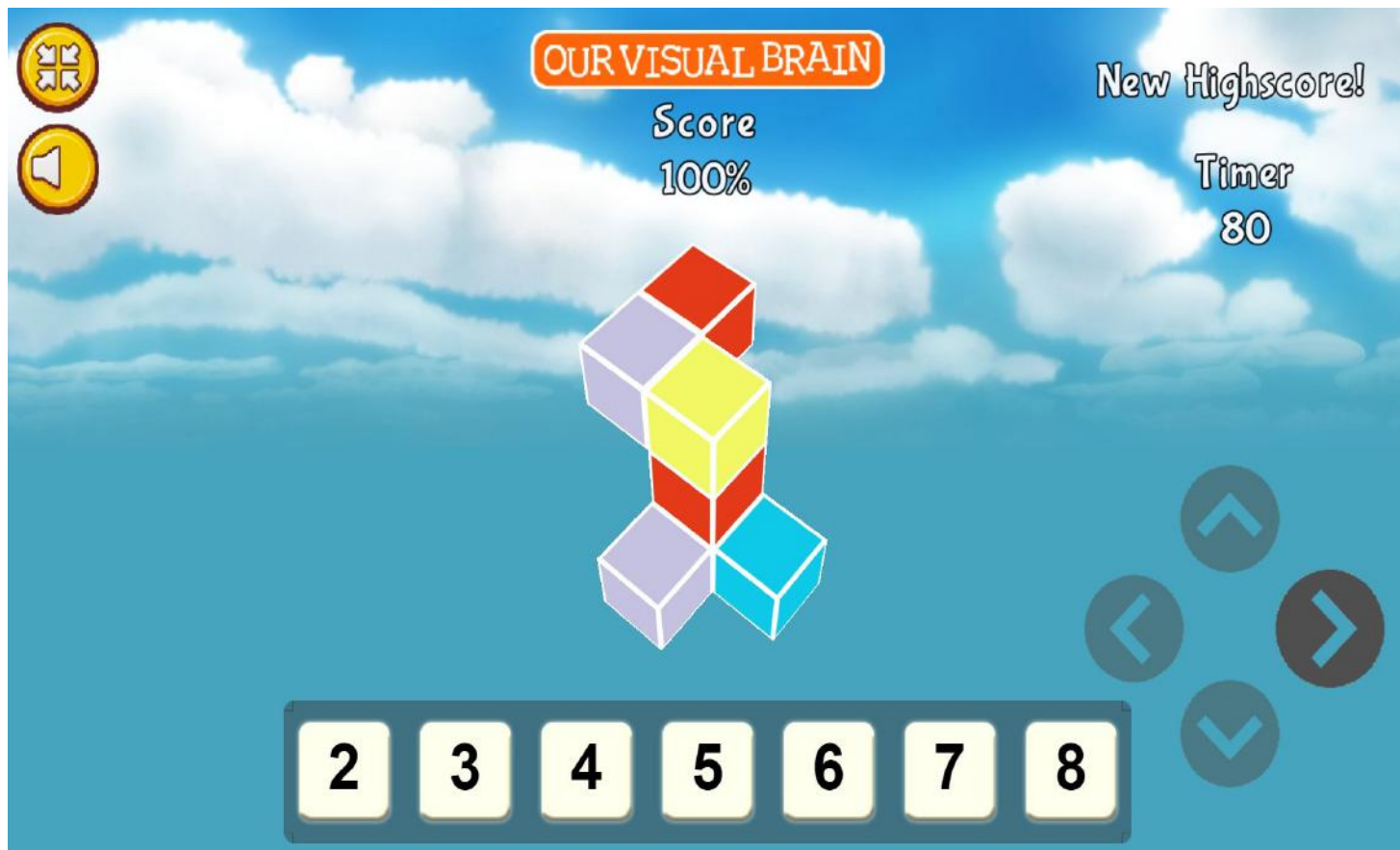
### Versions

One Version

### Modality

Full Color, MFBF 

Block Counting



[Play Block Counting](#)



Math/Algebra

## Block Counting

Select a version (2 versions available)

standard

Modality

Full Color MFBF Dyslexic Format

Game Duration

2 min 0 sec

Number Of Boxes

2-8 5-12 12-20

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

## Category

Counting, Spatial Reasoning

## Configurable Options

Processing Speed, Reduced Stimulus

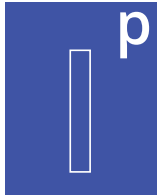
## Instructions

Count the number of boxes and click or tap on the correct answer at the bottom of the page.

PRO TIP: Use the arrows to move the boxes in different directions to help you count.

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

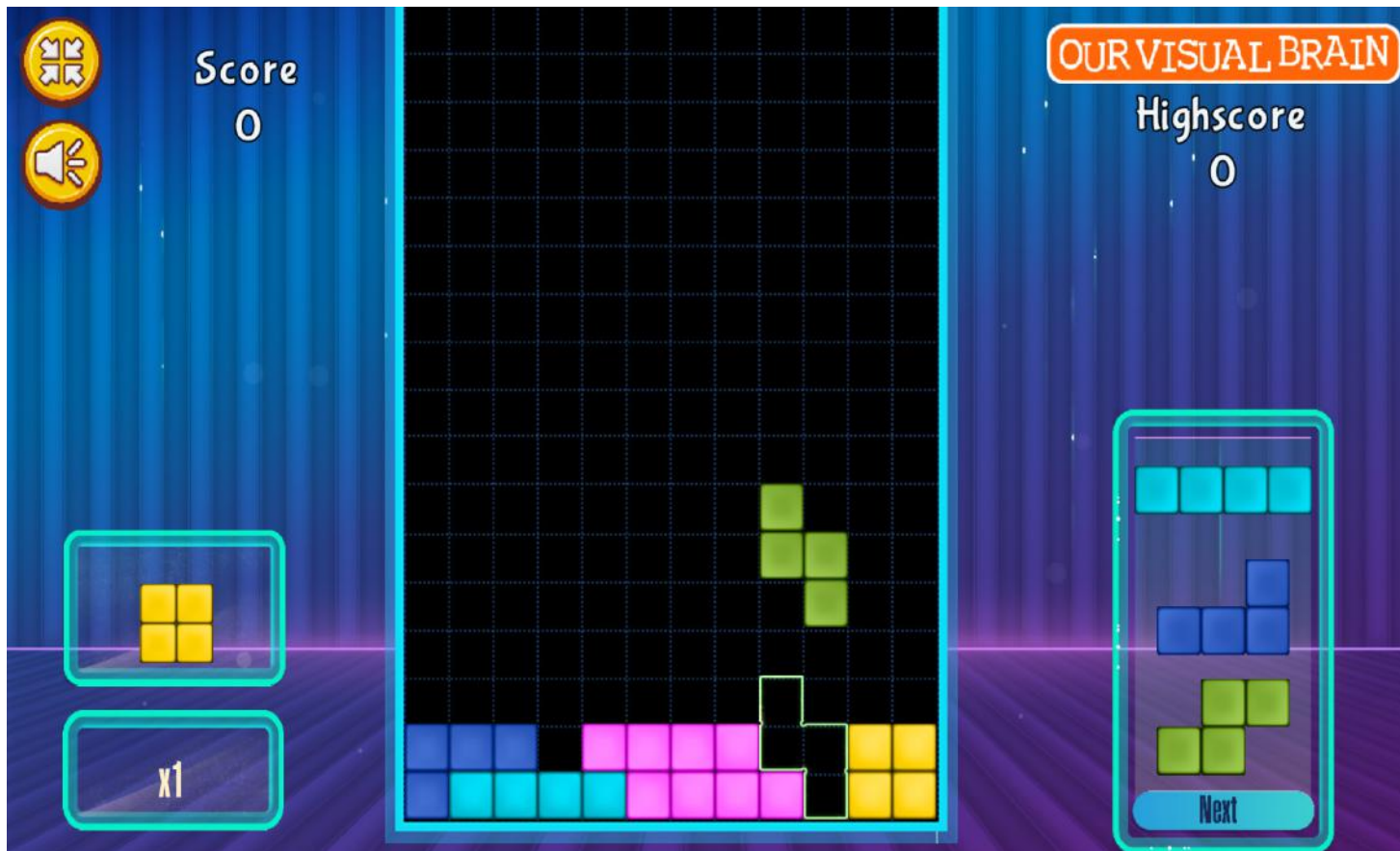
## Versions

Timed, Free Play

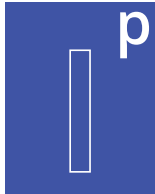
## Modality

Full Color, Red Green, MFBF 

Block Out



[Play Block Out](#)



Information  
Processing

# Block Out

Select a version (2 versions available)

timed

Modality

Full Color MFBF Red/Green Dyslexic Format

Game Duration

2 min 0 sec

Fall Speed

Very Slow Slow Medium Fast Very Fast

Speed Increase

Active Inactive

Cursor Size

Small Medium Large Extra Large

Background Music

Active Inactive

Show User Interface

Active Inactive

## Category

Spatial Reasoning, Tracking Skill Building

## Configurable Options

Reduced Stimulus

## Instructions

Blocks of different shapes drop from the top of the screen into a box. Each block is made up of four small squares arranged to make a larger square, an L-shape, or a column.

As the blocks fall, they can be rotated or moved horizontally so that every space in the box is filled.

When a horizontal line is completed, that line is "destroyed," giving you more points and moving the rest of the placed pieces down by one square.

If a line remains incomplete, another line must be finished above it. The more lines that stand incomplete, the higher the blocks above them stack, reducing the space in which falling shapes can be manipulated. When the blocks reach the top of the screen, the game ends.



## OUR VISUAL BRAIN

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Tracking Skills

### Versions

One Version

### Modality

Full Color, Red Green, MFBF 

Bobble Blobs



[Play Bobble Blobs](#)





## Tracking Skills

## Bobbie Blobs

Select a version (2 versions available)

standard

Modality

Full Color MFBF Red/Green Dyslexic Format

Background

Target Color(s)

Black

Game Duration

2 min 0 sec

Missile Intensity

Slow Medium Heavy

Missile Speed

Slow Medium Fast

Target Speed

Slow Medium Fast

Target Spawn Period

2.4 s 3 s 4 s

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

## Category

Tracking Skill Building, Arcade Games

## Configurable Options

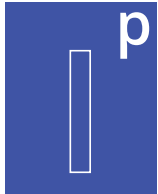
Processing Speed, Reduced Stimulus

## Instructions

Avoid the missiles and intercept the falling blobs to score points. Watch out for the UFOs! Use your keyboard, mouse or touch screen to move across the screen.

## OUR VISUAL BRAIN

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Information  
Processing

### Versions

One Version

### Modality

Full Color, Red Green, MFBF 

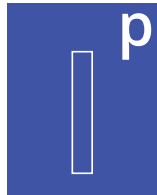
Box Stacker



[Play Box Stacker](#)

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Box Stacker

Select a version (2 versions available)  
standard

Modality  
Full Color MFBF Red/Green Dyslexic Format

Game Duration  
2 min 0 sec

Display Target Time (seconds)  
1 2 3 4 5 6 7 8 9 10

Number Of Targets  
1 2 3 4 5 6 7 8 9

Target Size  
Small Medium Large

Distractor Duration (seconds)  
1 2 3 4 5

Metronome  
Active Inactive

Beats Per Minute  
- 54 +

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

Background Music  
Active Inactive

### Category

Spatial Reasoning, Tracking Skill  
Building

### Configurable Options

Processing Speed, Reduced  
Stimulus

### Instructions

Click or tap on the boxes to stack them on the platform. Build your tower as high as possible but don't let the boxes fall off the edge or you will lose points!

## OUR VISUAL BRAIN

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Tracking Skills

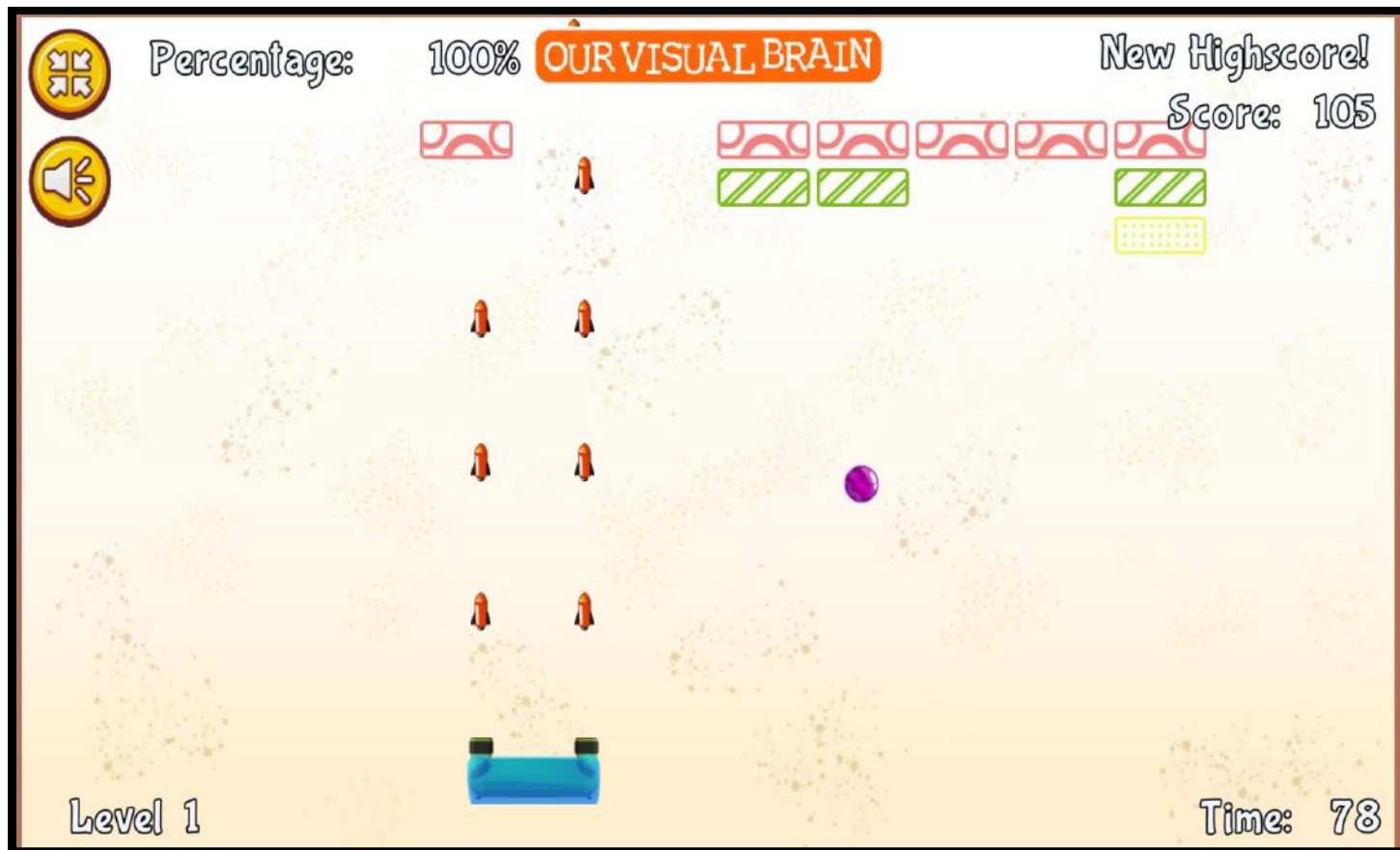
### Versions

One Version

### Modality

Full Color, Red Green, MFBF 

Brick Blast



[Play Brick Blast](#)



Tracking Skills

Modality

Game Duration

min
  sec

Ball Speed

Cursor Size

Show User Interface

Background Music

## Category

Tracking Skill Building, Arcade Games

## Configurable Options

Processing Speed, Reduced Stimulus

## Instructions

Using your mouse or touchscreen move the paddle to smash the ball(s) into the brick wall. Keep your eye on the ball with the star, you must always keep this ball in play or you will lose points. Use your paddle to hit the falling bonus bubbles to earn an extra ball, more time or fire power!

## OUR VISUAL BRAIN

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Tracking Skills

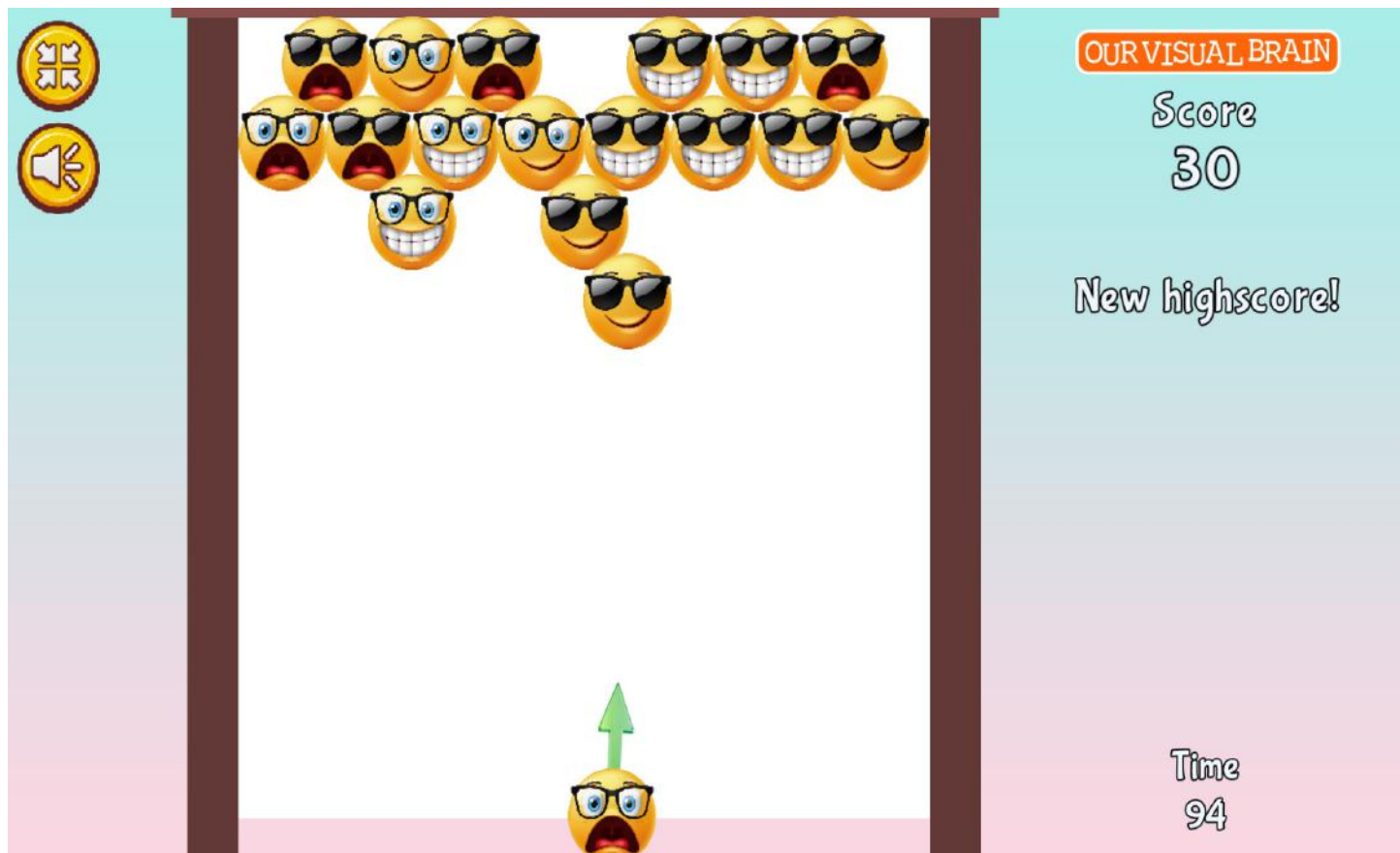
### Versions

One Version

### Modality

Full Color, Red Green, MFBF 

Bubble Shooter



[Play Bubble Shooter](#)



Tracking Skills

## Bubble Shooter

Select a version (2 versions available)

timed

Modality

Full Color MFBF Red/Green Dyslexic Format

Bubble Size

Small Big

Game Duration

2 min 0 sec

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

## Category

Tracking, Visual Discrimination, Arcade Games

## Configurable Options

Processing Speed

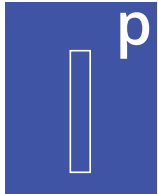
## Instructions

Shoot 3 or more bubbles of the same design as the shooter to score points. Keep a watch on the shooter bubble; it changes. Aim with mouse and shoot with left click or use your finger to aim the shooter and lift up to shoot.



## OUR VISUAL BRAIN

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Information  
Processing

### Versions

One Version

### Modality

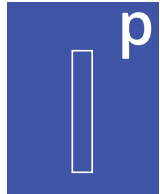
Full Color, Red Green, MFBF 

Bug Matching



[Play Bug Matching](#)





Information  
Processing

## Bug Matching

Select a version (2 versions available)

automatic-level ▼

Modality

Full Color MFBF Red/Green Dyslexic Format

Metronome

Active Inactive

Beats Per Minute

— 54 +

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

### Category

Visual Discrimination, Tracking Skill Building

### Configurable Options

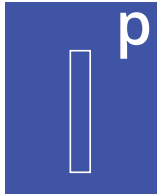
Processing Speed

### Instructions

Tap or click on each pair of matching bugs.

# OUR VISUAL BRAIN

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Information  
Processing

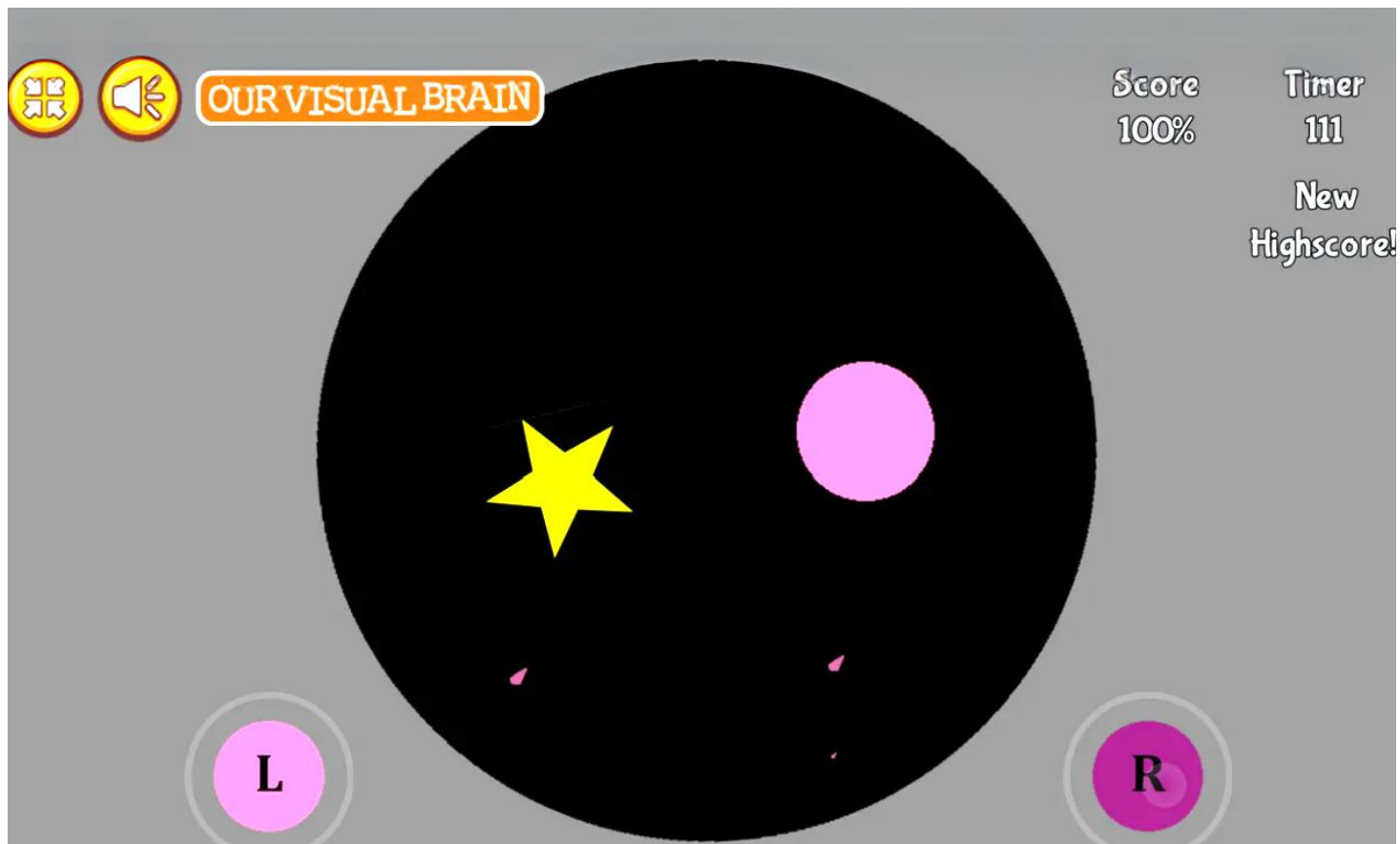
## Versions

Visual Discrimination, Visual Discrimination Switch, Crossing the Midline

## Modality

Full Color

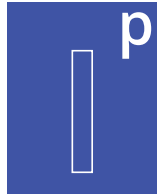
Color Burst



[Play Color Burst](#)

# OUR VISUAL BRAIN

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Information  
Processing

## Color Burst

Select a version (4 versions available)  
visual-discrimination

Modality

Game Duration (Timed Version)  
2 min 0 sec

Target Size

Target Movement

Target Speed  
1 2 3 4 5

Response Time Option

Response Time | Range: 0.1 to 30  
Min: 0.1 Max: 30  
1  
Fine Tuning  
- 1 +

Display Interval | Range: 0.1 to 10  
Min: 0.1 Max: 10  
1  
Fine Tuning  
- 1 +

Distraction

Distraction Volume | Range: 1 to 100  
Min: 1 Max: 100  
50  
Fine Tuning  
- 50 +

Metronome

Metronome Speed (Beats per Minute)  
- 54 +

Show User Interface

### Category

Crossing the Midline, Peripheral Expansion, Visual Motor, Selective Attention, Response Inhibition, Tracking Skills, Visual Attention, Divided Attention, Reaction Timing, Visual Discrimination

### Configurable Options

Reduced Stimulus, Processing Speed, Dyslexic Format

### Instructions

#### Visual Discrimination:

Place a finger from each hand on the circles at the bottom of the screen; left finger on the "L" and right finger on the "R". When a circle (target) appears on your screen, note the color and tap on it using the finger that is placed on the corresponding color. Once you have tapped the target, return your finger to its circle. When a star appears, say the name of its color out loud. Please remember that your other finger must remain on its circle. You will lose points if your finger leaves the circle for any reason other than to tap the correct target.

#### Visual Discrimination Switch:

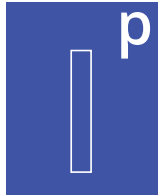
Place a finger from each hand on the circles at the bottom of the screen; left finger on the "L" and right finger on the "R". When a circle (target) appears on your screen, note the color and tap on it using the finger that is placed on the corresponding color. The colors will randomly switch positions, so it is best to use your peripheral vision to ensure that you are using the correct finger to tap the target. Once you have tapped the target, return your finger to its circle. When a star appears, say the name of its color out loud. Please remember that your other finger must remain on its circle. You will lose points if your finger leaves the circle for any reason other than to tap the correct target.

#### Crossing the Midline:

Place a finger from each hand on the circles at the bottom of the screen; left finger on the "L" and right finger on the "R". When a circle (target) appears on your screen, note the color and tap on it using the finger that is placed on the corresponding color. Once you have tapped the target, return your finger to its circle. Please remember that your other finger must remain on its circle. When a star appears, say the name of its color out loud. You will lose points if your finger leaves the circle for any reason other than to tap the correct target.

## OUR VISUAL BRAIN

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Information  
Processing

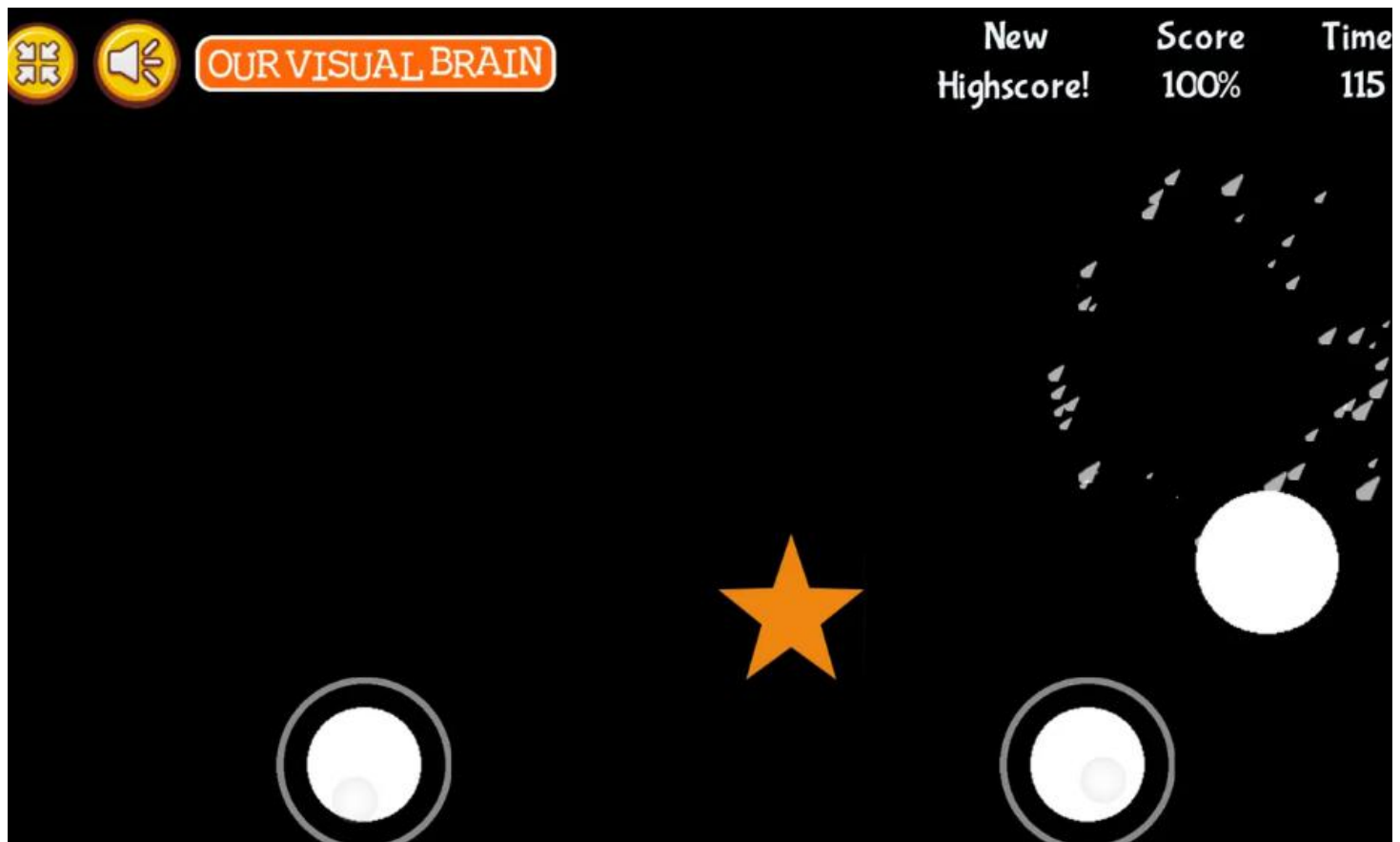
### Versions

Visual Discrimination, Visual Discrimination Switch, Crossing the Midline

### Modality

Full Color, MFBF, R/G 

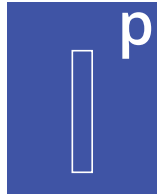
Color Burst Laterality



[Play Color Burst Laterality](#)

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

### Color Burst Laterality

Select a version (4 versions available)

visual-discrimination

Modality

Full Color Dyslexic Format

Game Duration (Timed Version)

2 min 0 sec

Target Size

Small Medium Large

Target Movement

Saccades Saccadic Wheel Pursuits Erratic

Target Speed

2 3 4

Response Time Option

Active Inactive

Response Time | Range: 0.1 to 30

Min: 0.1 Max: 30

1

Fine Tuning

- 1 +

Display Interval | Range: 0.1 to 10

Min: 0.1 Max: 10

1

Fine Tuning

- 1 +

Distraction

None Crowd Static

Distraction Volume | Range: 1 to 100

Min: 1 Max: 100

50

Fine Tuning

- 50 +

Metronome

Active Inactive

Metronome Speed (Beats per Minute)

- 54 +

Show User Interface

Active Inactive

### Category

Crossing the Midline, Directionality Skill Building, Laterality, Auditory Laterality, Selective Attention, Visual Attention, Divided Attention, Reaction Timing

### Configurable Options

Reduced Stimulus, Dyslexic Format, Processing Speed

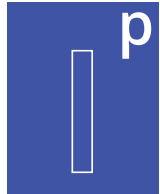
### Instructions

#### Laterality:

Place a finger from each hand on the circles at the bottom of the screen; the left finger on the left side and the right finger on the right side. When a circle (target) appears on your screen, note the direction that the arrow is pointing inside the circle, and tap on it using the corresponding finger e.g., if the arrow is pointing left, tap on it using your left finger. Once you have tapped the target, return your finger to its circle. When a star appears, say the name of its color out loud. Please remember that your other finger must remain in its circle. You will lose points if your finger leaves the circle for any reason other than tapping the correct target.

#### Auditory Laterality:

Place a finger from each hand on the circles at the bottom of the screen; left finger on the left-side and right finger on the right side. When you hear the word, "Left" click on the circle (target) with your left finger. When you hear the word, "Right", click on the target with your right finger. Once you have tapped the target, return your finger to its circle. When a star appears, say the name of its color out loud. Please remember that your other finger must remain on its circle. You will lose points if your finger leaves the circle for any reason other than to tap the correct target.



Information  
Processing

## Color Burst Laterality

### Instructions Cont.

#### **Auditory Laterality with Tones:**

On the intro screen, tap on each circle as many times as needed to learn its associated direction; either left or right. Then, click the start to begin gameplay.

Place a finger from each hand on the circles at the bottom of the screen; left finger on the left-side and right finger on the right side. When you hear the tone associated with "Left" click on the circle (target) with your left finger. When you hear the tone associated with "Right" click on the target with your left finger. Once you have tapped the target, return your finger to its circle. When a star appears, say the name of its color out loud. Please remember that your other finger must remain on its circle. You will lose points if your finger leaves the circle for any reason other than to tap the correct target.

#### **Auditory Laterality Crossing the Midline:**

Place a finger from each hand on the circles at the bottom of the screen; left finger on the left-side and right finger on the right side. When you hear the word, "Left" click on the circle (target) with your left finger. When you hear the word, "Right", click on the target with your right finger. Once you have tapped the target, return your finger to its circle. When a star appears, say the name of its color out loud. Please remember that your other finger must remain on its circle. You will lose points if your finger leaves the circle for any reason other than to tap the correct target.

#### **Laterality Crossing the Midline:**

Place a finger from each hand on the circles at the bottom of the screen; left finger on the left-side and right finger on the right side. When a circle (target) appears on your screen, note the direction of the arrow inside the circle and tap on it using the finger that is placed on the corresponding side of the screen. Once you have tapped the target, return your finger to its circle. When a star appears, say the name of its color out loud. Please remember that your other finger must remain on its circle. You will lose points if your finger leaves the circle for any reason other than to tap the correct target.

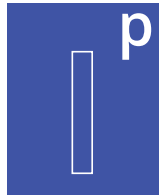
## OUR VISUAL BRAIN

Prescribe More Fun!™



# OUR VISUAL BRAIN

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Information  
Processing

## Versions

Word Color, Color Match, Alternating

## Modality

Full Color

Color Challenge

OUR VISUAL BRAIN

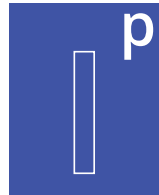
Score 100% New Highscore! Timer 85

pink	yellow	blue	pink
green	purple	pink	black
blue	blue	red	blue
orange	pink	red	blue
pink	brown	orange	orange

NO YES

[Play Color Challenge](#)





Information  
Processing

# Color Challenge

Select a version (4 versions available)

wordcolor

Modality

Full Color Dyslexic Format

Game Duration

2 min 0 sec

Number of Columns

1 2 3 4 5 6 7 8 9

Number of Rows

1 2 3 4 5 6 7 8 9

Font Size

SMALL MEDIUM LARGE

Metronome

Active Inactive

Metronome Speed (Beats per Minutes)

- 54 +

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

## Category

Response Inhibition

## Configurable Options

Reduced Stimulus

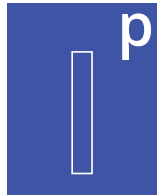
## Instructions

**Word Color:** If the color of the text and the meaning of the word is the same, tap "Yes"; if they are not the same, tap "No" i.e. if the text says blue and the color of the text is blue, tap "Yes"; if the text says red and the color of the text is blue, tap "No".

**Color Match:** Tap the circle at the bottom of the screen that matches the color of the word, not the meaning of the word.

# OUR VISUAL BRAIN

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Information  
Processing

## Versions

Word Color, Color Match, Alternate

## Modality

Full Color

Color Challenge R/G  
Color Blindness

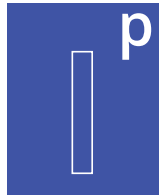
OUR VISUAL BRAIN

Score 100% New Highscore! Timer 112

black	blue	yellow	white
yellow	black	blue	yellow
yellow	blue	white	yellow
blue	black	yellow	yellow
blue	black	yellow	white

NO YES

[Play R/G Color Blindness](#)



Information  
Processing

# Color Challenge R/G Color Blindness

Select a version (4 versions available)  
wordcolor

Modality  
Full Color

Game Duration  
2 min 0 sec

Number of Columns  
1 2 3 4 5 6 7 8 9

Number of Rows  
1 2 3 4 5 6 7 8 9

Font Size  
Small Medium Large

Metronome  
Active Inactive

Metronome Speed (Beats per Minute)  
- 54 +

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

Background Music  
Active Inactive

## Category

Response Inhibition

## Configurable Options

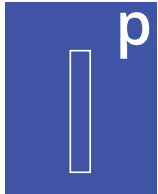
Reduced Stimulus

## Instructions

If the color of the text and the meaning of the word is the same, tap "Yes"; if they are not the same, tap "No," i.e. if the text says blue and the color of the text is blue, tap "Yes"; if the text says red and the color of the text is blue, tap "No." On alternating screens, tap the circle at the bottom of the screen that matches the color of the word, not the meaning of the word.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

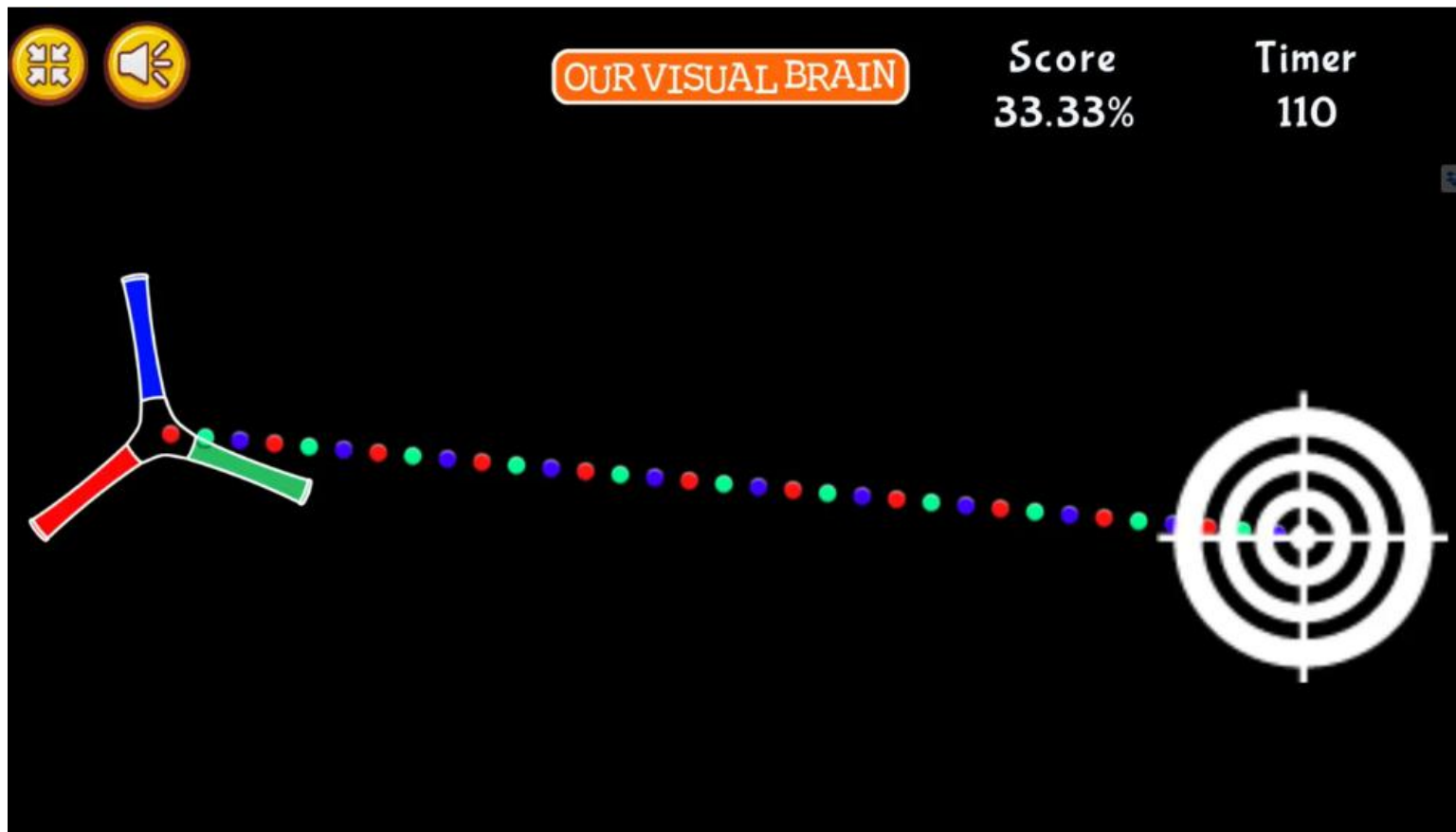
### Versions

Reaction time, Memory, Tachistoscope, Landing Point

### Modality

Full Color

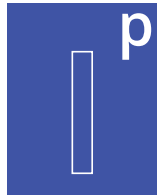
Color Spin



[Play Color Spin](#)

# OUR VISUAL BRAIN

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Information  
Processing

Color Spin

Select a version (5 versions available)  
reaction-time

Modality  
☒ Full Color ☐ Dyslexic Format

Game Duration  
2 min 0 sec

Target Position  
☒ Central to Target ☐ Peripheral

Target Size  
☐ Small ☒ Medium ☐ Large ☐ Random

Direction  
☒ Left to Right ☐ Right to Left

Rotation Direction  
☒ Clockwise ☐ Counter Clockwise

Trajectory  
☒ Smooth ☐ Secadic ☐ Zigzag

Rotation Speed  
0 1 2 3 4 5

Trajectory Speed  
0 1 2 3 4 5

Distraction  
☒ None ☐ Crowd ☐ Static

Distraction Volume | Range: 1 to 100  
Min: 1 Max: 100  
50

Fine Tuning  
- 50 +

Cursor Size  
☒ Small ☐ Medium ☐ Large ☐ Extra Large

Show User Interface  
☒ Active ☐ Inactive

Cue  
☒ Audio ☐ Visual

Reaction Time  
☒ Active ☐ Inactive

Target Visibility (Seconds) | Range: 0.1 to 10  
Min: 0.1 Max: 10  
1

Fine Tuning  
- 1 +

Reaction Time (Seconds) | Range: 0.1 to 10  
Min: 0.1 Max: 10  
1

Fine Tuning  
- 1 +

## Category

Auditory Memory, Information Processing, Peripheral Expansion, Reaction Timing, Spatial Reasoning, Tachistoscope Skill Building, Tracking Skill Building, Visual Memory

## Configurable Options

Reduced Stimulus, Processing Speed, Dyslexic Format

## Instructions

**Reaction Time:** Upon receiving a color cue, tap or click the corresponding color on the wheel as quickly as possible.

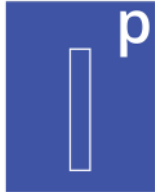
**Landing Point:** Watch the wheel and once it disappears, tap or click on the edge of the screen to indicate where it will land. The trajectory is provided to you at the end of each play. Use this as a tool to improve your performance.

**Memory:** First, memorize the order of colors as they are given to you, then tap the colors on the wheel in that same order.

**Tachistoscope:** Watch the wheel on the screen and memorize the order of colors as they light up. Then, on the second screen, tap on the colored circles in the same order.

## OUR VISUAL BRAIN

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Information  
Processing

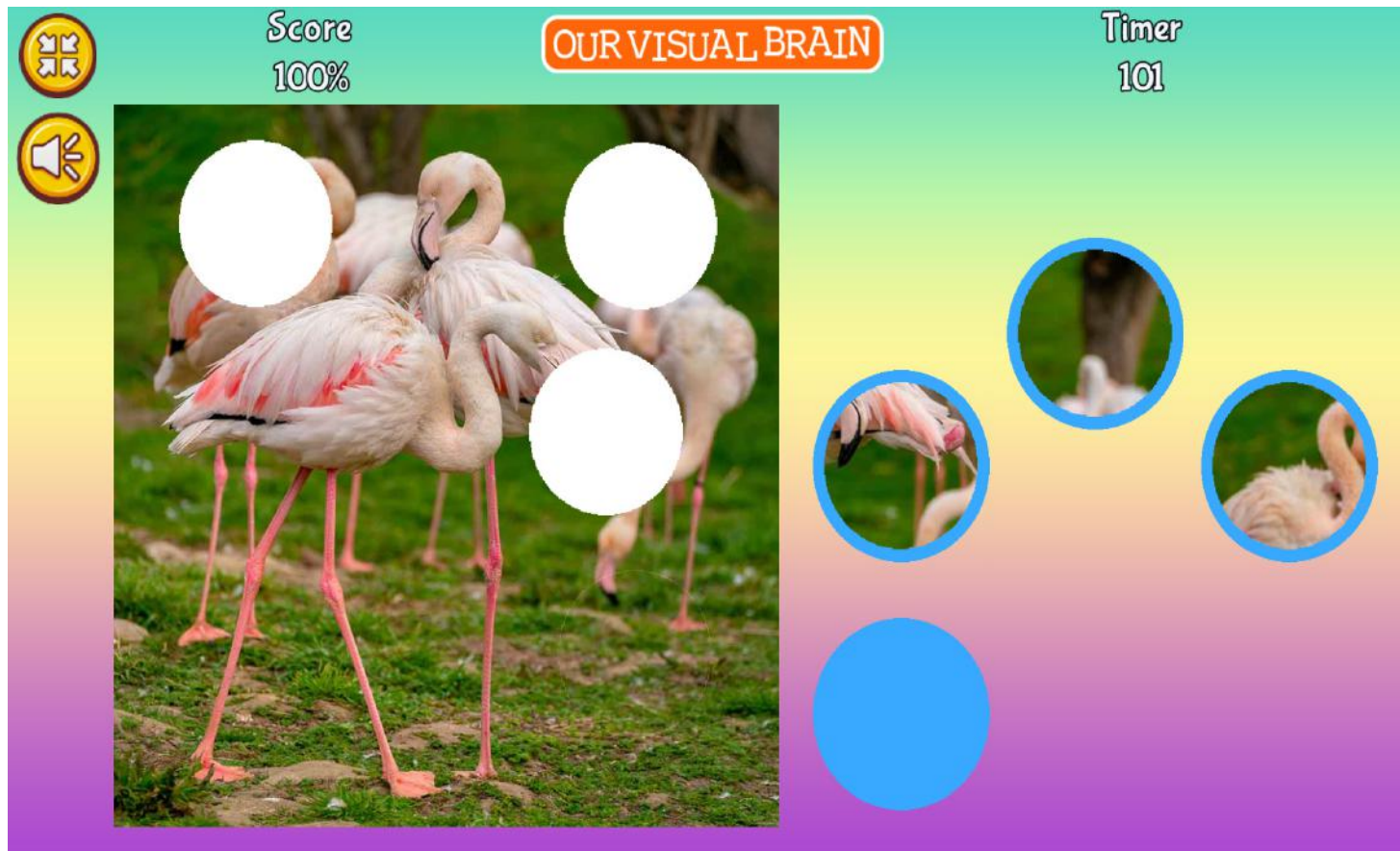
### Versions

Photographs, Cartoons

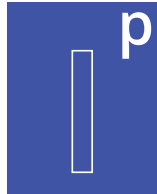
### Modality

Full Color

Complete the Scene



[Play Complete the Scene](#)



Information  
Processing

## Complete the Scene

Select a version (2 versions available)  
standard

Modality  
Full Color Dyslexic Format

Game Version  
Timed Trials

Game Duration  
2 min 0 sec

Number of Trials  
- 10 +

Images  
Cartoon Photograph

Number of Missing Pieces  
3 4 5 6 7 8

Size of Missing Pieces  
Small Medium Large Extra Large

Peek Time (seconds)  
0 1 2 3 4 5

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

### Category

Visual Closure

### Configurable Options

Processing Speed

### Instructions

Drag and drop the circles to complete the scene. If you are stuck, look closely at the image for clues. Don't drop the circle in place until you are sure it is in the correct position.



## OUR VISUAL BRAIN

Prescribe More Fun!™



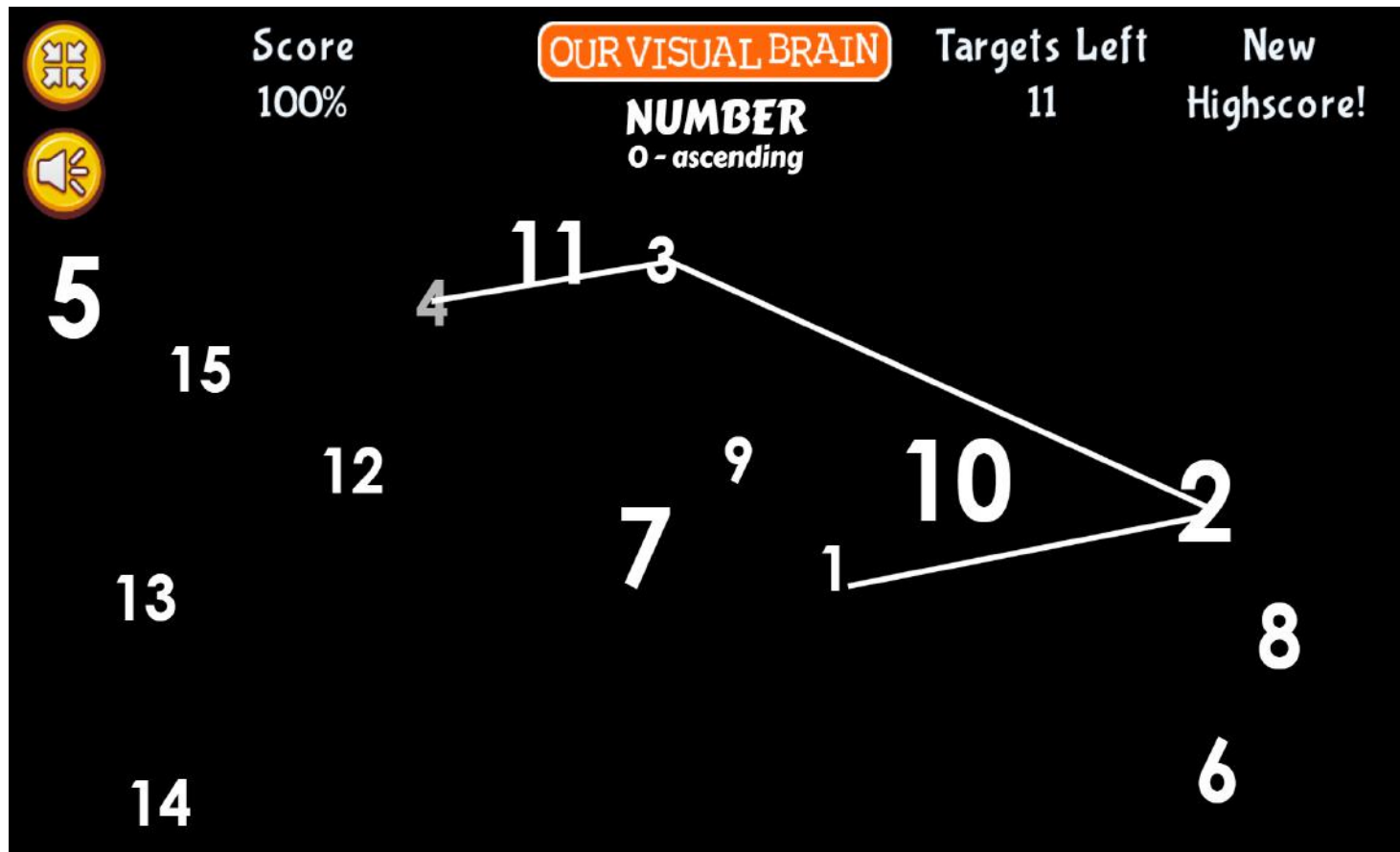
Tracking Skills

### Versions

Letters, Numbers, Numbers-Letters

### Modality

Full Color, Red Green, MFBF 



Connect It

[Play Connect It](#)



# OUR VISUAL BRAIN

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Tracking Skills

Connect It

Select a version (4 versions available)

number-letter

Modality

Full Color MFBF Red/Green Dyslexic Format

Time Version

Timed Trials

Game Duration (Timed Version)

2 min 0 sec

Number of Trials (Trials Version)

3

Connect Version

Sequential Non-Sequential

Number Of Targets

10

Target Order

Ascending Descending

Target Size

Small Medium Large Combination

Visual Assist

Active Inactive

Auditory Assist

Active Inactive

Metronome

Active Inactive

Beats Per Minute

54

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Video Background (Full Color Version Only)

Active Inactive

Video Option

City Crowd Underground Parking Snow Driving

Video Speed

3

Background Music

Active Inactive

Letter Case

lowercase UPPERCASE cOmBiNaTiOn

## Category

Tracking, Alphabetizing, Numerical Ordering

## Configurable Options

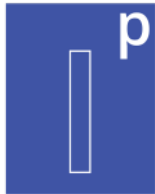
Reduced Stimulus, Processing Speed

## Instructions

Remember the order of sequence you have been assigned. Then, use your mouse or finger to draw a line to connect the targets in that order.

# OUR VISUAL BRAIN

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Information  
Processing

## Versions

Visual Discrimination, Reversals

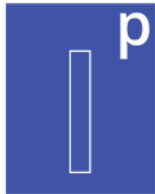
## Modality

Red/Green, MFBF 

Crush It



[Play Crush It](#)



Information  
Processing

Crush It



Select a version (2 versions available)

fruit ▼

Modality

Full Color MFBF **Red/Green** Dyslexic Format

Background Target Color(s)

 White 

Play Mode

**Timed** Free Play

Game Duration (Timed Mode Only)

2 min 0 sec

Cursor Size

**Small** Medium Large Extra Large

Show User Interface

**Active** Inactive

### Category

Visual Discrimination, Reversals

### Configurable Options

N/A

### Instructions

This puzzle is a Match 3 game; move a tile to collect three or more of the same fruit, regardless of color, in a row or a column.

# OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

## Versions

One Version

## Modality

Full Color, Red Green, MFBF 



Cups

[Play Cups](#)



Tracking Skills

Cups

Select a version (2 versions available)  
 standard

Modality  
 Full Color MFBF Red/Green Dyslexic Format

Game Duration  
 2 min 0 sec

Cups Size  
 Small Medium Large

Number Of Cups  
 3 4 5 6

Cup Speed  
 1 2 3 4 5

Metronome  
 Active Inactive

Beats Per Minute  
 - 54 +

Cursor Size  
 Small Medium Large Extra Large

Show User Interface  
 Active Inactive

Video Background  
 Active Inactive

Video Option  
 City Crowd Escalator Walking Tunnel Rides

Video Speed  
 1 2 3 4 5

## Category

Tracking

## Configurable Options

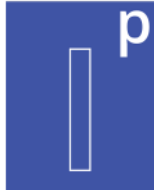
Reduced Stimulus, Processing Speed

## Instructions

To start, the game will show you which cup is covering a ball. Keep an eye on this cup as it moves around the screen. When the cups stop moving, tap or click on the cup to reveal the ball.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

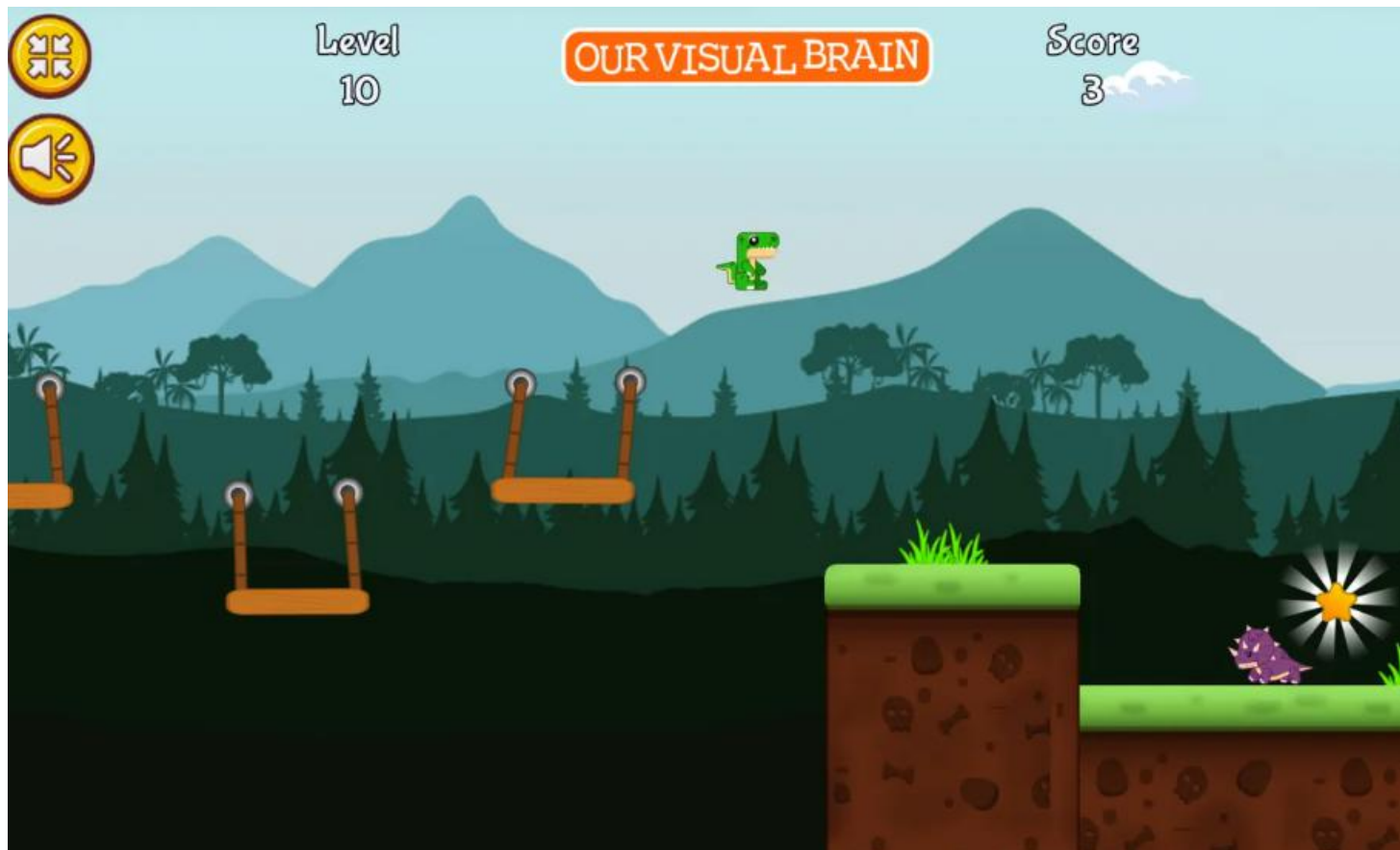
### Versions

Free Play, In-Office

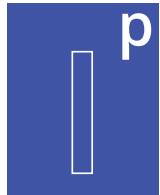
### Modality

Full Color, MFBF 

Dino Adventure



[Play Dino Adventure](#)



Information  
Processing

## Dino Adventure

**Modality**

Full Color MFBF Dyslexic Format

**Speed**

1 2 3 4

**Cursor Size**

Small Medium Large Extra Large

**Show User Interface**

Active Inactive

**Background Music**

Active Inactive

**Dino Color**

Green Pink Yellow Red Blue

### Category

Arcade Games, Visual Planning, Visual Motor, Spatial Reasoning, Visual Attention, Reaction Timing, Tracking Skill Building

### Configurable Options

Processing Speed, Dyslexic Format

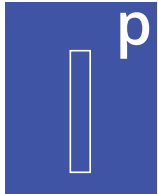
### Instructions

Use the arrows on your screen or keyboard to start your dino adventure. Move your dino through the levels by pressing the "right" arrow key to move forward, the "left" arrow key to move backward, and the "up" arrow key to jump. Have fun!



# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

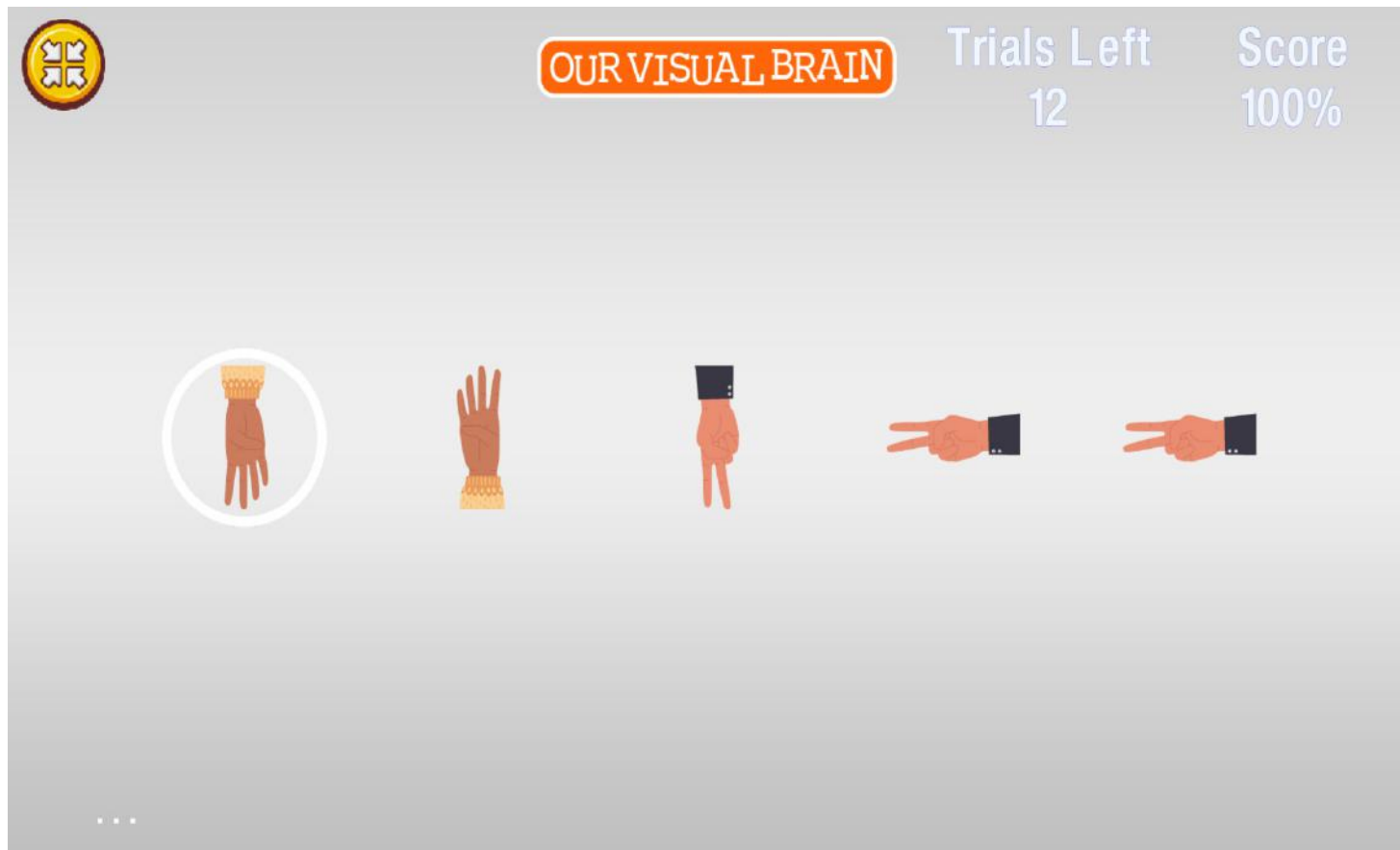
## Versions

Counting, Directionality

## Modality

Full Color, Red Green, MFBF 

Directionality



[Play Directionality](#)



Information  
Processing

Directionality

Select a version (4 versions available)

counting ▾

Modality

Full Color MFBF Red/Green Dyslexic Format

Target Size

Small Medium Large

Number Of Targets

1 2 3 4 5

Trials (10-20)

— 15 +

Metronome

Active Inactive

Beats per Minutes

— 54 +

Distraction

Active Inactive

Cursor Size

Small Medium Large Extra large

Show User Interface

Active Inactive

## Category

Directionality

## Configurable Options

Reduced Stimulus, Processing  
Speed, **Voice Recognition**  
(Chrome)

## Instructions

**Directionality:** Use your fingers to click the arrow on your keyboard which corresponds to the direction that the finger is pointing.

**Counting:** Moving from left to right, count the number of fingers on each hand and click/tap on the corresponding number on the bottom of your screen. If your device has a microphone, you can use the following voice commands, "UP" "DOWN", "LEFT" or "RIGHT" to indicate which direction the finger is pointing.

## OUR VISUAL BRAIN

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Tracking Skills

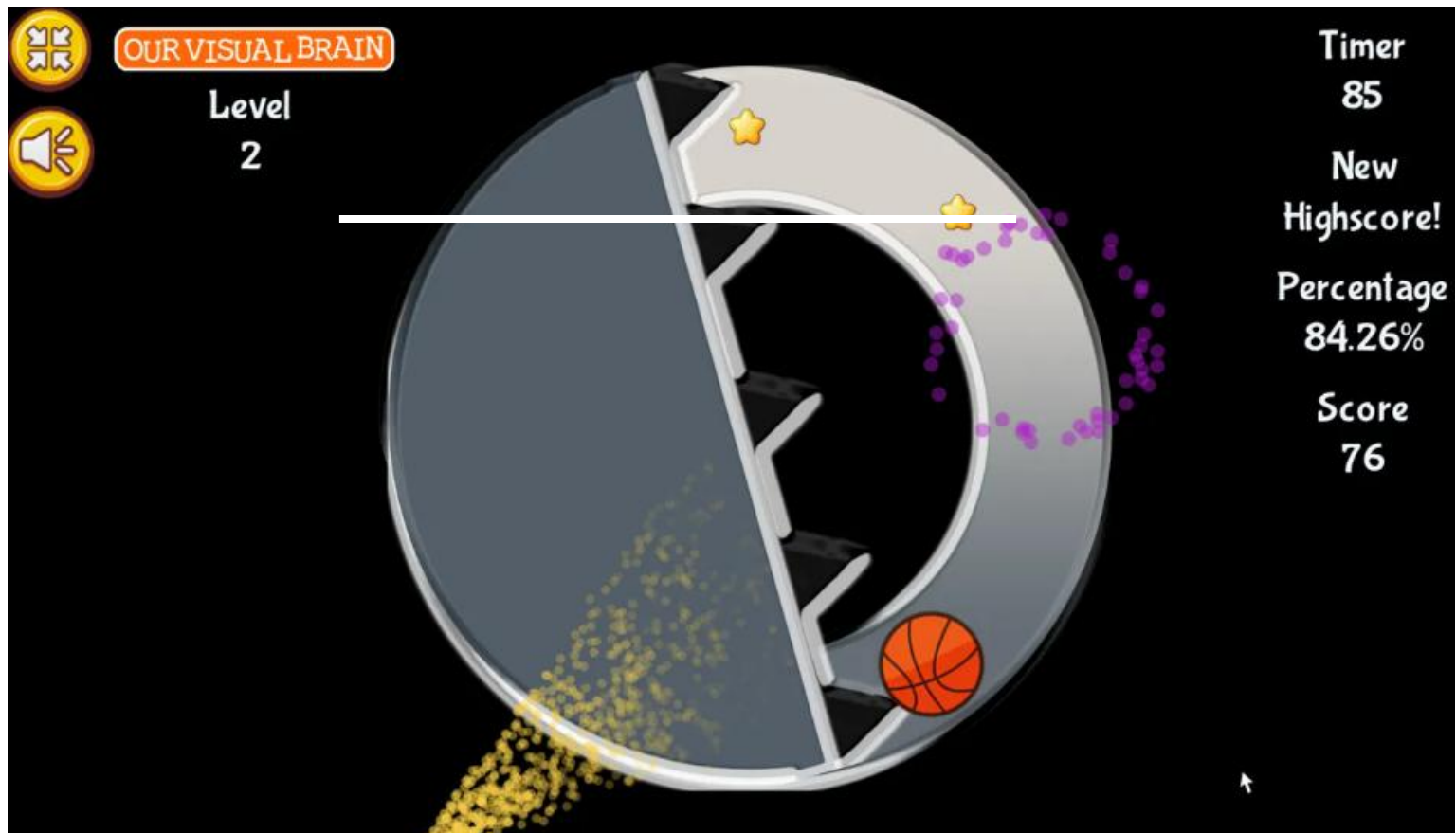
### Versions

Standard

### Modality

Full Color, Red Green, MFBF 

Escape



[Play Escape](#)

## OUR VISUAL BRAIN

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Tracking Skills

Escape

Select a version (2 versions available)  
standard

Modality  
Full Color MFBF Red/Green Dyslexic Format

Game Duration  
2 min 0 sec

Graphic Type  
Standard Cartoon

Target Speed  
1 2 3 4 5 6 7 8 9 10

Target Size  
Small Medium Large

Visual Distractor  
Active Inactive

Audio Distraction  
None

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

Background Music  
Active Inactive

Video Background  
Active Inactive

Video Option  
Fluorescent Light

Video Speed  
0 1 2 3 4 5

### Category

Visual Attention, Divided Attention,  
Reaction Timing, Tracking Skill  
Building

### Configurable Options

Reduced Stimulus, Dyslexic Format,  
Processing Speed

### Instructions

How long can you survive? Dodge  
the spikes by tapping or clicking the  
screen to escape and stay safe.  
Collect stars and coins to boost your  
score. Look out for the shooting star  
- tap it for extra bonus points!

# OUR VISUAL BRAIN

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Tracking Skills

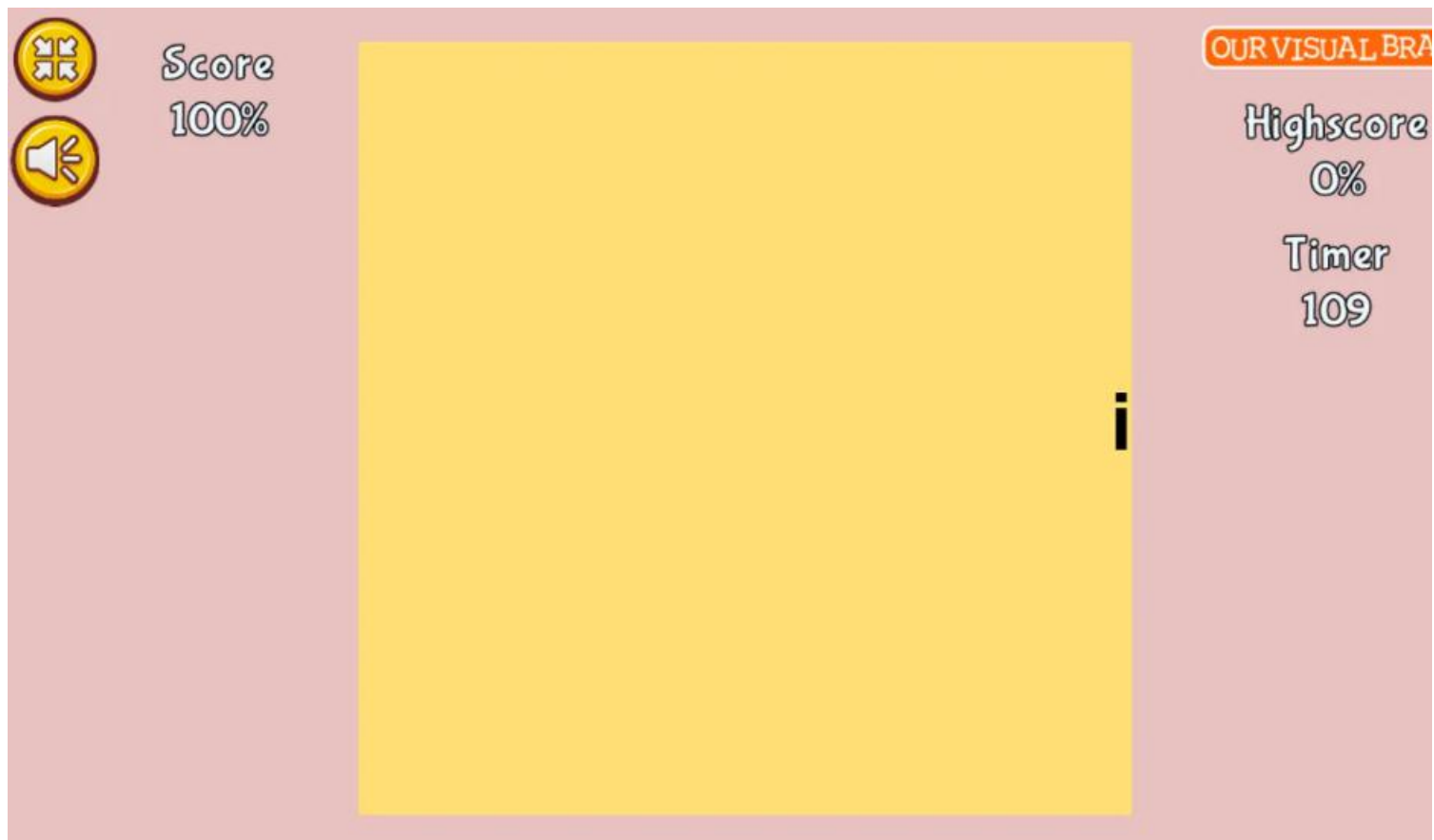
## Versions

One Version

## Modality

Full Color, Red Green, MFBF 

Eye Rotate



[Play Eye Rotate](#)



Tracking Skills

Eye Rotate

Select a version (3 versions available)

timed

Modality

Full Color MFBF Red/Green Dyslexic Format

Game Duration

2 min 0 sec

Pattern

Rectangular Center to Edge

Pattern Size

Large Small

Target

Numbers

Font Size (pt)

24

Rotation

Clockwise Counterclockwise

Reaction Time (Seconds) | Range: 0.1 to 4

Min: 0.1 Max: 4

1

Fine Tuning

1

Display Interval (Seconds) | Range: 0.5 to 2

Min: 0.5 Max: 2

1

Fine Tuning

1

Background Color (Full Color Version)

White

Font Color (Full Color Version)

Black White Grey Cream

Word Category

First Grade Group 1

Metronome

Active Inactive

## Category

Reversals, Sight Word Practice, Reading Prep, Visual Attention, Tracking Skill Building, Visual Discrimination

## Configurable Options

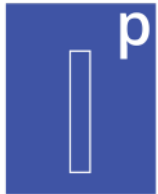
Reduced Stimulus, Dyslexic Format, Processing Speed

## Instructions

Remember the target as it is shown to you. Each time you see this target, click the spacebar on your device or the spacebar on your touchscreen. For an extra challenge, say the name of the target when you click the spacebar.

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

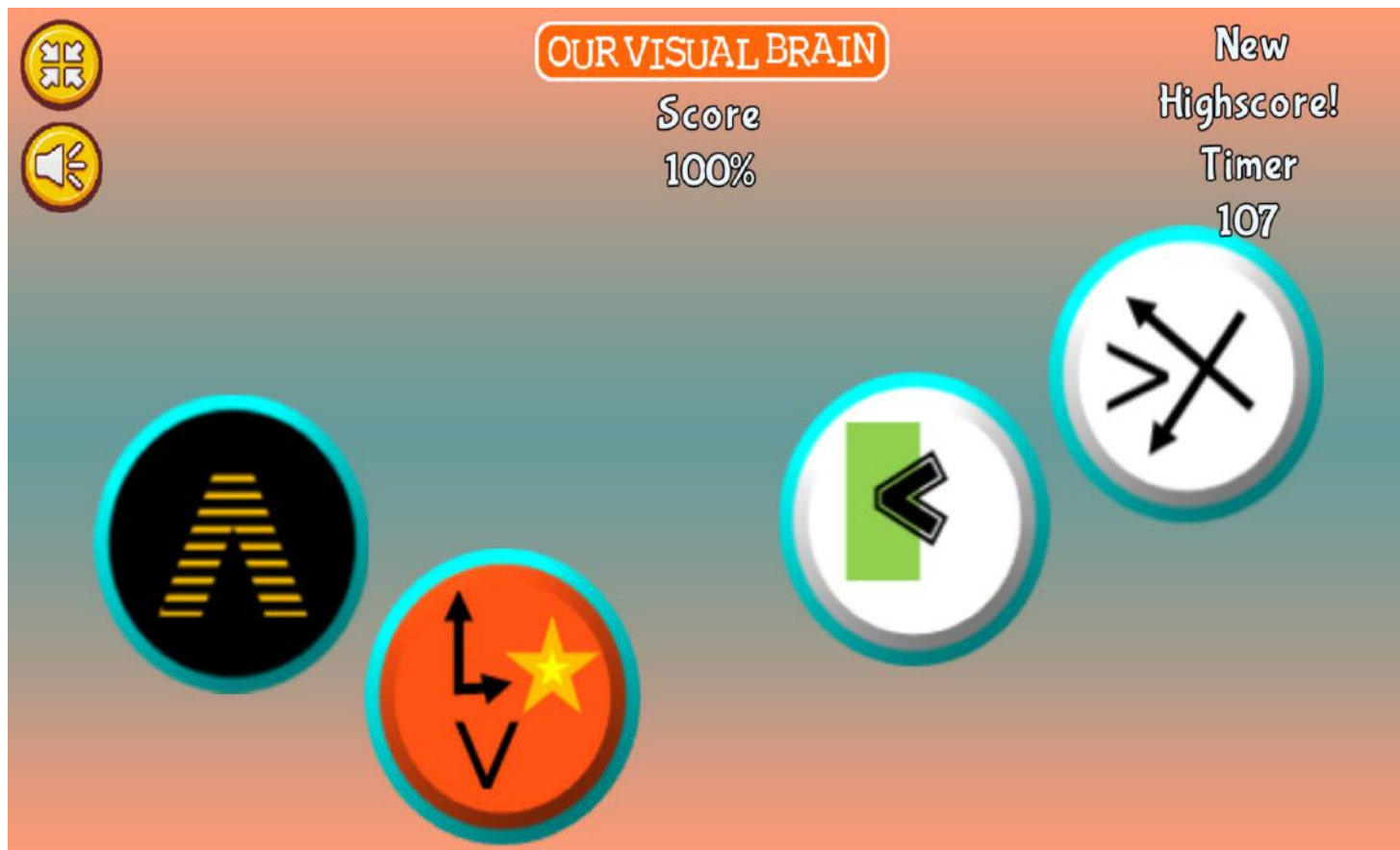
## Versions

Reversals, Visual Discrimination, Visual Figure Ground

## Modality

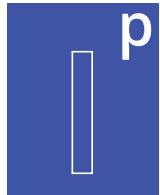
Red Green, MFBF 

Fast Match



[Play Fast Match](#)





Information  
Processing

## Fast Match

Select a version (4 versions available)

visual-constancy ▼

Modality

Full Color Dyslexic Format

Game Duration

2 min 0 sec

Number of Targets

2 4

Target Size

Small Medium Large

Display Time

1 2 3 4 5 6 7 8

Metronome

Active Inactive

Beats Per Minute

- 54 +

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

### Category

Reversals, Visual Discrimination, Visual Figure Ground

### Configurable Options

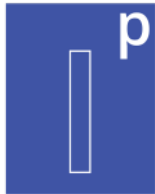
Processing Speed

### Instructions

To play the game, look at the symbol in the circle on the first screen and then select its match on the second screen. Make as many matches as you can in the time allotted.

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Versions

One Version

## Modality

Full Color

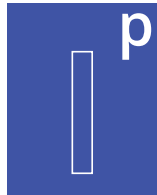
Find It



[Play Find It](#)

# OUR VISUAL BRAIN

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Information  
Processing

Find It

Select a version (2 versions available)

standard ▼

Modality

Full Color Dyslexic Format

Game Version

Timed Trials

Game Duration (Timed Version)

2 min 0 sec

Number of Trials (Trials Version)

— 5 +

Scene

House ▼

Target Size

Small Medium Large Random

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

## Category

Visual Discrimination, Visual Scanning

## Configurable Options

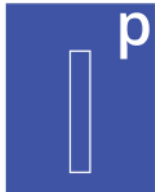
Processing Speed, Reduced Stimulus

## Instructions

Find the objects in the scene!

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

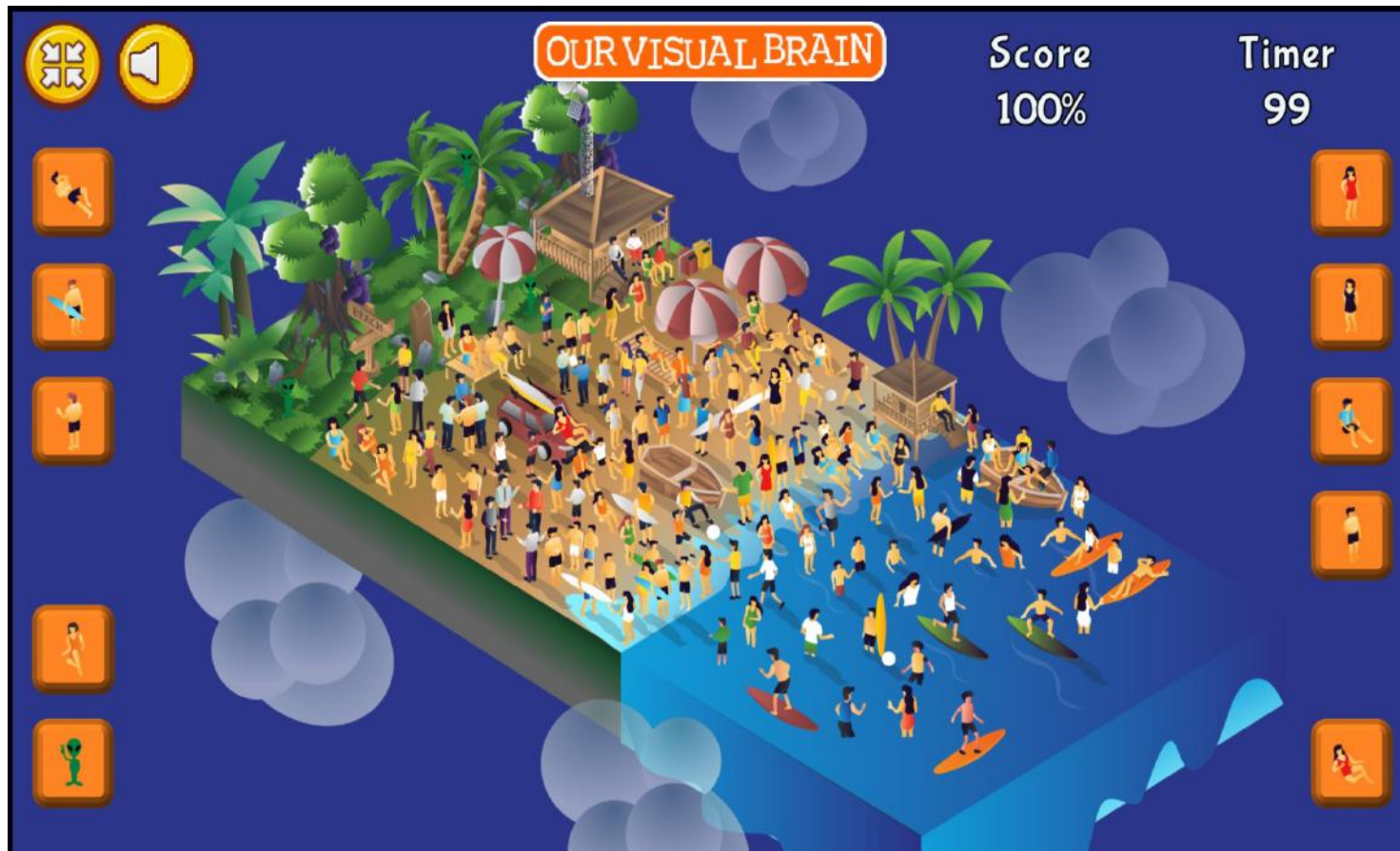
## Versions

One Version

## Modality

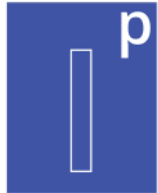
Full Color

Find It: 2D Challenge



[Play Find It: 2D Challenge](#)





Information  
Processing

## Find It: 2D Challenge

Modality			
<input checked="" type="button" value="Full Color"/>		<input type="button" value="Dyslexic Format"/>	
Game Duration			
<input type="text" value="2"/>	<input type="button" value="min"/>	<input type="text" value="0"/>	<input type="button" value="sec"/>
Number Of Rounds			
<input checked="" type="button" value="1"/>	<input type="button" value="2"/>	<input type="button" value="3"/>	
Scene			
<input checked="" type="button" value="Beach"/>	<input type="button" value="Mall"/>	<input type="button" value="Park"/>	<input type="button" value="Farmer's Market"/>
Cursor Size			
<input checked="" type="button" value="Small"/>	<input type="button" value="Medium"/>	<input type="button" value="Large"/>	<input type="button" value="Extra Large"/>
Show User Interface			
<input checked="" type="button" value="Active"/>		<input type="button" value="Inactive"/>	
Background Music			
<input type="button" value="Active"/>		<input checked="" type="button" value="Inactive"/>	

### Category

Visual Discrimination, Visual Scanning

### Configurable Options

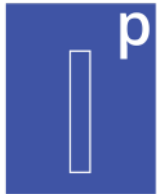
N/A

### Instructions

Find the objects in the scene!

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Versions

One Version

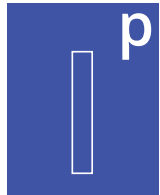
## Modality

Full Color

Find It:  
Fruits & Vegetables



[Play Find It: Fruits & Vegetables](#)



Information  
Processing

## Find It: Fruits & Vegetables

Select a version (2 versions available)

timed

Modality

Full Color Dyslexic Format

Target Size

Small Medium Large Extra Large

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

Game Duration

2 min 0 sec

### Category

Visual Discrimination, Visual Form Constancy,  
Visual Scanning

### Configurable Options

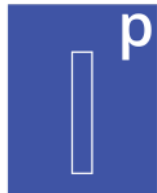
Processing Speed

### Instructions

Look at the fruit or vegetable in the box located on the top left-hand portion of your screen. Read the number below this image and then click or tap the indicated amount in the jumbled mix.



Prescribe More Fun!™



## Versions

One Version

## Modality

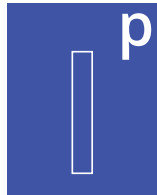
Full Color

Information  
Processing

## Find It: Toys



## Play Find It: Toys



Information  
Processing

Find It: Toys

Select a version (2 versions available)

timed

Modality

Full Color Dyslexic Format

Target Size

Small Medium Large Extra Large

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Game Duration

2 min 0 sec

### Category

Visual Discrimination, Visual Form Constancy, Visual Scanning

### Configurable Options

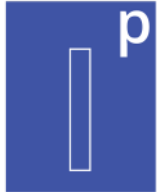
Processing Speed

### Instructions

Look at the toy in the box located on the bottom left-hand portion of your screen. Read the number below this image and then click or tap the indicated amount in the jumbled mix.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

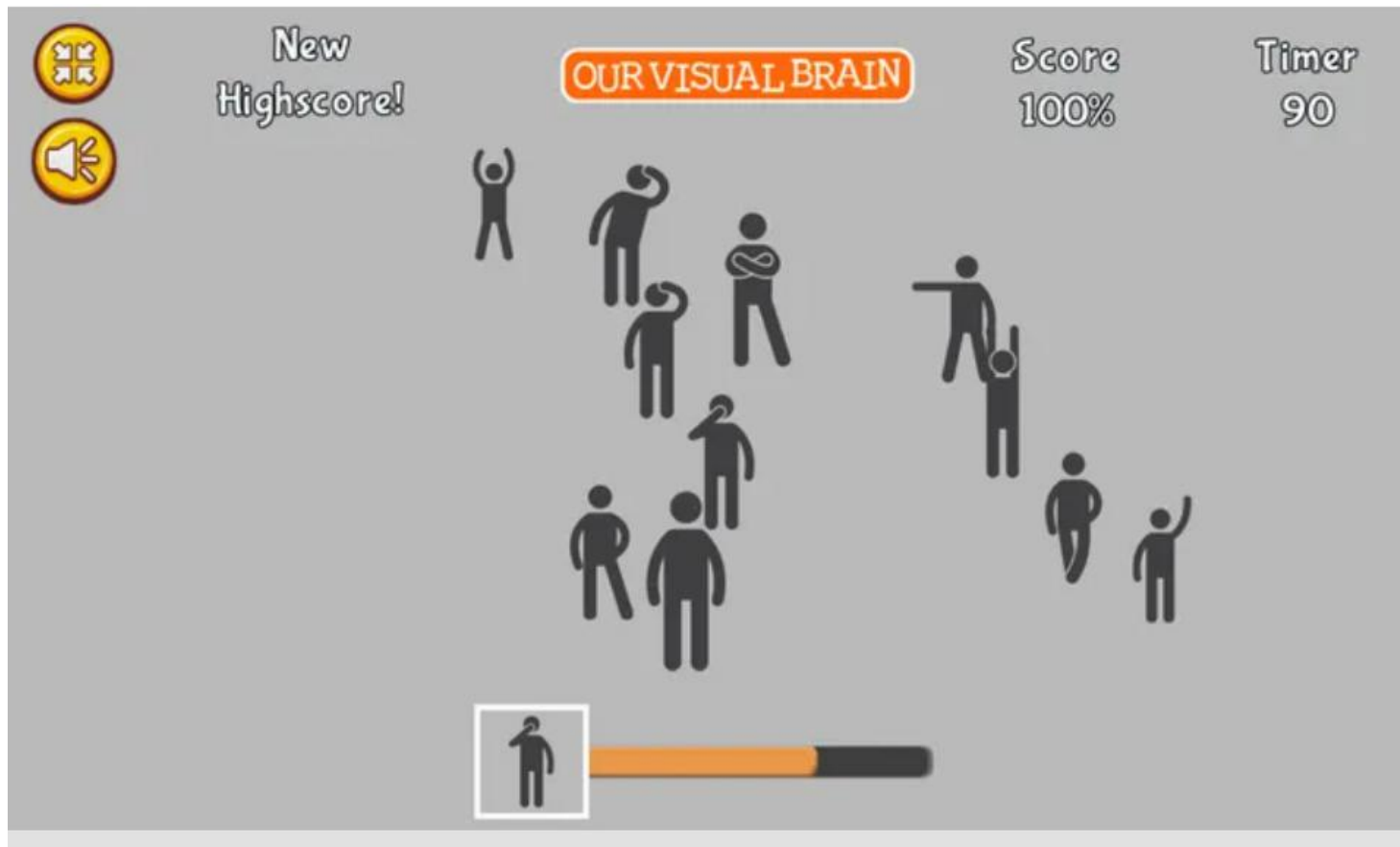
### Versions

Which One is the Same, Which One is Different, Which One is Different Jr

### Modality

Full Color

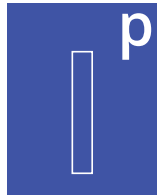
Find Me



[Play Find Me](#)

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

Find Me

Select a version (4 versions available)

which-one-is-the-same

Modality

Full Color Dyslexic Format

Game Version

Timed Trials

Number of Trials (Trials Version)

- 3 +

Game Duration (Timed Version)

2 min 0 sec

Visual Memory

Active Inactive

Visual Memory Time (Seconds) | Range: 0.1 to 3

Min: 0.1 Max: 3

1

Fine Tuning

- 1 +

Target Speed

1 2 3 4 5

Target Type

People Animal

Target Size

Small Medium Large

Difficulty

Easy Medium Hard

Answer Time (Seconds) | Range: 0.1 to 20

Min: 0.1 Max: 20

3

Fine Tuning

- 3 +

## Category

Visual Discrimination, Visual Form Constancy, Visual Scanning, Visual Memory, Visual Attention, Reaction Timing, Tracking Skill Building

## Configurable Options

Reduced Stimulus, Dyslexic Format

## Instructions

### Which One is the Same?

Look at the target at the bottom of your screen. Then, find its match on your screen before time runs out. Look closely before clicking or tapping on your answer.

### Which One is Different?

Look at each image on your screen and click or tap on the one that is different than the others before time runs out.

## OUR VISUAL BRAIN

Prescribe More Fun!™



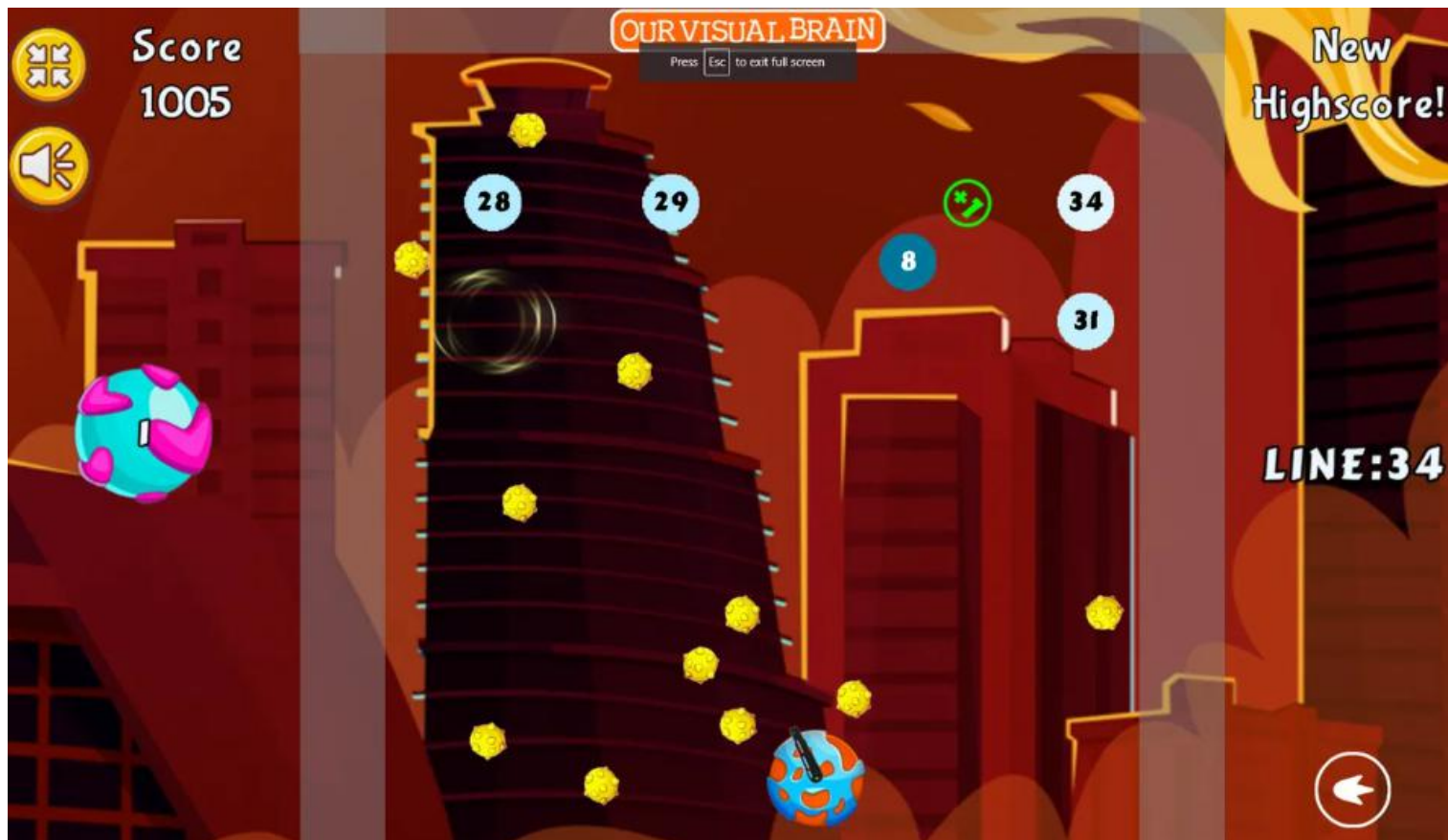
Tracking Skills

### Versions

One Version

### Modality

Red Green, Full Color, MFBF 



Fireballs

[Play Fireballs](#)



Tracking Skills

Fireballs

Select a version (2 versions available)

timed

Modality

Full Color MFBF Red/Green Dyslexic Format

Ball Speed

Slow Medium Fast

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

Game Duration

2 min 0 sec

### Category

Arcade Games, Visual Planning, Visual Motor, Spatial Reasoning, Visual Attention, Tracking Skill Building

### Configurable Options

Reduced Stimulus, Dyslexic Format

### Instructions

Your goal is to shoot the numbered balls.

Check the circle on the left-hand side of your screen to see how many balls you have at your disposal.

Touching the shooter located at the bottom of your screen, left-click on your mouse or use your finger to line up your shot.

When you are ready to shoot lift up your finger. The number on each ball designates how many shots it will take to blow it up.

The balls keep moving toward your shooter if you do not blow them up.

If a numbered ball reaches your shooter, the game is over.

Shoot the balls with "+1" for extra balls. Shoot the lightning bolts and sticks of dynamite to take out multiple balls at the same time.

**Mouse:** Decide which target you are aiming for. Then, place your cursor over the shooter and left-click on your mouse to line up your shot.

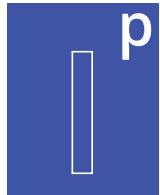
Once you are satisfied with your aim, lift your finger off your mouse.

**Touch:** Decide which target you are aiming for. Then, place your finger over the shooter and line up your shot. Once you are satisfied with your aim, lift your finger off your screen.



## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

### Versions

Gone Fishing, Fish Match, Fish Merge

### Modality

Full Color

Fish Caper

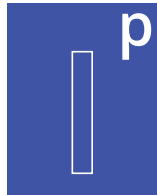


[Play Fish Caper](#)



## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

Fish Caper

Select a version (3 versions available)

gone-fishing

Modality

Full Color

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

Game Duration

2 min 0 sec

Target Speed

2 3 4 5

### Category

Bilateral Integration, Visual Motor, Visual Scanning, Spatial Reasoning, Visual Attention, Divided Attention, Tracking Skill Building, Visual Discrimination

### Configurable Options

N/A

### Instructions

#### **Gone Fishing:**

**Keyboard:** Use your up and down arrows to drop your fishing line and catch as many fish as you can with your worm supply. If you run out of worms, the game will end. Hit your spacebar to drop a bomb and score more points. Use your left and right arrow keys to move your boat forward and backward to collect extra worms, bombs, time, and points. Score as many points as possible in the time allotted.

**Touchscreen:** Use the arrow located on the bottom right-hand side of your screen to drop your fishing line and catch as many fish as you can with your worm supply. If you run out of worms, the game will end. Use the left and right arrows located on the bottom left-hand side of your screen to move your boat forward and backward to collect extra worms, bombs, time, and points. Hit the bomb located on the bottom right-hand side of your screen to drop a bomb and score more points. Score as many points as possible in the time allotted.

#### **Fish Match:**

Look at the fish in the bubbles at the bottom of your screen. Then, using your mouse or your finger, find each match in the fish whizzing above and drag it to the bubble. Scores extra points by clicking or tapping on jellyfish and octopi as they move toward the top of your screen. Score as many points as possible in the time allotted.

#### **Fish Merge:**

Look at the tile located outside the left-hand side of the puzzle and then click or tap on a square inside the puzzle to place it there. If you match two or more fish together, you will create a new fish and free up space in the puzzle to continue playing. The goal is to continuously match fish without filling up the grid. Once the grid is filled and you have no more options to play, the game is over.

## OUR VISUAL BRAIN

Prescribe More Fun!™



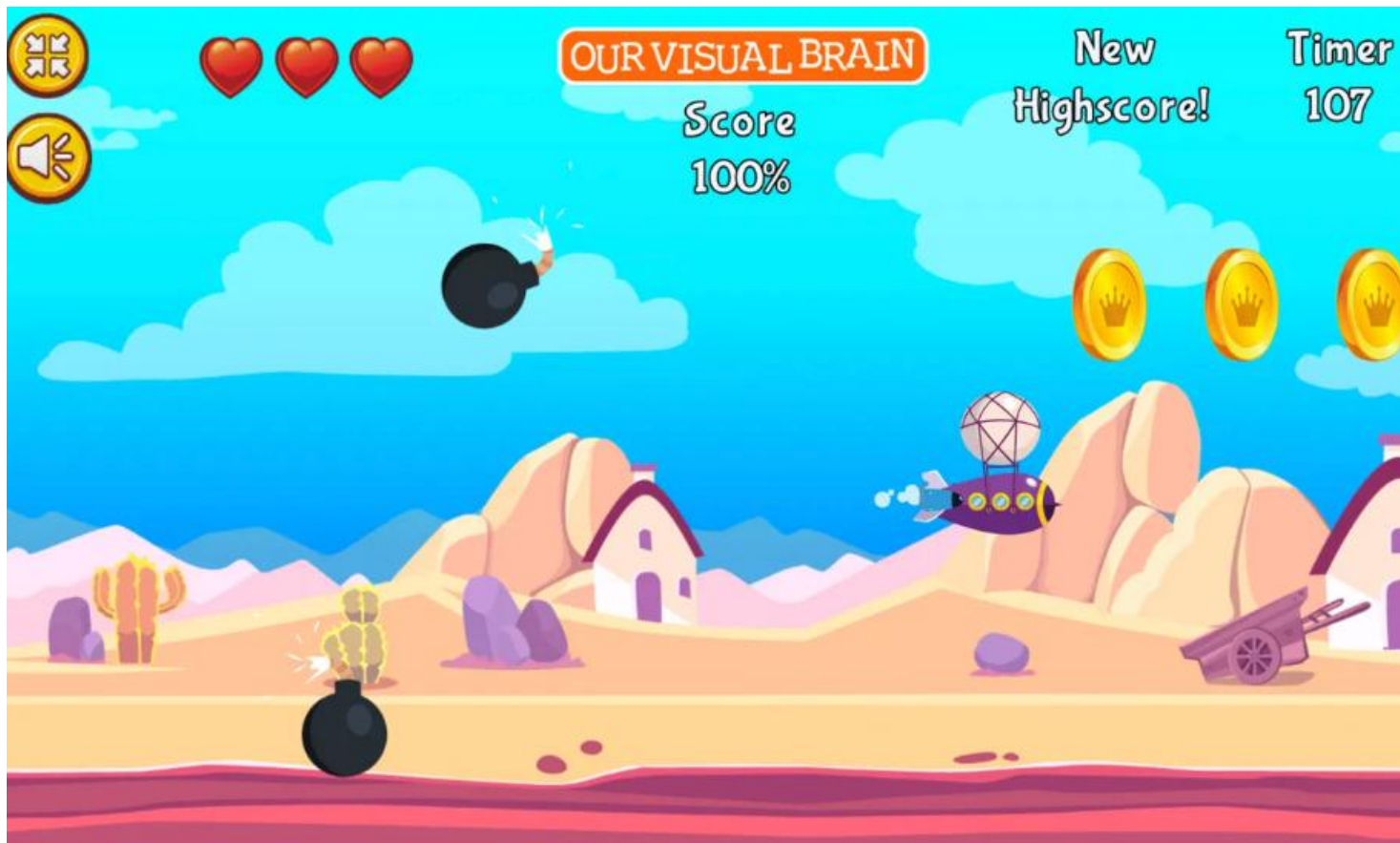
Tracking Skills

### Versions

One Version

### Modality

Red Green, Full Color, MFBF



Flight Path

[Play Flight Path](#)



Tracking Skills

Flight Path

Select a version (3 versions available)

timed

Modality

Full Color MFBF Red/Green

Game Duration

2 min 0 sec

Version

Standard Jr

Target Speed

1 2 3 4

Bomb Density (Standard Version Only)

Light Medium Heavy

Cursor Size

Small Medium Large Extra Large

Background Music

Active Inactive

Show User Interface

Active Inactive

### Category

Arcade Games, Visual Motor, Visual Attention, Divided Attention, Reaction Timing, Tracking Skill Building, Visual Discrimination

### Configurable Options

Reduced Stimulus, Processing Speed

### Instructions

Stay alive as long as you can by using your touchscreen or the arrows on your keyboard to guide your ship. Collect coins and avoid the bombs, or you will lose a life. Collect hearts along the way for extra lives.

# OUR VISUAL BRAIN

Prescribe More Fun!™





Information  
Processing

## Versions

One Version

## Modality

Red Green 



**OUR VISUAL BRAIN**

Score  
100%

Set 1

◆	★
+	●

Look at the grid above and then click on the grid below that has been flipped upside down.

◆	+
★	●

★	◆
●	+

+	●
◆	★

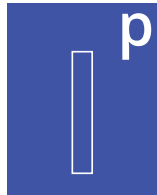
●	+
★	◆

Flip It

[Play Flip It](#)

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

Flip It

Select a version (2 versions available)  
standard

Modality

Background

Target Color(s)

Version

Game Duration (Timed Version Only)  
2 min 0 sec

Number of Trials (Trial Version Only)  
- 5 +

Target Size

Difficulty

Cursor Size

Show User Interface

Background Music

## Category

Spatial Reasoning

## Configurable Options

Reduced Stimulus

## Instructions

Read the clues and select the correct grid!

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

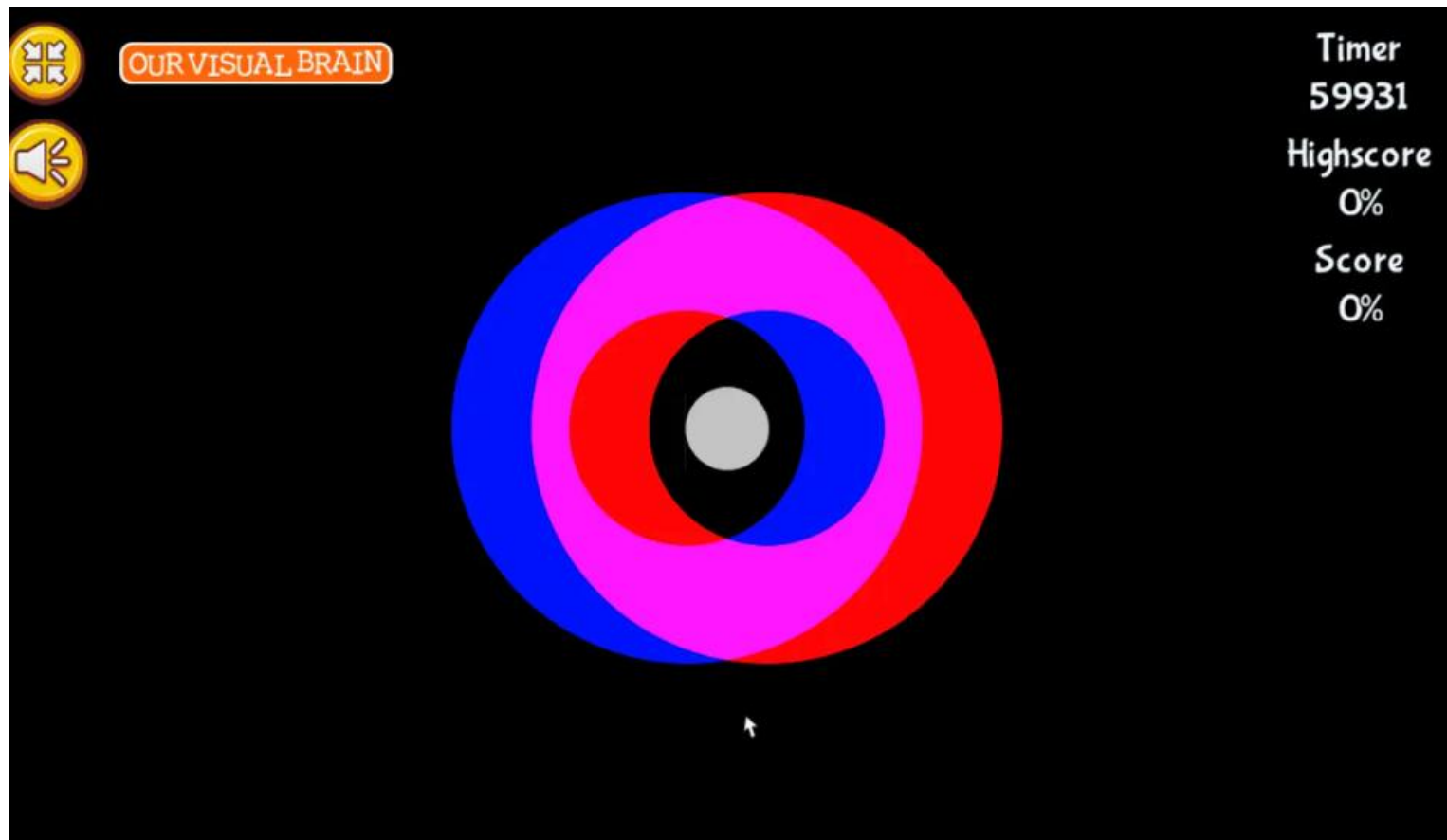
One Version

## Modality

Red Green 

Vergence Skills

Float Detection



[Play Float Detection](#)



Vergence Skills

## Float Detection

Modality

Red/Green
Dyslexic Format

Background

Black
White

Target Color(s)

Game Duration

2
min
0
sec

Jump Distance (BO) | Range: 4 to 10

Min: 4
Max: 10

4

Fine Tuning

-
4
+

Target Size

Small
Medium
Large

Ring Type

Blurry
Defined

Ring Width (Pixels) | Range: 10 to 100

Min: 10
Max: 100

50

Fine Tuning

-
50
+

Central Target Color

Gray

Target Type

Colored Circle
Frog

Cursor Size

Small
Medium
Large
Extra Large

### Category

Stereopsis

### Configurable Options

Reduced Stimulus, Dyslexic Format

### Instructions

Look closely at the central target to determine whether it is positioned above or below the ring. Tap on the "Up" arrow on your keyboard or touchscreen to indicate that the target is behind the ring. Tap on the "Down" arrow to indicate that the target is in front of the ring.



## OUR VISUAL BRAIN

Prescribe More Fun!™



Math/Algebra

### Versions

Counting, Addition, Subtraction, Multiplication, Division

### Modality

Full Color, Red Green, MFBF 

Fly Catching



[Play Fly Catching](#)



Math/Algebra

## Fly Catching

Select a version (2 versions available)

timed

Modality

Full Color Dyslexic Format

Target Size

Small Medium Large Extra Large

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Game Duration

2 min 0 sec

## Category

Counting, Math Facts, Visual Discrimination, Tracking

## Configurable Options

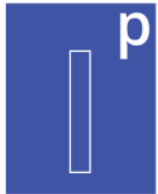
Processing Speed

## Instructions

Look at the number on the frog's chest and drag the corresponding number of flies into his mouth. Watch out for the bees; they will count against you. Click the check answer box when you think you have answered the problem correctly.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

### Versions

One Version

### Modality

Full Color, Red/Green, MFBF 

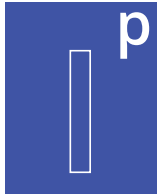


Follow Me

[Play Follow Me](#)

## OUR VISUAL BRAIN

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Information  
Processing

Follow Me

Select a version (2 versions available)

timed

Modality

Full Color MFBF Red/Green Dyslexic Format

Ball Speed

Slow Medium Fast

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

Game Duration

2 min 0 sec

### Category

Visual Sequential Memory

### Configurable Options

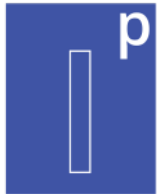
Processing Speed

### Instructions

Tap the images in the order that they appear. Mirror what is happening on the screen.

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

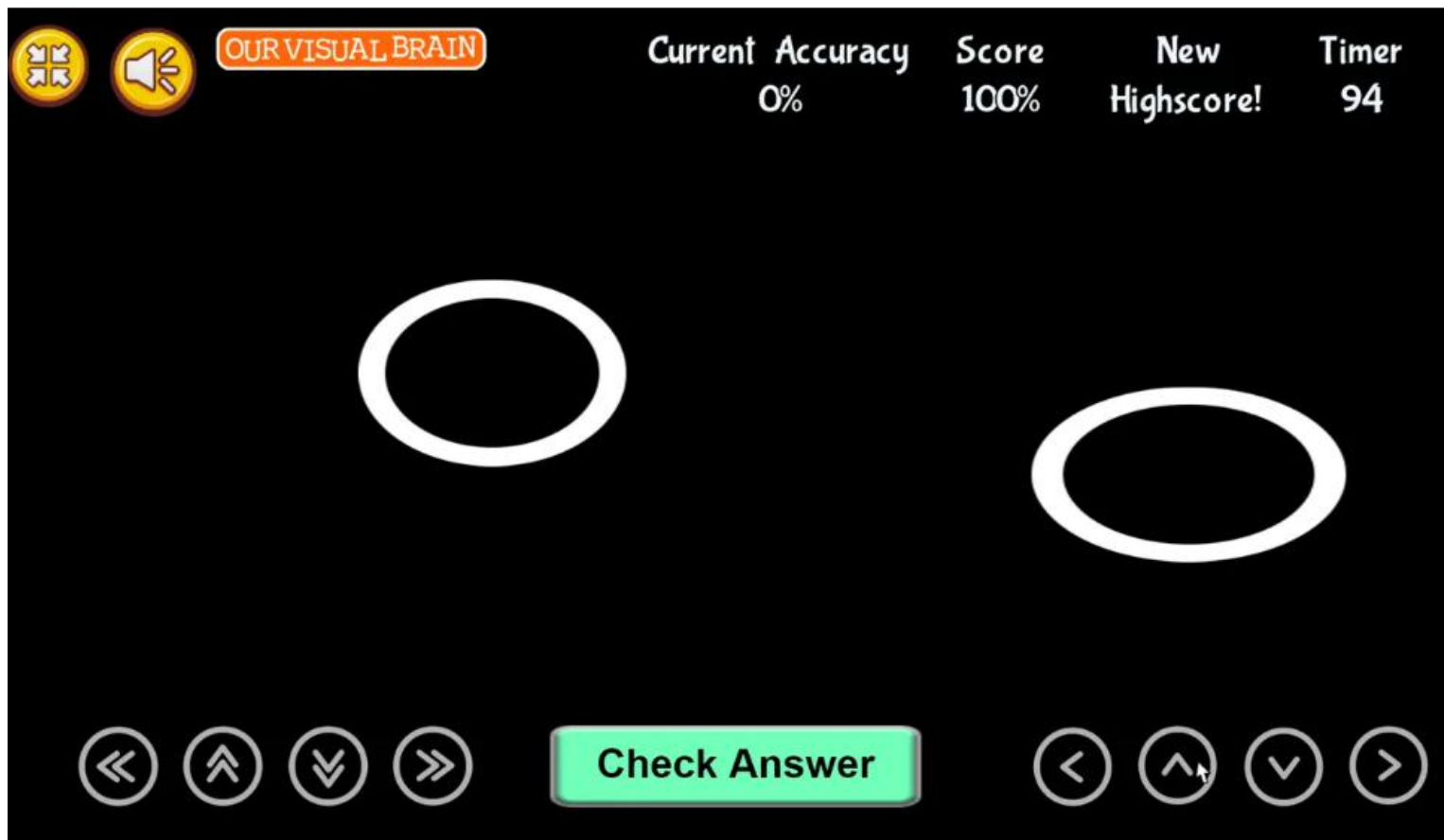
## Versions

Standard

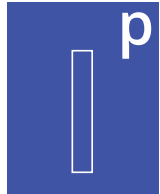
## Modality

Full Color, Red/Green, MFBF 

Form Matching



[Play Form Matching](#)



Information  
Processing

# Form Matching

**Modality**

Full Color MFBF Red/Green Dyslexic Format

**Version**

Timed Trials

**Game Duration (Timed Version Only)**

2 min 0 sec

**Number of Trials (Trials Version Only)**

— 5 +

**Image Option**

Shape Monster

**Difficulty**

Easy Medium Hard

**Distance Between Targets**

Close Medium Far

## Category

Visual Form Constancy, Visual Scanning, Spatial Reasoning

## Configurable Options

Processing Speed, Reduced Stimulus, Dyslexic Format

## Instructions

Using the arrows on your keyboard or on-screen, resize the image on the right so that it is the same size as the one on the left. When you are ready, click "Check Answer" on your screen to view your results.



# OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

## Versions

3-Letter CVC Words, 3-6 Letter Words

## Modality

Red/Green, MFBF 

## Frenzy Card Game



[Play Frenzy Card Game](#)





Letter &amp; Word

## Frenzy Card Game

Select a version (3 versions available)

timed

Modality

Full Color MFBF Red/Green

Game Duration

2 min 0 sec

Version

Standard Jr

Target Speed

1 2 3 4

Bomb Density (Standard Version Only)

Light Medium Heavy

Cursor Size

Small Medium Large Extra Large

Background Music

Active Inactive

Show User Interface

Active Inactive

## Category

Word Games

## Configurable Options

Processing Speed

## Instructions

Each player is dealt 8 cards which are displayed at the bottom of the screen. Each player takes turns creating a new word using one card they own. If the player cannot make a new word with his or her existing cards, then a card(s) must be drawn. Once a player reaches a total of 8 cards and still cannot play, their turn will be over. Once a card has been placed, it is the next player's turn. A player can immediately win the game at any time by playing the word "win". The same card can be played again, i.e. if the word is dog, a player can lay down a /d/ /o/ or /g/ in the same position.

- Once a card is laid on the pile, it cannot be removed.
- If a card is played that does not spell a word, the player loses a turn.
- Proper nouns, slang and abbreviated words are not acceptable i.e. neg, rad, lat, etc. Profanity and words that are deemed offensive will not be tolerated
- The middle card must always remain a vowel. The other positions must be a consonant
- The following letters are not included in this game: /k/, /q/, /v/

## Action Card:

• **Frenzy!** If a Frenzy! card is played, both players may immediately begin laying down cards to create words as fast as they can. The players do not have to take turns; they may continue laying down cards until they do not have a play. A player may not draw from the deck during Frenzy!

## OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

### Versions

Letters, Visual Letters

### Modality

Full Color, Red/Green, MFBF 

Frenzy Letter Sounds



[Play Frenzy Letter Sounds](#)



Letter &amp; Word

## Frenzy Letter Sounds

Select a version (2 versions available)

letters

Modality

MFBF **Red/Green** Dyslexic Format

Background

☐ White

Target Color(s)

☐ ☐ ☐

Cursor Size

**Small** Medium Large Extra Large

Show User Interface

**Active** Inactive

## Category

Letter Sounds

## Configurable Options

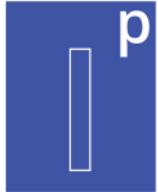
Processing Speed

## Instructions

Listen to the letter sound and then click on the correct letter. Once you have completed a group, you can choose to move on to the next. Check your progress on your report card.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

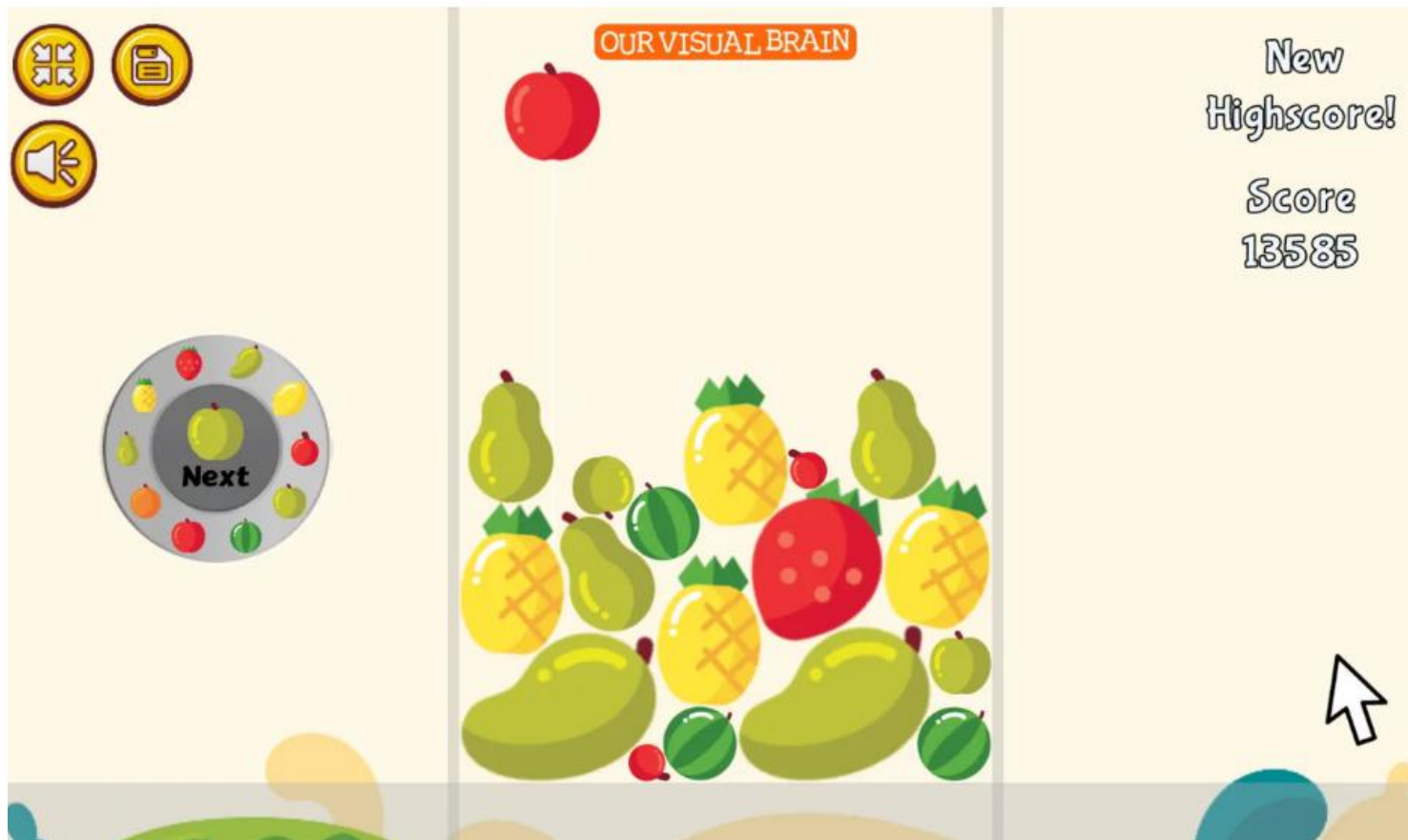
### Versions

One Version

### Modality

Full Color, MFBF 

Fruit Merge



[Play Fruit Merge](#)



Information  
Processing

## Fruit Merge

<b>Modality</b>			
Full Color	MFBF	Dyslexic Format	
<b>Cursor Size</b>			
Small	Medium	Large	Extra Large
<b>Show User Interface</b>			
Active	Inactive		
<b>Background Music</b>			
Active	Inactive		

### Category

Visual Form Constancy, Visual Planning, Visual Scanning, Visual Memory, Spatial Reasoning, Visual Attention, Tracking Skill Building, Visual Discrimination

### Configurable Options

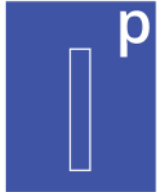
Reduced Stimulus, Dyslexic Format

### Instructions

- Drop the piece of fruit at the top of the screen into the bottom of the playing field by clicking or tapping to indicate where you want it to land.
- Score points as identical pieces of fruit touch and merge into a larger fruit. If the placement is ideal, multiple groups of fruit can merge at once.
- Use the game's physics to your advantage by thinking about how the pieces of fruit will move with your subsequent placement.
- The game will end when the pieces of fruit reach the dotted line on top of the screen.
- The wheel on the left-hand side of your screen will tell you which piece of fruit is next. Use the information to help you plan your strategy.
- If you want to save your progress, click the save button on the upper left-hand side of your screen.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

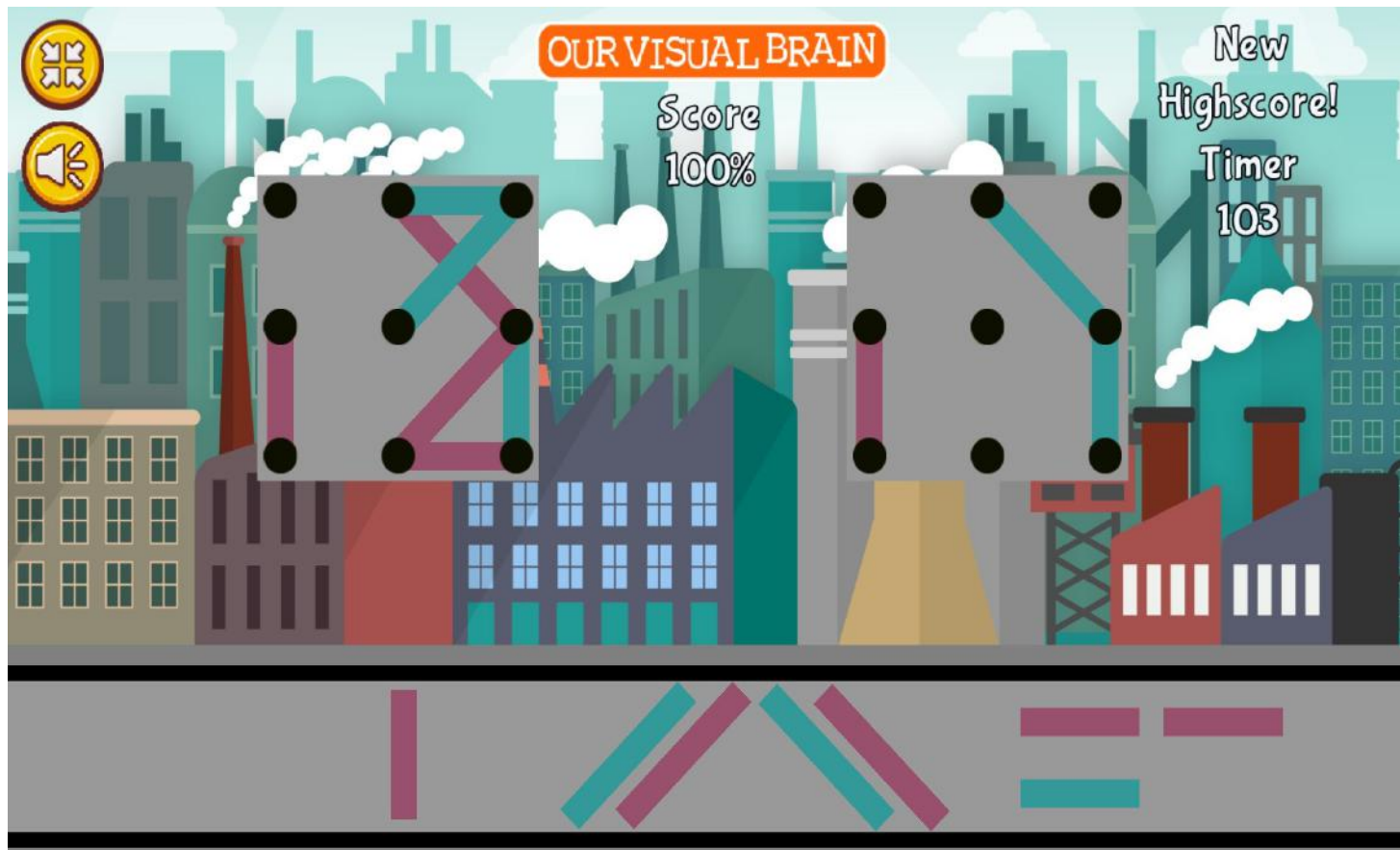
### Versions

Easy, Medium, Hard

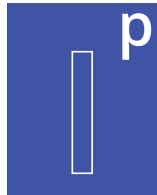
### Modality

Red/Green, MFBF 

Grid Matching



[Play Grid Matching](#)



Information  
Processing

## Grid Matching

Select a version (2 versions available)  
standard

Modality  
MFBF **Red/Green** Dyslexic Format

Background **Gray** Target Color(s)

Game Duration  
2 min 0 sec

Image Background  
**Active** Inactive

Difficulty  
**Easy** Medium Hard

Target Speed  
0 1 2 3 4 5

Metronome  
**Active** Inactive

Beats Per Minute  
- 54 +

Cursor Size  
**Small** Medium Large Extra Large

Show User Interface  
**Active** Inactive

Video Background  
**Active** Inactive

Video Speed  
1 2 3 4 5

Video Option  
**City Crowd** Mountain Driving Tunnel Rides

Background Music  
**Active** Inactive

### Category

Visual Closure, Tracking

### Configurable Options

Processing Speed, Reduced  
Stimulus

### Instructions

Taking lines from the conveyor  
belt, place them on the blank  
grid so that it matches the  
completed grid. You do not have  
to match the colors.



# OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

## Versions

Automatic, Manual

## Modality

Full Color, Red/Green, MFBF 

Guided Reading Program

OUR VISUAL BRAIN

Reading Speed

100 WPM

Score

0%

Current Score

0%

Dex Writes a Poem for his Mom

My name is Dex, and I like to have fun.

I like to run and jump and play in the sun.

I like to throw balls and catch them in my hand.

I even like to play and dig in the sand.

I like to make walls with my blocks stacked high.

[Play Guided Reading](#)



Letter &amp; Word

## Guided Reading Program

Modality

Full Color MFBF Red/Green Dyslexic Format

Grade

First Grade

Movement (Highlighted Text for Full Color Only)

Highlighted Text Line by Line Whole Story

Font Size (pt)

28

Background Color

White

Font Color

Black White Cream Grey Yellow

## Category

Guided Reading

## Configurable Options

Reduced Stimulus, Dyslexic Format

## Instructions

**Assessment:**

When you are ready to begin reading, tap the space bar. Read the entire story and again tap the space bar. Then, answer each question.

**Guided Reading:**

**Highlighted Text:** Click the space bar to begin. Read the story as it is shown to you inside the highlighted box. After you have completed the story, answer each question.

**Line by Line:** Click the space bar to begin. Read each line of the story as it is shown to you. After you have completed the story, answer each question.

**Whole Story:** Click the space bar to begin. Read the entire story and then answer each question.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

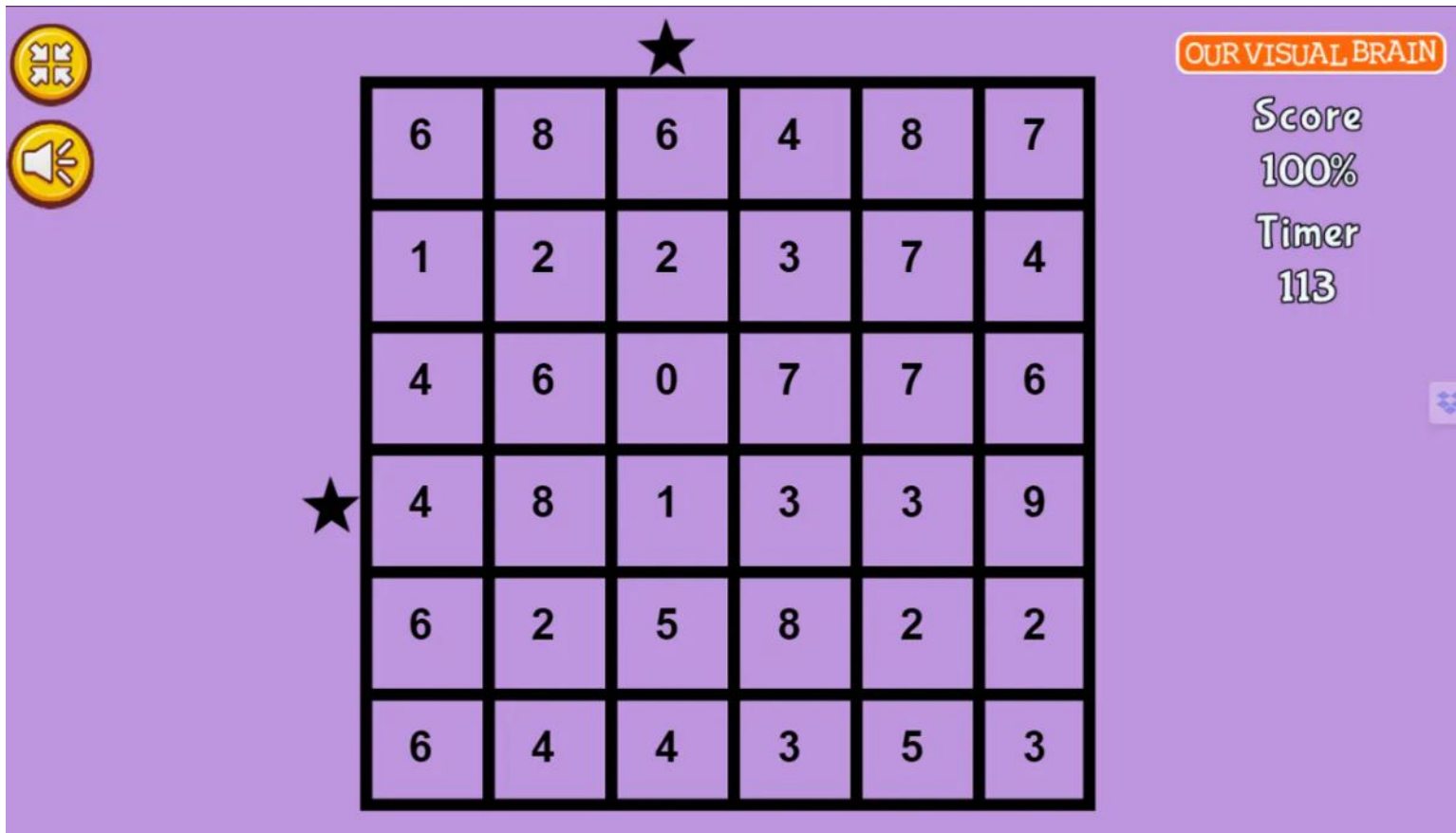
### Versions

One Version

### Modality

Full Color, Red/Green, MFBF 

Hart Chart Challenge



6	8	6	4	8	7
1	2	2	3	7	4
4	6	0	7	7	6
4	8	1	3	3	9
6	2	5	8	2	2
6	4	4	3	5	3

Play Hart Chart Challenge



Tracking Skills

## Hart Chart Challenge

<b>Modality</b>			
Full Color	MFBF	Red/Green	Dyslexic Format
<b>Version</b>			
Timed	Trials		
<b>Game Duration (Timed Version Only)</b>			
2	min	0	sec
<b>Number of Trials (Trials Version Only)</b>			
-	5	+	
<b>Grid Size ( n x n )</b>			
-	3	+	
<b>Target</b>			
Numbers ▾			

**Category**

Hart Chart, Reading Prep, Tracking Skill Building, Visual Spatial Localization, Visual Spatial Visualization

**Configurable Options**

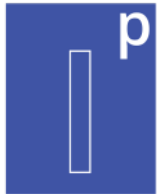
Reduced Stimulus, Dyslexic Format, Processing Speed

**Instructions**

Click or tap on the target that is located at the intersection of the two stars.

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

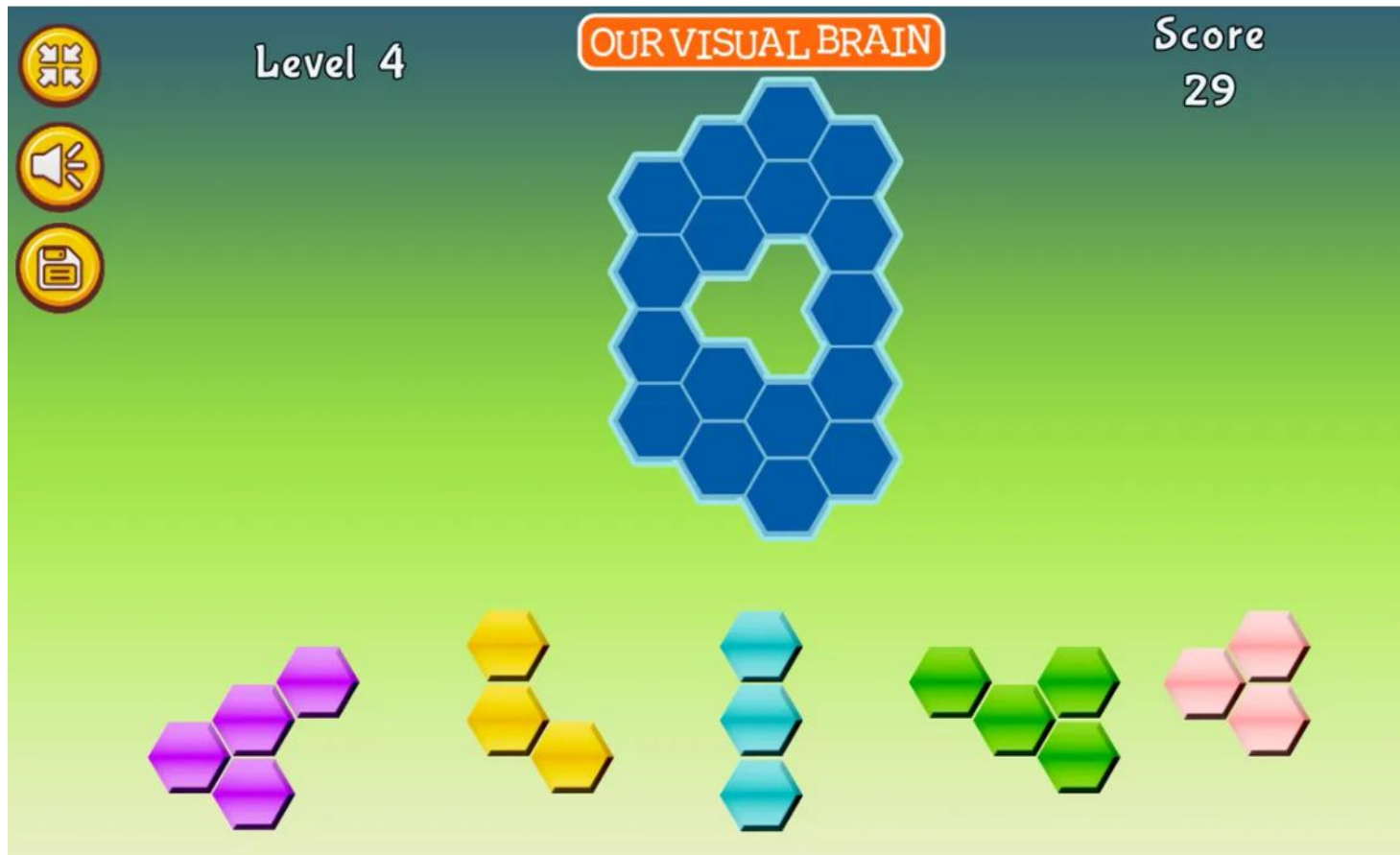
## Versions

Free-Play, In-Office

## Modality

Full Color, Red/Green, MFBF 

Hex Blocks



[Play Hex Blocks](#)



Select a version (2 versions available)

freeplay

Modality

Full Color MFBF Red/Green Dyslexic Format

Drop Color (MFBF Only)

Pink Turquoise Red Black

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

### Category

Spatial Reasoning

### Configurable Options

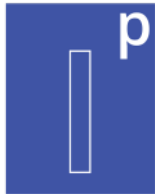
Reduced Stimulus, Dyslexic Format

### Instructions

Drag the hex blocks over the hexagon board to cover it up. Match the whole board and use up all shapes to solve the puzzle.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

### Versions

Free-Play, In-Office

### Modality

Full Color, Red/Green, MFBF 

Hex Blocks Jr.



[Play Hex Blocks Jr](#)





## Hex Blocks Jr.

Select a version (2 versions available)

freeplay

Modality

Full Color MFBF Red/Green Dyslexic Format

Cursor Size

Small Medium Large Extra Large

Drop Color (MFBF Only)

Black

Pink Turquoise Red Black

Show User Interface

Active Inactive

Background Music

Active Inactive

## Category

Spatial Reasoning

## Configurable Options

Reduced Stimulus, Dyslexic Format, Processing Speed

## Instructions

Drag the hex blocks over the hexagon board to cover it up.  
Match the whole board and use up all shapes to solve the puzzle!

## OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

### Versions

One Version

### Modality

Full Color, Red/Green, MFBF 



Hoops

[Play Hoops](#)



Tracking Skills

Select a version (2 versions available)

standard

Modality

Full Color MFBF Red/Green Dyslexic Format

Game Duration

2 min 0 sec

Ball Size

Small Medium Large

Ball Speed

1 2 3 4 5

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

## Category

Tracking

## Configurable Options

Processing Speed, Reduced Stimulus

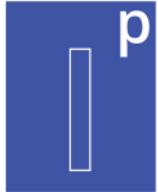
## Instructions

Using touchscreen, keyboard arrows or your mouse, move the basket to catch the basketball.

- To use touch-screen, tap on the screen
- To use the keyboard, press on any key
- To use mouse, click on the screen

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

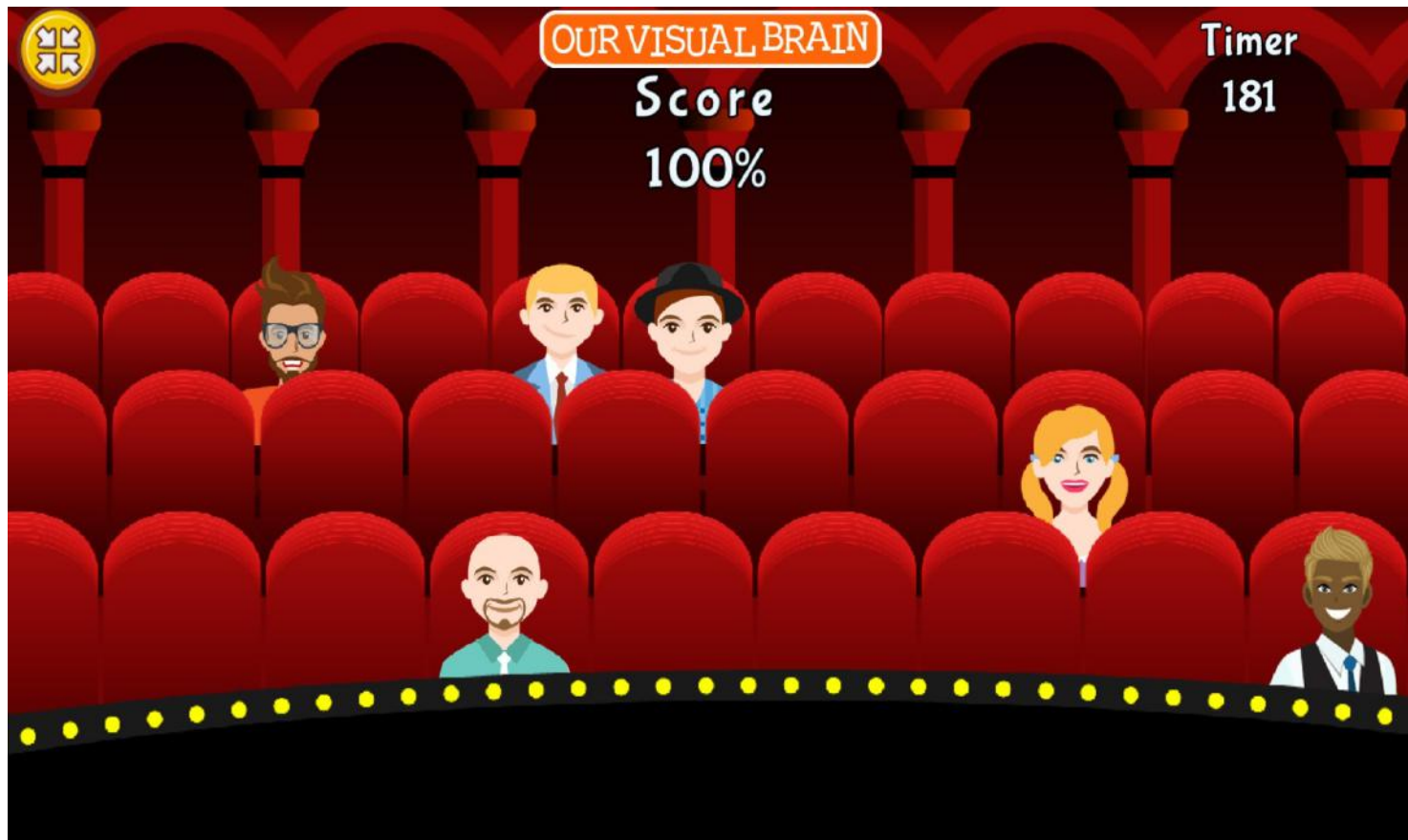
### Versions

One Version

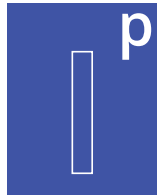
### Modality

Full Color

Images in a Scene



[Play Images in a Scene](#)



Information  
Processing

Images in a Scene

Select a version (2 versions available)

standard

Modality

Full Color Dyslexic Format

Game Duration

4 min 0 sec

Number Of Targets

1 2 3 4 5 6 7 8 9

Distractor Duration (seconds)

1 2 3 4 5

Display Time (seconds)

1 2 3 4 5 6 7 8 9 10

Cursor Size

Small Medium Large Extra Large

Background Music

Active Inactive

Show User Interface

Active Inactive

## Category

Visual Memory

## Configurable Options

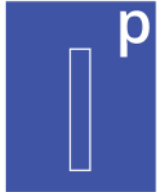
Processing Speed

## Instructions

1. The first screen will display [x] images.
2. You will then see a distraction-Try to remember what you saw.
3. Next, you will see [y] images on the screen; tap or click on the [x] that match the first set of images shown.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

### Versions

Regular, Visual Assist

### Modality

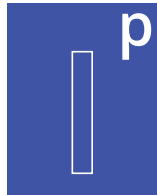
Full Color

## Jigsaw Puzzles



[Play Jigsaw Puzzles](#)





Information  
Processing

# Jigsaw Puzzles

Select a version (3 versions available)

timed ▾

Modality

Full Color Dyslexic Format

Game Duration

2 min 0 sec

Mode

REGULAR VISUAL ASSIST

Puzzle Size

3 X 3 ▾

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

## Category

Visual Closure, Spatial Reasoning

## Configurable Options

Processing Speed

## Instructions

Choose the puzzle that you would like to play. If you would like to save the progress you have made on your puzzle, click the pause button and return to the menu page. You can return to the puzzle you are working on whenever you like by choosing the same image and puzzle size.



## OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

### Versions

One Version

### Modality

Full Color, Red/Green, MFBF 

Jump It



[Play Jump It](#)



Tracking Skills

Jump It

Select a version (2 versions available)

standard

Modality

Full Color MFBF Red/Green Dyslexic Format

Game Duration

2 min 0 sec

targetSpeed

1 2 3 4 5

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

### Category

Tracking

### Configurable Options

Processing Speed

### Instructions

Guide the frog from the bottom of the screen into one of the open covers at the top. Catch a fly for extra points.

## OUR VISUAL BRAIN

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Tracking Skills

### Versions

One Version

### Modality

Full Color, Red/Green, MFBF 



Kapow

[Play Kapow](#)

## OUR VISUAL BRAIN

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Tracking Skills

Select a version (2 versions available)

standard ▼

Modality

Full Color MFBF Red/Green Dyslexic Format

Game Duration

2 min 0 sec

Enemy Speed

1 2 3 4 5

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

### Category

Tracking

### Configurable Options

Processing Speed, Reduced Stimulus

### Instructions

Click or tap on the screen to control the shooter.

Kapow

## OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

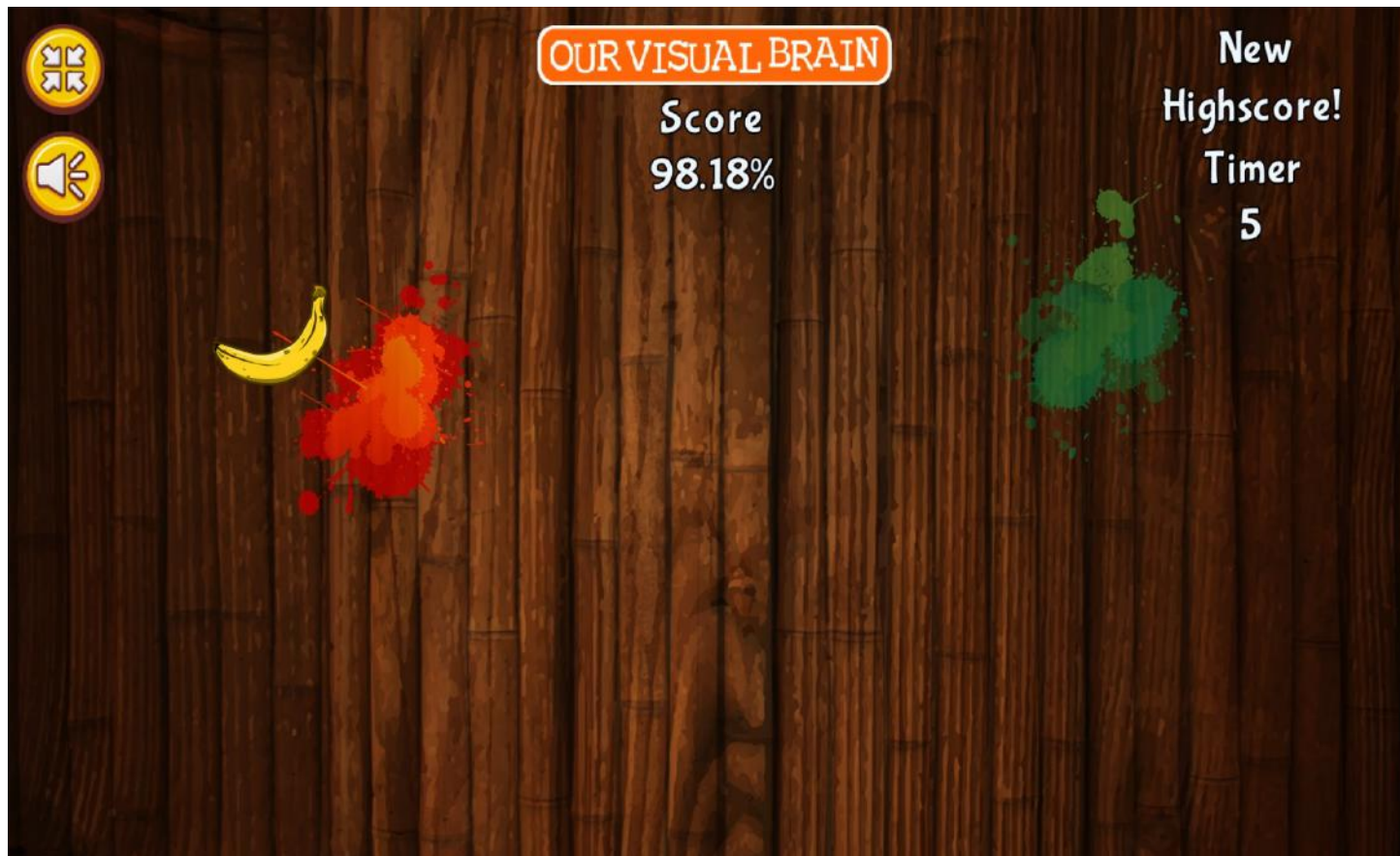
### Versions

One Version

### Modality

Full Color, Red/Green, MFBF 

Kung Fu Fruit



[Play Kung Fu Fruit](#)





## Tracking Skills

## Kung Fu Fruit

Select a version (2 versions available)  
 standard

Modality  
 Full Color MFBF Red/Green Dyslexic Format

Duration  
 2 min 0 sec

Target Size  
 Small Medium Large

Target Speed  
 Slow Medium Fast

Target Location  
 Left Side Right Side Random

Metronome  
 Active Inactive

Beats Per Minute  
 - 54 +

Cursor Size  
 Small Medium Large Extra Large

Background Music  
 Active Inactive

Show User Interface  
 Active Inactive

## Category

Tracking, Visual Discrimination

## Configurable Options

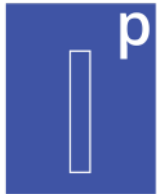
Processing Speed, Reduced Stimulus

## Instructions

Hold down the right-hand button on your mouse or use the touchscreen to cut the fruit. Avoid the bombs or you will lose points! Earn extra points for cutting multiple pieces of fruit at the same time.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

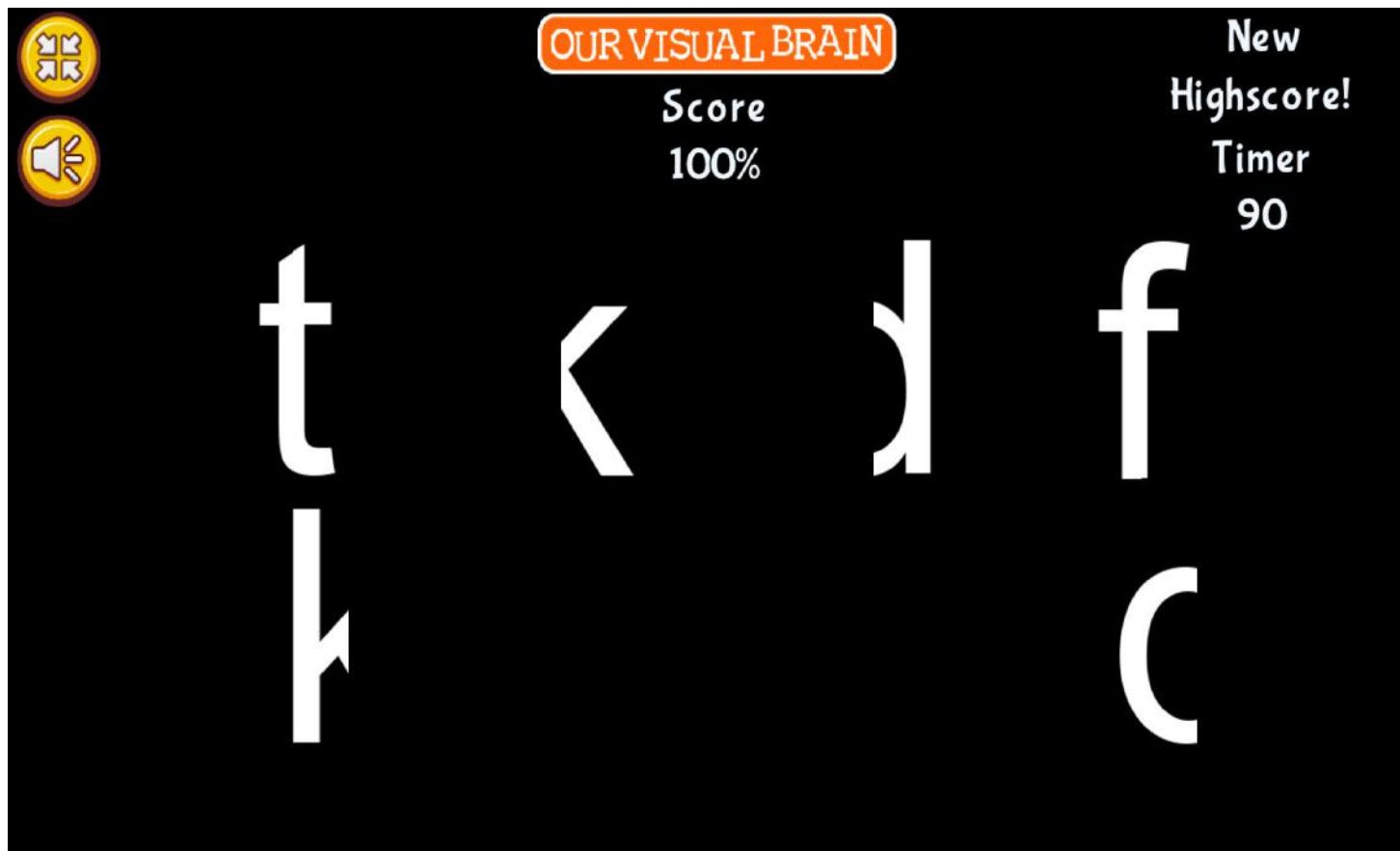
### Versions

Horizontal Cut, Vertical Cut, 4-Piece Cut

### Modality

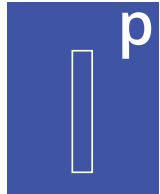
Full Color, Red/Green, MFBF 

## Letter Matching



[Play Letter Matching](#)





Information  
Processing

## Letter Matching

Select a version (4 versions available)  
vertical-cut

Modality

Game Duration  
2 min 0 sec

Lettercase

Metronome

Beats Per Minute  
- 54 +

Cursor Size

Show UI

Background Music

### Category

Visual Closure

### Configurable Options

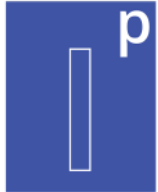
Processing Speed, Reduced  
Stimulus

### Instructions

Drag the bottom image to the  
correct top image to complete  
the letter.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

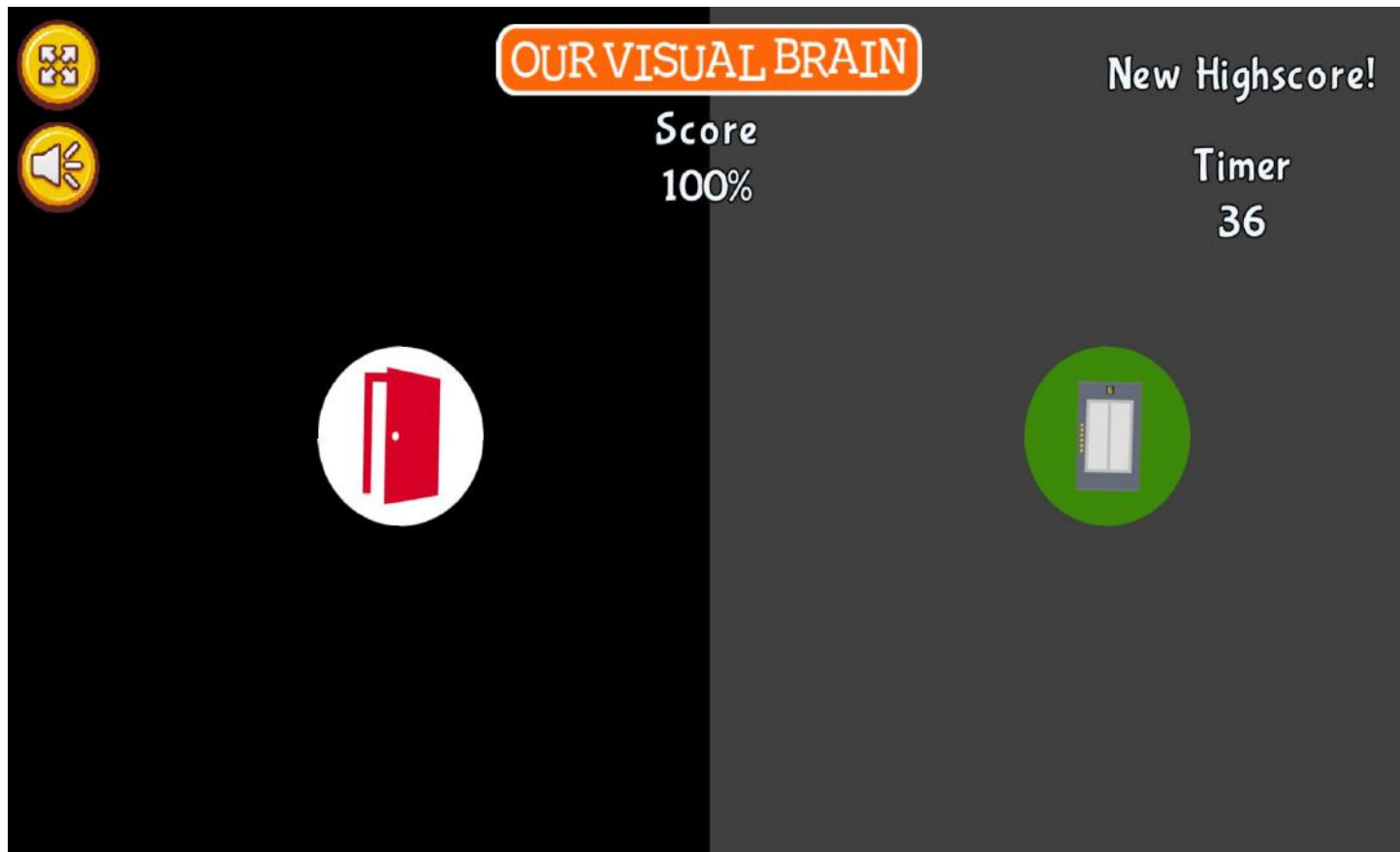
### Versions

One Version

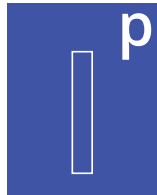
### Modality

Full Color

Listen Up



[Play Listen Up](#)



Information  
Processing

Listen Up

Select a version (2 versions available)

standard

Modality

Full Color Dyslexic Format

Version

Timed Trials

Game Duration (Timed Version)

2 min 0 sec

Number of Trials (Trials Version)

- 3 +

Object Category

Category 1 Category 2 Category3

Target Speed

0 1 2 3 4 5

Number Of Distractions

1 2 3

Distraction Time (seconds)

1 2 3 4 5

Target Size

Small Medium Large

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

## Category

Auditory Memory

## Configurable Options

Processing Speed, Reduced  
Stimulus

## Instructions

Listen to the clues and then tap  
on the picture that describes  
what you heard.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

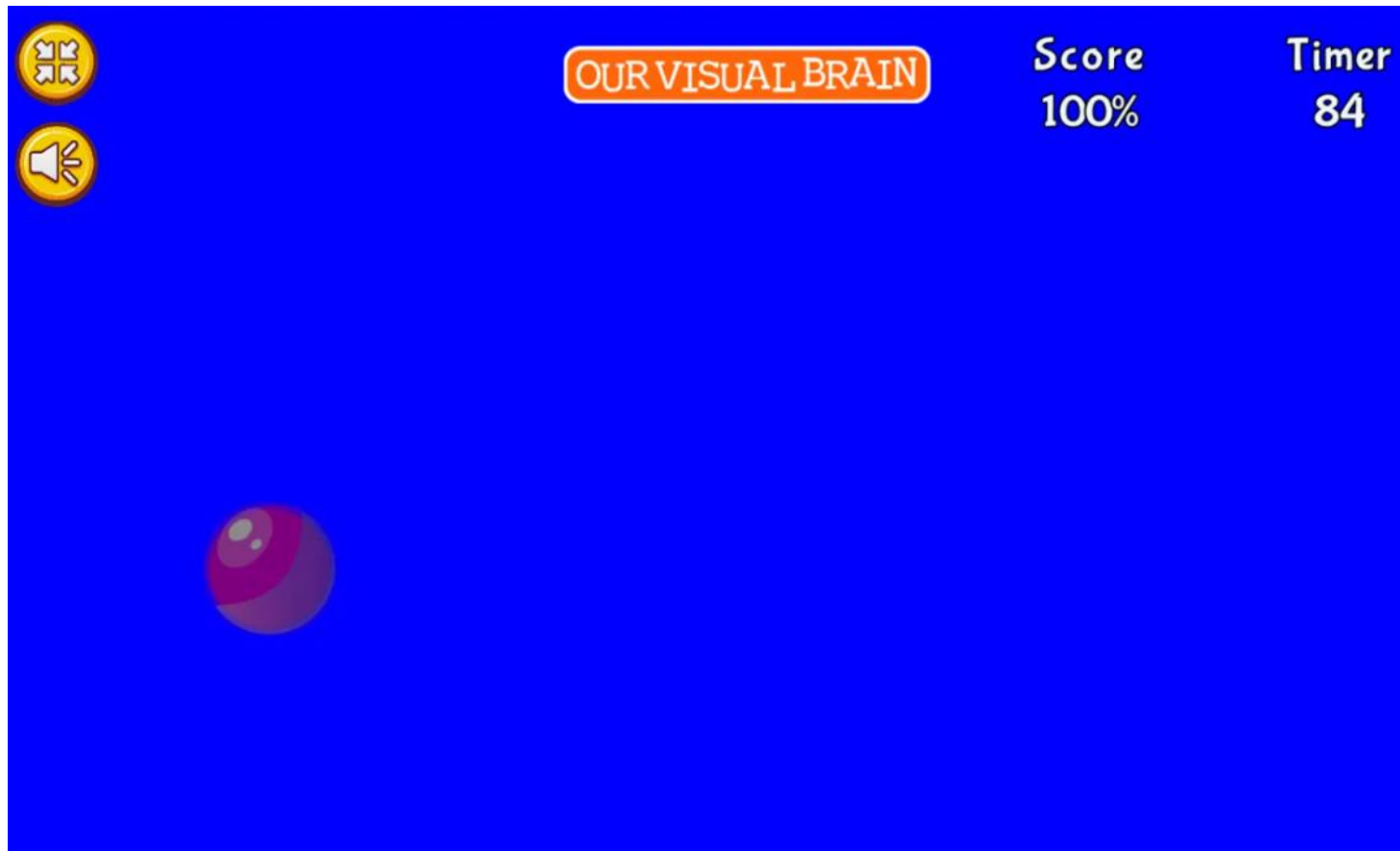
### Versions

One Version

### Modality

Full Color, Red/Green, MFBF 

Little Pop



[Play Little Pop](#)

# OUR VISUAL BRAIN

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Tracking Skills  
Processing

Little Pop

Modality

Full Color
MFBF
Red/Green
Dyslexic Format

Game Duration

2
min
0
sec

Bubble Size

Medium

Number of Bubbles

-
1
+

Bubble Color (Full Color Version Only)

Black

Red

Blue

White

Purple

Orange

Background Color (Full Color Version Only)

Black

Red

Blue

White

Purple

Orange

Metronome

Active
Inactive

Metronome Speed

-
54
+

Cursor Size

Small
Medium
Large
Extra Large

Show User Interface

Active
Inactive

## Category

Tracking Skill Building, Visual Attention, Visual Motor

## Configurable Options

Processing Speed, Reduced Stimulus, Dyslexic Format

## Instructions

Pop the bubble by clicking or tapping on it. If you are using a metronome, please tap in time with the beat. Use the small circle to help you stay on beat.

Green=On beat

Yellow= Close to on beat

Red= Offbeat

## OUR VISUAL BRAIN

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Tracking Skills

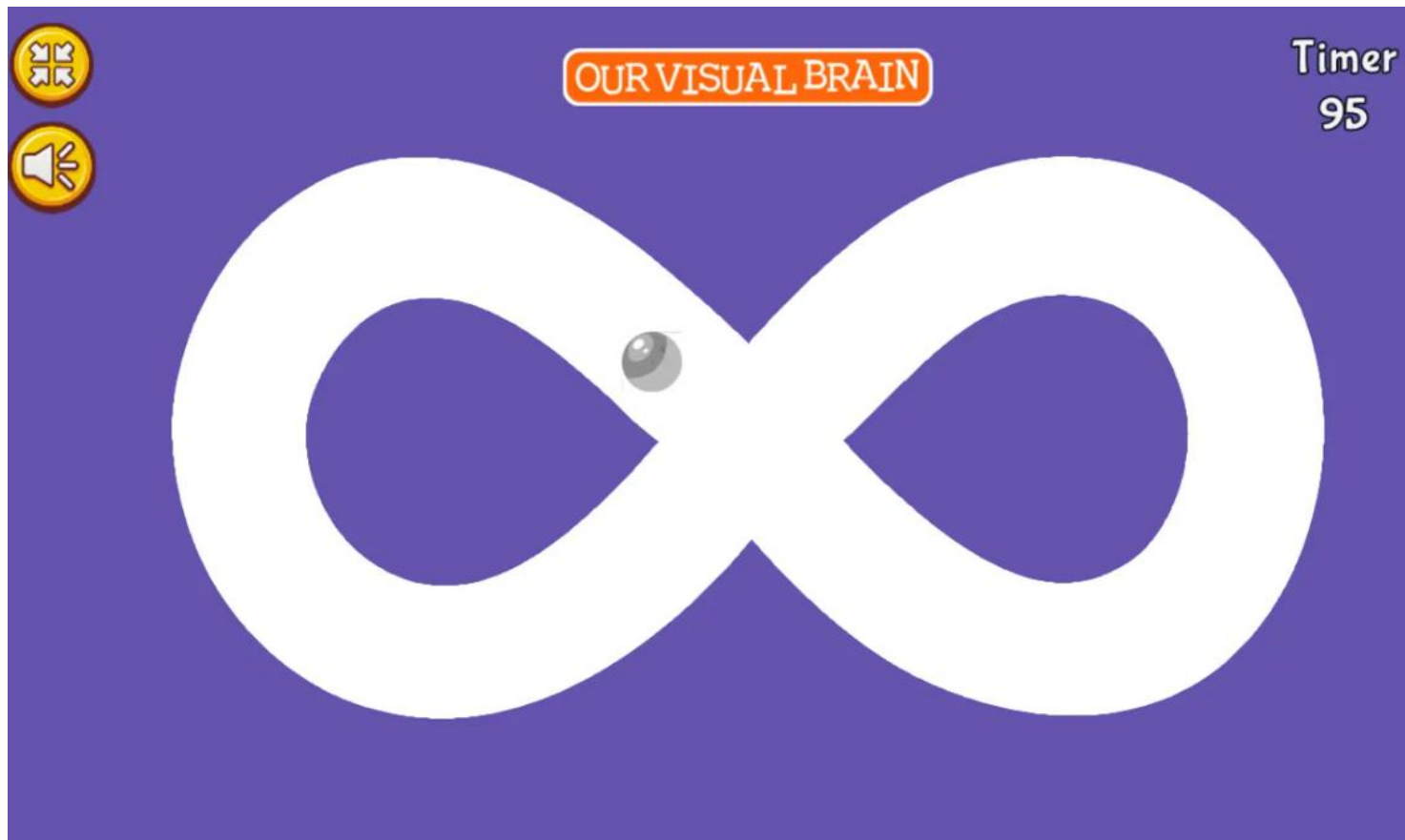
### Versions

Sustained Attention, Divided Attention, Impulse Control, Color Match

### Modality

Full Color, Red/Green, MFBF 

Marble Track



[Play Marble Track](#)



## Tracking Skills

## Marble Track

Select a version (4 versions available)

sustained-attention

Modality

Full Color MFBF Red/Green Dyslexic Format

Game Duration

2 min 0 sec

Movement Speed

1 2 3 4 5

Metronome

Active Inactive

Metronome Speed (Beats per Minute)

- 54 +

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Video Background

Active Inactive

Video Speed

1 2 3 4 5

Video Option

Escalator Walking Snow Driving Underground Parking

## Category

Crossing the Midline, Selective Attention, Response Inhibition, Divided Attention, Tracking Skill Building

## Configurable Options

Processing Speed, Reduced Stimulus, Dyslexic Format

## Instructions

**Sustained Attention:**

When prompted, click on any key to use the spacebar on your keyboard or click on the screen to use a touchscreen spacebar.

Keep your eyes focused on the marble as it moves through the symbol.

**Divided Attention:**

When prompted, click on any key to use the spacebar on your keyboard or click on the screen to use a touchscreen spacebar.

Keep your eyes focused on the marble as it moves through the symbol. When the marble changes color, either click on your spacebar or tap the one on your screen. If the metronome is active, tap on your spacebar in time with the beat.





Tracking Skills

**Instructions Cont.****Impulse Control:**

When prompted, click on any key to use the spacebar on your keyboard or click on the screen to use a touchscreen spacebar. Keep your eyes focused on the marble as it moves through the symbol. If the marble turns [X] , either click on your spacebar or tap the one on your screen. Do not tap on your spacebar if the marble changes to any other color. If the metronome is active, tap on your spacebar in time with the beat.

**Color Match:**

When prompted, click on any key to use the spacebar on your keyboard or click on the screen to use a touchscreen spacebar. Keep your eyes focused on the marble as it moves through the symbol. Watch the circle at the top of the screen using your peripheral vision. Either click on your spacebar or tap the one on your screen when the color of the marble matches the color of the circle. Do not tap on your spacebar if the marble changes to any other color. If the metronome is active, tap on your spacebar in time with the beat.

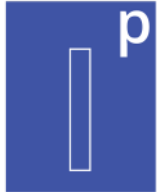
## OUR VISUAL BRAIN

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## OUR VISUAL BRAIN

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Information  
Processing

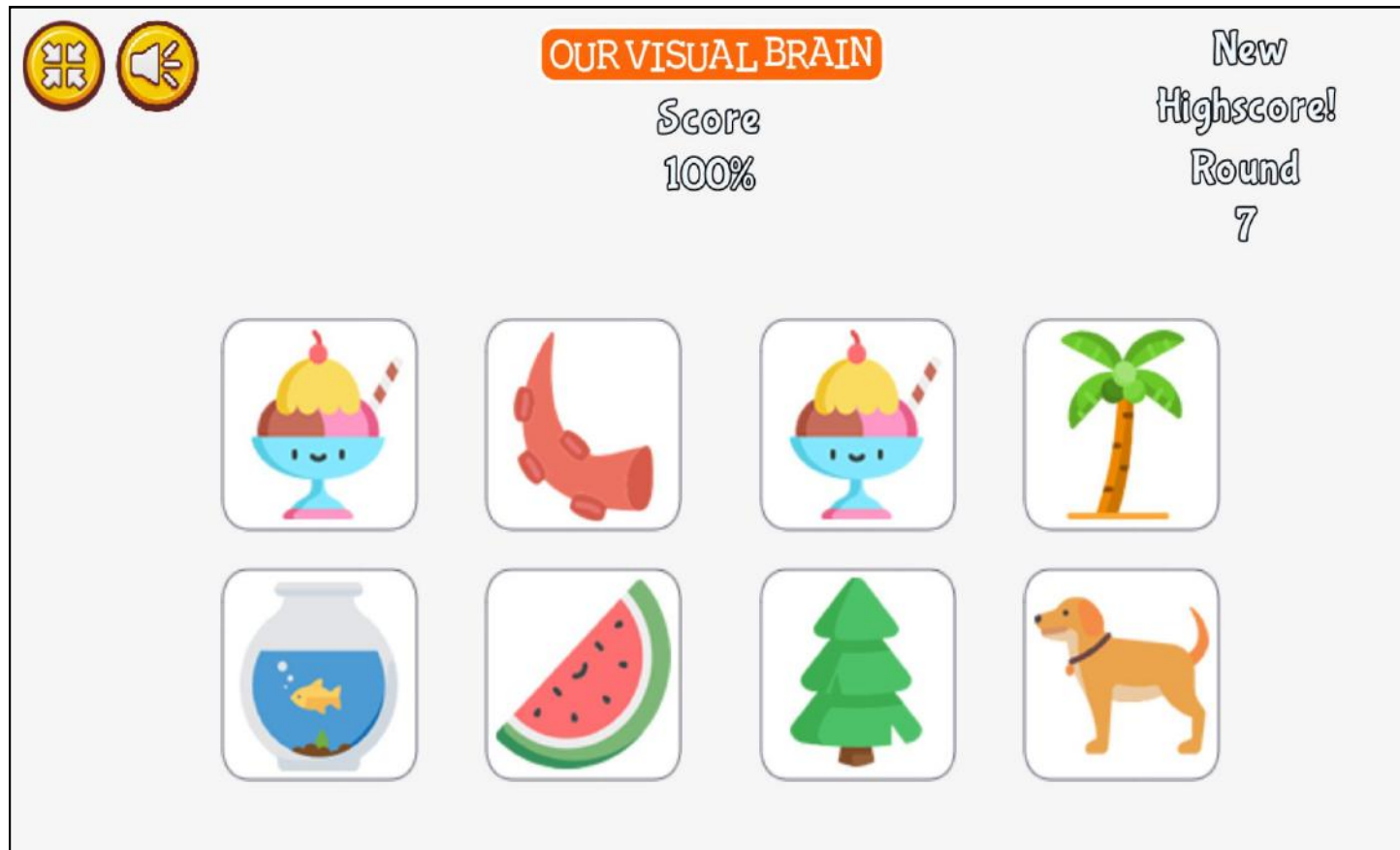
### Versions

One Version

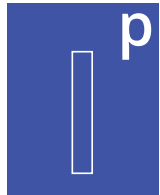
### Modality

Full Color

## Match Game



[Play Match Game](#)



Information  
Processing

## Match Game

Select a version (2 versions available)

standard ▼

Modality

Full Color Dyslexic Format

Number Of Pictures

4 6 8 10 12

Number Of Rounds

— 10 +

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

### Category

Visual Discrimination

### Configurable Options

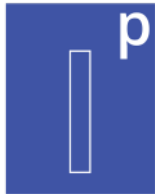
Processing Speed

### Instructions

Click or tap on the matching pairs!

# OUR VISUAL BRAIN

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Information  
Processing

## Versions

Challenge, Letter Sounds, Visual Discrimination, VIP-Multiple

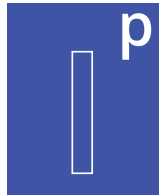
## Modality

Red/Green 



Match It

[Play Match It](#)



Information  
Processing

Match It

Select a version (4 versions available)

visual-discrimination

Modality

Red/Green Dyslexic Format

Background

White

Target Color(s)

Game Duration

2 min 0 sec

Each Puzzle Duration

1 min 0 sec

Target Speed

0 1 2 3 4 5

Object Rotation Speed

0 1 2 3 4 5

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

## Category

Letter Sounds, Visual Closure, Visual Discrimination, Visual Figure Ground, Visual Form Constancy, Whole Figure

## Configurable Options

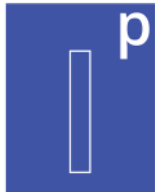
Processing Speed

## Instructions

Drag and drop the images from the conveyor belt to its match. Beat the clock or prepare for an explosion!

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Versions

One Version

## Modality

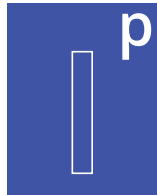
Full Color

Match the Toys



[Play Match the Toys](#)





Information  
Processing

## Match the Toys

Select a version (2 versions available)

timed

Modality

Full Color Dyslexic Format

Target Size

Small Medium Large Extra Large

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Game Duration

2 min 0 sec

### Category

Visual Figure Ground

### Configurable Options

Processing Speed

### Instructions

Look at both sides of the screen and find the matching pair of toys regardless of size or orientation.

# OUR VISUAL BRAIN

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Information  
Processing

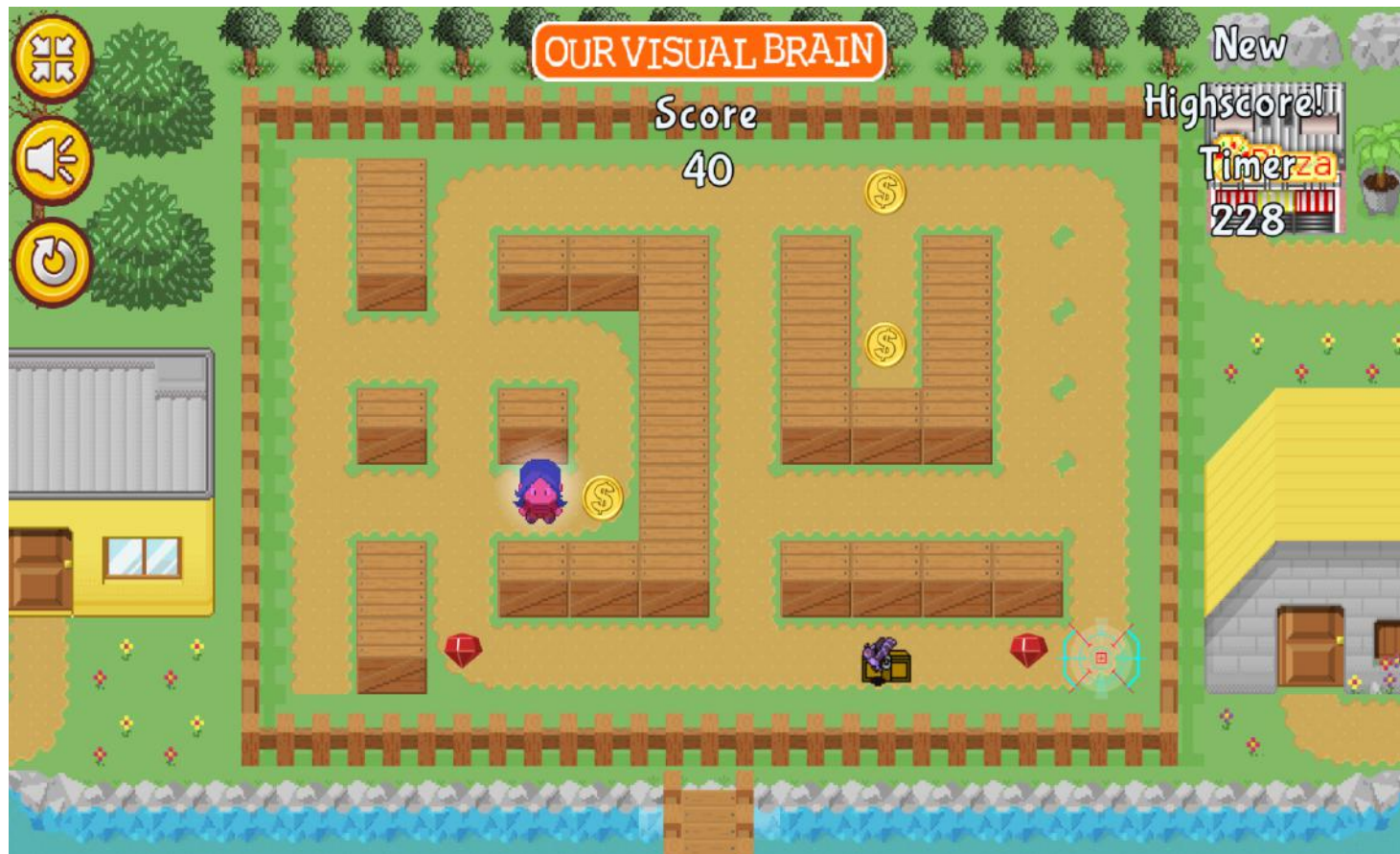
## Versions

One Version

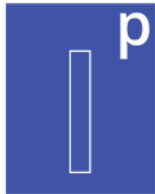
## Modality

Full Color, Red/Green, MFBF 

Maze Challenge



[Play Maze Challenge](#)



Information  
Processing

# Maze Challenge

<b>Modality</b>			
<input checked="" type="button" value="Full Color"/>	<input type="button" value="MFBF"/>	<input type="button" value="Red/Green"/>	<input type="button" value="Dyslexic Format"/>
<b>Game Duration</b>			
<input type="text" value="4"/>	<input type="text" value="min"/>	<input type="text" value="0"/>	<input type="text" value="sec"/>
<b>Map Size</b>			
<input checked="" type="button" value="Small"/>	<input type="button" value="Medium"/>	<input type="button" value="Large"/>	
<b>Character Option</b>			
<input checked="" type="button" value="Person"/>	<input type="button" value="Tractor"/>		
<b>Cursor Size</b>			
<input checked="" type="button" value="Small"/>	<input type="button" value="Medium"/>	<input type="button" value="Large"/>	<input type="button" value="Extra Large"/>
<b>Show User Interface</b>			
<input checked="" type="button" value="Active"/>	<input type="button" value="Inactive"/>		

## Category

Visual Planning

## Configurable Options

Processing Speed, Reduced Stimulus

## Instructions

Use the arrows on your keyboard or the touchscreen to move your player through the maze. Along the way, you must collect the diamonds and coins while avoiding your enemies. You must also collect each treasure chest in order to complete the maze. Each treasure chest contains a magic piece of fruit that will help you defeat your enemy. Once you have collected each coin, diamond and treasure chest, move your player to the target at the end of the maze. If you run out of options, you can reset the maze by clicking on the Reset Button but only do this as a last resort as you will lose points.

# OUR VISUAL BRAIN

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Information  
Processing

## Versions

Standard

## Modality

Full Color, Red/Green, MFBF 

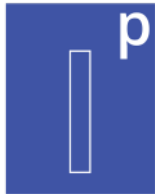
Mazes!



[Play Mazes!](#)

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

Mazes!

Select a version (4 versions available)  
visual-discrimination

Modality

Game Duration (Timed Version)  
2 min 0 sec

Target Size

Target Movement

Target Speed  
1 2 3 4

Response Time Option

Response Time | Range: 0.1 to 30  
Min: 0.1 Max: 30  
1  
Fine Tuning  
- 1 +

Display Interval | Range: 0.1 to 10  
Min: 0.1 Max: 10  
1  
Fine Tuning  
- 1 +

Distraction

Distraction Volume | Range: 1 to 100  
Min: 1 Max: 100  
50  
Fine Tuning  
- 50 +

Metronome

Metronome Speed (Beats per Minute)  
- 54 +

Show User Interface

## Category

Visual Planning, Visual Closure, Visual Motor, Visual Memory, Spatial Reasoning

## Configurable Options

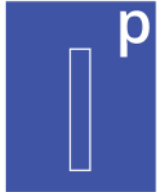
Processing Speed, Reduced Stimulus, Dyslexic Format

## Instructions

Use your finger, mouse or arrow keys to guide your avatar through the maze to reach the endpoint marked by a green square. If you need to start over hit the return button. If you are shown the solution before gameplay, pay close attention and remember how to reach the endpoint. If the Edge Alert is turned on, do not allow your avatar to touch the sides of the maze.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

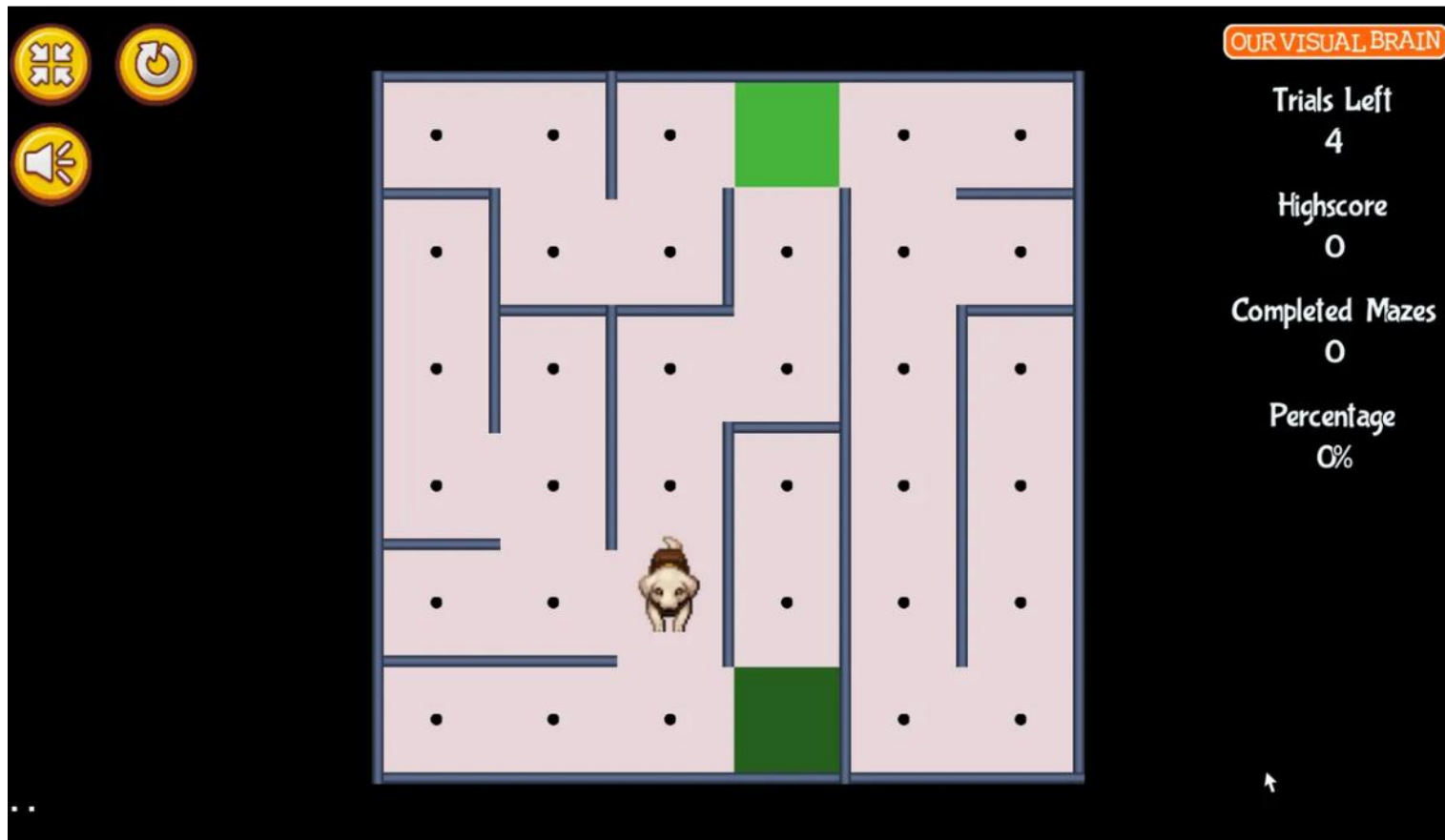
### Versions

One Version

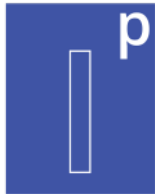
### Modality

Full Color, Red/Green ,MFBF 

Mazes! Voice Recognition



[Play Mazes! Voice Recognition](#)



Information  
Processing

# Mazes! Voice Recognition

<b>Modality</b>			
<input checked="" type="button" value="Full Color"/>	<input type="button" value="MFBF"/>	<input type="button" value="Red/Green"/>	<input type="button" value="Dyslexic Format"/>
<b>Version</b>			
<input checked="" type="button" value="Timed"/>	<input type="button" value="Trials"/>		
<b>Game Duration (Timed Version)</b>			
<input type="text" value="2"/>	<input type="text" value="min"/>	<input type="text" value="0"/>	<input type="text" value="sec"/>
<b>Number of Trials (Trial Version)</b>			
<input type="button" value="−"/>	<input type="text" value="5"/>	<input 4"="" type="button" value="+&lt;/input&gt;&lt;/td&gt; &lt;/tr&gt; &lt;tr&gt; &lt;td colspan="/> <b>Avatar Option</b>	
<input type="button" value="Boy"/>			
<b>Maze Width</b>			
<input type="button" value="−"/>	<input type="text" value="5"/>	<input 4"="" type="button" value="+&lt;/input&gt;&lt;/td&gt; &lt;/tr&gt; &lt;tr&gt; &lt;td colspan="/> <b>Maze Height</b>	
<input type="button" value="−"/>	<input type="text" value="5"/>	<input 4"="" type="button" value="+&lt;/input&gt;&lt;/td&gt; &lt;/tr&gt; &lt;tr&gt; &lt;td colspan="/> <b>Start Location</b>	
<input type="button" value="Left"/>	<input type="button" value="Right"/>	<input type="button" value="Top"/>	<input type="button" value="Bottom"/>
<b>Cursor Size</b>			
<input checked="" type="button" value="Small"/>	<input type="button" value="Medium"/>	<input type="button" value="Large"/>	<input type="button" value="Extra Large"/>
<b>Show User Interface</b>			
<input checked="" type="button" value="Active"/>	<input type="button" value="Inactive"/>		
<b>Background Music</b>			
<input type="button" value="Active"/>	<input checked="" type="button" value="Inactive"/>		

## Category

Directionality Skill Building, Visual Planning, Visual Closure, Visual Memory, Spatial Reasoning

## Configurable Options

**Voice Recognition**, Processing Speed, Reduced Stimulus, Dyslexic Format

## Instructions

This activity requires the use of a microphone.

Move your avatar through the maze to the endpoint by saying one of the following commands out loud.

"Move Up"

"Move Down"

"Move Left"

"Move Right"

Then, click on the maze that you just completed from the options presented to you.



# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Versions

Photograph, Cartoon

## Modality

Full Color

Memory

Score  
0%

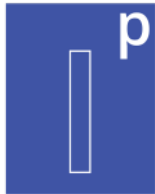
OUR VISUAL BRAIN

Trials Left  
9

Highscore  
0%

Peek Time: 18

[Play Memory](#)



Information  
Processing

Memory

Select a version (3 versions available)  
cartoon

Modality  
Full Color Dyslexic Format

Time Version  
Timed Trials

Game Duration (Timed Version)  
2 min 0 sec

Number Of Trials (Trials Version)  
- 10 +

Puzzle Width  
2 4 6

Puzzle Height  
2 3 4 5

Randomize Images  
Active Inactive

Peek Time (seconds) | Range: 0 to 90  
Min: 0 Max: 90  
10

Fine Tuning  
- 10 +

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

Background Music  
Active Inactive

## Category

Visual Memory

## Configurable Options

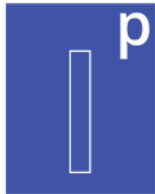
Processing Speed, Reduced Stimulus

## Instructions

Look at the overturned images and try to remember the location of each pair. Once the cards are flipped over, start the game by clicking or tapping on a card. Then try to find another card that has the same image as the first. If you can't find a pair, the cards will be flipped back with the face down. Try to remember these images as it becomes easier to find pairs the longer you play. When you find a pair they will remain flipped over and when you find all the pairs in the puzzle, you will move on to the next round.

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

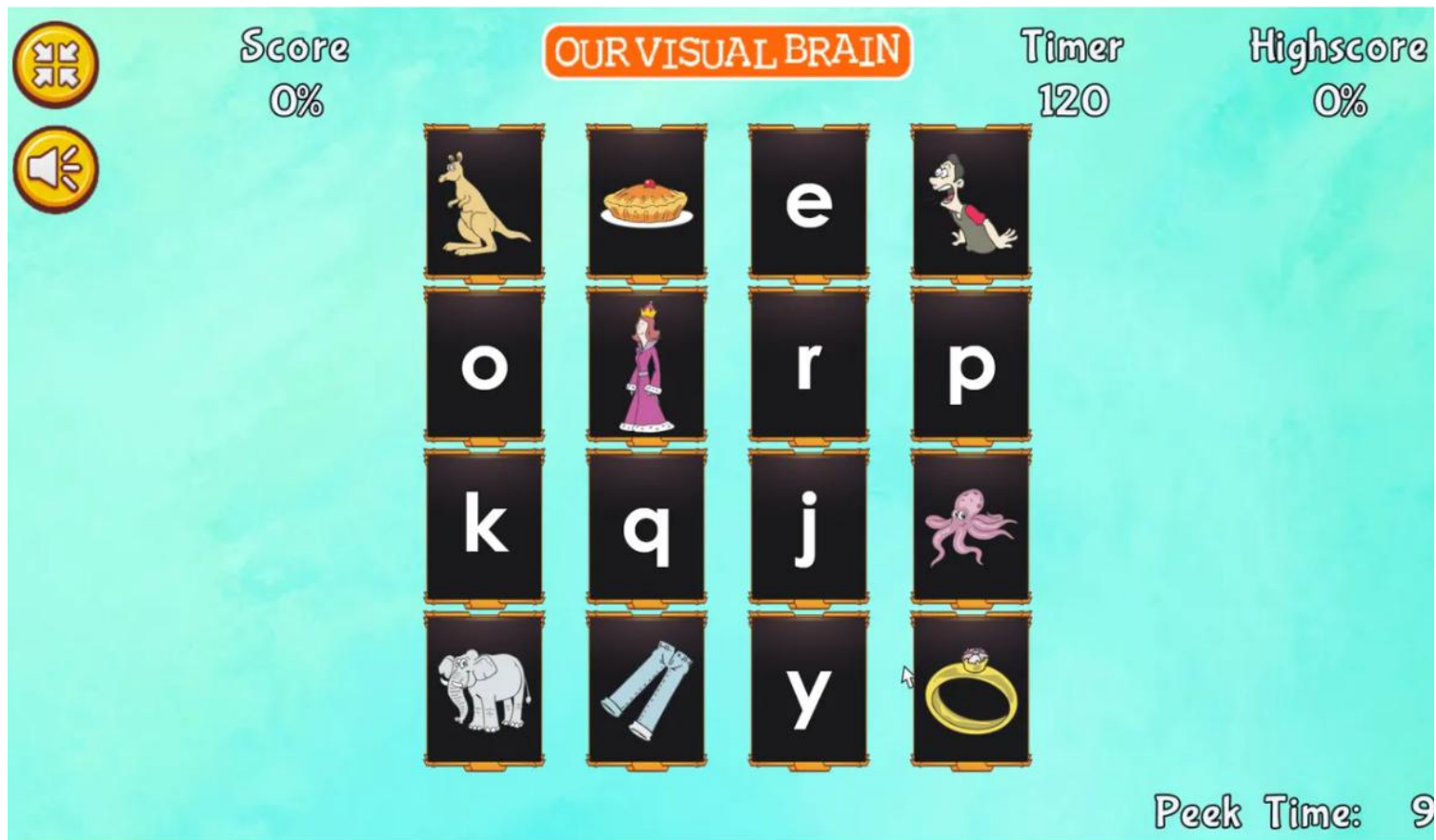
## Versions

Letter Matching, Letter Sounds, Picture Match, Symbol Matching, Fonts Matching, Visual Math, Sight Words, Dice Math, Visual Equation

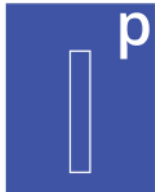
## Modality

Full Color, Red/Green, MFBF 

Memory Plus



[Play Memory Plus](#)



Information  
Processing

# Memory Plus

Select a version (10 versions available)

letter-matching

Modality

Full Color MFBF Red/Green Dyslexic Format

Version

Timed Trials

Game Duration (Timed Version Only)

2 min 0 sec

Number of Trials (Trials Version Only)

- 5 +

Puzzle Size

2 x 2

Text Size

Small Medium Large

Peek Time (seconds) | Range: 0 to 90

Min: 0 Max: 90

10

Fine Tuning

- 10 +

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

Letter Matching Version

Letter Matching 4

## Category

Counting, Letter Sounds, Sight Word Practice, Math Facts, Visual Scanning, Visual Memory, Visual Discrimination

## Configurable Options

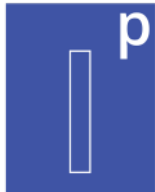
Processing Speed, Reduced Stimulus, Dyslexic Format

## Instructions

Look at the overturned images and try to remember the location of each pair. Once the cards are flipped over, start the game by clicking or tapping on a card. Then, try to find another card with the same image as the first. If you can't find a pair, the cards will be flipped back with the face down. Try to remember these images, as it becomes easier to find pairs the longer you play. When you find a pair, they will remain flipped over, and when you find all the pairs in the puzzle, you will move on to the next round.

## OUR VISUAL BRAIN

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Information  
Processing

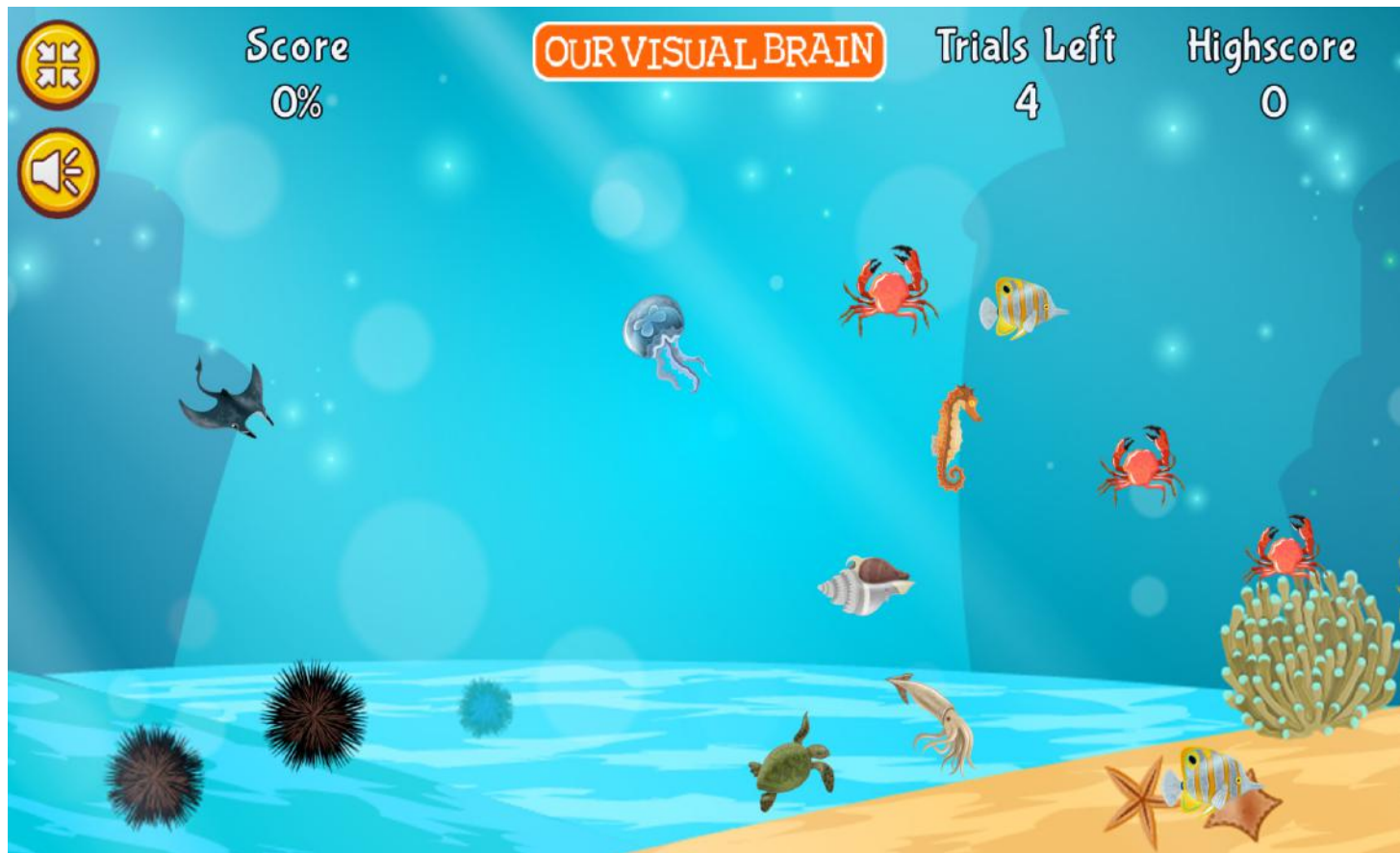
### Versions

Ordinal Memory, Visual Sequential Memory

### Modality

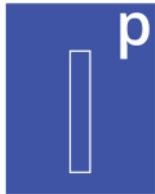
Full Color

Memory Saccades



[Play Memory Saccades](#)





Information  
Processing

# Memory Saccades

Select a version (3 versions available)  
sequential

Modality  
Full Color Dyslexic Format

Number Of Trials  
- 5 +

Sequence Length  
- 5 +

Graphic  
Grid Ocean Sky Space

Object Density  
Light Medium Heavy

Grid Width (Grid Version Only)  
- 4 +

Grid Height (Grid Version Only)  
- 3 +

Metronome  
Active Inactive

Beats Per Minutes  
- 54 +

Delay Time  
- 3 +

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

Background Music  
Active Inactive

## Category

Visual Memory, Visual Sequential Memory, Tracking

## Configurable Options

Processing Speed, Reduced Stimulus

## Instructions

**Ordinal:** Once you have selected the target's position in the sequence, hold this in your memory. Tap or click on each target as it lights up. Then, when you have completed the sequence, tap or click on the target that you are holding in your memory. If the metronome is active, wait [x] beats to tap or click your answers to the beat.

**Sequential:** Watch the sequence of targets as they light up. Then, click or tap on each target to repeat this sequence. If the metronome is active, wait [x] beats to tap or click your answers to the beat.

## OUR VISUAL BRAIN

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Tracking Skills

### Versions

2D, 3D

### Modality

Full Color, R/G 

Multi Target Tracking



[Play Multi -Target Tracking](#)





## Tracking Skills

## Multi Target Tracking

Select a version (2 versions available)  
2d

Modality  
Full Color Red/Green Dyslexic Format

Game Mode  
Timed Trials

Game Duration (Timed Mode)  
2 min 0 sec

Number of Trials (Trials Mode)  
5

Target Density  
Light Medium Heavy

Number of Targets  
1

Target Size  
Small Medium Large

Target Speed  
3

Peek Time (Seconds) | Range: 0.1 to 10  
Min: 0.1 Max: 10  
1

Fine Tuning  
1

Round Duration (Seconds) | Range: 0.1 to 60  
Min: 0.1 Max: 60  
10

Fine Tuning  
10

Target Color  
White Yellow Cream Gray Black

Background Color  
Black

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

Music Background  
Active Inactive

Video Background  
Active Inactive

Video Option  
Basketball

Video Speed  
3

Distraction  
None Crowd Static

## Category

Visual Memory, Tracking Skill Building

## Configurable Options

Reduced Stimulus, Dyslexic Format

## Instructions

At the start of each round, a few targets will be briefly highlighted. Once these targets begin moving randomly, focus on keeping track of them among the others. Select the targets you believe are the original targets when the movement stops.

# OUR VISUAL BRAIN

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Tracking Skills

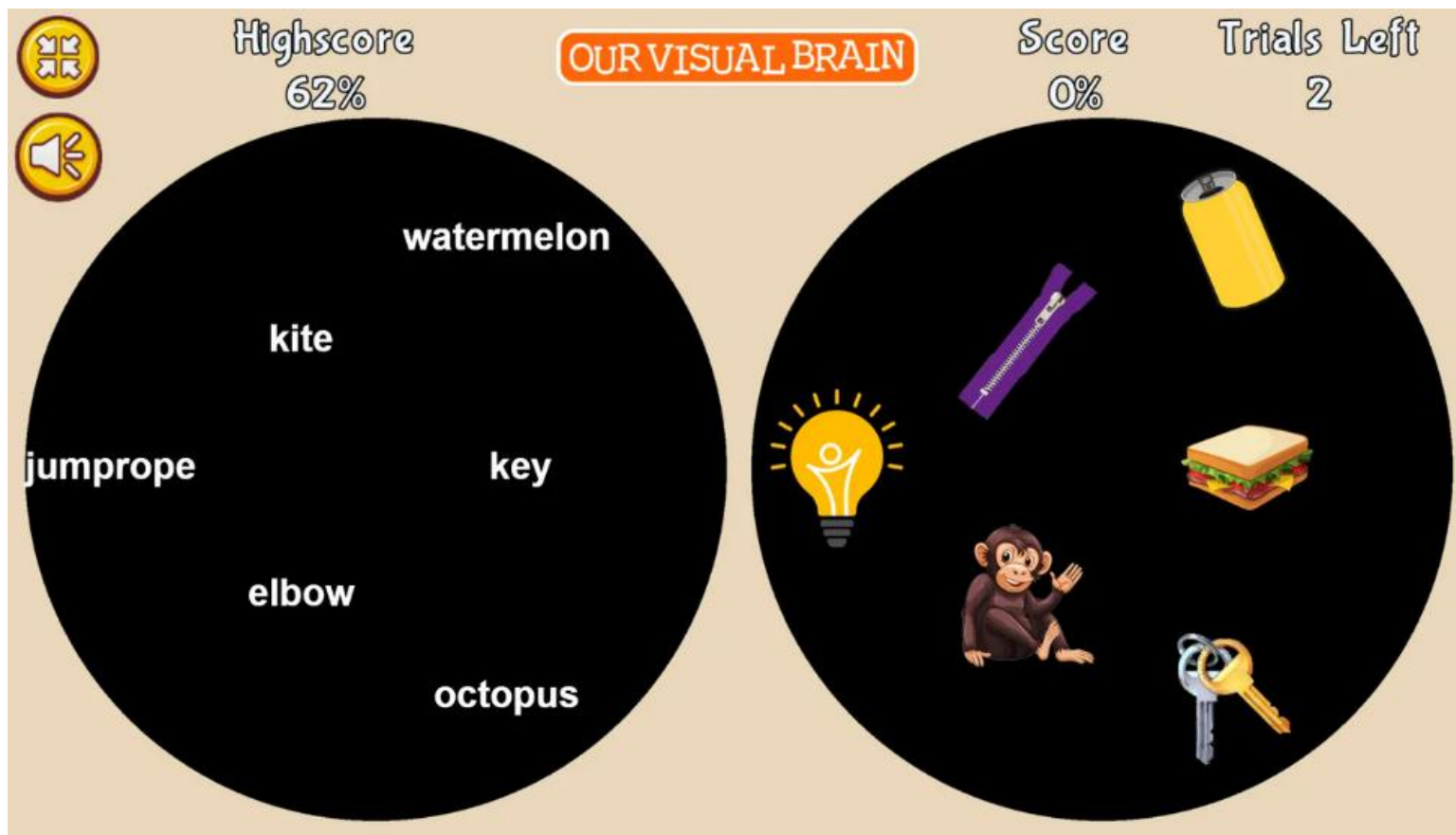
## Versions

Standard, Visual Memory

## Modality

Full Color, R/G, MFBF 

One Match



[Play One Match](#)



## Tracking Skills

## One Match

Select a version (3 versions available)  
standard

Modality  
Full Color MF8F Red/Green

Game Mode  
Timed Trials

Game Duration (Timed Mode)  
2 min 0 sec

Number of Trials (Trials Mode)  
- 5 +

Target Size  
Small Medium Large

Target Option  
Separated Mixed

Density  
Light Medium Heavy

Rotation Speed  
0 1 2 3 4 5

Rotation Direction  
Clockwise Counterclockwise

Wheel Synchronize  
Synchronized Asynchronized

Presentation  
Horizontal Vertical

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

Background Music  
Active Inactive

## Category

Visual Form Constancy, Visual Spatial Localization, Visual Scanning, Visual Memory, Visual Attention, Reaction Timing, Tracking Skill Building, Visual Discrimination

## Configurable Options

Reduced Stimulus, Processing Speed, Dyslexic Format

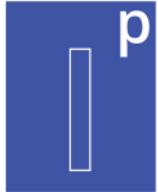
## Instructions

**Standard:** Find the matching image and text on each set of circles as fast as you can! Remember that there is only one match per set.

**Visual Memory:** Find the matching image and text on each set of circles as fast as you can! Hold each location in your mind until it is time to input your answer. Remember that there is only one match per set.

# OUR VISUAL BRAIN

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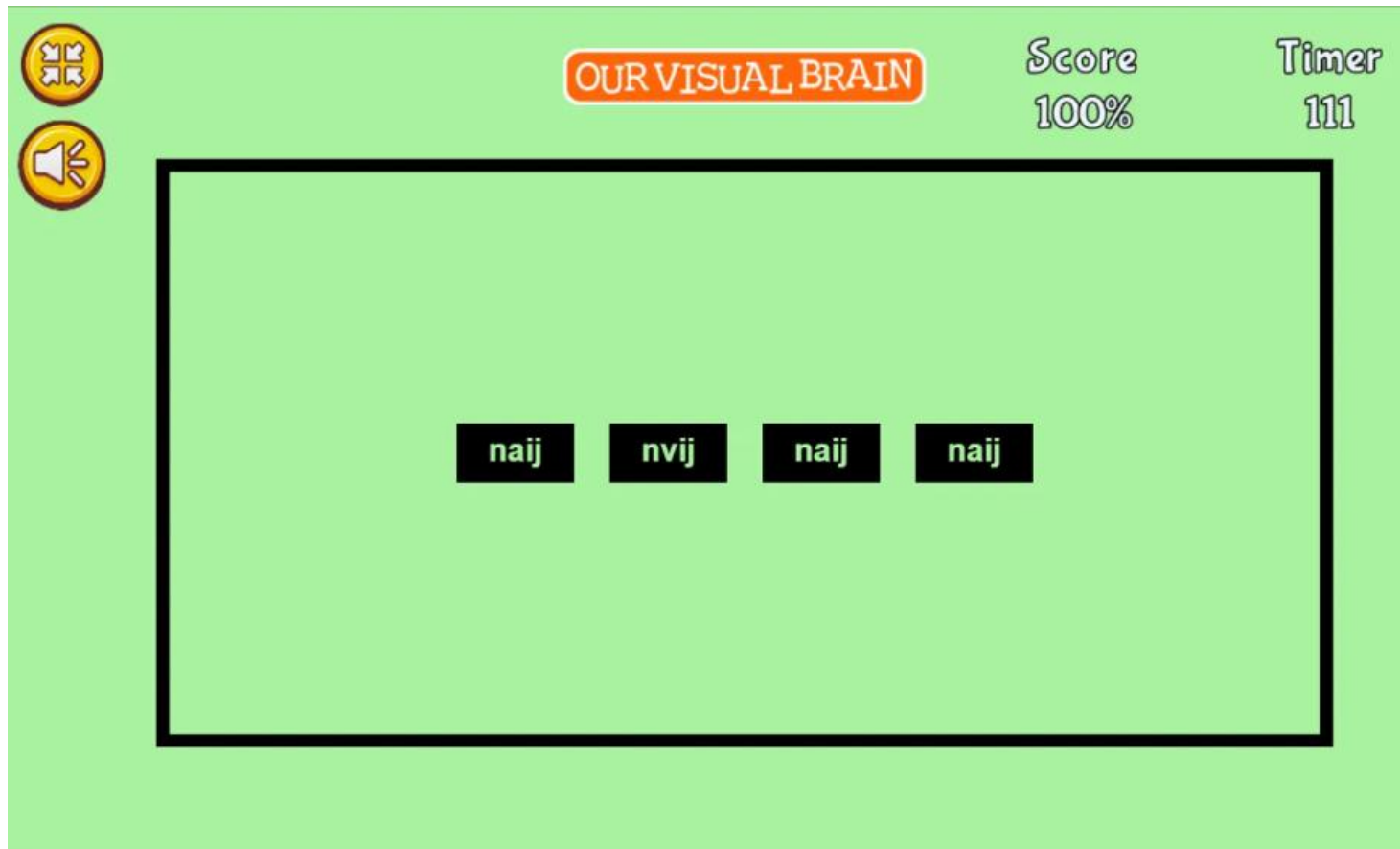
Information  
Processing

## Versions

One Version

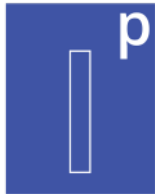
## Modality

Full Color, R/G, MFBF 



Outlier

[Play Outlier](#)



Information  
Processing

Outlier

Select a version (2 versions available)

standard

Modality

Full Color MFBF Red/Green Dyslexic Format

Version

Timed Trials

Game Duration (Timed Version)

2 min 0 sec

Number of Trials (Trials Version)

5

Difficulty Level

Easy Medium Hard

Target

Numbers

Font Size (pt)

10

Display Speed (Seconds) | Range: 0.1 to 4

Min: 0.1 Max: 4

1

Fine Tuning

1

Delay Time (Seconds) | Range: 0.1 to 4

Min: 0.1 Max: 4

1

Fine Tuning

1

Reaction Time (Seconds) | Range: 0.5 to 4

Min: 0.5 Max: 4

1

Fine Tuning

1

Sequence Length

3

Number of Options

3

Background Color (Full Color Version)

Black

## Category

Visual Memory, Reading Prep, Reaction Timing

## Configurable Options

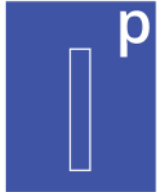
Reduced Stimulus, Dyslexic Format

## Instructions

Watch the targets on your screen closely and click or tap on the one that is different from the others.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

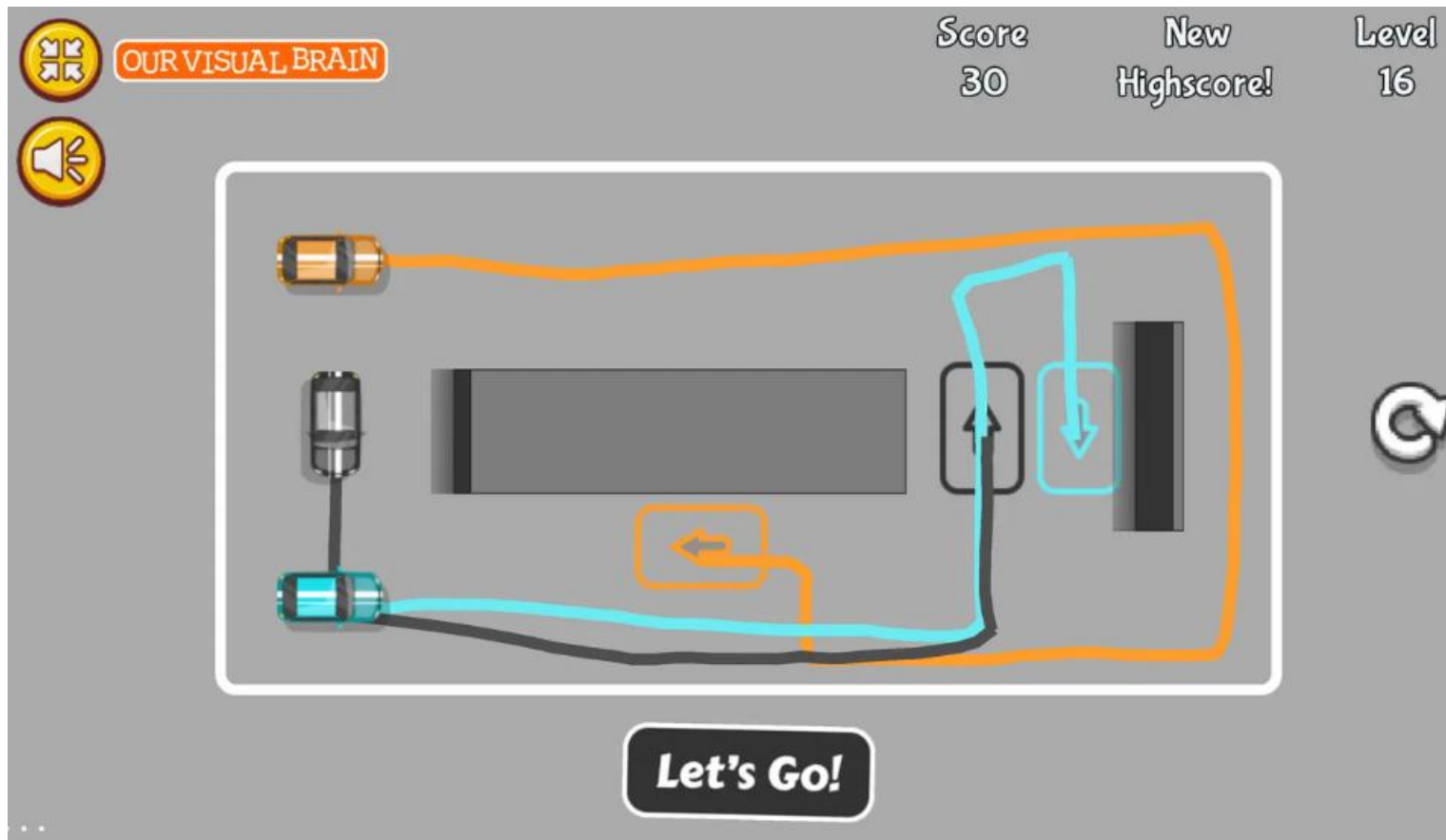
### Versions

Free-Play, In-Office

### Modality

Full Color, R/G, MFBF 

Parking Jam



[Play Parking Jam](#)



Information  
Processing

## Parking Jam

Modality			
<input checked="" type="button" value="Full Color"/>	<input type="button" value="MFBF"/>	<input type="button" value="Red/Green"/>	<input type="button" value="Dyslexic Format"/>
Target Type			
<input checked="" type="button" value="Car"/>	<input type="button" value="Rectangle"/>		
Cursor Size			
<input checked="" type="button" value="Small"/>	<input type="button" value="Medium"/>	<input type="button" value="Large"/>	<input type="button" value="Extra Large"/>
Show User Interface			
<input checked="" type="button" value="Active"/>	<input type="button" value="Inactive"/>		
Background Music			
<input type="button" value="Active"/>	<input checked="" type="button" value="Inactive"/>		

### Category

Visual Planning, Visual Motor, Visual Memory, Spatial Reasoning, Visual Discrimination

### Configurable Options

Processing Speed, Reduced Stimulus, Dyslexic Format

### Instructions

Use your finger or mouse to draw a line from each target to its corresponding parking space. You can move the target in any direction. Avoid the obstacles and other targets, or prepare for a crash! Pro Tip: Use your visualization skills to make a plan before you get started.



## OUR VISUAL BRAIN

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Peripheral Skills

### Versions

One Version

### Modality

Full Color

Peripheral Skill Building



[Play Peripheral Skill Building](#)



Peripheral Skills

## Peripheral Skill Building

Select a version (2 versions available)

standard

Modality

Full Color Dyslexic Format

Game Version

Timed Trials

Game Duration (Timed Mode)

3 min 0 sec

Number of Trials (Trials Mode)

- 5 +

Target Size

Small Medium Large

Target Speed

1 2 3 4 5

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

## Category

Peripheral Expansion

## Configurable Options

N/A

## Instructions

Keep your eye on the center target; this is important to build peripheral vision skills! Click/tap to remove the moving targets that match the target seen next to the central target. Each time the central target blinks, you must click/tap on it and then resume tapping the moving targets.

## OUR VISUAL BRAIN

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Peripheral Skills

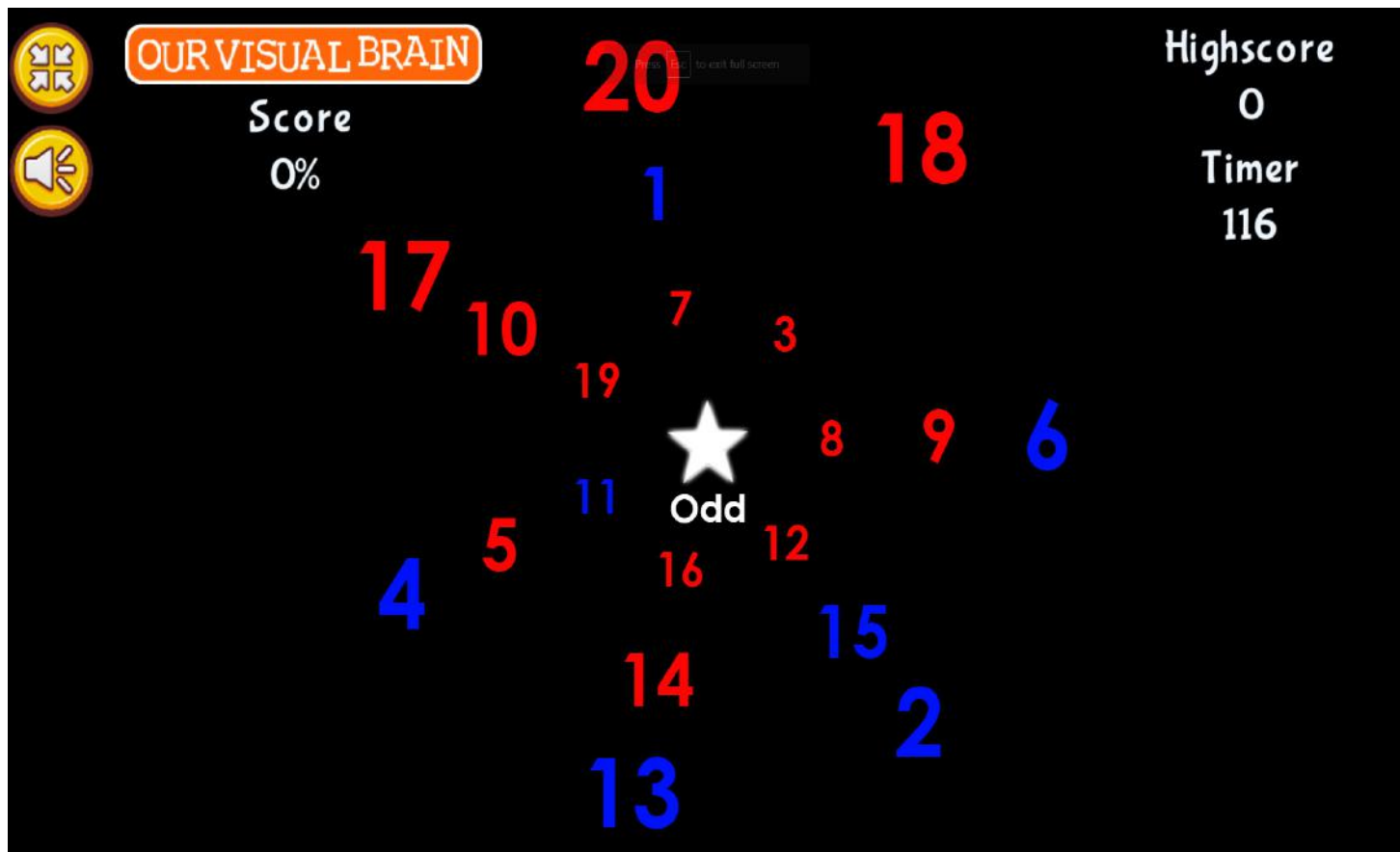
### Versions

Bubbles, Letters, Numbers, Numbers/Letters, Rhyming Words

### Modality

Full Color, Red/Green, MFBF 

Peripheral Skill Building-  
Reduced Stimulus



[Play Peripheral Skill Building-Reduced Stimulus](#)



Peripheral Skills

# Peripheral Skill Building- Reduced Stimulus

Select a version (6 versions available)

number-letter

Modality

Full Color MFBF Red/Green Dyslexic Format

Rotation Speed

0 1 2 3 4 5

Play Mode

Timed Endless

Game Duration (Timed Mode Only)

2 min 0 sec

Metronome

Active Inactive

Beats Per Minute

- 54 +

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

## Category

Alphabetical Order, Numerical Order, Spelling, Visual Discrimination

## Configurable Options

Reduced Stimulus

## Instructions

Keep your eye on the center target; this is important to build peripheral vision skills! Click/tap to remove the targets. Each time the central target blinks, you must click/tap on it and then resume tapping the moving targets.

**Bubbles:** Click/tap on the bubbles that match the color of the star.

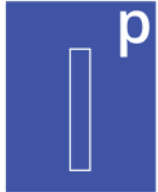
**Letters & Numbers:** Click/tap on the targets in the order indicated on the bottom left-hand side of your screen.

**Number/Letter:** Click/tap on the targets first the number then the letter in the order indicated on the bottom left-hand side of your screen. e.g. 1,A-2,B-3C

**Words:** You will be creating rhyming words in this exercise. Check the instructions on the bottom left-hand side of the screen to see the rhyming word for each round. If you make a mistake spelling a word click on the start over button located on the bottom right-hand side of your screen.

## OUR VISUAL BRAIN

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Information  
Processing

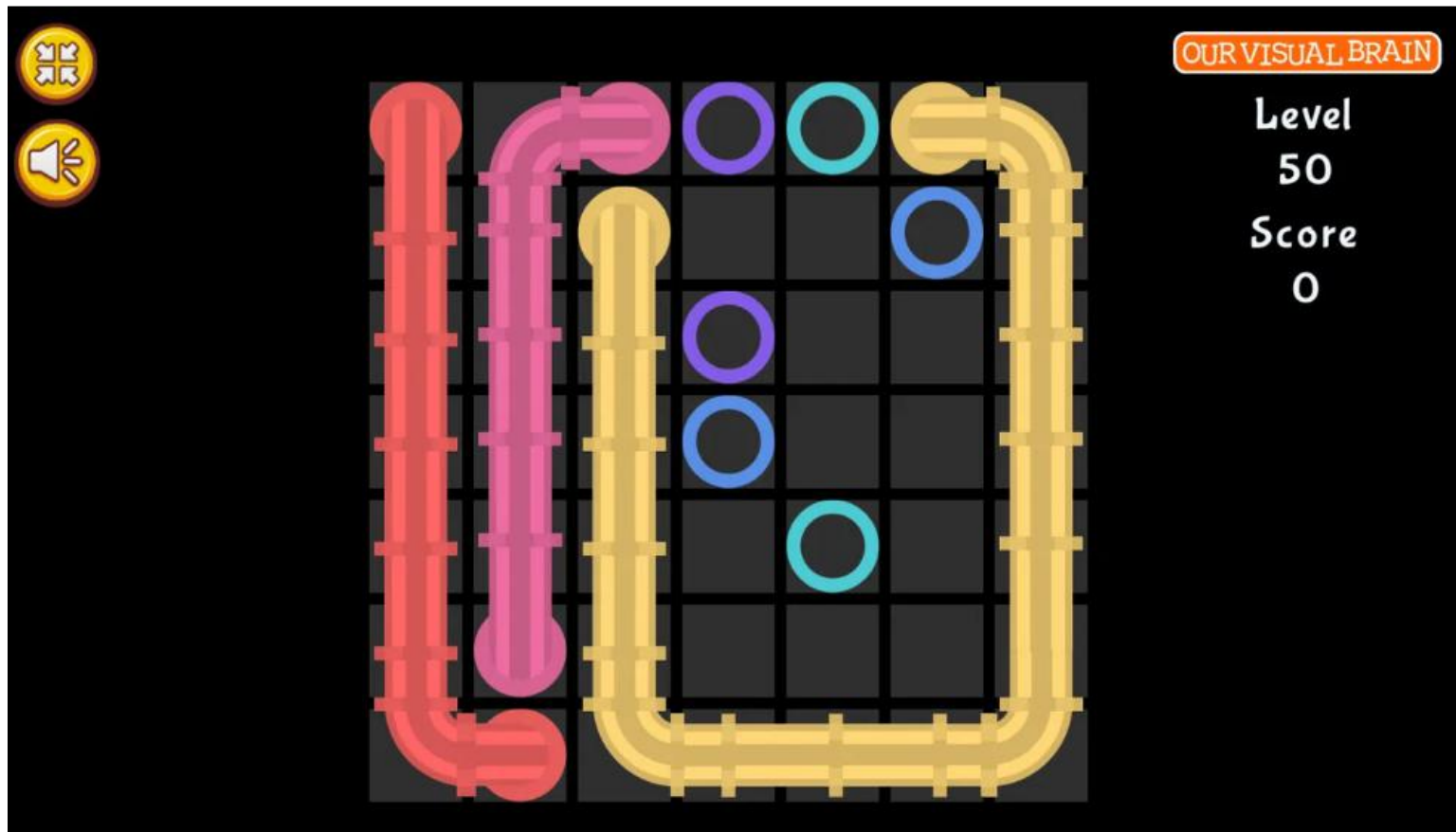
### Versions

Free-Play, In-Office

### Modality

Full Color, R/G, MFBF 

Pipe Connect



[Play Pipe Connect](#)



Information  
Processing

<b>Modality</b>			
Full Color	MFBF	Red/Green	Dyslexic Format
<b>Cursor Size</b>			
Small	Medium	Large	Extra Large
<b>Show User Interface</b>			
Active	Inactive		

### Category

Visual Planning, Visual Motor, Spatial Reasoning

### Configurable Options

Processing Speed, Reduced Stimulus, Dyslexic Format

### Instructions

Using your touchscreen or mouse, connect the pipes using the following rules:

- The pipes cannot overlap with one another.
- The pipes must also fill in the entirety of the field.
- You can only connect circles of the same color or number.
- Move your cursor or finger deliberately; excessive movement back and forth can result in a display error.



## OUR VISUAL BRAIN

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Tracking Skills

### Versions

One Version

### Modality

Full Color, Red/Green, MFBF 

Pop A Rama



[Play Pop A Rama](#)





## Tracking Skills

## Pop A Rama

Select a version (2 versions available)

standard

Modality

Full Color MFBF Red/Green Dyslexic Format

durationSeconds

2 min 0 sec

Target Type

Bubbles Numbers Letters

Target Size

Small Medium Large Extra Large

targetSpeed

1 2 3 4 5

Metronome

Active Inactive

Beats Per Minute

- 54 +

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

## Category

Tracking

## Configurable Options

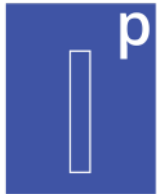
Processing Speed

## Instructions

Pop the bubbles for points but don't let them leave the top of the screen or you will lose your points. Tap or click on the star fish or flower for extra points.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

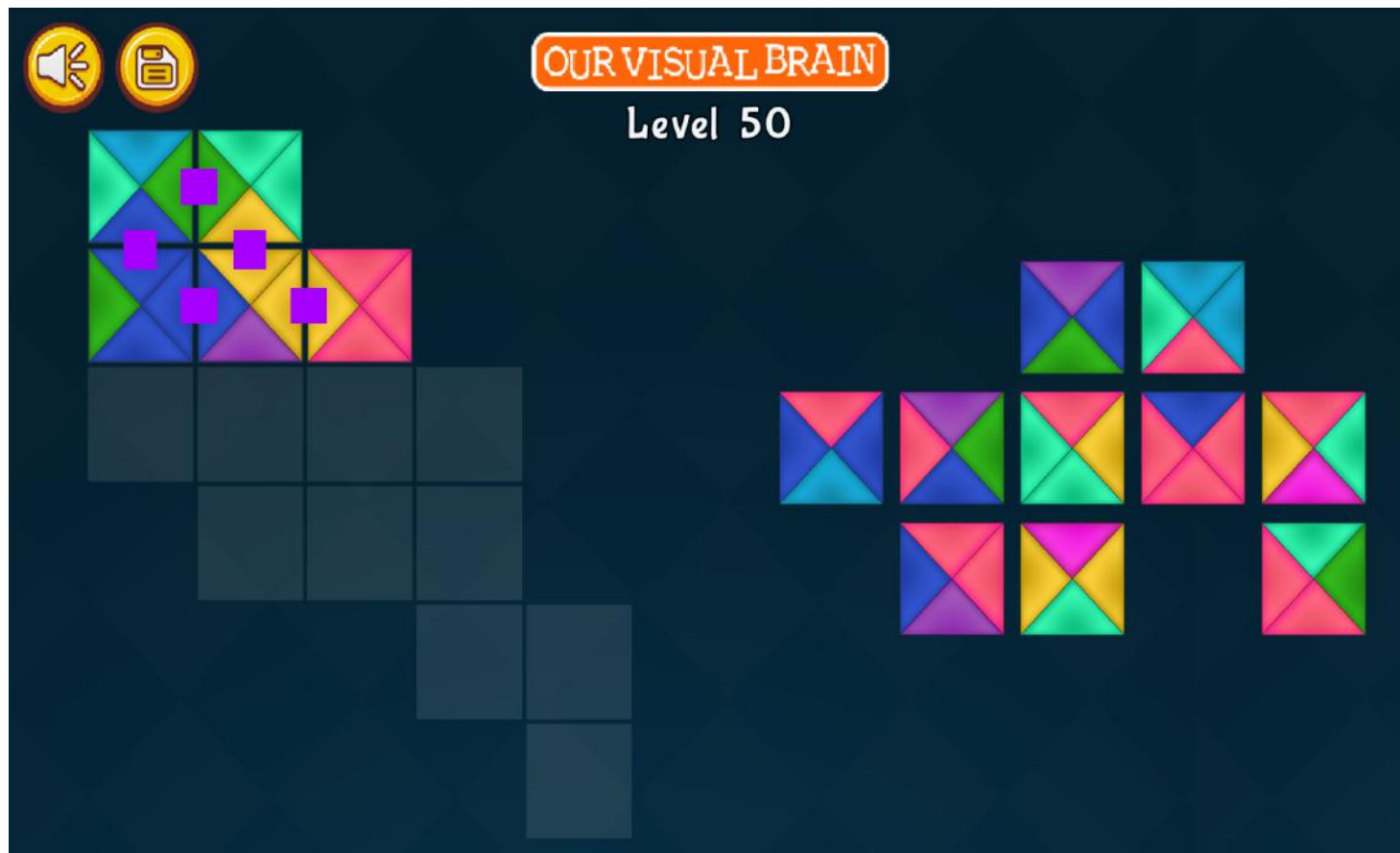
### Versions

In-office, Freeplay

### Modality

Full Color

Puzzle It



[Play Puzzle It](#)



Information  
Processing

Select a version (2 versions available)

in-office ▼

Modality

Full Color Dyslexic Format

Cursor Size

Small Medium Large Extra large

Show User Interface

Active Inactive

Starting Level

– 3 +

Ending Level

– 10 +

## Category

Spatial Reasoning

## Configurable Options

Reduced Stimulus

## Instructions

Look at the blocks and arrange them in the empty spaces above so that the colors match on each side. You must answer correctly to move on.

# OUR VISUAL BRAIN

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Information  
Processing

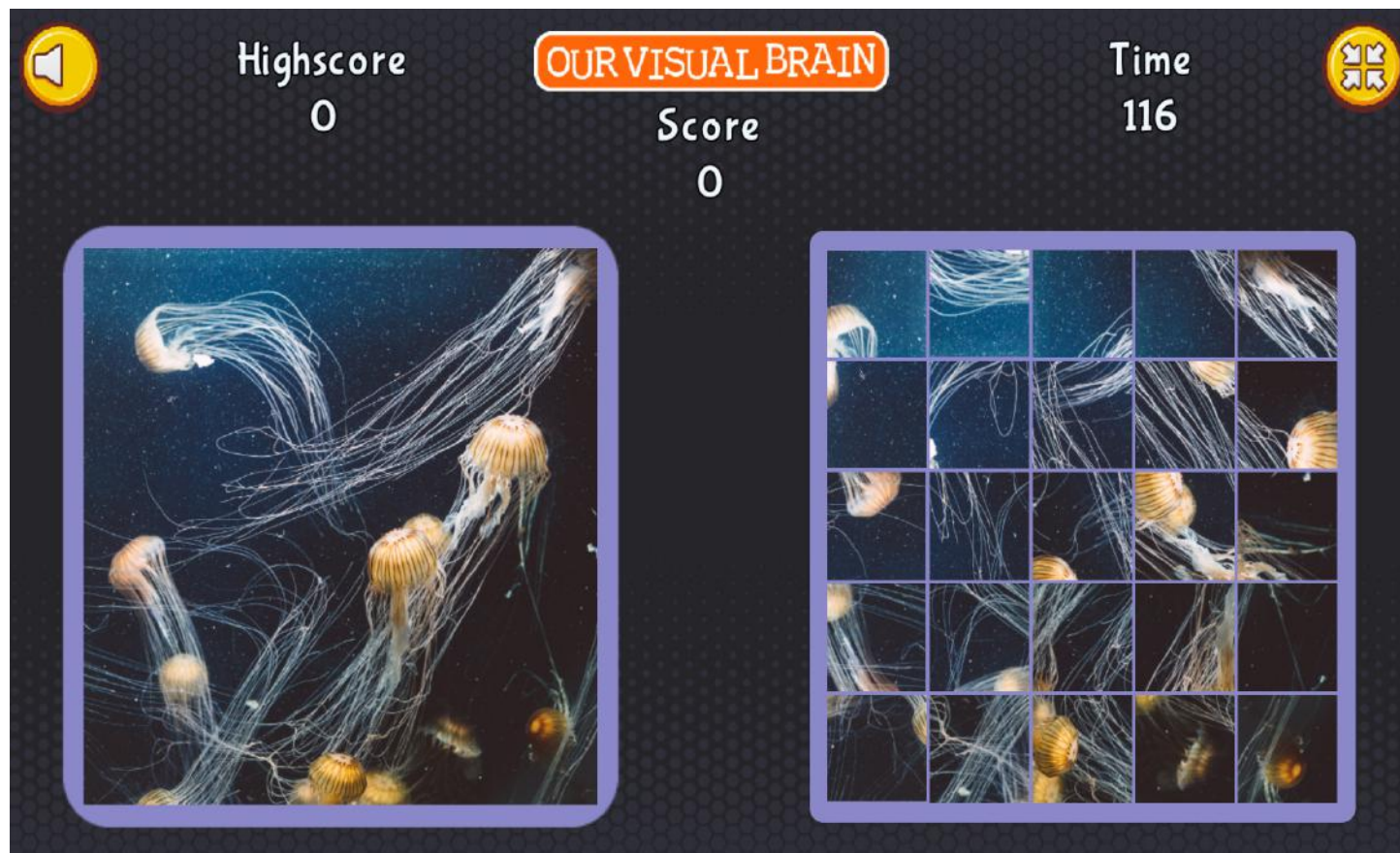
## Versions

One Version

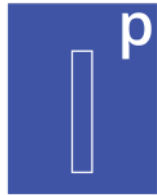
## Modality

Full Color

Puzzle Rotate



[Play Puzzle Rotate](#)



Information  
Processing

Select a version (2 versions available)

in-office ▼

Modality

Full Color Dyslexic Format

Cursor Size

Small Medium Large Extra large

Show User Interface

Active Inactive

Starting Level

– 3 +

Ending Level

– 10 +

## Category

Visual Closure

## Configurable Options

Processing Speed, Reduced  
Stimulus

## Instructions

Click the squares in the puzzle  
on the right to rotate each piece  
so that the completed puzzle  
matches the photograph on the  
left.

Puzzle Rotate

## OUR VISUAL BRAIN

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Vergence Skills

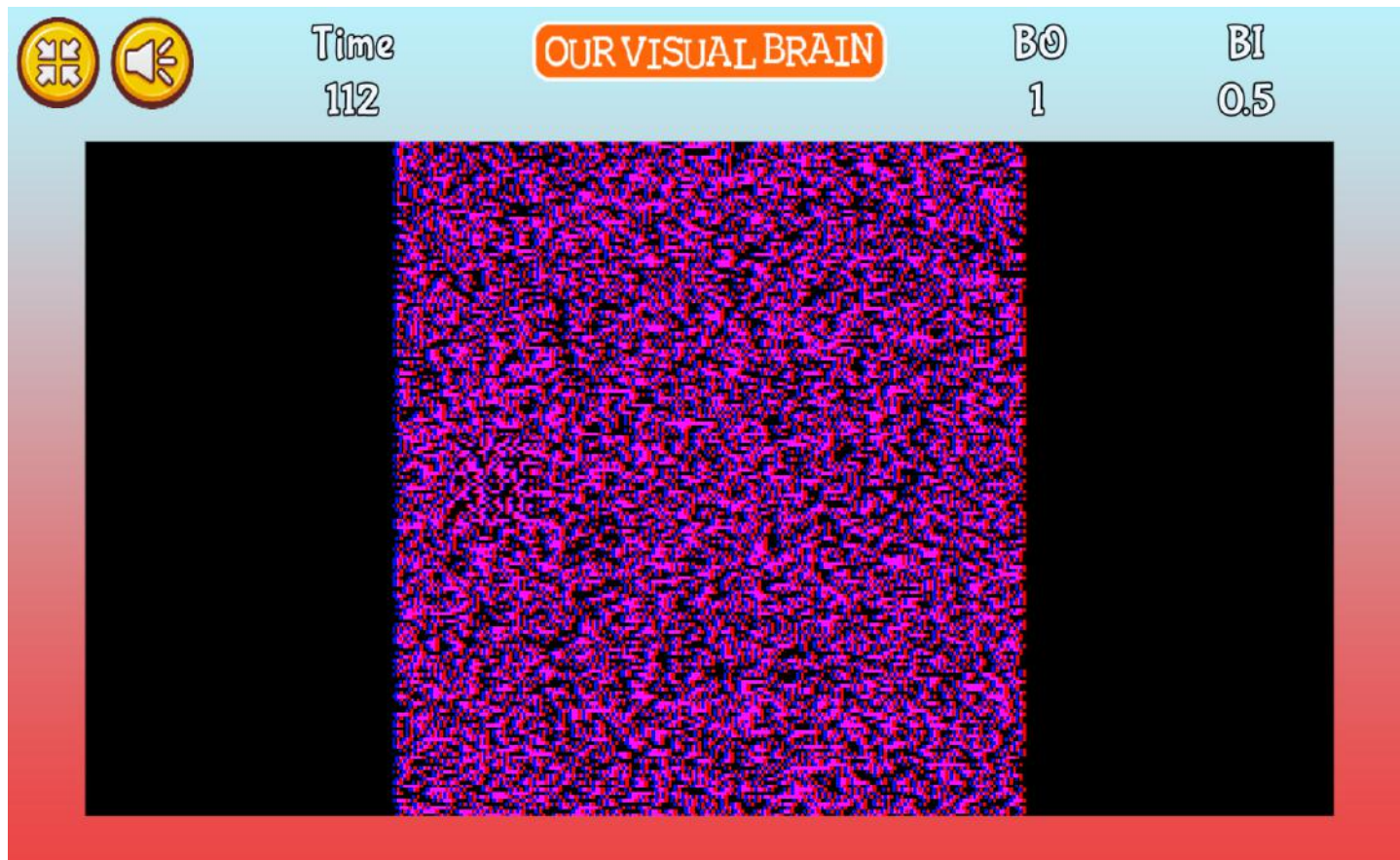
### Versions

Convergence, Divergence, Jump Duction

### Modality

Red/Green 

Random Dot



[Play Random Dot Stereograms](#)



## OUR VISUAL BRAIN

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Vergence Skills

Random Dot

Select a version (5 versions available)

convergence

Modality

Red/Green Dyslexic Format

Version

Timed Untimed

Game Duration

2 min 0 sec

Display Border

Border Fullscreen

Display Option

Steady Boxes Interrupted Boxes

Type of Anaglyph

Red-Cyan Red-Blue Red-Green

Target Shape

Square Diamond

Target Size

Small Medium Large

Jump Distance | Range: 1 to 10

Min: 1 Max: 10

2

Fine Tuning

- 2 +

Reaction Time

Limited Unlimited

Maximum Reaction Time (Seconds)

- 5 +

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

Jump Range | Range: 0 to 93

Min: 0 Max: 93

93

Fine Tuning

- 93 +

### Category

Vergence

### Configurable Options

Reduced Stimulus

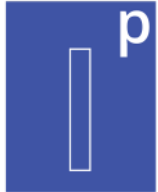
### Instructions

Your mission is to find the hidden square. While wearing your glasses, tap the square when it appears. Remember speed and accuracy count, so move as quickly as you can without making a mistake.



## OUR VISUAL BRAIN

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Information  
Processing

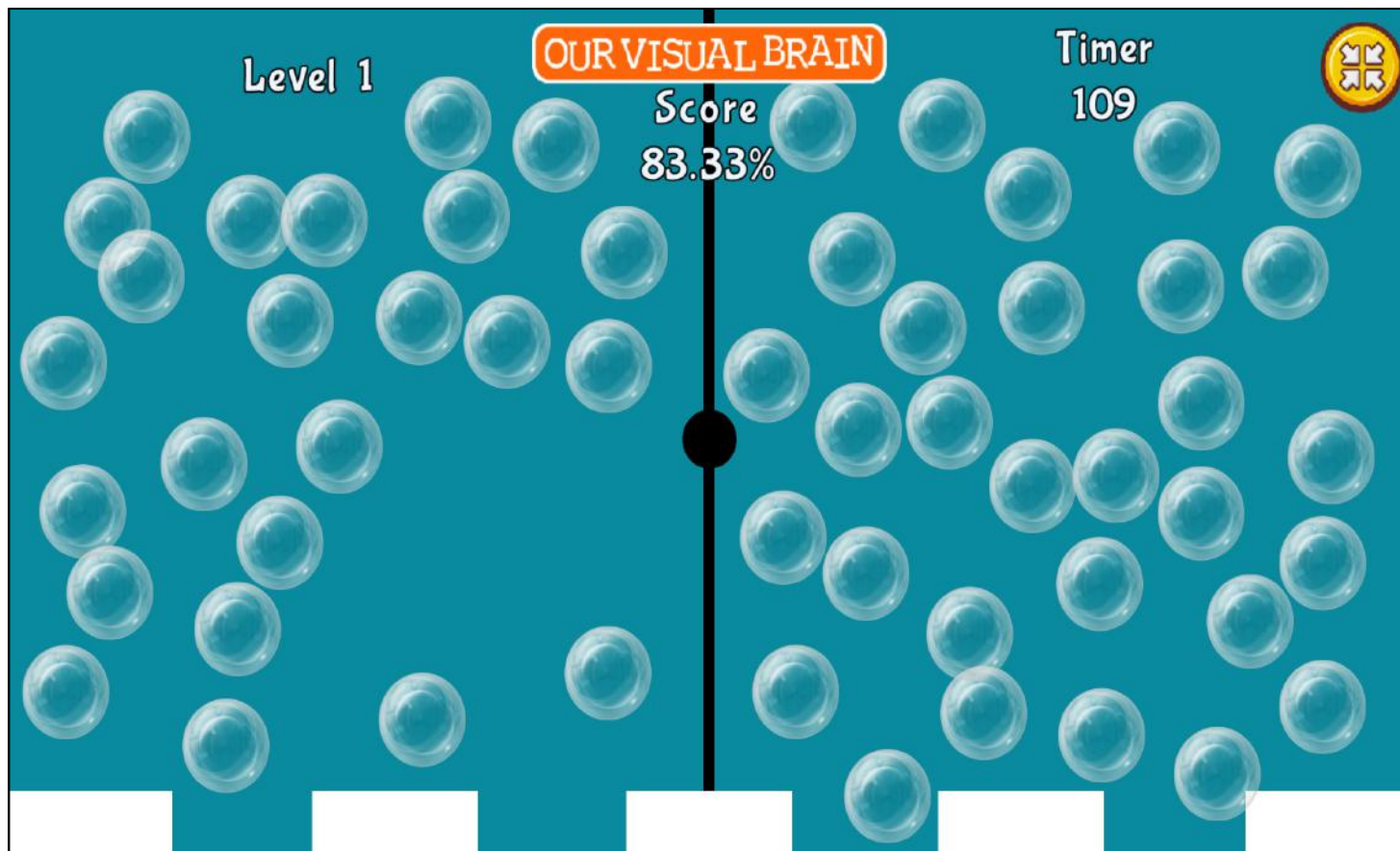
### Versions

Standard, Simplified

### Modality

Full Color

Rhythmic Pop



[Play Rhythmic Pop](#)



Information  
Processing

# Rhythmic Pop

Select a version (3 versions available)

standard

Modality

Full Color Dyslexic Format

Game Duration

2 min 0 sec

Metronome Speed (Beats per Minute)

— 54 +

Beat Offset

0 1 2 3

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

## Category

Rhythmic Visual Motor, Visual Attention, Crossing the Midline

## Configurable Options

Processing Speed, Reduced Stimulus

## Instructions

Tap the bubbles in time with the beat. The colored bars at the bottom of the screen will give you visual cues to stay on beat.

# OUR VISUAL BRAIN

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Information  
Processing

## Versions

Metronome Active, Metronome Inactive

## Modality

Full Color, Red/Green, MFBF 

Rocket Trail



[Play Rocket Trail](#)



Information  
Processing

## Rocket Trail

Select a version (2 versions available)

automatic-level ▼

Modality

Full Color MFBF Red/Green Dyslexic Format

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Video Background

Active Inactive

Video Speed

1 2 3 4 5

Video Option

Mountain Cycling Shopping Underground Parking

Metronome

Active Inactive

Metronome Speed (Beats per Minute)

- 54 +

Background Music

Active Inactive

### Category

Directionality

### Configurable Options

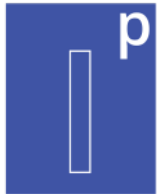
Processing Speed, Reduced  
Stimulus

### Instructions

Start at the green star and create the rocket trail by clicking or tapping on the next rocket in the path as indicated by the direction the rocket is pointing. Keep this up until you reach the red star.

# OUR VISUAL BRAIN

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Information  
Processing

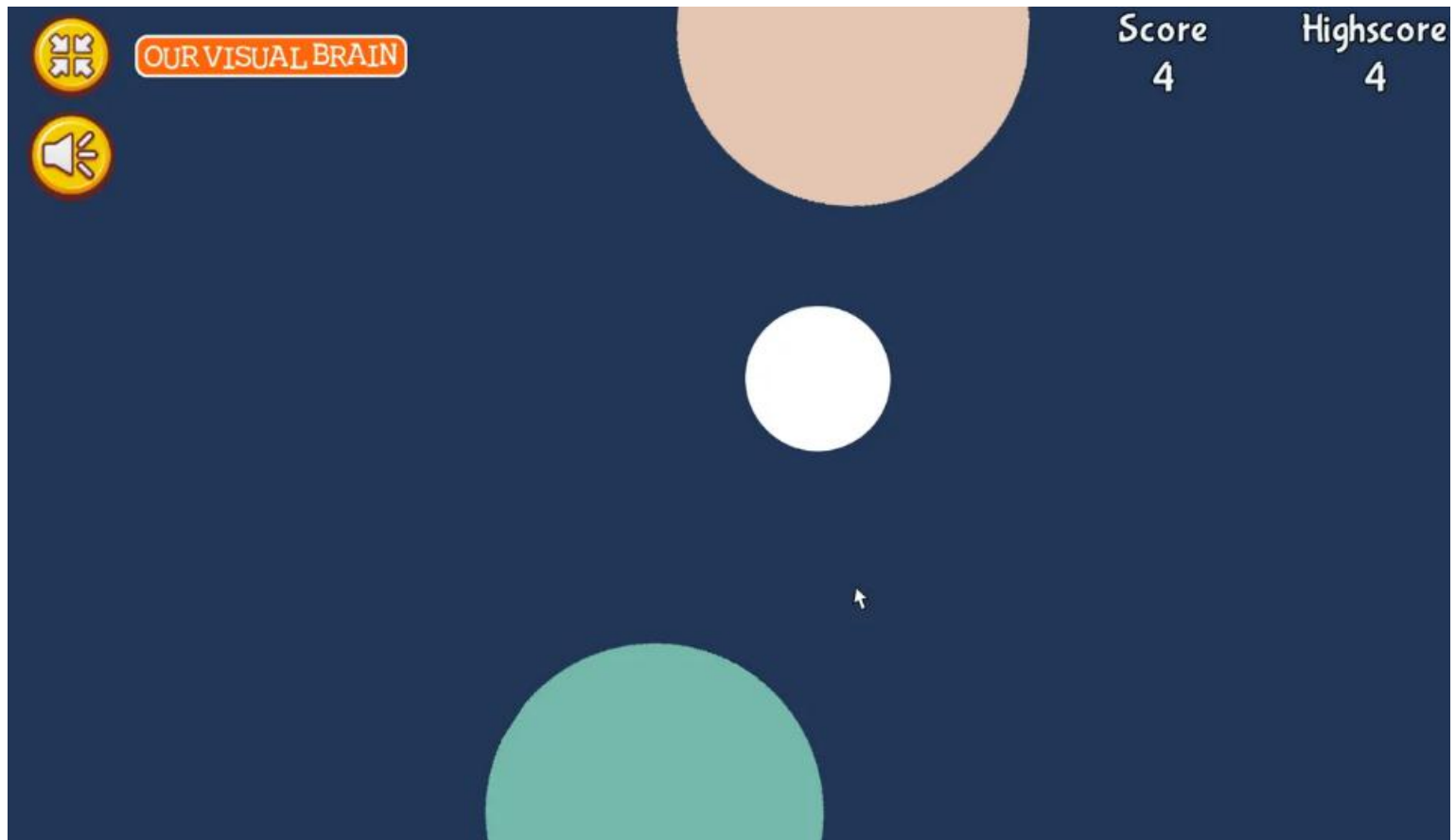
## Versions

Circle, Space

## Modality

Full Color, Red/Green, MFBF 

Rotational Sync



[Play Rotational Sync](#)



Information  
Processing

## Rotational Sync

Select a version (3 versions available)

circle

Modality

Full Color MFBF Red/Green Dyslexic Format

Rotation Speed

1 2 3 4 5 6 7

Target Movement

Linear Scrambled

Target Size

Small

Distraction

None Crowd Static

Direct Hit

Active Inactive

Distraction Volume | Range: 1 to 100

Min: 1 Max: 100

50

Fine Tuning

- 50 +

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

Video Background

Active Inactive

Video Option

Basketball

Video Speed

0 1 2 3 4 5

### Category

Visual Planning, Visual Motor, Spatial Reasoning, Reaction Timing, Tracking Skill Building

### Configurable Options

Processing Speed, Reduced Stimulus, Dyslexic Format

### Instructions

Click your mouse or tap on the screen to move the target from one ball to the next. If you miss, it's Game Over!



## OUR VISUAL BRAIN

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Tracking Skills

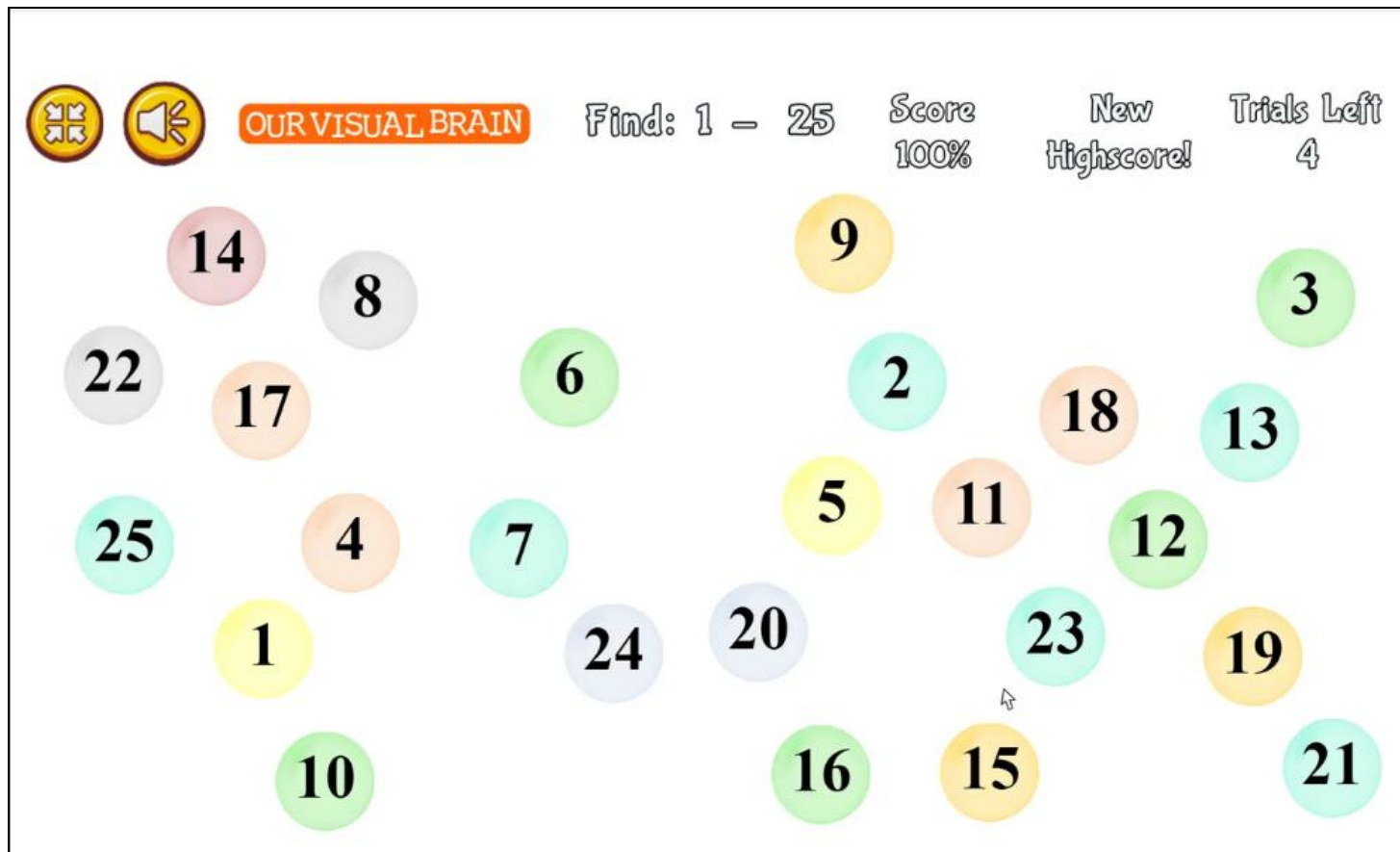
### Versions

Sequencing, Visual Memory, Visual Sequential Memory

### Modality

Full Color, Red/Green, MFBF 

Saccadic Trainer



[Play Saccadic Trainer](#)





Tracking Skills

Saccadic Trainer

Select a version (4 versions available)  
visual-sequential-memory

Modality  
Full Color MFBF Red/Green Dyslexic Format

Version  
Timed Trials

Number of Trials (Trials Version)  
5

Game Duration (Timed Version)  
2 min 0 sec

Target Type  
Lowercase Letters

Number of Targets  
5

Target Size  
Small Medium Large Extra Large Random

Target Speed  
0 1 2 3 4 5

Distraction  
None Crowd Static

Distraction Volume | Range: 1 to 100  
Min: 1 Max: 100  
50

Fine Tuning  
50

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

Background Color (Full Color Version Only)  
Black

Target Color (Full Color Version Only)  
White Black Grey Cream Multiple Color

Video Background  
Active Full/No

Video Option  
Shopping Snow Driving Escalator Walking

Video Speed  
0 1 2 3 4 5

Background Music  
Active Inactive

Peek Time Option  
Active Inactive

Peek Time (Seconds) | Range: 0.1 to 5  
Min: 0.1 Max: 5  
1

Fine Tuning  
1

## Category

Counting, Alphabetizing, Sequencing Skill Building, Visual Sequential Memory, Visual Scanning, Visual Memory, Reading Prep, Selective Attention, Visual Attention, Reaction Timing, Tracking Skill Building

## Configurable Options

Processing Speed, Reduced Stimulus, Dyslexic Format

## Instructions

**Sequencing:** Look at the top of your screen to find the sequence you have been assigned. Then tap on the bubbles in that order as quickly as you can.

**Visual Memory:** Look at the target in the middle of your screen, then watch for it on the second screen and remember its location. On the third screen tap the empty circle where you saw the target.

**Visual Sequential Memory:** Look at the sequence at the top of the screen and then tap on the targets below in the same order as quickly as you can. If "peek time" has been assigned, you will need to remember the order of the targets before they disappear.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

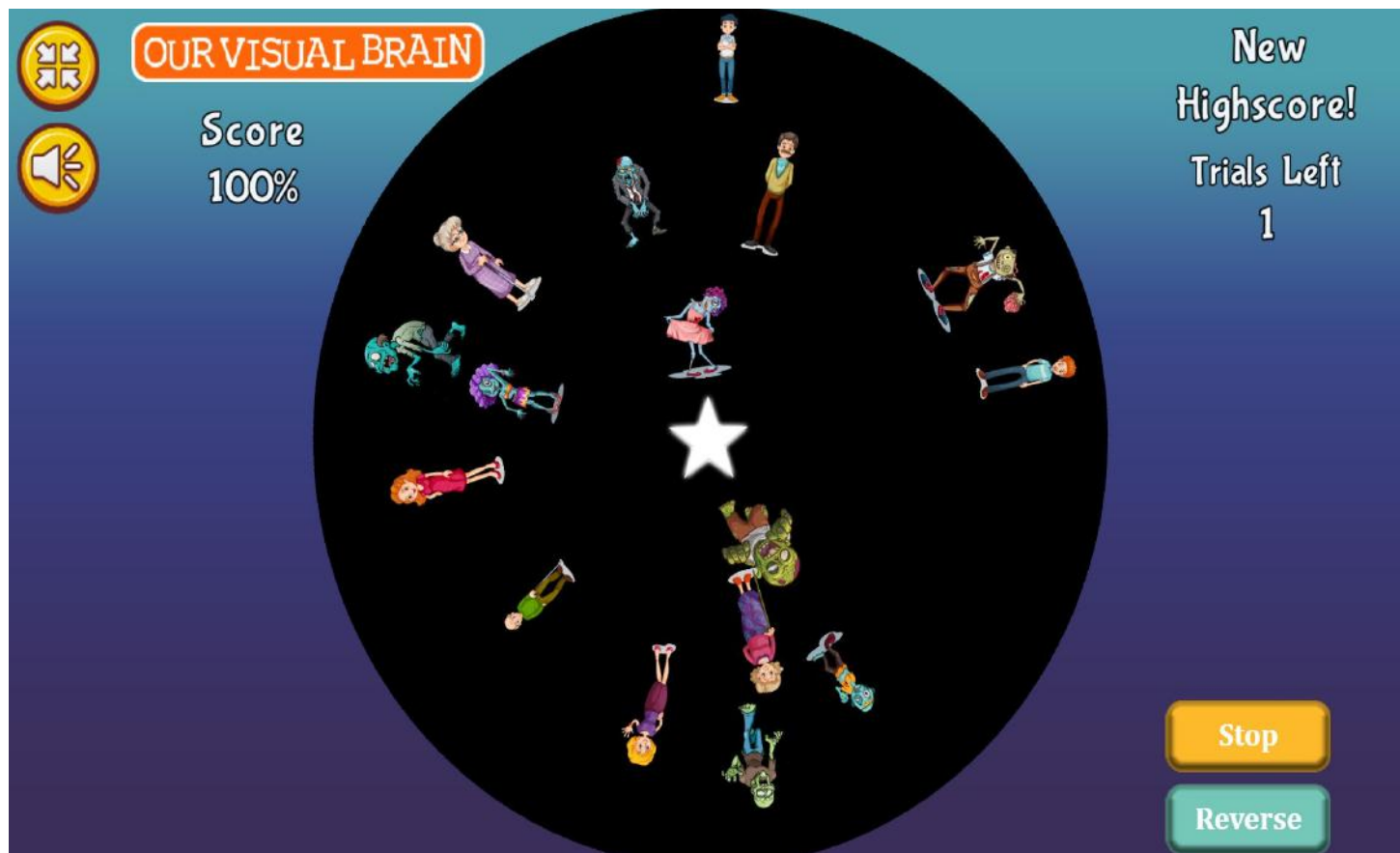
### Versions

Numbers, Letter, Number/Letters, Words, Sight Words, Skip Counting, Bubbles, Visual Discrimination, Visual Sequential Memory

### Modality

Full Color, Red/Green, MFBF 

Saccadic Wheel



[Play Saccadic Wheel](#)



Tracking Skills

## Saccadic Wheel

Select a version (11 versions available)

words

Modality

Full Color MFBF Red/Green Dyslexic Format

Number of Trials

5

Rotation Speed

2

Rotation Direction

Clockwise Counterclockwise

Target Size

Small Medium Large

Metronome

Active Inactive

Beats Per Minute

54

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Version

3 Letter Words 4 Letter Words 5 Letter Words

## Category

Tracking

## Configurable Options

Processing Speed, Reduced Stimulus

## Instructions

**Click/tap on the star to begin play. Numbers/Letters:**

Click/tap the targets in order.

**Skip Counting:** Skip count by the number in the center of the star by repeatedly adding that number to the starting number.**Visual Discrimination:** You are in a war against the zombies. Click/tap on your enemies to destroy them!**Visual Sequential Memory:** Watch the order that the letters and numbers are displayed on the star. Click/tap on the letters and numbers on the wheel to repeat the sequence.**Sight Words:** Listen to the word and then click/tap on this word on the wheel.**Bubbles:** Click/tap on the bubbles in time with the beat. You may use the green circle inside the central target as a visual cue.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

### Versions

One Version

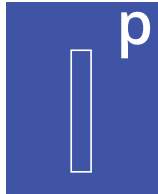
### Modality

Full Color, Red/Green, MFBF 

Save the Galaxy



[Play Save the Galaxy.](#)



Information  
Processing

Save the Galaxy

Select a version (2 versions available)

standard

Modality

Full Color MFBF Red/Green Dyslexic Format

Game Duration

2 min 0 sec

Number Of Targets

3 4 5 6 7

Target Size

Small Medium Large

Target Speed

0 1 2 3

Metronome

Active Inactive

Beats Per Minute

- 54 +

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

## Category

Sorting

## Configurable Options

Processing Speed

## Instructions

The Alien Army is trying to destroy the planets in the galaxy that supply food and water to its people. The galaxy needs your help to stop them! Line up the aliens that match each UFO's pilot before time runs out. If you are successful, they will be forced to return to their ship, if not, the planet will pay the ultimate price.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Math/Algebra

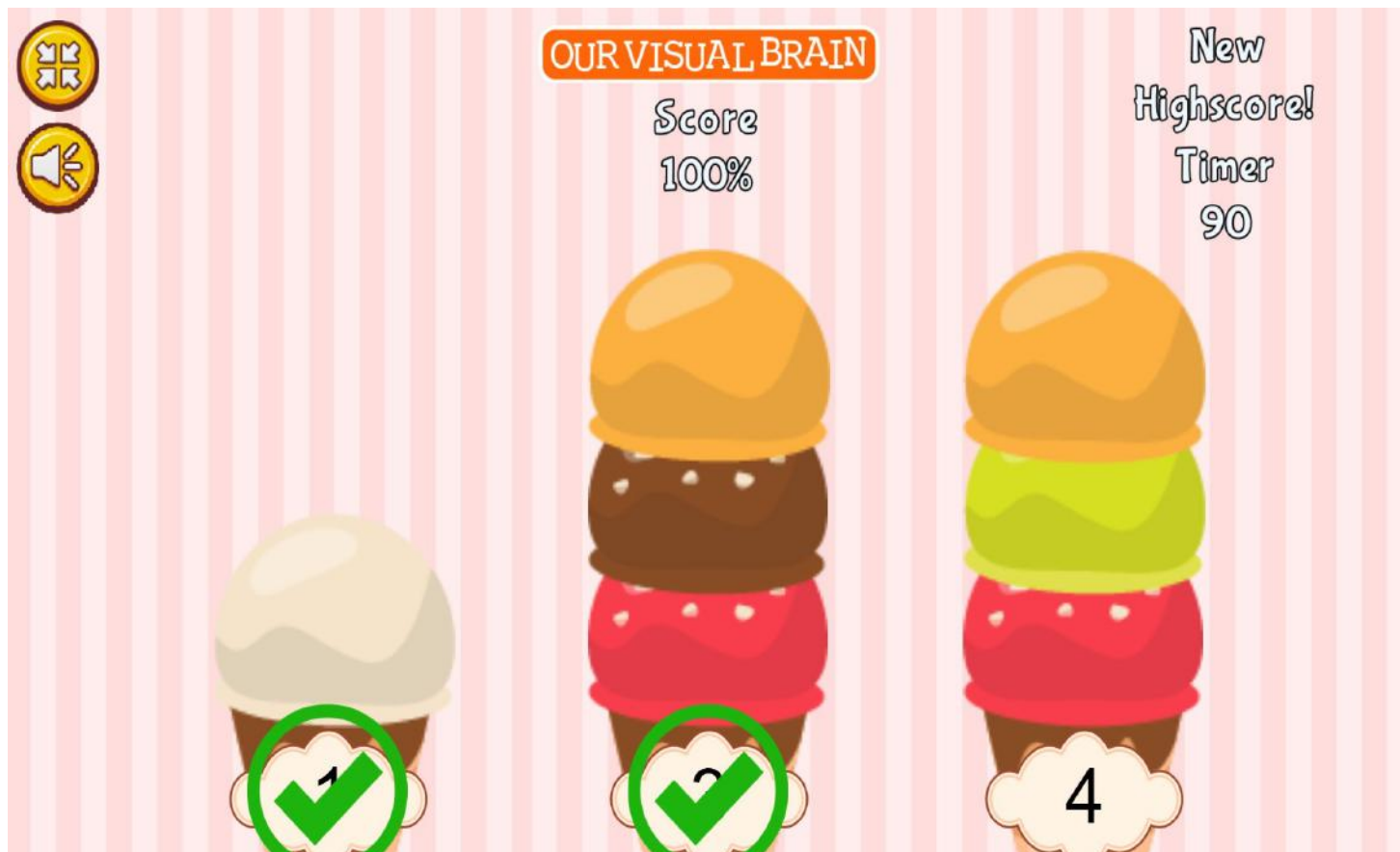
### Versions

One Version

### Modality

Full Color

Scoop It



[Play Scoop It](#)





Math/Algebra

Scoop It

Select a version (2 versions available)

standard

Modality

Full Color Dyslexic Format

Game Duration

2 min 0 sec

Number of Targets

- 3 +

Speed

1 2 3 4 5

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

### Category

Counting

### Configurable Options

Processing Speed

### Instructions

Add scoops of ice cream by tapping the number you see on each cone. If you make a mistake, hold your finger on the scoop until it disappears.



# OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word



## Versions

One Version

## Modality

Full Color, Red/Green, MFBF 

Self-Guided-Reading

**OUR VISUAL BRAIN**

Reading Speed  
150 WPM

Alice in Wonderland

The Caterpillar and Alice looked at each other for some time in silence: at last the Caterpillar took the hookah out of its mouth, and addressed her in a languid, sleepy voice.

"Who are you?" said the Caterpillar.

This was not an encouraging opening for a conversation. Alice replied, rather shyly, "I—I hardly know, sir, just at present—at least I know who I was when I got up this

[Play Self-Guided Reading](#)



Letter &amp; Word

## Self-Guided-Reading

**Modality**

Full Color MFBF Red/Green Dyslexic Format

**Text Movement**

Highlighted Text Line by Line Whole Story

**Font Size (pt)**

— 28 +

**Surrounding Text Visibility**

Visible Invisible

**Set Reading Speed**

Active Inactive

**Reading Rate (Words per Minute) | Range: 50 to 500**

Min: 50 Max: 500

100

**Fine Tuning**

— 100 +

**Background Color**

White

**Font Color**

Black White Cream Grey Yellow

**Cursor Size**

Small Medium Large Extra Large

**Show User Interface**

Active Inactive

## Category

Guided Reading

## Configurable Options

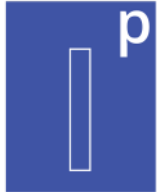
Processing Speed, Reduced Stimulus,  
Dyslexic Format

## Instructions

Copy and paste your text into the box and click "Load Story". Then, provide a title in the space provided. If the wpm field is blank, input your desired speed. Click "Save Story" if you would like to return to your reading material at a later date.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

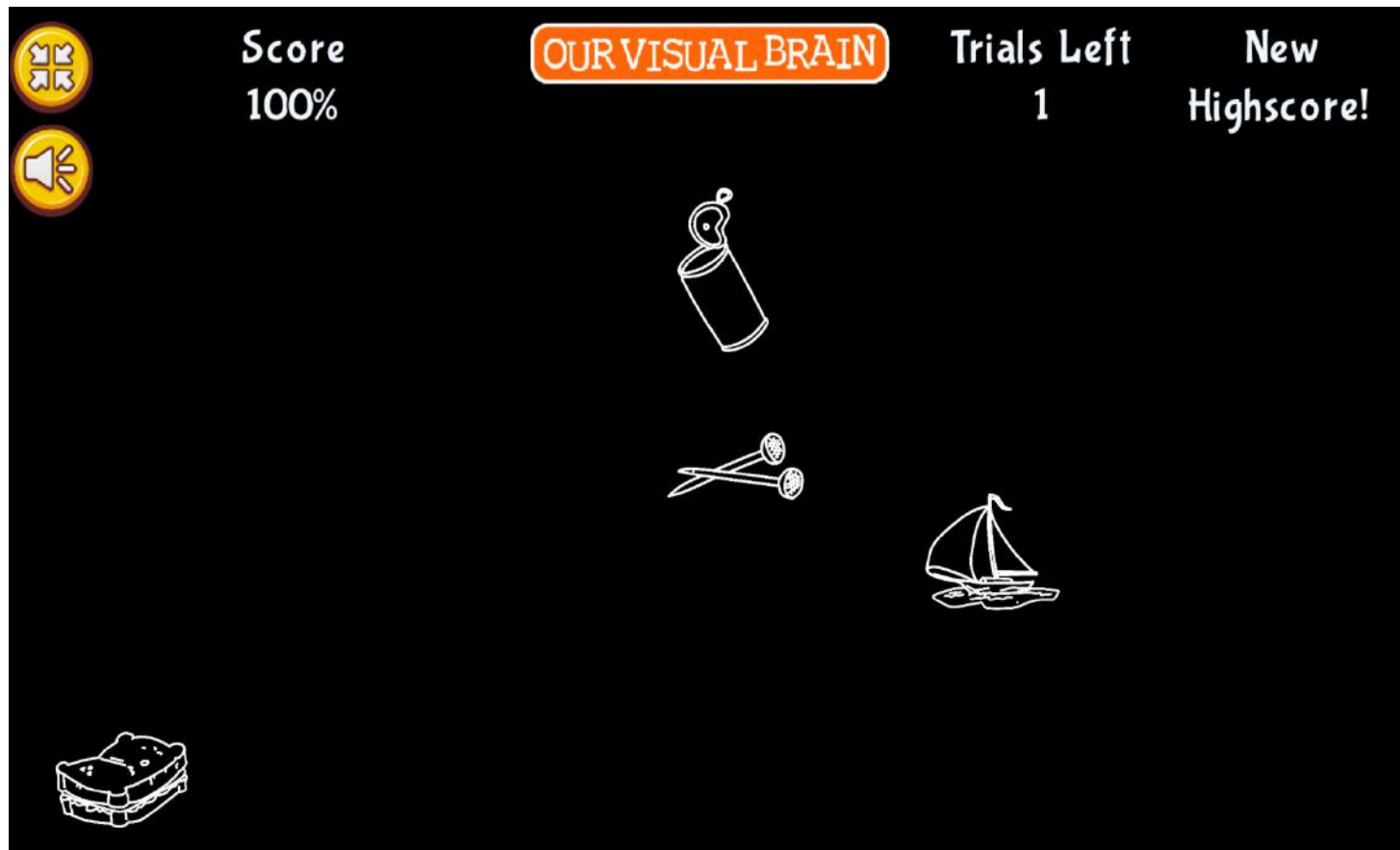
### Versions

Audio to Text, Image to Image, Image to Text, Text to Image, Text to Text

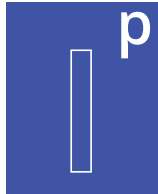
### Modality

Full Color, Red/Green, MFBF 

Sequencing



[Play Sequencing](#)



Information  
Processing

Sequencing

Select a version (6 versions available)

text-to-text

Modality

Full Color MFBF Red/Green Dyslexic Format

Number of Targets

8

Number of Trials

4

Font Size

Small Medium Large

Display Time (Seconds) | Range: 0.1 to 10

Min: 0.1 Max: 10

1

Fine Tuning

1

Metronome

Active Inactive

Beats Per Minute

54

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

## Category

Sequencing

## Configurable Options

Processing Speed, Reduced  
Stimulus

## Instructions

Memorize the order that the targets are revealed to you. Then, click or tap on the targets in the same order on the next screen.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

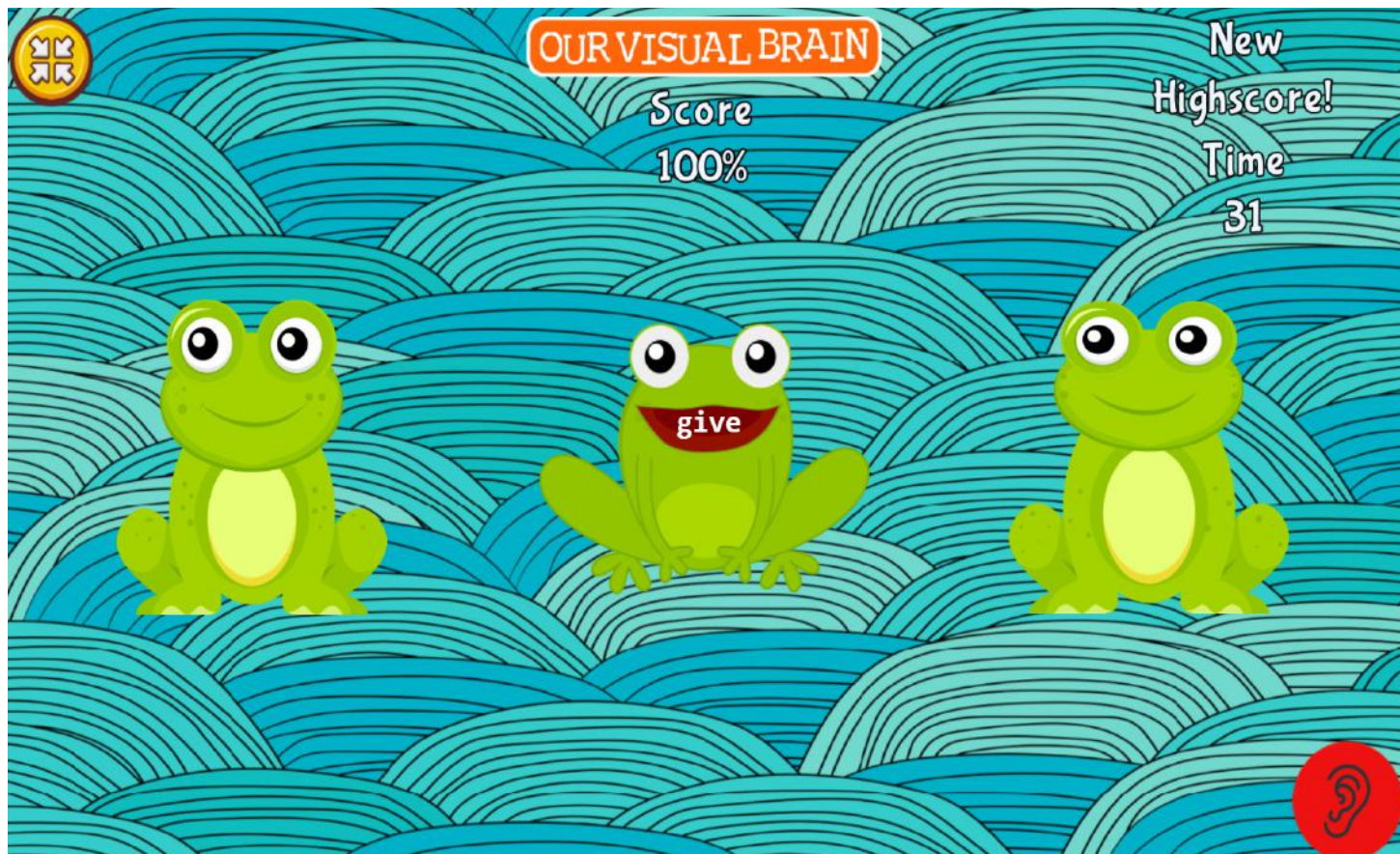
### Versions

Dolche Sight Words: PreK-Third Grade

### Modality

Full Color

Sight Words



[Play Sight Words](#)



Letter & Word

**Modality**

Full Color
Dyslexic Format

**Category**

First Grade Group 1

**Cursor Size**

Small
Medium
Large
Extra Large

**Show User Interface**

Active
Inactive

## Category

Sight Words

## Configurable Options

N/A

## Instructions

Listen to the word and then find it in the scene.

Sight Words

# OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

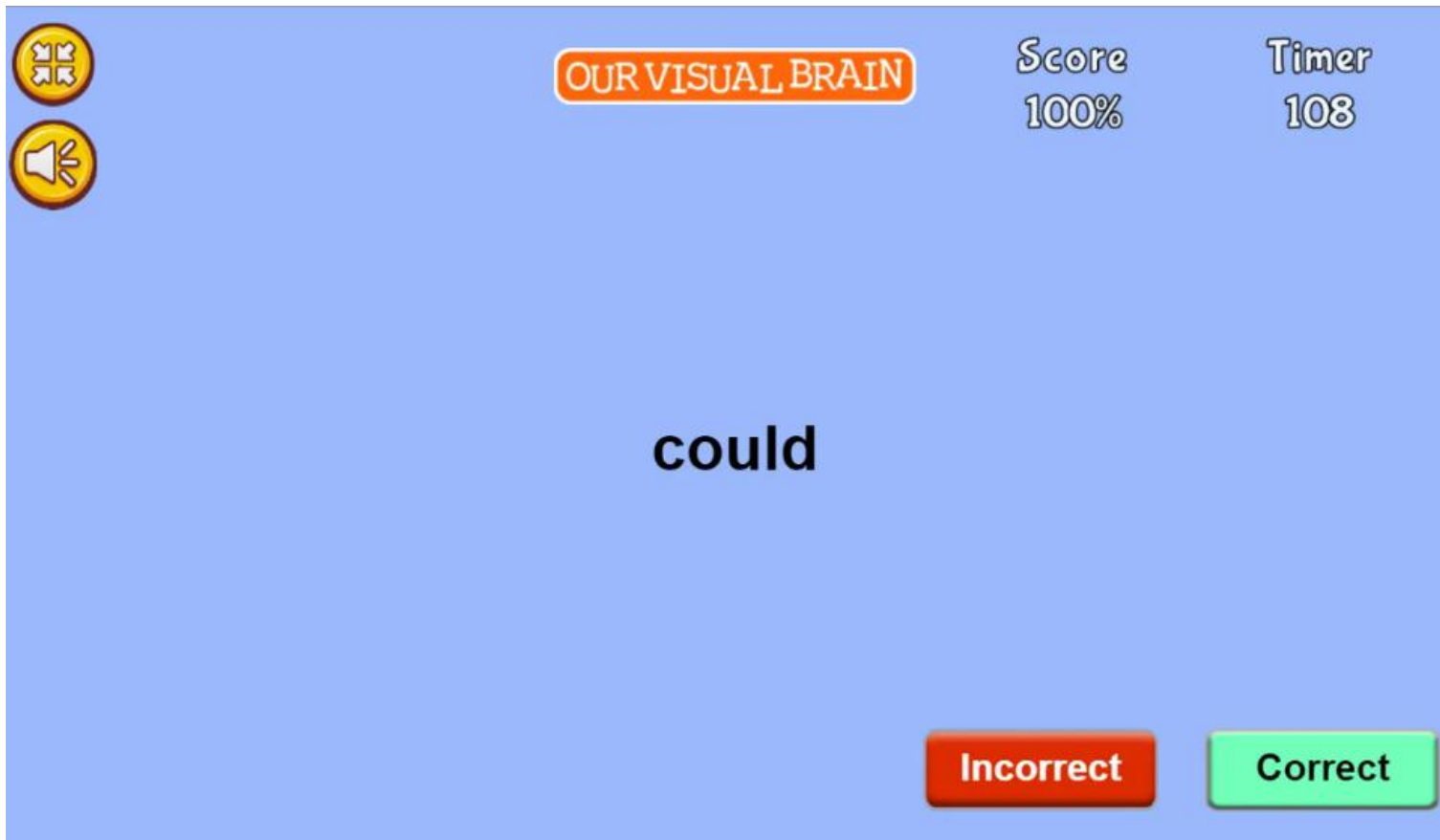
## Versions

Timed, Trials

## Modality

Full Color, Red/Green, MFBF 

Sight Word Test



OUR VISUAL BRAIN

Score  
100%

Timer  
108

could

Incorrect Correct

[Play Sight Word Tester](#)





Letter &amp; Word

## Sight Word Test

Select a version (2 versions available)  
 timed

Modality  
 Full Color MFBF Red/Green Dyslexic Format

Game Duration  
 2 min 0 sec

Flash Speed (Seconds) | Range: 0.1 to 4  
 Min: 0.1 Max: 4  
 1  
 Fine Tuning  
 - 1 +

Font Size (pt)  
 - 24 +

Background Color (Full Color Version)  
 White

Font Color  
 Black White Grey Cream

Word Category  
 First Grade Group 1

Metronome  
 Active Inactive

Metronome Speed (Beats per Minute)  
 - 54 +

Cursor Size  
 Small Medium Large Extra Large

Show User Interface  
 Active Inactive

## Category

Letter &amp; Word, Sight Word Practice, Reading Prep

## Configurable Options

Processing Speed, Reduced Stimulus, Dyslexic Format

## Instructions

Player: As each word appears on your screen, read it out loud.

Tester: Using the two buttons on the lower right-hand side of the screen, indicate whether the player read the word correctly.

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

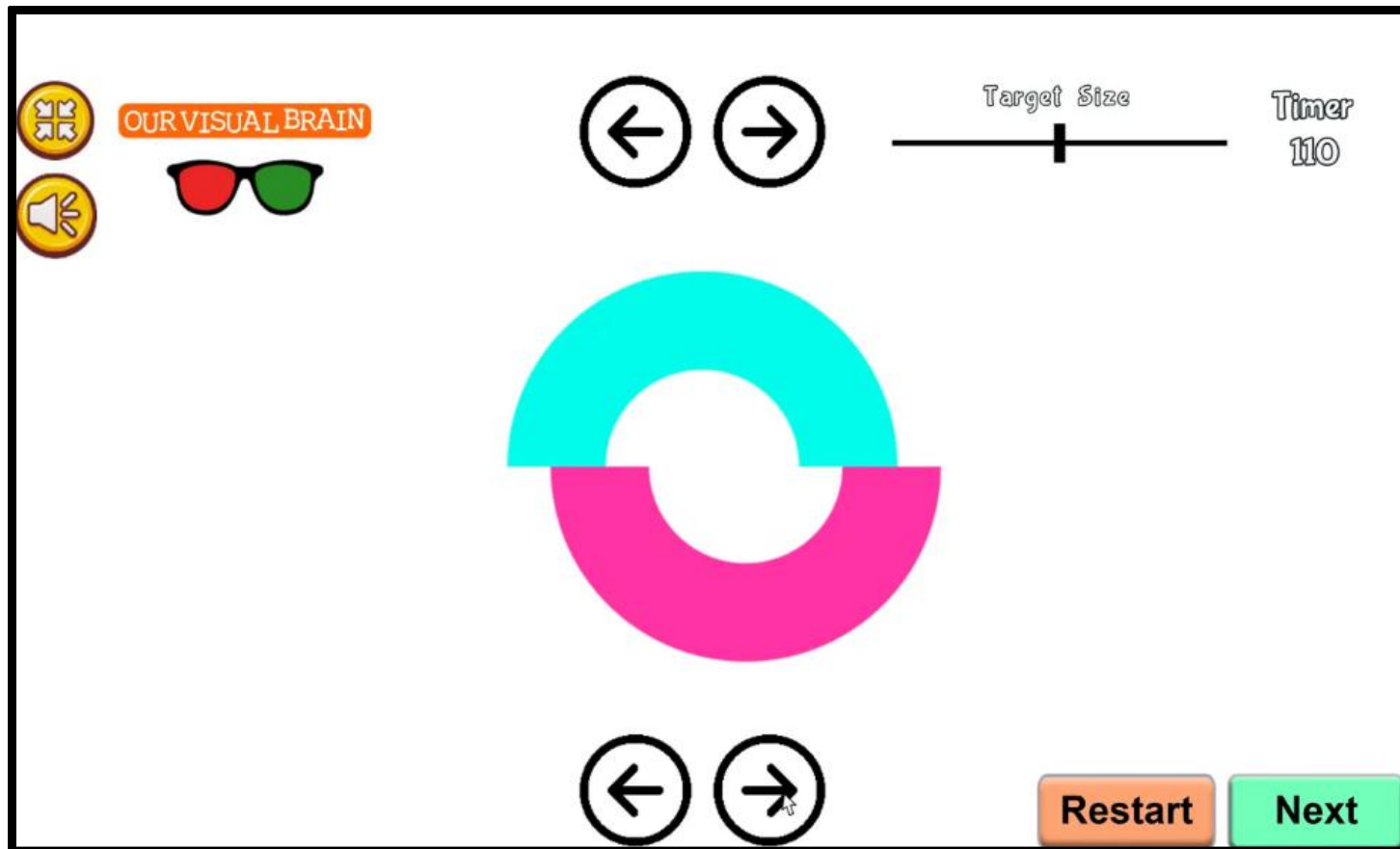
Base-In, Base-Out

## Modality

Full Color, Red/Green 

Vergence Skills

Simultaneous Perception



[Play Simultaneous Perception](#)



Vergence Skills

## Simultaneous Perception

**Modality**

**Background**

**Target Color(s)**

**Game Duration**

min  sec

**Target Type**

**Target Size**

**Target Movement**

**Category**

Vergence Skills

**Configurable Options**

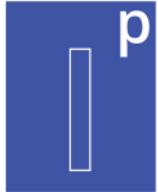
Reduced Stimulus, Dyslexic Format

**Instructions**

Wearing your red/green glasses with red over your right eye, randomly separate the images using the arrows. Use the arrows to adjust the position of the images until they merge into a single, clear image.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

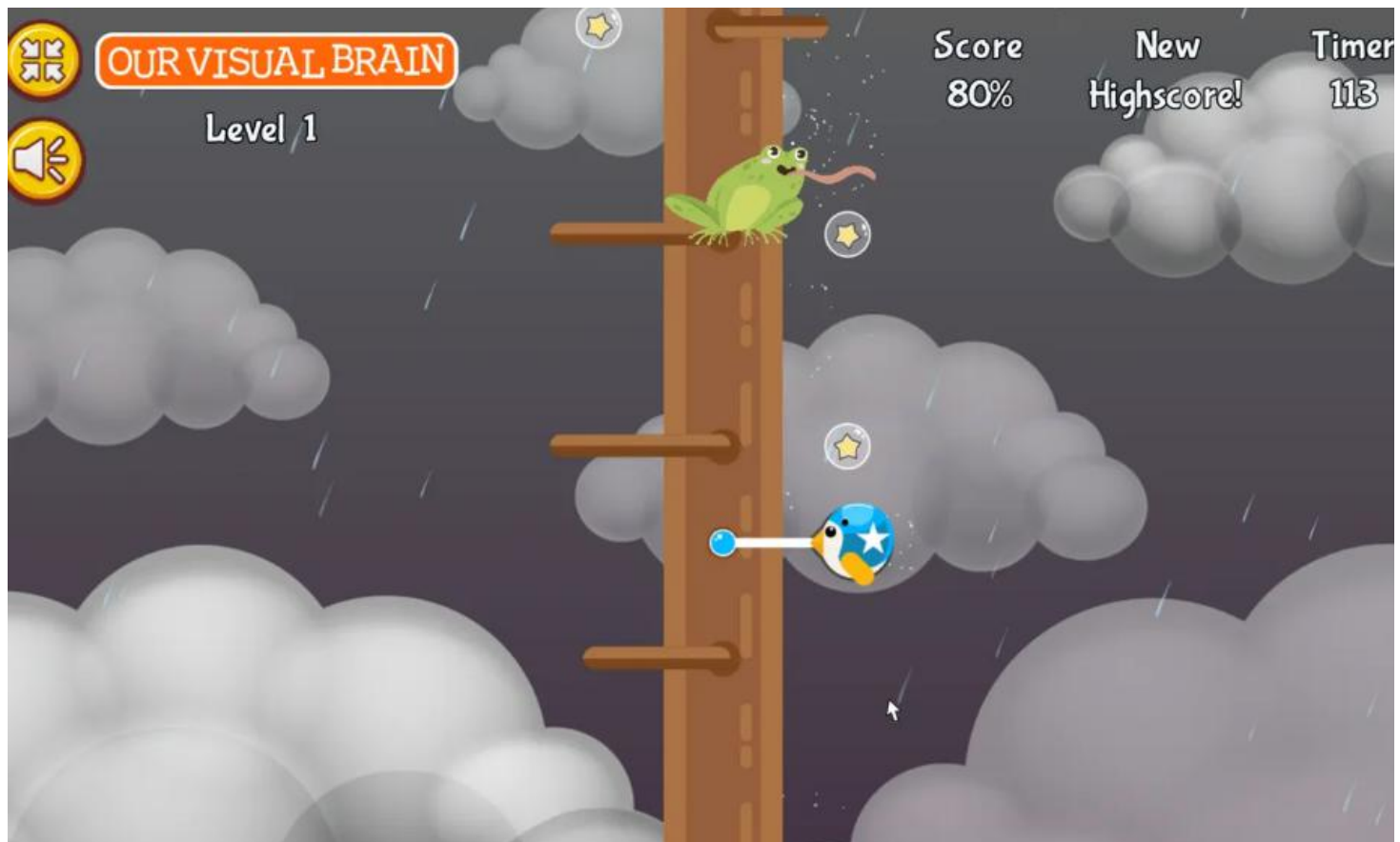
### Versions

Standard, Automatic-Level

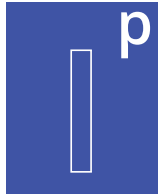
### Modality

Full Color, Red/Green, MFBF 

Sky Race



[Play Sky Race](#)



Information  
Processing

# Sky Race

Select a version (2 versions available)

standard

Modality

Full Color MFBF Red/Green Dyslexic Format

Game Duration

2 min 0 sec

Number of Player

1 Player 2 Player

Target Speed

1 2 3 4 5

Show User Interface

Active Inactive

Music Background

Active Inactive

Video Background

Active Inactive

Video Option

Snow Driving City Crowd Escalator Walking

Video Speed

1 2 3 4 5

## Category

Divided Attention, Reaction Timing, Selective Attention, Tracking Skills, Visual Attention, Visual Discrimination, Visual Motor

## Configurable Options

Processing Speed, Reduced Stimulus, Dyslexic Format

## Instructions

### One Player:

Keyboard: Tap on the space bar to move the bird from one side of the post to the other to collect as many stars as possible while avoiding distractors.

Touchscreen: Tap the screen to move the bird from one side of the post to the other to collect as many stars as possible while avoiding distractors.

### Two Players:

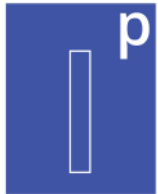
Keyboard: Player 1 uses the spacebar. Player 2 uses the enter key.

Tap the appropriate key to move the bird from one side of the post to the other to collect as many stars as possible while avoiding distractors.

Touchscreen: Tap the screen to move the bird from one side of the post to the other to collect as many stars as possible while avoiding distractors.

# OUR VISUAL BRAIN

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Information  
Processing


## Versions

Metronome Active, Metronome Inactive


































## Modality

Full Color

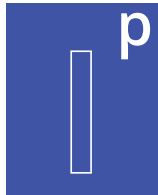
Slap Tap



Timer  
112

		q		?	p		b	q		b		p
	b	d		b								
	q	q				q				p		
	b	b	q	p	b	d	d	p				
p			q		b				p	q		
b			p	d	q		b	p	b	p		

[Play Slap Tap](#)



Information  
Processing

Slap Tap

Select a version (2 versions available)  
metronome-active

Modality

Background

Game Duration  
2 min 0 sec

Mode

Graphic

Visual Assist

Target's Letter

Target Size

Number of Columns  
- 7 +

Number of Rows  
- 5 +

Cursor Size

Show User Interface

Metronome Speed (Beats per Minute)  
- 54 +

## Category

Reversals

## Configurable Options

Processing Speed, Reduced Stimulus

## Instructions

Sit at the computer with hands on the table and both feet on the floor. Translate the loop on the letters' stem to the corresponding body part:

- p has the loop on the top right of the stem = Right hand
- q has the loop on the top left of the stem = Left hand
- b has the loop on the bottom right of the stem = Right foot
- d has the loop on the bottom left of the stem = Left foot

As you read the letters or the word aloud, tap the appropriate body part at the same time.



## OUR VISUAL BRAIN

Prescribe More Fun!™



Math/Algebra

### Versions

Addition, Subtraction, Multiplication, Division, Equations

### Modality

Red/Green, MFBF 

Solve It

OUR VISUAL BRAIN

Score  
100%

New  
Highscore!  
Timer  
101

1 2 3

8 5 11

10 - 8 = X

[Play Solve It](#)



Math/Algebra

Solve It

Select a version (6 versions available)

addition ▼

Modality

MFBF **Red/Green** Dyslexic Format

Background Target Color(s)

☐ White

Game Duration

2 min 0 sec

Metronome

Active **Inactive**

Beats Per Minute

— 54 +

Cursor Size

**Small** Medium Large Extra Large

Background Music

Active **Inactive**

Show User Interface

**Active** Inactive

**Category**

Math Facts

**Configurable Options**

Processing Speed

**Instructions**

Solve the equation at the bottom of your screen. Then, choose the correct answer from the numbers above.

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

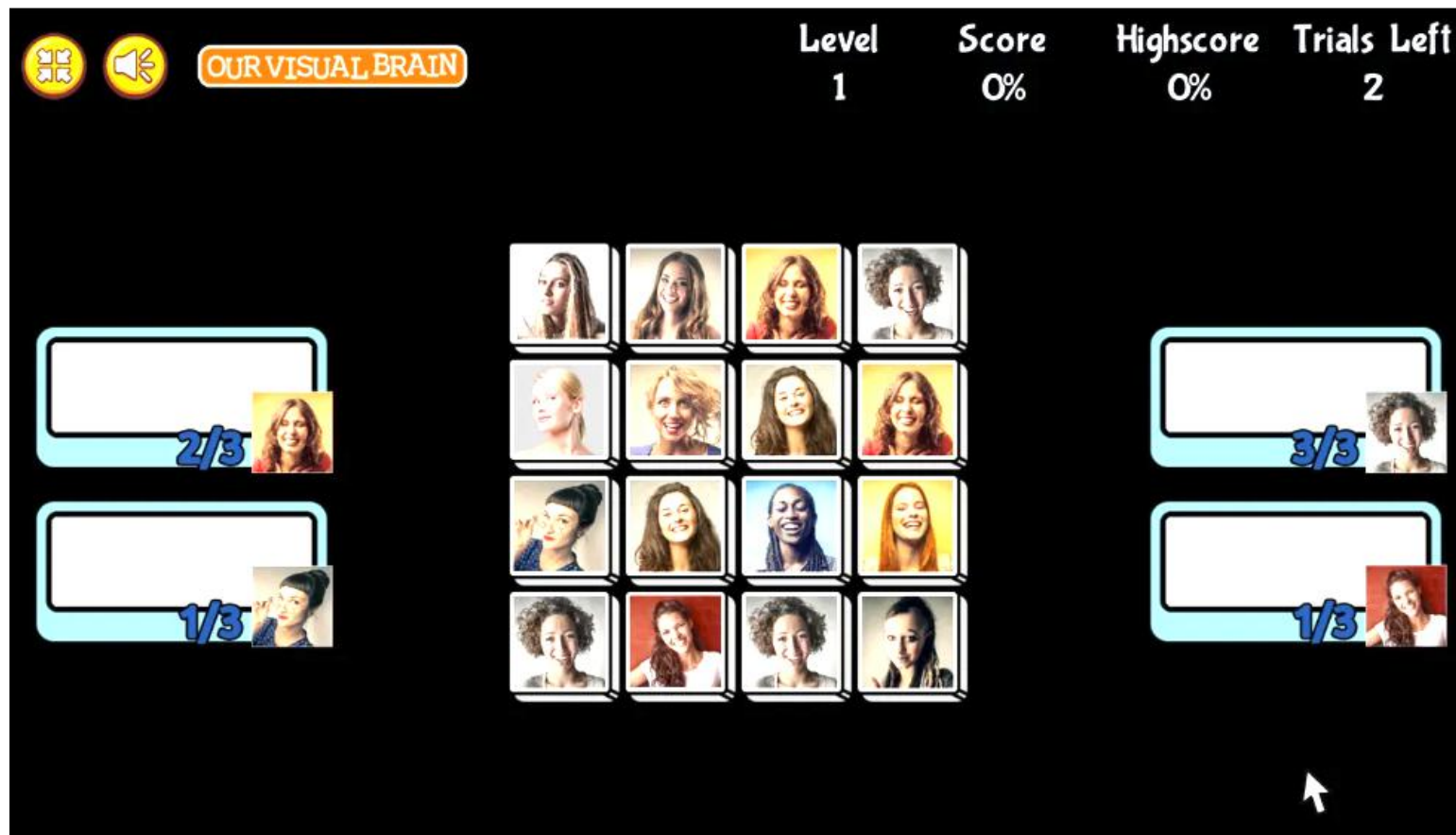
## Versions

Sorting, Matching

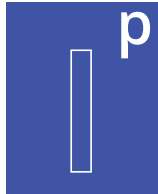
## Modality

Full Color

Sorting and Matching



[Play Sorting & Matching](#)



Information  
Processing

# Sorting and Matching

Select a version (3 versions available)  
 sorting

Modality  
 Full Color Dyslexic Format

Version  
 Timed Trials

Game Duration (Timed Version Only)  
 2 min 0 sec

Number of Trials (Trials Version Only)  
 - 3 +

Difficulty  
 Easy Medium Hard

Tile Size  
 Small Medium Large

Grid Width  
 - 3 +

Grid Height  
 - 3 +

Number of Groups  
 - 3 +

Movement Speed  
 0 1 2 3

Cursor Size  
 Small Medium Large Extra Large

Show User Interface  
 Active Inactive

## Category:

Sorting, Visual Scanning, Visual Attention, Tracking Skill Building, Visual Discrimination

## Configurable Options:

Processing Speed, Reduced Stimulus, Dyslexic Format

## Instructions:

**Sorting:** Sort the center tiles by dragging and dropping each one into the correct box on the sides of your screen.

**Matching:** Match the center tiles by dragging and dropping each one into the corresponding box on the sides of your screen.

# OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

## Versions

One Version

## Modality

Full Color, Red/Green, MFBF 

Speed Saccades 1



[Play Speed Saccades 1](#)



Tracking Skills

## Speed Saccades 1

Select a version (2 versions available)  
standard

Modality  
Full Color MFBF Red/Green Dyslexic Format

Game Version  
Timed Trials

Game Duration  
2 min 0 sec

Number of Trials  
5

Target Type  
Numbers

Font Size (pt)  
24

Display Speed (Seconds) | Range: 0.1 to 4  
Min: 0.1 Max: 4  
1  
Fine Tuning  
1

Display Interval (Seconds) | Range: 0.5 to 2  
Min: 0.5 Max: 2  
1  
Fine Tuning  
1

Background Color (Full Color Version)  
White

Font Color (Full Color Version)  
Black White Cream Grey

Word Category (Words Target Only)  
First Grade Group 1

Metronome  
Active Inactive

Metronome Speed (Beats per Minute)  
54

### Category:

Reversals, Sight Word Practice, Visual Memory, Reading Prep, Tracking Skills, Visual Attention, Reaction Timing, Visual Discrimination

### Configurable Options:

Processing Speed, Reduced Stimulus, Dyslexic Format

### Instructions:

Remember the target as it is shown to you. Each time you see this target, click the spacebar on your device or the spacebar on your touchscreen. For an extra challenge, say the name of the target when you click the spacebar.

# OUR VISUAL BRAIN

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Tracking Skills

## Versions

One Version

## Modality

Full Color, Red/Green, MFBF 

Speed Saccades 2



[Play Speed Saccades 2](#)





Tracking Skills

## Speed Saccades 2

Select a version (2 versions available)  
standard

Modality  
Full Color MFBF Red/Green Dyslexic Format

Game Version  
Timed Trials

Game Duration  
2 min 0 sec

Number of Trials  
5

Target Type  
Numbers

Font Size (pt)  
24

Display Speed (Seconds) | Range: 0.1 to 4  
Min: 0.1 Max: 4  
1  
Fine Tuning  
1

Display Interval (Seconds) | Range: 0.5 to 2  
Min: 0.5 Max: 2  
1  
Fine Tuning  
1

Background Color (Full Color Version)  
White

Font Color (Full Color Version)  
Black White Cream Grey

Word Category (Words Target Only)  
First Grade Group 1

Metronome  
Active Inactive

Metronome Speed (Beats per Minute)  
54

### Category:

Reversals, Sight Word Practice, Visual Scanning, Reading Prep, Tracking Skills, Visual Attention, Reaction Timing, Visual Discrimination

### Configurable Options:

Processing Speed, Reduced Stimulus, Dyslexic Format

### Instructions:

Remember the target as it is shown to you. Each time you see this target, click the spacebar on your device or the spacebar on your touchscreen. For an added challenge, say the name of the target as you click the spacebar.

# OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

## Versions

One Version

## Modality

Full Color, Red/Green, MFBF 

Speed Saccades 3



[Play Speed Saccades 3](#)



Tracking Skills

## Speed Saccades 3

Select a version (2 versions available)  
standard

Modality  
Full Color MFBF Red/Green Dyslexic Format

Game Mode  
Timed Trials

Game Duration (Timed Mode)  
2 min 0 sec

Number of Trials (Trials Mode)  
5

Target Type  
Letters

Difficulty (Word Target Only)  
Easy Medium Hard

Number of Lines per Page  
5

Direction  
Linear Left to Right

Targets per Line  
5

Target Size (pt)  
30

Display Speed (Seconds) | Range: 0.1 to 4  
Min: 0.1 Max: 4  
1  
Fine Tuning  
1

Display Interval (Seconds) | Range: 0.5 to 2  
Min: 0.5 Max: 2  
1  
Fine Tuning  
1

Background Color (Full Color Version)  
Black

Font Color (Full Color Version)  
White Black Grey Cream

Metronome  
Active Inactive

Metronome Speed  
54

Cursor Size  
Small Medium Large Extra Large

### Category:

Letter & Word, Sight Word Practice, Reading Prep,, Visual Attention, Tracking Skill Building, Visual Discrimination

### Configurable Options:

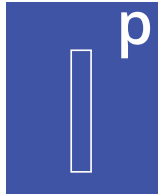
Processing Speed, Reduced Stimulus, Dyslexic Format

### Instructions:

Look at the target located at the top of your screen. Then, each time you see the target on the page, tap your space bar or the red bar at the bottom of your screen.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

Speed Saccades Memory

### Versions

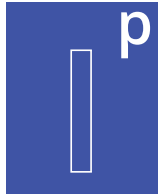
One Version

### Modality

Full Color, Red/Green, MFBF 



[Play Speed Saccades Memory.](#)



Information  
Processing

## Speed Saccades Memory

Select a version (2 versions available)  
standard

Modality  
Full Color MFBF Red/Green Dyslexic Format

Game Mode  
Timed Trials

Game Duration (Timed Mode)  
2 min 0 sec

Number of Trials (Trials Mode)  
5

Target Type  
Letters

Difficulty (Word Target Only)  
Easy Medium Hard

Direction  
Linear Left to Right

Number of Lines per Page  
5

Targets per Line  
5

Target Size  
15

Display Speed (Seconds) | Range: 0.1 to 4  
Min: 0.1 Max: 4  
1  
Fine Tuning  
- 1 +

Display Interval (Seconds) | Range: 0.5 to 2  
Min: 0.5 Max: 2  
1  
Fine Tuning  
- 1 +

Background Color (Full Color Version)  
Grey

Font Color (Full Color Version)  
Black White Pink Cream Red

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

Set Custom Words (Words Type Only)  
Active Inactive

Custom Words (Min. 10 words separated by comma)

### Category:

Letter & Word, Sight Word Practice, Visual Scanning, Visual Memory, Reading Prep, Visual Attention, Tracking Skill Building, Visual Discrimination

### Configurable Options:

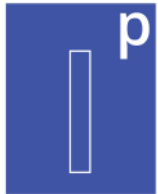
Processing Speed, Reduced Stimulus, Dyslexic Format

### Instructions:

Look at the target located at the top of your screen. Then, count the number of times you see the target on the page. When the trial is complete input the number of times you saw the target.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

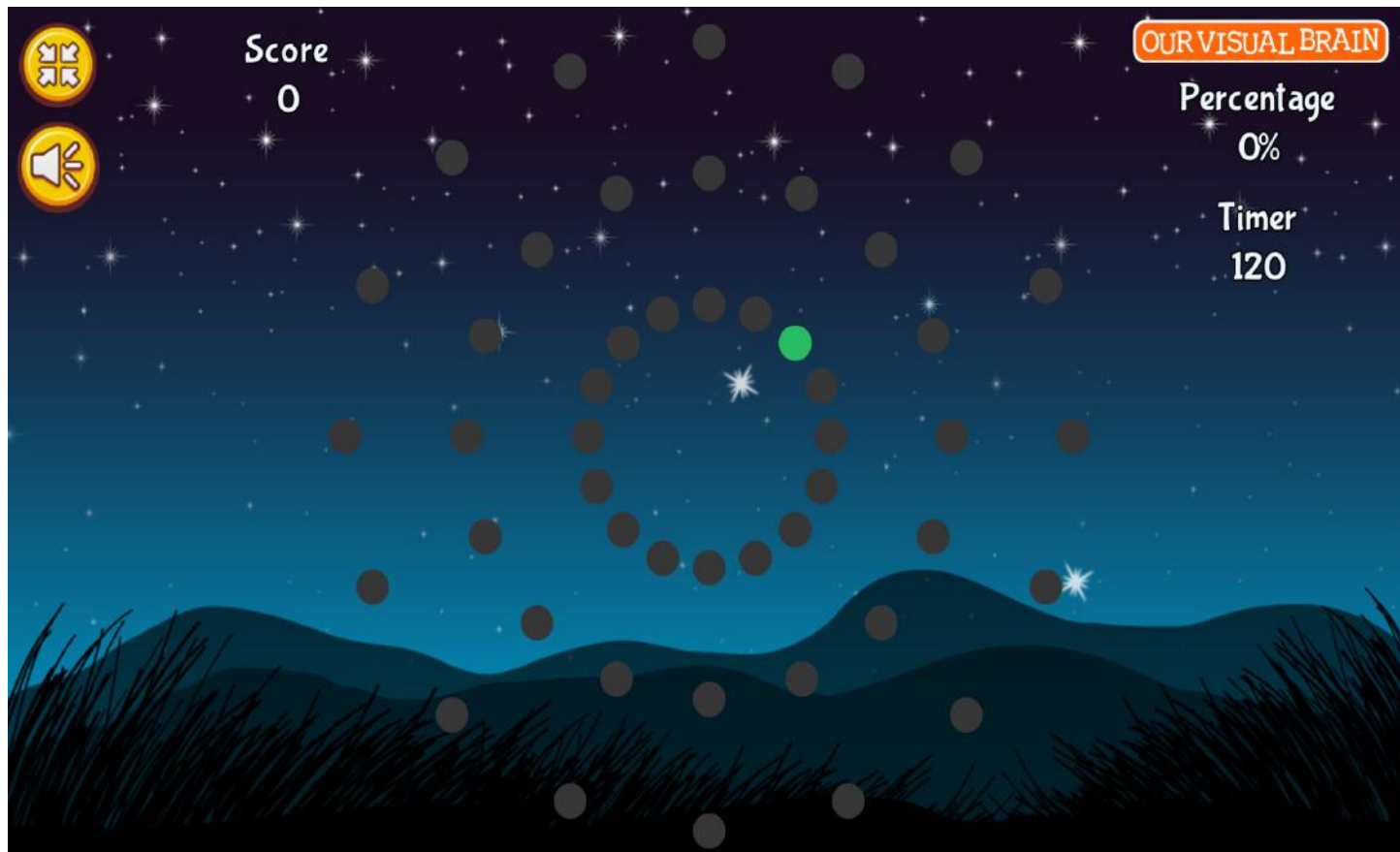
### Versions

Directionality, Moon Match, Peripheral Expansion, Space Smash, Space Smash 3D

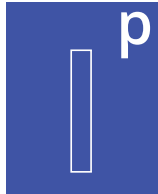
### Modality

Full Color, Red/Green, MFBF 

Speed Tap



[Play Speed Tap](#)



Information  
Processing

## Speed Tap

Select a version (5 versions available)

space-smash

Modality

Full Color MFBF Red/Green Dyslexic Format

Game Duration

2 min 0 sec

Distractor

Active Inactive

Target Size

Small Medium Large

Metronome

Active Inactive

Beats Per Minute

54

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Video Background

Active Inactive

Video Speed

1 2 3 4 5

Video Option

Escalator Walking Shopping Tunnel Rides

Target Speed

1 2 3 4 5

Pattern

Arrow Circle Starburst

Graphic

Spaceship Circle

### Category:

Directionality, Peripheral Expansion, Reaction Time, Stereopsis, Visual Discrimination

### Configurable Options:

Processing Speed, Reduced Stimulus

### Instructions:

**Moon Match:** As quickly as you can, tap on the target at the bottom of your screen that matches the target at the top of your screen.

**Directionality:** As the targets light up, click the arrow on your screen or keyboard that corresponds to the direction of the opening on the image.

**Rocket:** As the targets light up, click the arrow on your screen or keyboard that corresponds to the rocket's direction.

**Peripheral Expansion:** Click on the star and then click on the target that lights up. If the metronome is active, tap in time with the beat. Watch the star for cues to stay on beat.

**Space Smash:** As quickly as you can tap on the target before it turns red.

**Space Smash 3D:** As quickly as you can, tap on the spaceship that is different from the rest.



# OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

## Versions

Letters, Words, Sentences, Counting, Skip-Counting

## Modality

Full Color, Red/Green, MFBF 

Speed Tracker





Find: a-z

Score 100%

New Highscore!

Timer 102

abcdefghijkl

z v i f p t   z a i k z x n   b g s y f   o z c w t k j t  
 d a p w m w   n z e u j b x c   t r f s u c b l b  
 r g c v k b l v   q c u h p e z b p q   a w t i n r e g  
 x r c j f z n g w z   a u k f y b u t   f l v f g u  
 h h e t   m a z y x r   i j u s n b a v j   h t s o t l b  
 e e p b i f b y   n b i i q z b i f c   a z f r k d z m  
   p b y s l i c y l t x g g y a   i d u e z c y   l o f q  
 v s l q m   d g w c a m g   r x k c l f a   d y u b s  
 f j g   j z k u i u i   r n

[Play Speed Tracker](#)



Tracking Skills

## Speed Tracker

Select a version (5 versions available)

letters

Modality

Full Color MFBF Red/Green Dyslexic Format

Play Version

Timed Trials

Game Duration (Timed Version)

2 min 0 sec

Number of Trials (Trials Version)

5

Font Size (pt)

25

Row Spacing | Range: 0 to 50

Min: 0 Max: 50

10

Fine Tuning

10

Letter Spacing | Range: 0 to 50

Min: 0 Max: 50

10

Fine Tuning

10

Background Color (Full Color Version Only)

White

Font Color (Full Color Version Only)

Yellow Black White Grey Cream

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Video Background

Active Inactive

Video Option

Mountain Driving Tunnel Driving Shopping

Video Speed

1 2 3 4 5

Metronome

Active Inactive

Metronome Speed

54

Lettercase

Lowercase Uppercase Combination

### Category:

Counting, Alphabetizing, Skip Counting, Visual Scanning, Visual Attention, Reaction Timing, Tracking Skill Building

### Configurable Options:

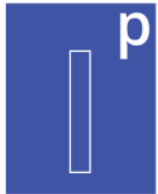
Processing Speed, Reduced Stimulus, Dyslexic Format

### Instructions:

Look at the top of the screen to identify the assigned targets. Then, starting at the top left-hand corner, tap on the targets in the same order. Focus on speed and accuracy. Remember to keep your head still and let your eyes do the work!

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

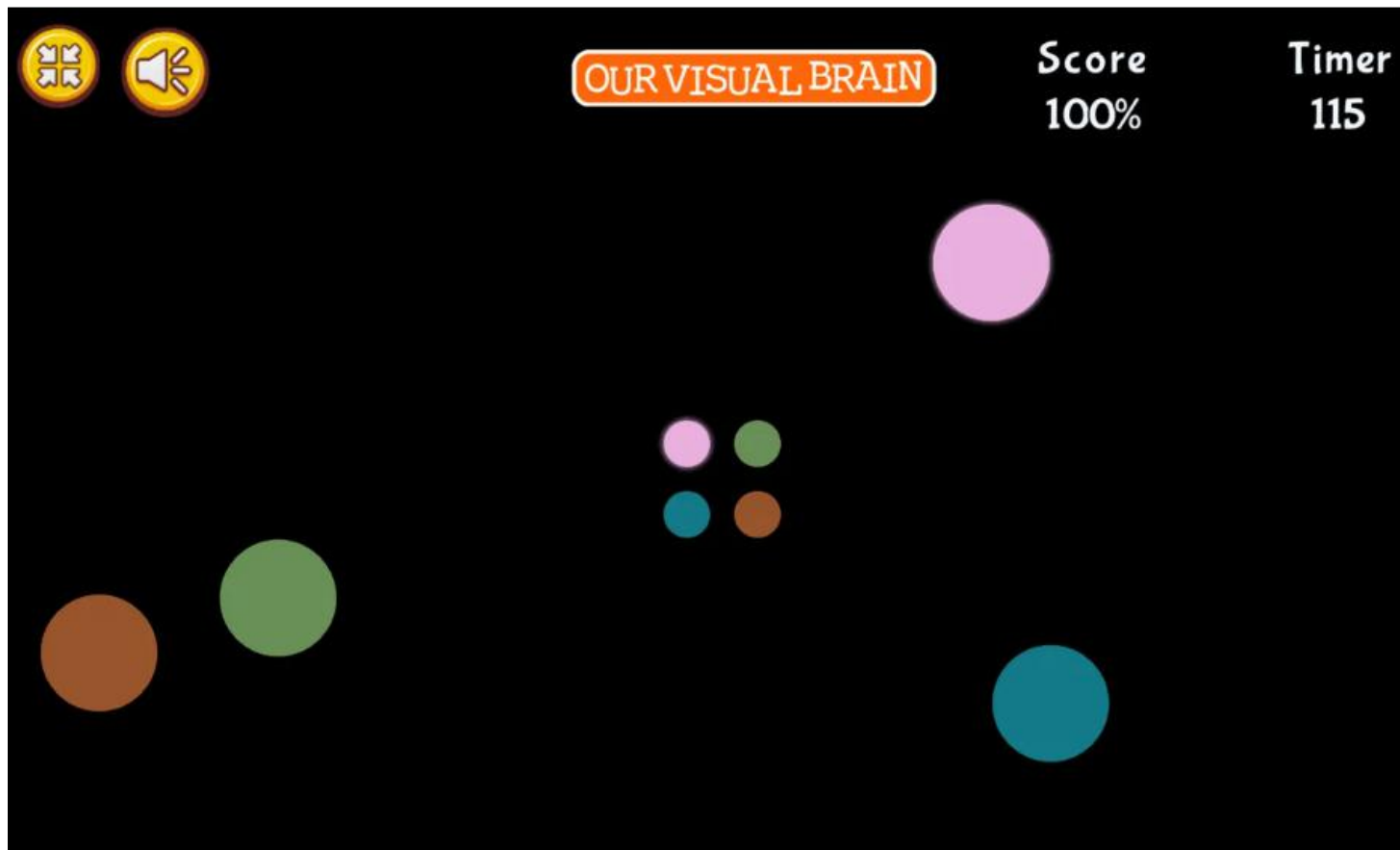
### Versions

Directionality, Auditory Peripheral Expansion, Stop-Go-Wait, Auditory Directionality, Peripheral Expansion,

### Modality

Full Color

Speed Trainer



[Play Speed Trainer](#)



Information  
Processing

## Speed Trainer

Select a version (5 versions available)

directionality

Modality  
Full Color Dyslexic Format

Game Duration  
2 min 0 sec

Target Size  
Small Medium Large

Number of Targets  
1 2 3 4

Response Time Option  
Active Inactive

Response Time (Seconds) (Range: 0.1 to 30)  
Min: 0.1 Max: 30  
1  
Fine Tuning  
- 1 +

Display Interval (Seconds) (Range: 0.1 to 30)  
Min: 0.1 Max: 30  
1  
Fine Tuning  
- 1 +

Movement  
Fixed Vertical Horizontal

Movement Speed  
1 2 3 4 5

Movement Option 1  
Smooth Elastic

Movement Option 2  
Random Independently

Movement Option 3  
Pursuit Saccadic

Metronome  
Active Inactive

Metronome Speed (Beats Per Minute)  
54  
Fine Tuning  
- 54 +

Metronome Cue  
Clicks Divided Attention

Distraction  
None Crowd Static

Distraction Volume (Range: 1 to 100)  
Min: 1 Max: 100  
50  
Fine Tuning  
- 50 +

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

Video Background  
Active Inactive

Video Speed

### Category:

Auditory Memory, Bilateral Integration, Math Facts, Directionality Skill Building, Peripheral Skills, Selective Attention, Response Inhibition, Tracking Skills, Visual Attention, Divided Attention, Reaction Timing, Visual Discrimination

### Configurable Options:

Processing Speed, Reduced Stimulus, Dyslexic Format

### Instructions:

#### Directionality:

On the intro screen either click the screen with your mouse, tap on the screen, or one of your keyboard arrows to indicate how you will be inputting your answer. Then as each target lights up on your screen, click or tap the corresponding arrow.

#### Auditory Directionality:

1. On the intro screen, tap on each circle as many times as needed to learn its associated direction.

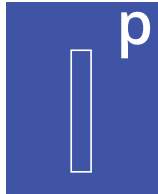
2. Choose how you will input your answers:

**Tapping Onscreen:** Listen for a sound and then tap on the arrow that is associated with that sound.

**Keyboard:** Listen for a sound and then press the arrow that is associated with that sound.

**Mouse:** Listen for a sound and then use your mouse to click on the arrow that is associated with that sound.

**Peripheral Expansion:** Keeping your gaze focused on the central targets, watch for one of the circles to light up. Then, click or tap on the corresponding target in your peripheral field as quickly as possible.



Information  
Processing

Speed Trainer

### Instructions Cont.:

#### Auditory Peripheral Expansion:

1. On the intro screen, click or tap on each circle as many times as needed to learn its associated sound.
2. Click the green star and then either click on the screen with your mouse, tap on the screen, or one of your keyboard arrows to indicate how you will be inputting your answer.
3. Keep your gaze focused on the central target at all times. Tap or click this target each time it turns gray.
4. At the same time, listen for a sound and then click on the colored circle associated with that sound.

#### Stop Go Wait:

Keep your gaze focused on the center of your screen at all times and answer each math fact as it appears. Using your peripheral vision, click or tap the target as follows:

**Green:** Tap it

**Red:** Do not tap it

**Yellow:** Watch carefully to see if the target turns red or green and then click/tap as described above.

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# OUR VISUAL BRAIN

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Letter & Word

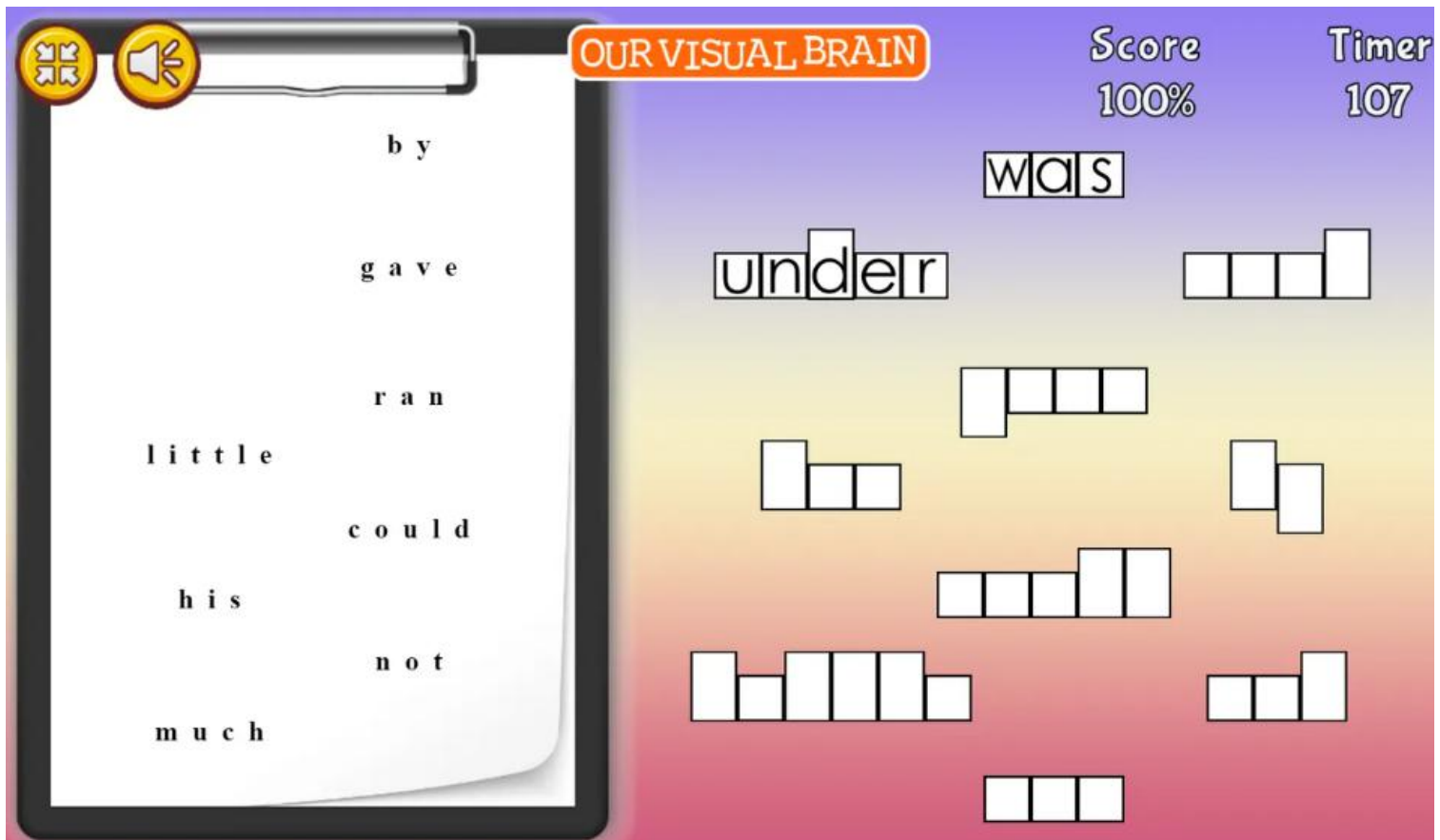
## Versions

Whole-Word, Syllables

## Modality

Full Color, R/G, MFBF 

Spelling by Shape



OUR VISUAL BRAIN

Score  
100%

Timer  
107

by

gave

ran

little

could

his

not

much

was

under

was

[Play Spelling by Shape](#)





Letter &amp; Word

## Spelling by Shapes

Select a version (2 versions available)

whole-word

Modality

Full Color MFBF Red/Green

Word List Type

Sight Words Custom Words

Word List (for custom words only)

Word Category (Sight Word Only)

First Grade Group 1

Game Duration

2 min 0 sec

Number of Words

5

Target Size

Small Medium Large

Metronome

Active Inactive

Beats Per Minute

54

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

## Category

Letter & Word, Sight Word Practice, Spatial Reasoning, Spelling, Visual Closure, Word Building

## Configurable Options

Reduced Stimulus, Processing Speed, Dyslexic Format

## Instructions

**Whole Word:** Drag and drop each word from the list into the word box that matches the shape of this word. If you are using the metronome, drop the word into the correct box in time with the beat.

**Syllables:** Unscramble the syllables to create a word. Then, drag and drop each syllable into the word box that matches the shape of the whole word. If you are using the metronome, drop each syllable, in its correct position, into the word box in time with the beat.

## OUR VISUAL BRAIN

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### Versions

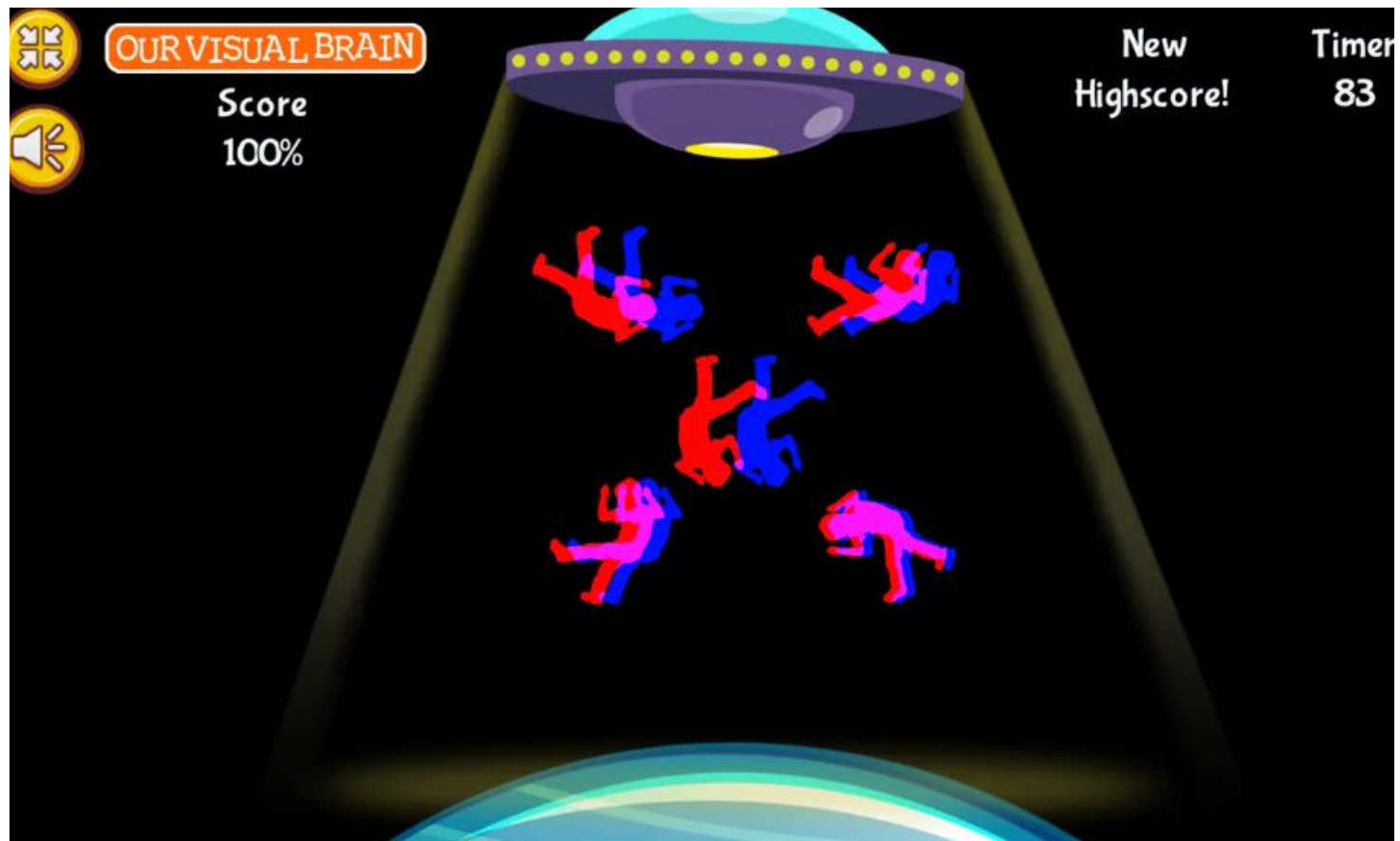
Convergence, Divergence

### Modality

R/G

Vergence Skills

Stereo Depth



[Play Stereo Depth](#)



## Vergence Skills

## Stereo Depth

Select a version (3 versions available)  
convergence

Modality  
Red/Green Dyslexic Format

Background Target Color(s)  
Black

Game Mode  
Timed Trials

Game Duration  
2 min 0 sec

Number of Trials (Trials Mode)  
- 10 +

Target Option  
Alien Catzilla Cow Ocean

Number of Targets  
2 3 4 5

Target Size  
Small Medium Large

Initial Offset  
1 2 3 4 5 6 7 8 9 10

Show User Interface  
Active Inactive

Cursor Size  
Small Medium Large Extra Large

Background Music  
Active Inactive

## Category

Stereopsis

## Configurable Options

Reduced Stimulus, Processing Speed,  
Dyslexic Format

## Instructions

**Convergence:**

While wearing your glasses, with the red lens over the right eye, look at the targets. Give your eyes a few seconds to adjust if needed. Then, click on each target, starting with the one that is closest to you, and work your way backward.

**Divergence:**

While wearing your glasses, with the red lens over the right eye, look at the targets. Give your eyes a few seconds to adjust if needed. Then, click on each target, starting with the one that is farthest away from you, and work your way forward.

## OUR VISUAL BRAIN

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Tracking Skills

### Versions

One Version

### Modality

Full Color



[Play Stop/Go/Wait](#)



Tracking Skills

Stop/Go/Wait

Modality

Game Duration  
 min  sec

Target

Target Size

Movement

Target Speed (Pursuits Mode)

Reaction Time (Seconds) | Range: 0.1 to 10  
 Min: 0.1 Max: 10  
  
 Fine Tuning

Display Interval (Seconds) | Range: 0.1 to 10  
 Min: 0.1 Max: 10  
  
 Fine Tuning

Metronome

Metronome Speed

Cursor Size

Show User Interface

Video Background

Video Speed

Video Option

## Category

Crossing the Midline, Bilateral Integration, Information Processing, Response Inhibition, Visual Attention, Divided Attention, Reaction Timing, Visual Discrimination

## Configurable Options

Reduced Stimulus, Processing Speed, Dyslexic Format

## Instructions

Pay close attention to your screen and click or tap the target as follows:

**Green:** Tap on it Red: Do not tap on it

**Yellow:** Watch carefully to see if the target turns red or green and then click/tap as described above.

For extra points, click on the star or lightning bolt before it disappears.

## OUR VISUAL BRAIN

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Information  
Processing

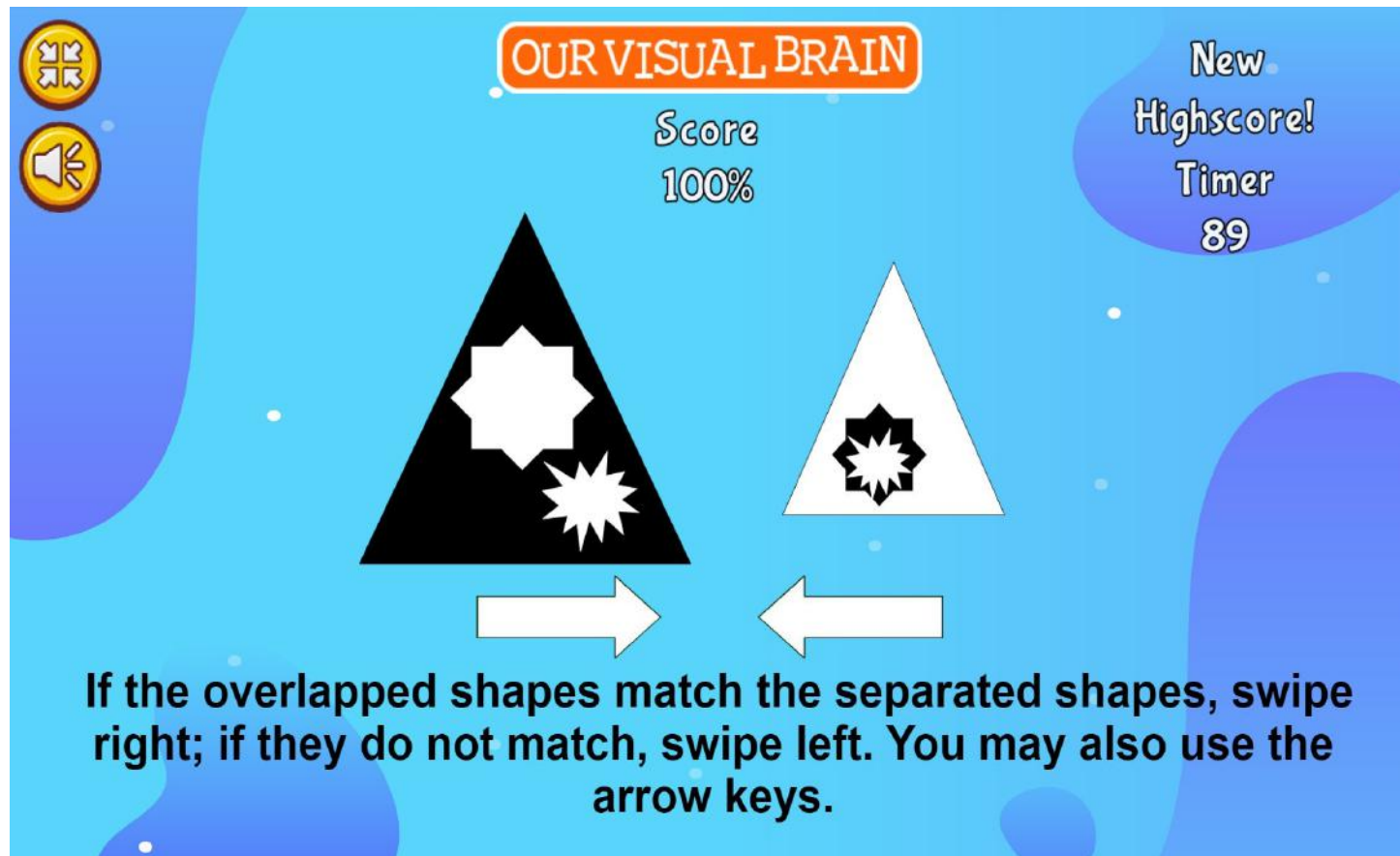
### Versions

One Version-Multiple Skills

### Modality

Full Color

Swipe It

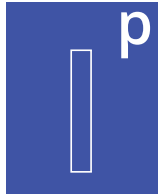


[Play Swipe It](#)



## OUR VISUAL BRAIN

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Information  
Processing

<b>Modality</b>			
<b>Full Color</b>		Dyslexic Format	
<b>Game Duration</b>			
2	min	0	sec
<b>Cursor Size</b>			
<b>Small</b>	Medium	Large	Extra Large
<b>Show User Interface</b>			
<b>Active</b>		Inactive	

### Category

Counting, Reversals, Visual Closure, Visual Discrimination, Visual Figure Ground, Visual Form Constancy,

### Configurable Options

Reduced Stimulus

### Instructions

Read the instructions at the bottom of each page and use your touch screen to either swipe the screen or tap on the arrows. You may also use the arrows on your keyboard.



## OUR VISUAL BRAIN

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Math/Algebra

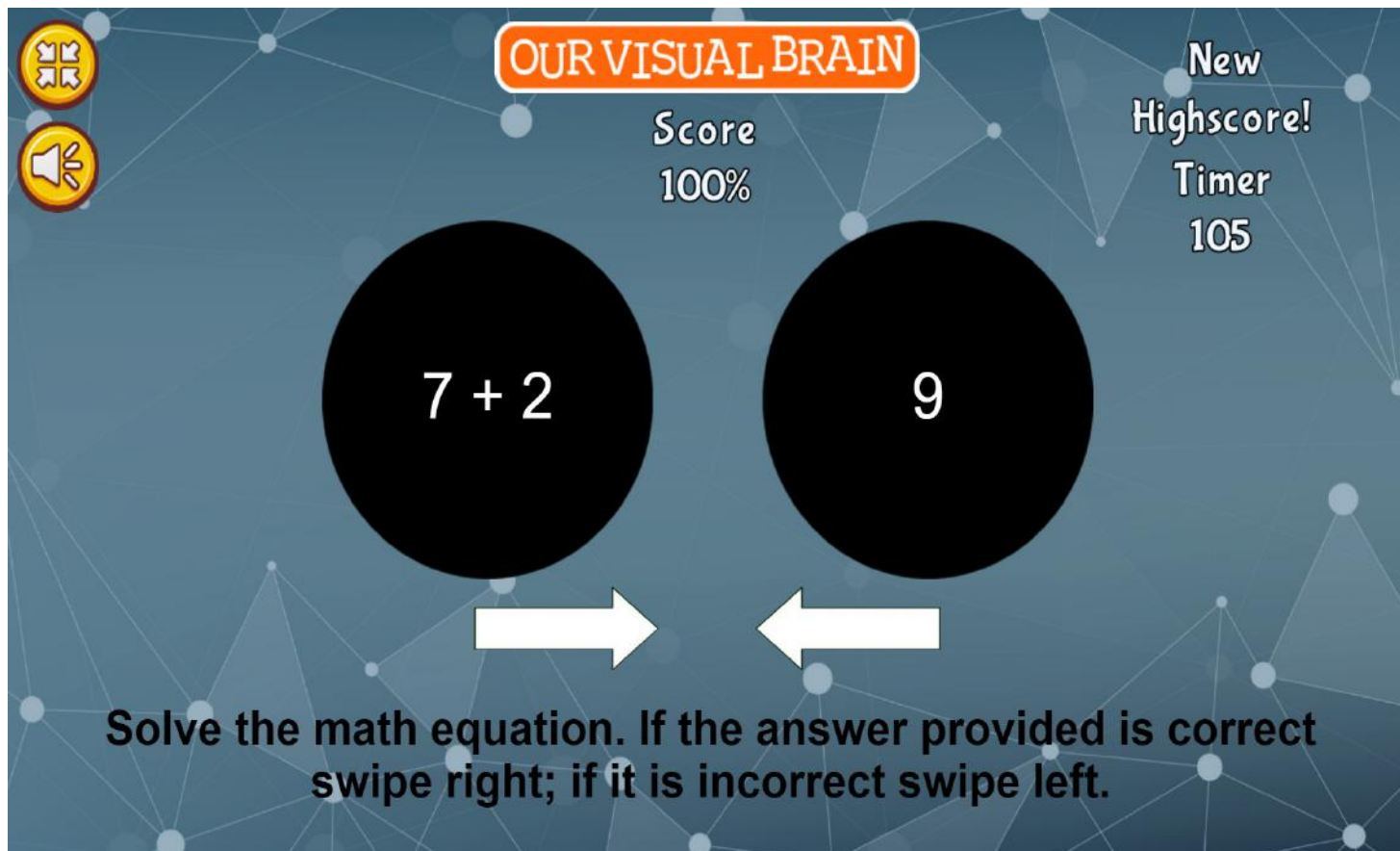
### Versions

Addition, Subtraction, Multiplication, Division, Equations

### Modality

Full Color

Swipe It: Math



[Play Swipe It: Math](#)



Math/Algebra

Swipe It: Math

Select a version (5 versions available)

addition ▼

Modality

Full Color Dyslexic Format

Game Duration

2 min 0 sec

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

**Category**

Math Facts

**Configurable Options**

Reduced Stimulus

**Instructions**

Read the instructions at the bottom of each page and use your touch screen to either swipe the screen or tap on the arrows. You may also use the arrows on your keyboard.

## OUR VISUAL BRAIN

Prescribe More Fun!™



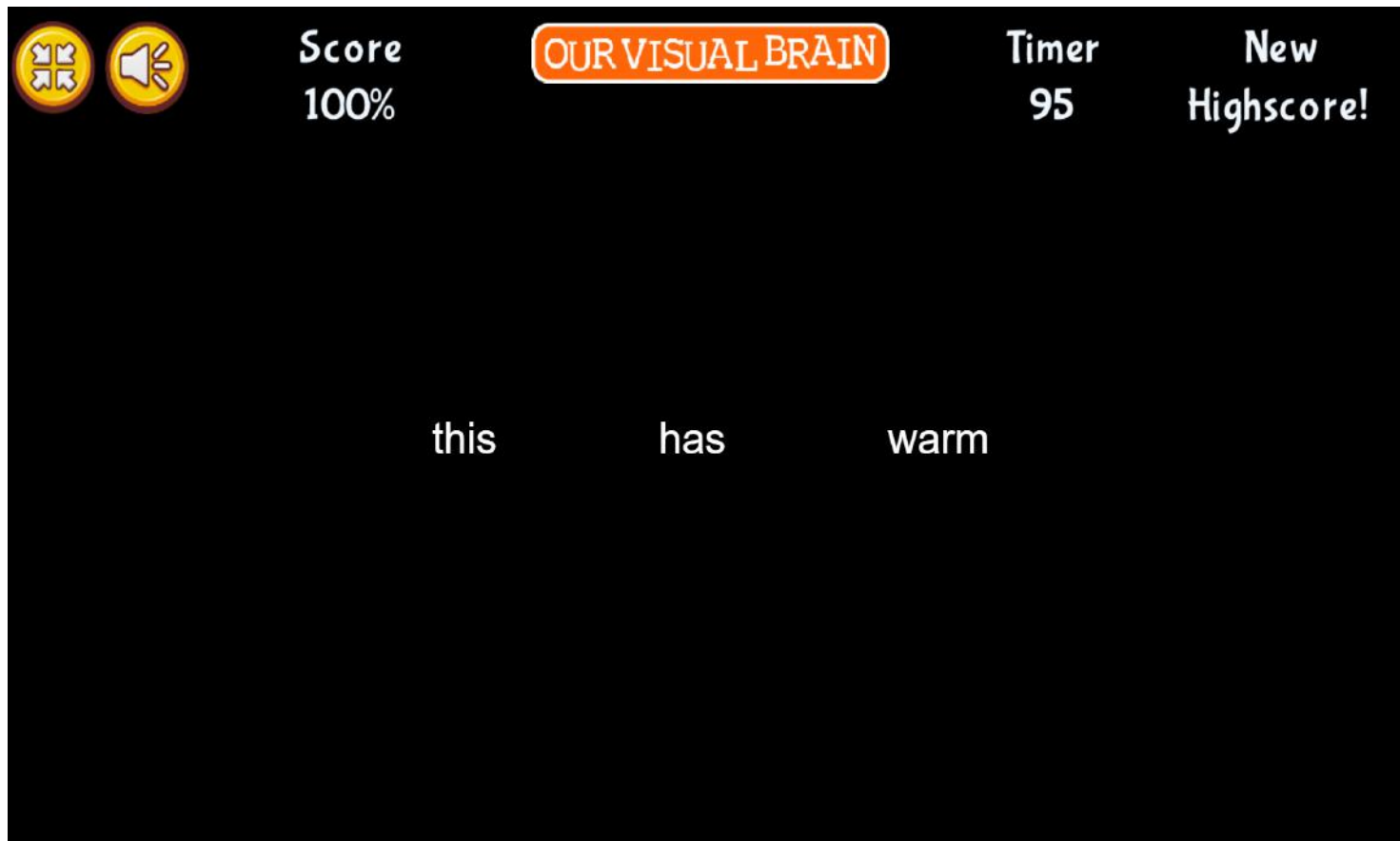
Tachistoscope Skills

### Versions

Sequencing, Visual Spanning

### Modality

Full Color, Red/Green, MFBF 



[Play Tachistoscope](#)



## Tachistoscope Skills

# Tachistoscope

Select a version (4 versions available)

sequencing

Modality

Full Color MFBF Red/Green Dyslexic Format

Background Target Color

Black White

Mode

Digital Pen and Paper

Targets

Numbers Letters Words Images

Game Duration

2 min 0 sec

Font Size (5 - 28 pt)

15

Image Category

Geometry Emoji Simple

Number of Targets

3

Number of Character (Letters and Numbers Only)

1

Flash Speed (seconds) | Range: 0.1 to 5

Min: 0.1 Max: 5

1

Fine Tuning

1

Reverse

On Off

Words Category (Words Target Only)

First-Grade Group 1

Metronome

Active Inactive

Beats Per Minute

54

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

Sequential Presentation

Active Inactive

## Category

Tachistoscope

## Configurable Options

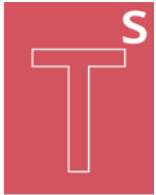
Processing Speed Reduced  
Stimulus

## Instructions

A group of letters, numbers or words (targets) will appear on the first screen. Remember what you see and then type the targets in the same order, pressing the spacebar after each, on the second screen. If you are working with images as the target, remember what you see on the first screen and then drag and drop the images in the same order on the second screen.

## OUR VISUAL BRAIN

Prescribe More Fun!™



### Versions

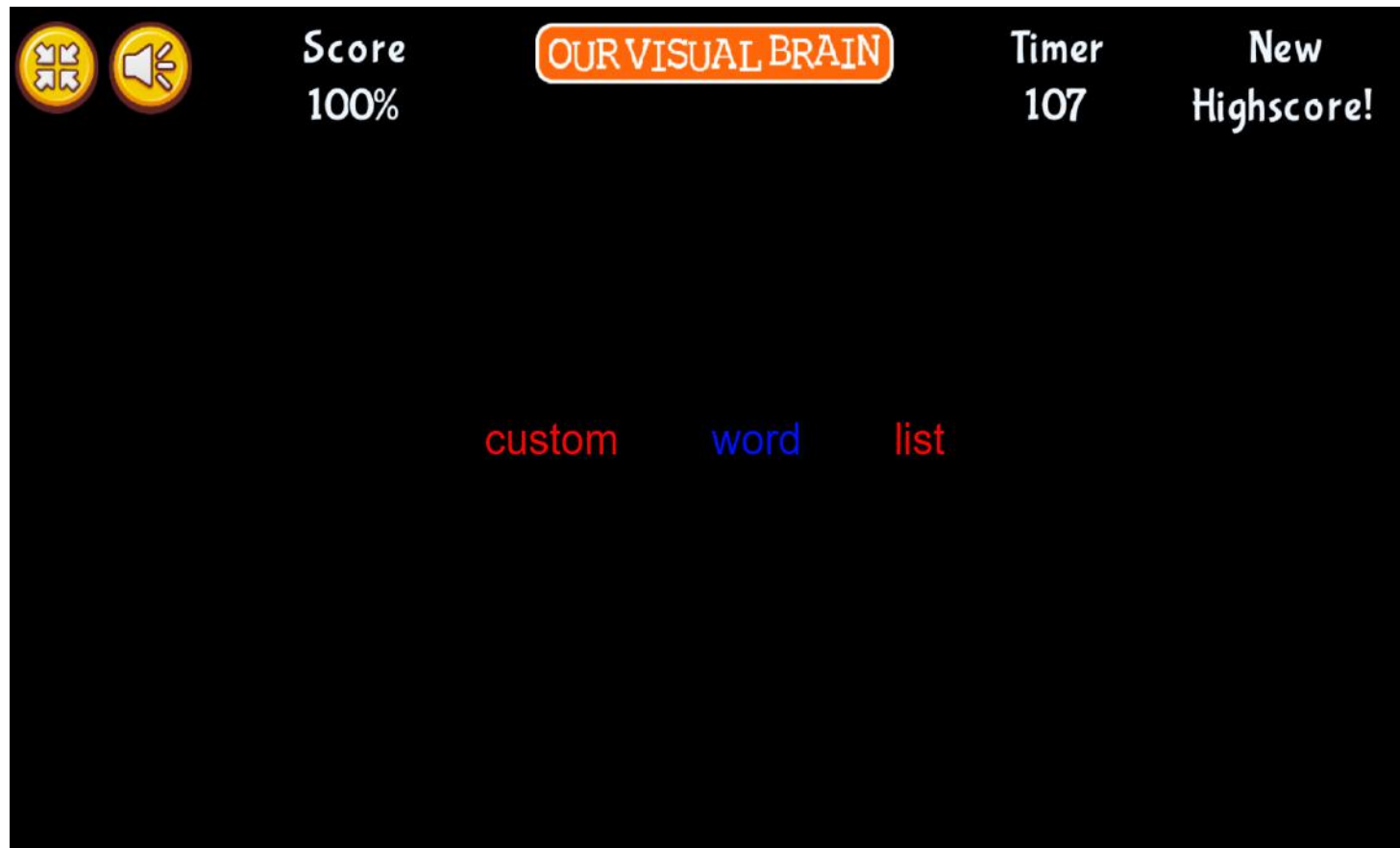
Sequencing, Visual Spanning

### Modality

Full Color, Red/Green, MFBF 

#### Tachistoscope Skills

Tachistoscope: Custom  
Word List



[Play Tachistoscope: Custom Word List](#)



Tachistoscope Skills

# Tachistoscope: Custom Word List

**Modality**

Full Color MFBF Red/Green Dyslexic Format

**Game Duration**

2 min 0 sec

**Mode**

Digital Pen and Paper

**Font Size (5 - 28 pt)**

15

**Number of Targets**

1 2 3 4 5 6 7 8

**Word List (Each words are separated by a comma, not less then number of targets)**

**Flash Speed (seconds) | Range: 0.1 to 5**

Min: 0.1 Max: 5

1

**Fine Tuning**

1

**Visual Span**

Active Inactive

**Reverse**

On Off

**Metronome**

Active Inactive

**Beats Per Minute**

54

**Cursor Size**

Small Medium Large Extra Large

**Show User Interface**

Active Inactive

## Category

Tachistoscope

## Configurable Options

Processing Speed Reduced  
Stimulus

## Instructions

A group of words will appear on the first screen. Remember what you see and then type these words in the same order, pressing the spacebar after each, on the second screen.

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

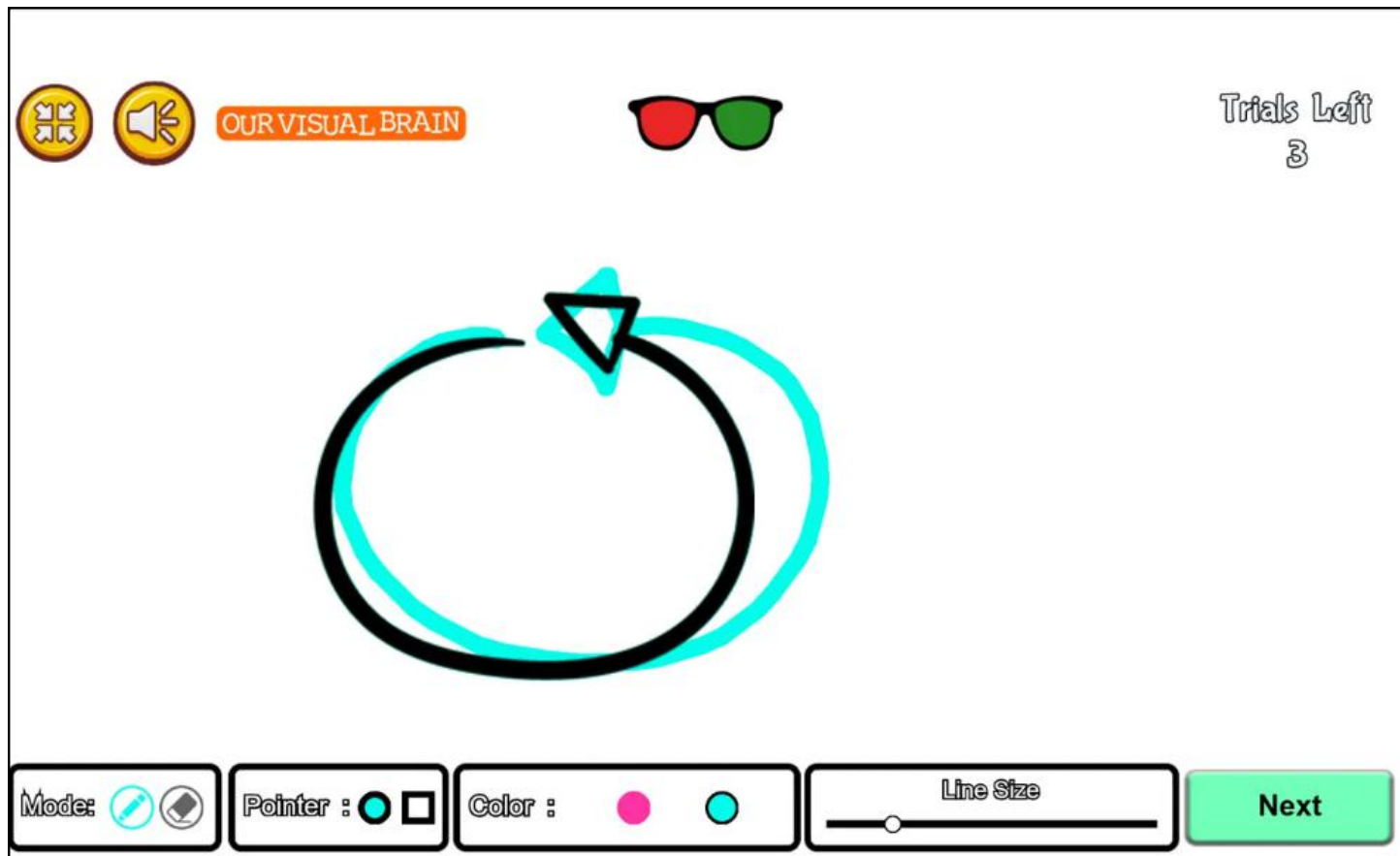
One Version

## Modality

Full Color, Red/Green, MFBF 

## Tachistoscope Skills

## Tachistoscope: Shapes



[Play Tachistoscope: Shapes](#)





Tachistoscope Skills

## Tachistoscope: Shapes

**Modality**

Full Color MFBF Red/Green Dyslexic Format

**Version**

Timed Trials

**Game Duration (Timed Version)**

2 min 0 sec

**Number of Trials (Trials Version)**

5

**Difficulty**

Level 1 Level 2 Level 3

**Peek Time (Seconds) | Range: 0.1 to 10**

Min: 0.1 Max: 10

1

**Fine Tuning**

1

**Target Size**

Small Medium Large

**Background Color**

Black

**Cursor Size**

Small Medium Large Extra Large

**Show User Interface**

Active Inactive

**Background Music**

Active Inactive

## Category

Tachistoscope Skill Building, Visual Memory, Visual Motor

## Configurable Options

Processing Speed Reduced  
Stimulus, Dyslexic Format

## Instructions

When a shape appears on your screen, carefully observe its location and design. Once the screen becomes blank, use the drawing tools at the bottom to accurately recreate the shape in the same position. Then, click "Check". To move to the next shape, click "Next".

## OUR VISUAL BRAIN

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### Versions


One Version

### Modality

Full Color, Red/Green, MFBF 

Tachistoscope Skills

Tachistoscope:  
Word Groups



Score  
100%

OUR VISUAL BRAIN

Timer  
92

New  
Highscore!

could every from

after again as ask

by give going fly

has her his just

[Play Tachistoscope: Word Groups](#)



## Tachistoscope Skills

## Tachistoscope: Word Groups

Modality

Version

Game Duration  
2 min 0 sec

Font Size (pt)  
 24

Number of Targets  
 5

Reverse

Target Density

Words Category

Flash Speed (seconds) | Range: 0.1 to 5  
Min: 0.1 Max: 5  
 1   
Fine Tuning  
 1

Metronome

Metronome Speed (Beats Per Minute)  
 54

Music Background

Distraction

Distraction Volume | Range: 1 to 100  
Min: 1 Max: 100  
 50   
Fine Tuning  
 50

Cursor Size

Show User Interview

## Category

Tachistoscope Skill Building, Sight Word Practice, Visual Memory, Reading Prep, Visual Span, Reaction Timing

## Configurable Options

Processing Speed Reduced  
Stimulus, Dyslexic Format

## Instructions

Read the words on the first screen and remember them in order. Then, on the second screen, locate those words in the list at the bottom of the page and drag and drop them in the same order onto the lines provided.

## OUR VISUAL BRAIN

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Tracking Skills

### Versions

One Version

### Modality

Full Color, Red/Green, MFBF

Tapout Fruit



[Play Tapout Fruit](#)



Tracking Skills

## Tapout Fruit

Modality			
<input checked="" type="button" value="Full Color"/>	<input type="button" value="MFBF"/>	<input type="button" value="Red/Green"/>	<input type="button" value="Dyslexic Format"/>
Game Duration			
<input type="text" value="2"/>	<input type="text" value="min"/>	<input type="text" value="0"/>	<input type="text" value="sec"/>
Target Speed			
<input type="text" value="1"/>	<input type="range" value="2"/>		
Target Size			
<input checked="" type="button" value="Small"/>	<input type="button" value="Medium"/>	<input type="button" value="Large"/>	<input type="button" value="Extra Large"/>
Number Of Buckets			
<input checked="" type="button" value="2"/>	<input type="button" value="3"/>		
Metronome			
<input type="button" value="Active"/>	<input checked="" type="button" value="Inactive"/>		
Beats Per Minute			
<input type="button" value="−"/>	<input type="text" value="54"/>	<input type="button" value="+"/>	
Cursor Size			
<input checked="" type="button" value="Small"/>	<input type="button" value="Medium"/>	<input type="button" value="Large"/>	<input type="button" value="Extra Large"/>
Show User Interface			
<input checked="" type="button" value="Active"/>	<input type="button" value="Inactive"/>		

## Category

Tracking, Visual Discrimination

## Configurable Options

Processing Speed

## Instructions

Using your finger or the mouse pop the bubble with the fruit that does not belong in each basket.

## OUR VISUAL BRAIN

Prescribe More Fun!™



### Versions

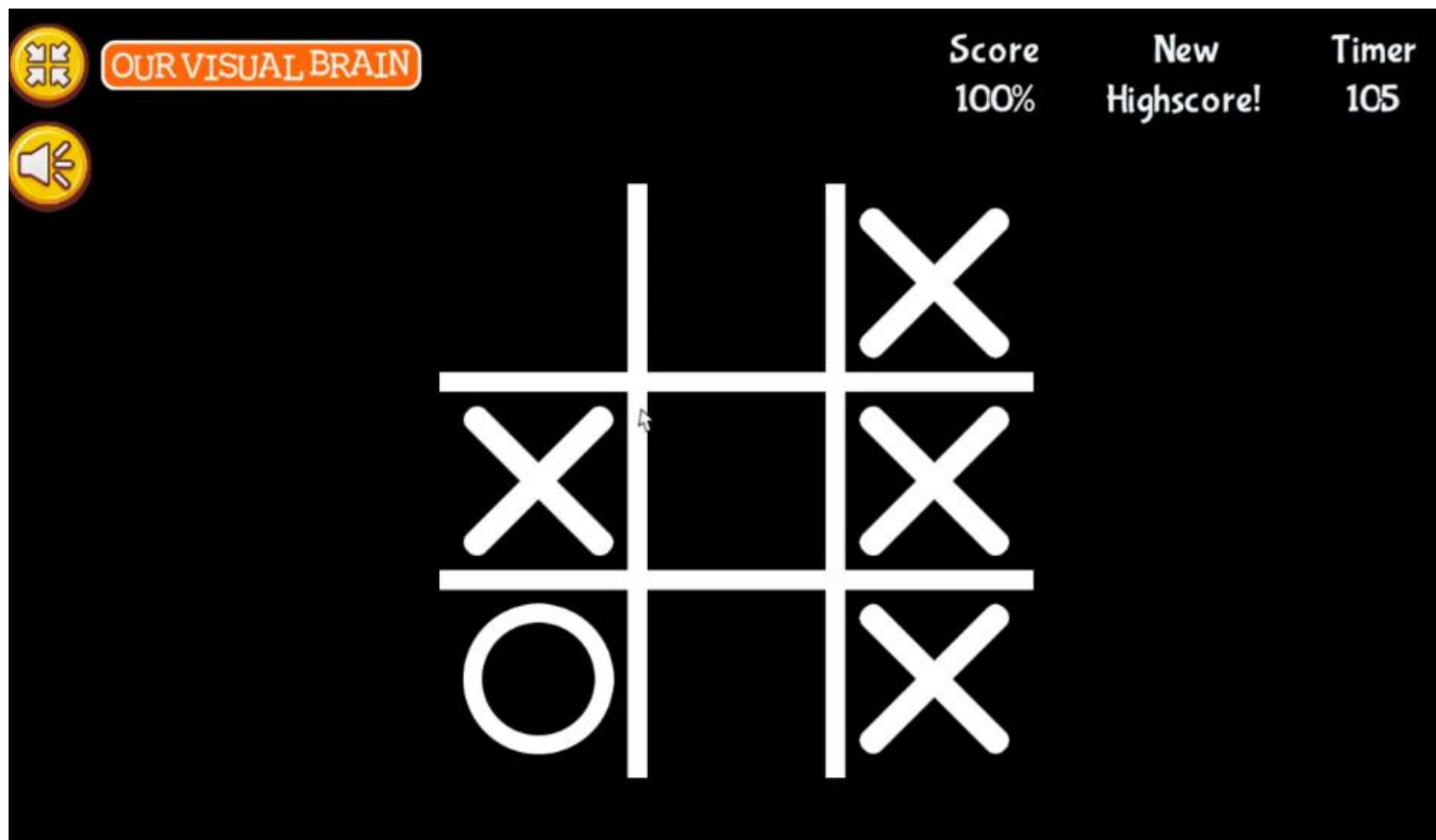
One Version

### Modality

Full Color, Red/Green, MFBF 

#### Tachistoscope Skills

## Tic Tac Tachistoscope



[Play Tic Tac Tachistoscope](#)



Tachistoscope Skills

## Tic Tac Tachistoscope

**Modality**

**Game Duration**

min  sec

**Grid Size**

**Difficulty Level**

**Peek Time (Seconds) | Range: 0.1 to 10**

Min: 0.1 Max: 10

**Fine Tuning**

**Category**

Tachistoscope Skill Building,  
Visual Memory, Visual Attention

**Configurable Options**

Processing Speed, Reduced  
Stimulus

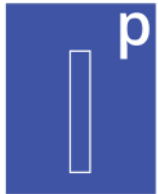
**Instructions**

Look at the placement of the targets on the first screen and hold them in your mind. Then, recreate this placement on the second screen. Click one time to place an "X" and two times to place an "O".



## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

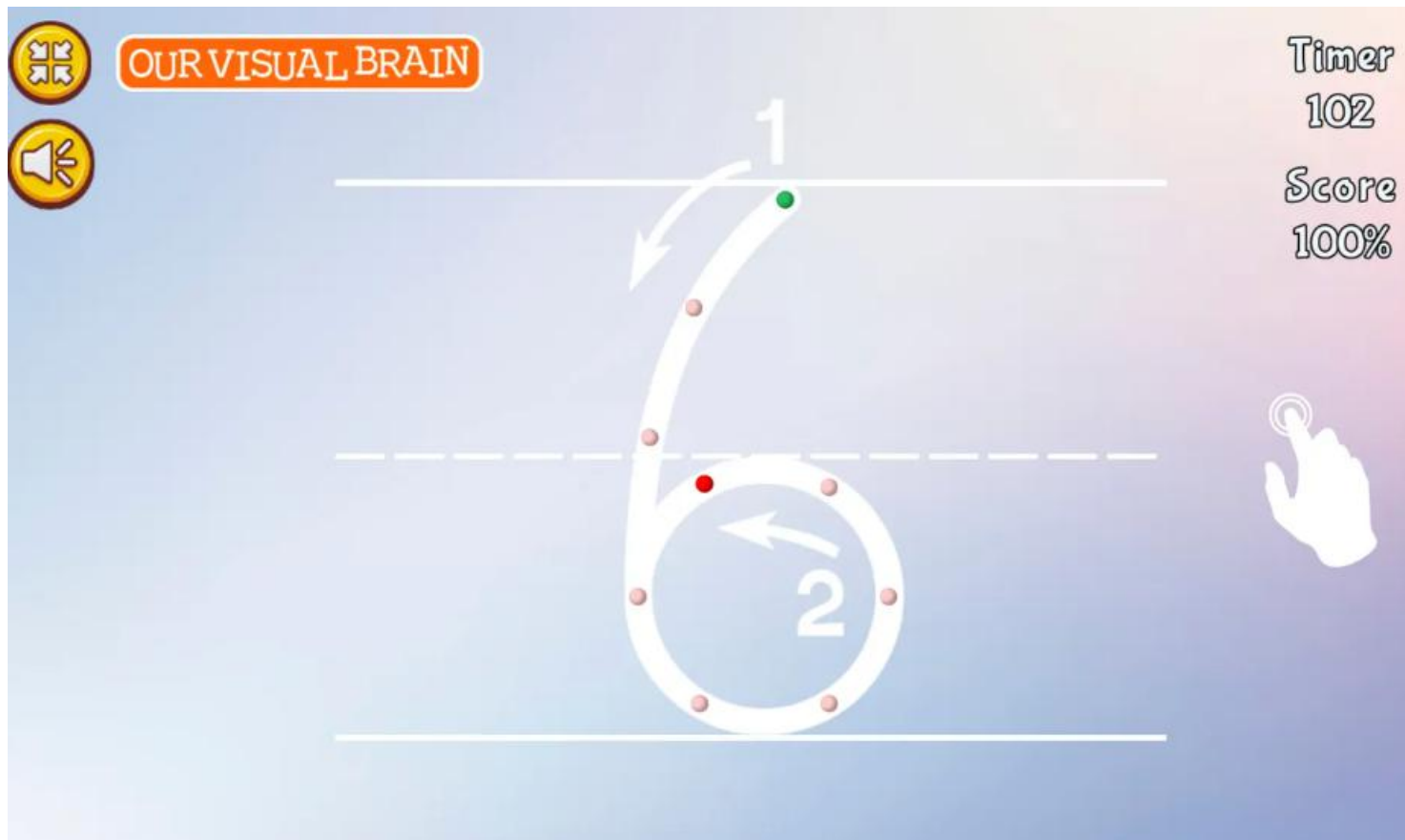
### Versions

Letters, Numbers, Lines, Shapes, Pre-Writing, Interior Lines

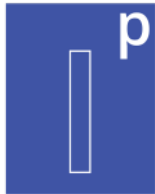
### Modality

Full Color, Red/Green, MFBF 

Trace It



[Play Trace It](#)



Information  
Processing

Trace It

Select a version (6 versions available)

letters ▼

Modality

Full Color MFBF Red/Green Dyslexic Format

Game Duration

2 min 0 sec

Lined Version

Lined Unlined

Visual Assist

Active Inactive

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Letter Case

lowercase UPPERCASE Combination

Letters Order

Recommended Random

Number of Letters

1 2

## Category

Visual Motor, Handwriting, Spatial Reasoning

## Configurable Options

Processing Speed, Reduced Stimulus

## Instructions

Using your finger or a stylus, start at the green dot and trace until you reach the red dot. Listen for the popping sound as you are tracing. It is important to trace slowly and deliberately, and not miss any dots or you will not be able to progress through the activity.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

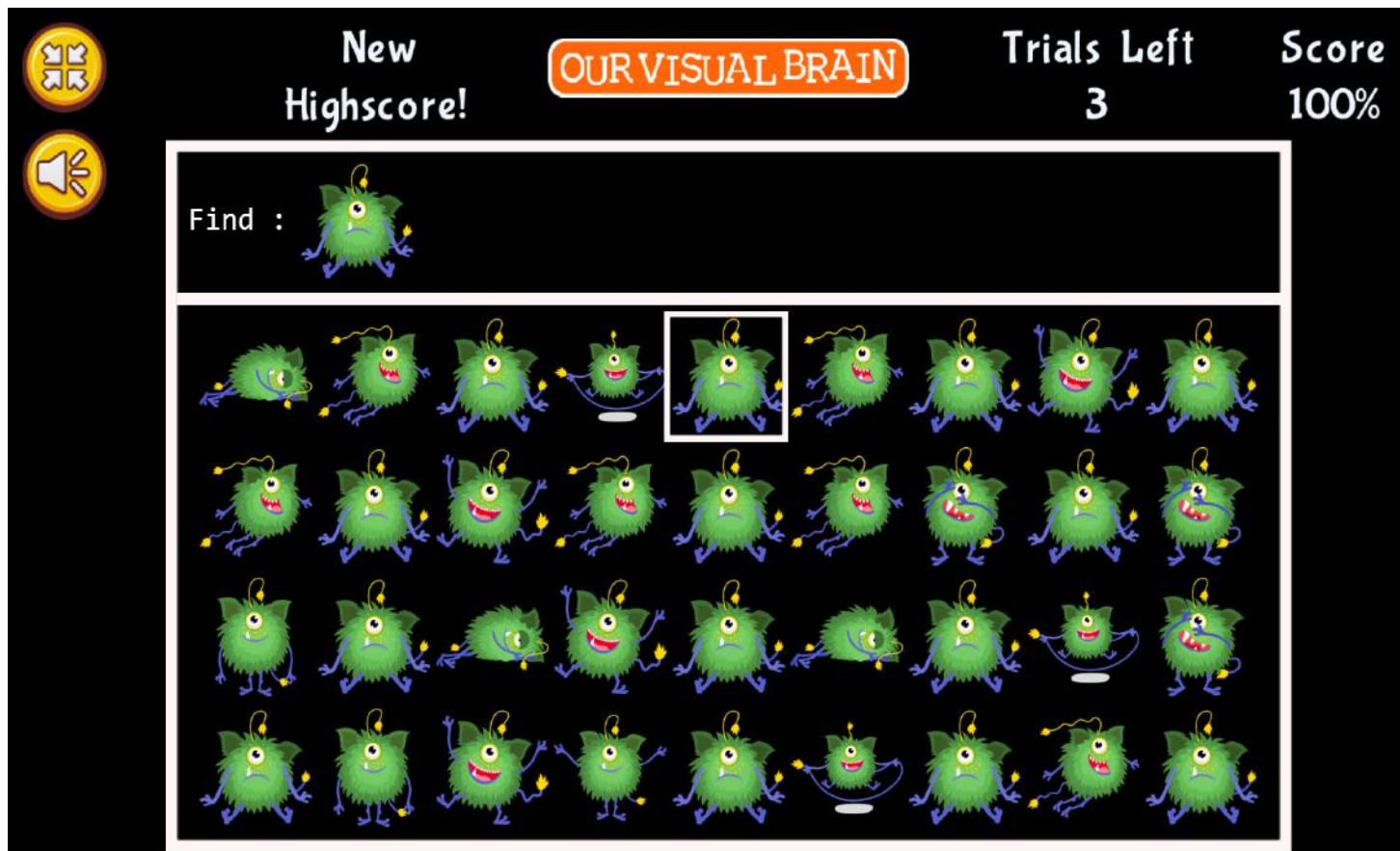
### Versions

Directionality, Even & Odd Numbers, Letters, Letter & Number Reversals, Numbers, Pictures, Shapes, Visual Discrimination, Visual Form Constancy

### Modality

Full Color,, Red/Green, MFBF 

Tracking Suite



[Play Tracking Suite](#)



## Tracking Skills

## Tracking Suite

Select a version (10 versions available)  
form-constancy

Modality  
Full Color MFBF Red/Green Dyslexic Format

Mode  
Hidden Target

Target Size  
Small Medium Large

Target Speed  
1 2 3 4 5

Trials  
- 4 +

Target Memory  
Active Inactive

Memory Duration (1 - 10 seconds)  
- 3 +

Metronome  
Active Inactive

Beats Per Minute  
- 54 +

Grid Width  
- 3 +

Grid Height  
- 3 +

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

## Mode

Hidden Target, Matching, Moving Box, Moving Car, Saccades

## Category

Tracking: Counting, Directionality, Letters, Numbers, Reversals, Visual Discrimination, Visual Form Constancy

## Configurable Options

Processing Speed, Reduced Stimulus

## Instructions

Look at the target on the upper left-hand side of your screen. Then, each time you see the target in the grid, tap your space bar.

**Saccades:** Look at the target and remember it. Then, count the number of times it appears in the grid. Select the correct number from the options provided.

## OUR VISUAL BRAIN

Prescribe More Fun!™



Vergence Skills

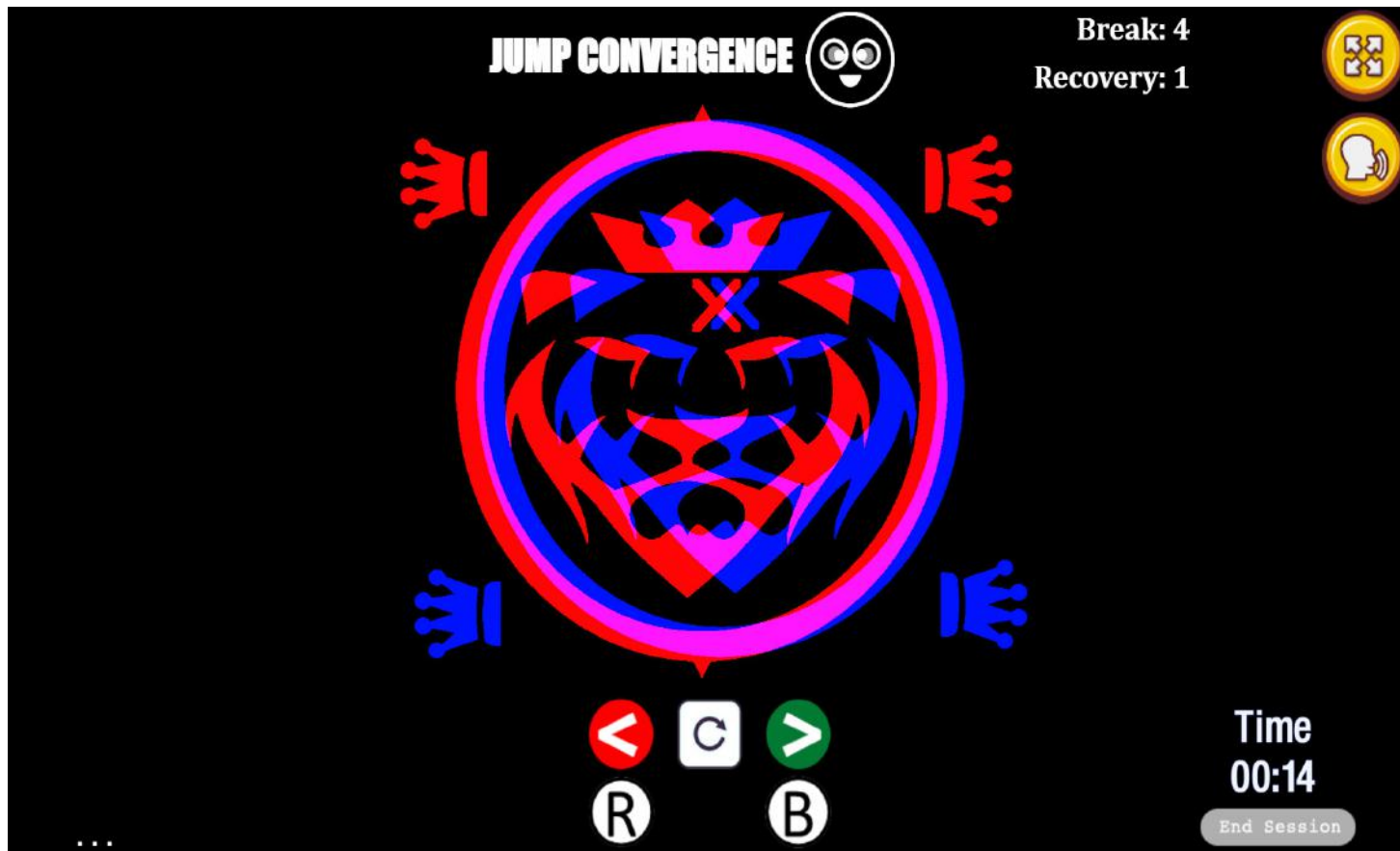
### Versions

Jump Convergence, Jump Divergence, Jump Duction, Smooth Convergence, Smooth Divergence

### Modality

Red/Green

Tranaglyph



[Play Tranaglyph](#)



Vergence Skills

Tranaglyph

Select a version (7 versions available)  
smooth-convergence

Modality

Background

Target Color(s)

Graphic

Central Spot (Circular Graphic Only)

Size

Rotation Speed (Diamond Type Only)  
0 1 2 3 4 5

Rotation Direction (Diamond Type Only)

Start Point Base Out (BO) | Range: 0 to 30  
Min: 0 Max: 30  
0  
Fine Tuning  
- 0 +

Cursor Size

Show User Interface

Target Speed

## Category

Vergence

## Configurable Options

Reduced Stimulus

## Instructions

**Smooth and Jump Convergence:** Convergence is designed to help gain increased control of binocular fusion in near activities. This activity requires your brain and eyes to “pull together” like when you are trying to look at your nose. 1. View the target wearing red/green glasses, red over the right eye. Start at Baseline(default is set at zero). 2. Work Base In (BI) direction by clicking the green arrow one time. 3. When the target can no longer be fused, click “B”. 4. Click the green arrow one time until the target fuses and then click the “R”. 5. Continue working the targets for highest break and recovery. For Jump Convergence, work base in by clicking the green arrow.

**Smooth and Jump Divergence:** Divergence is designed to help gain increased control of binocular fusion in far activities. This activity requires you to relax your gaze like when you are looking at a beautiful sunset. 1. View the target wearing red/green glasses, red over the right eye. Start at Baseline (default is set at zero). 2. Work Base Out (BO) direction by clicking the green arrow one time. 3. When the target can no longer be fused, click “B”. 4. Click the green arrow one time until the target fuses and then click the “R”. 5. Continue working the targets for highest break and recovery. For Jump Divergence, work base out by clicking the green arrow.

**Jump Duction:** 1. View the target wearing red/green glasses, red over the right eye. Start at Baseline(default is set at zero). 2. To move toward break, click the green arrow. 3. When the target can no longer be fused, click “B”. 4. Click the green arrow until the target is again fused and click “R”. 5. Alternate working the targets for highest break and recovery.

## OUR VISUAL BRAIN

Prescribe More Fun!™



### Versions

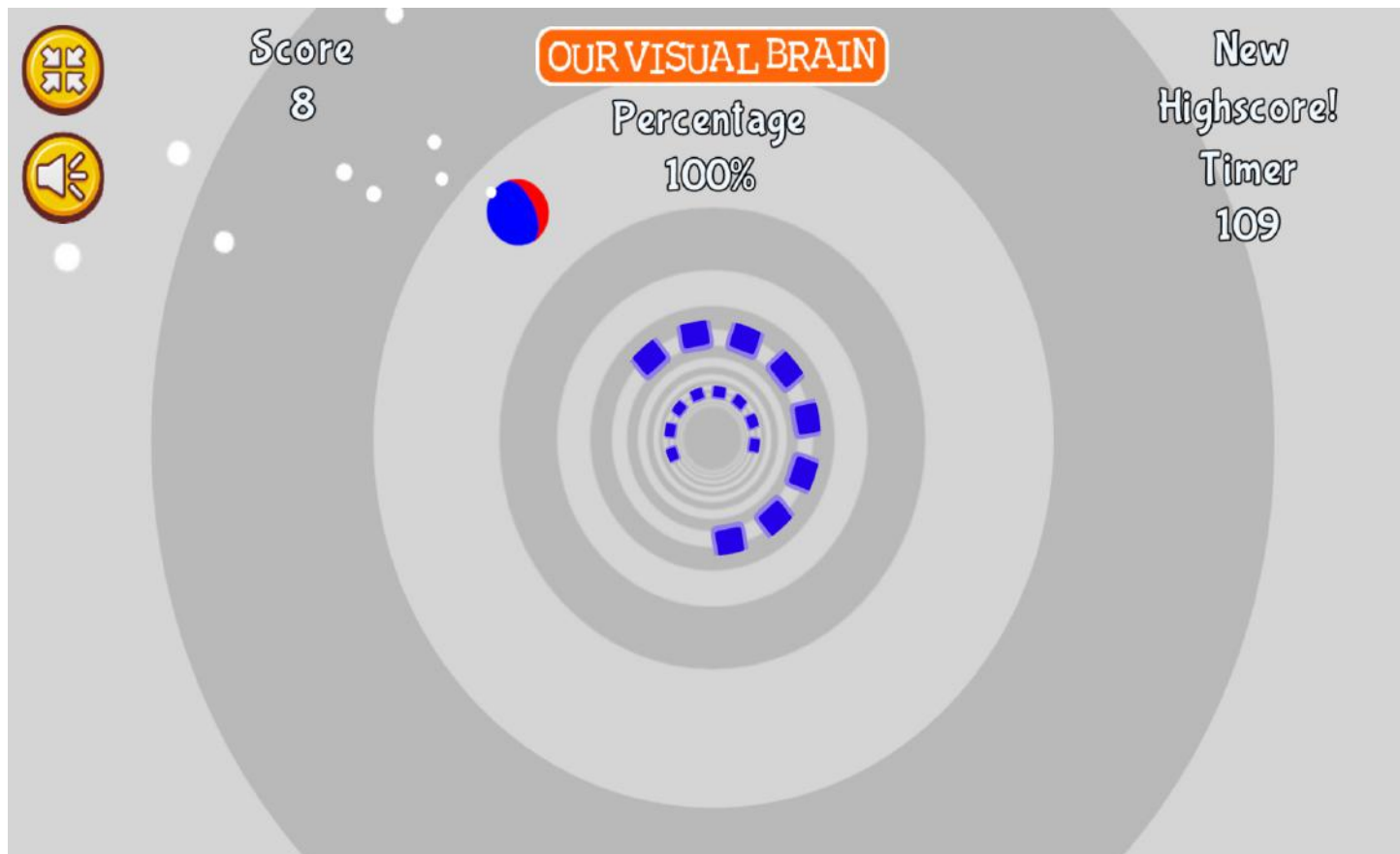
One Version

### Modality

Full Color, Red/Green, MFBF 

Tracking Skills

Tunnel Ball



[Play Tunnel Ball](#)





Tracking Skills

## Tunnel Ball

**Modality**

**Game Duration**

min  sec

**Speed**

1 2 3 4 5

**Ball Color (RedGreen Only)**

**Cursor Size**

**Show User Interface**

**Category**

Tracking, Visual Planning

**Configurable Options**Processing Speed Reduced  
Stimulus**Instructions**

Use your finger or mouse to guide the ball through the tunnel without touching the sides. You can do this by touching the ball or by clicking or tapping on the area where you would like to direct the ball. Collect coins for extra points.

## OUR VISUAL BRAIN

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Vergence Skills

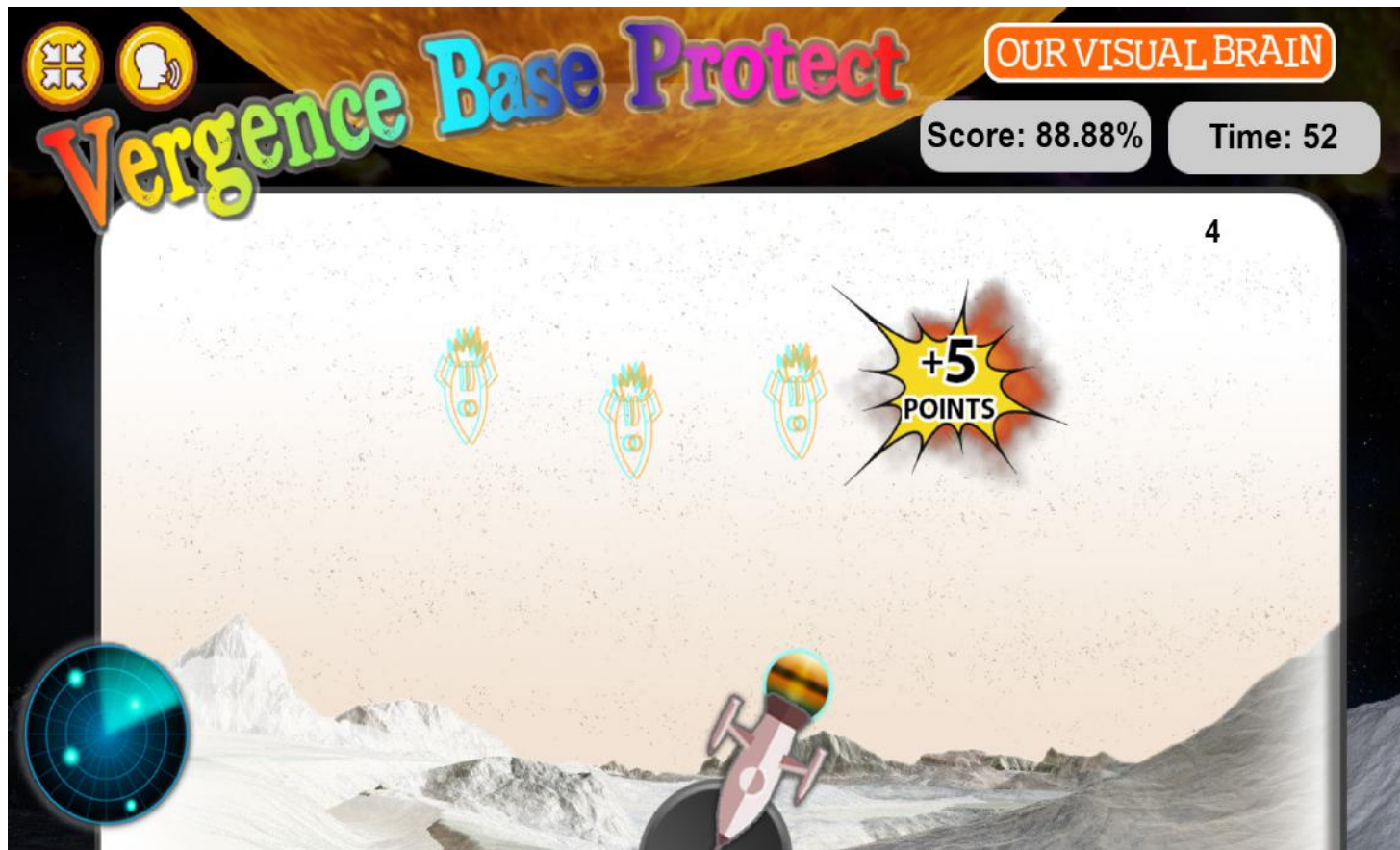
### Versions

Convergence, Divergence, Jump Duction

### Modality

Red/Green 

Vergence Base Protect


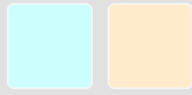


[Play Vergence Base Protect](#)



Vergence Skills

## Vergence Base Protect

<b>Modality</b>			
<input checked="" type="button" value="Red/Green"/>		<input type="button" value="Dyslexic Format"/>	
<b>Background</b>		<b>Target Color(s)</b>	
 <input checked="" type="button" value="White"/>			
<b>Game Duration</b>			
<input type="text" value="2"/>	<input type="text" value="min"/>	<input type="text" value="0"/>	<input type="text" value="sec"/>
<b>Vergence</b>			
<input checked="" type="button" value="Convergence"/>		<input type="button" value="Divergence"/>	<input type="button" value="Jump Duction"/>
<b>Cursor Size</b>			
<input checked="" type="button" value="Small"/>	<input type="button" value="Medium"/>	<input type="button" value="Large"/>	<input type="button" value="Extra Large"/>
<b>Show User Interface</b>			
<input checked="" type="button" value="Active"/>		<input type="button" value="Inactive"/>	

**Category**

Flat Fusion Stereo

**Configurable Options**

Processing Speed, Reduced Stimulus, Dyslexic Format

**Instructions**

To shoot, use the arrows on your key- board or if your device has a microphone, say "1,2,3 or 4" to choose the rocket's position on the screen moving left to right, i.e. say "1" to choose the rocket on the far left.

**Convergence:** Shoot the rocket that is closest to you. Look at them all carefully before shooting!

**Divergence:** Shoot the rocket that is farthest away from you. Look at them all carefully before shooting!

**Jump Duction:** Shoot the rocket that is different. Look at them all carefully before shooting!

## OUR VISUAL BRAIN

Prescribe More Fun!™



Vergence Skills

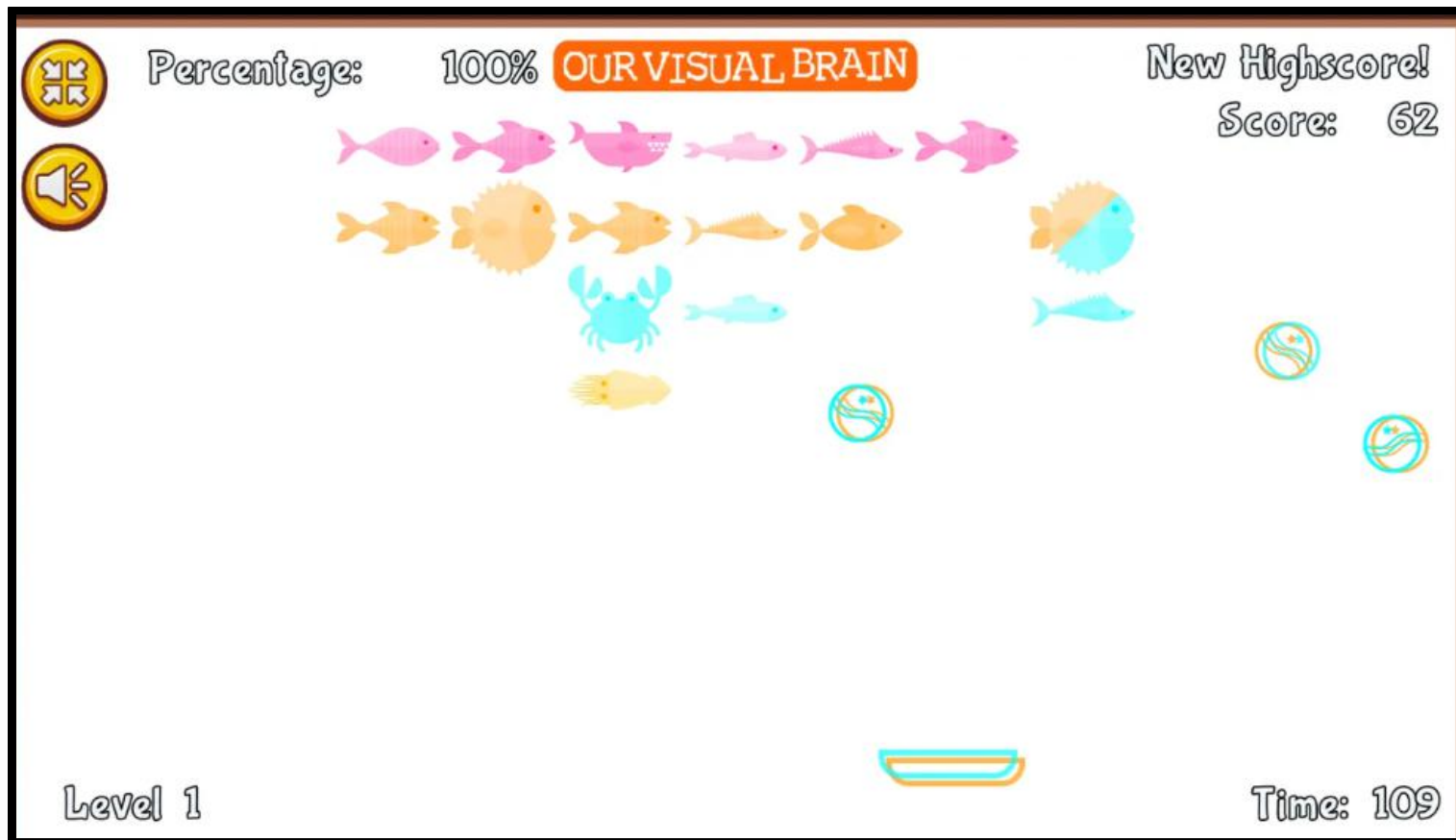
### Versions

Convergence, Divergence, Jump Duction

### Modality

Red/Green 

## Vergence Fish Blast



[Play Vergence Fish Blast](#)



Vergence Skills

## Vergence Fish Blast

**Modality**

Red/Green Dyslexic Format

**Background**

White

**Target Color(s)**

Target Color(s) selection area with two color swatches (cyan and orange).

**Vergence Version**

Convergence Divergence Jump Duction

**Game Duration**

2 min 0 sec

**Ball Speed**

1 2 3

**Category**

Flat Fusion Stereo

**Configurable Options**

Reduced Stimulus, Dyslexic Format

**Instructions**

Using your mouse or touchscreen move the paddle to smash the ball(s) into the school of fish. After you have scored 20 points at the beginning of each level, you will need to hit only the ball(s) that are moving at the same depth as your paddle. This target ball will change throughout the activity, so pay close attention! Use your paddle to hit the falling bonus bubbles to get extra balls or to add more time to your game. Hit the Easter Egg fish to receive an extra ball.

## OUR VISUAL BRAIN

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Vergence Skills

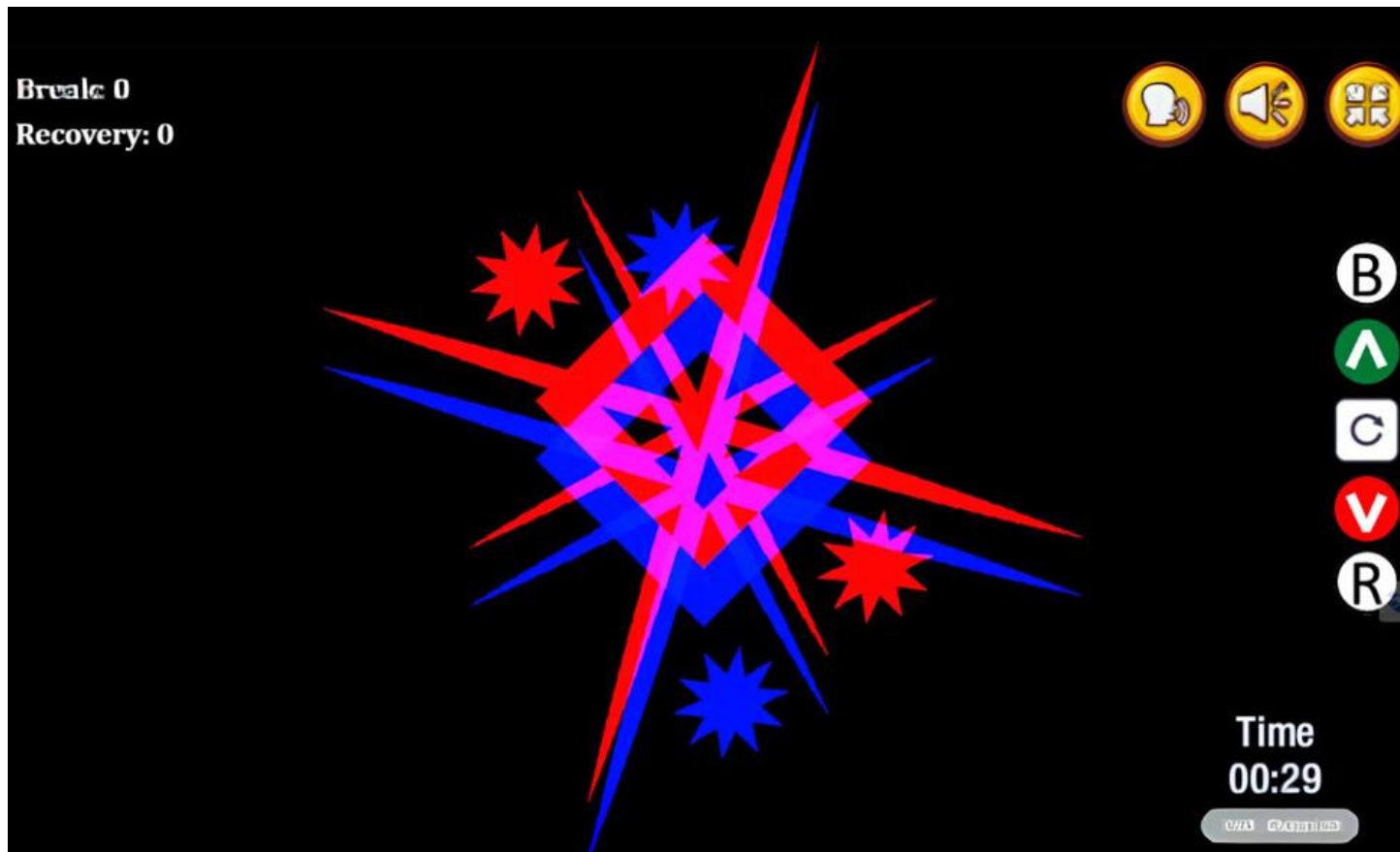
### Versions

Smooth Vertical Vergence, Jump Vertical Vergence,

### Modality

Red/Green

Vertical Tranaglyph



[Play Vertical Tranaglyph](#)



Vergence Skills

## Vertical Tranaglyph

Select a version (2 versions available)  
smooth-vertical-vergence

Modality  
Red/Green Dyslexic Format

Background Target Color(s)  
White Black

Graphic Option  
Circular Diamond Lion Tribal Sun

Central Spot (Circular Graphic Only)  
On Off

Size  
Small Medium Large

Rotation Speed (Diamond Type Only)  
0 1 2 3 4 5

Rotation Direction (Diamond Type Only)  
Clockwise Counterclockwise

Cursor Size  
Small Medium Large Extra Large

Show User Interface  
Active Inactive

Target Speed  
Slow Medium Fast

## Category

Vergence

## Configurable Options

Dyslexic Format

## Instructions

**Smooth and Jump Vertical Vergence:** Vertical Vergence is designed to help gain increased control of binocular fusion when there is a vertical deviation. This activity requires the eyes to adjust and attempt to fuse the target with vertical movement of the right eye and/or left eye images.

1. View the target wearing red/green glasses, red over the right eye. Start at Baseline (default is set at zero) or wherever the patient can fuse the targets.
2. Work vertical adjustment by clicking the green arrow one time.
3. When the target can no longer be fused, click "B".
4. Click the green arrow one time until the target fuses, and then click the "R".
5. Alternate working the targets for highest break and recovery.

For Jump Vertical Vergence, work vertical adjustment by clicking the green arrow.



## OUR VISUAL BRAIN

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Peripheral Skills

### Versions

Saccadic Localization; Central Peripheral Localization

### Modality

Full Color, Red/Green, MFBF 

Visual Field Expansion



[Play Visual Field Expansion](#)



Peripheral Skills

Visual Field Expansion

Select a version (2 versions available)  
central-peripheral-localization

Modality  
Full Color MFBF Red/Green

Version  
Timed Trials

Game Duration (Timed Version Only)  
2 min 0 sec

Number of Trials (Trials Version Only)  
- 5 +

Central Target  
Active Inactive

Target Size  
Small Medium Large

Target Movement  
Jiggling Circle Sine Grating Moving Target

Reaction Time Option  
Active Inactive

Reaction Time (Seconds) | Range: 0.1 to 10  
Min: 0.1 Max: 10  
1

Fine Tuning  
- 1 +

Quadrant 1  
True False

Quadrant 2  
True False

Quadrant 3  
True False

Quadrant 4  
True False

Target Color  
White Black Cream Grey Yellow

Background Color  
Black

Video Background  
Active Inactive

Video Option  
City Crowd 1

Show User Interface  
Active Inactive

## Category

Peripheral Skills, Tracking Skill

Building

## Configurable Options

N/A

## Instructions

**Saccadic Localization:** As quickly as possible, click on the targets as they appear.

**Central Peripheral Localization:** While keeping your eye on the central target, click on the targets as they appear.

Note: You must tap the central target each time before you click on the target.

## OUR VISUAL BRAIN

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### Versions

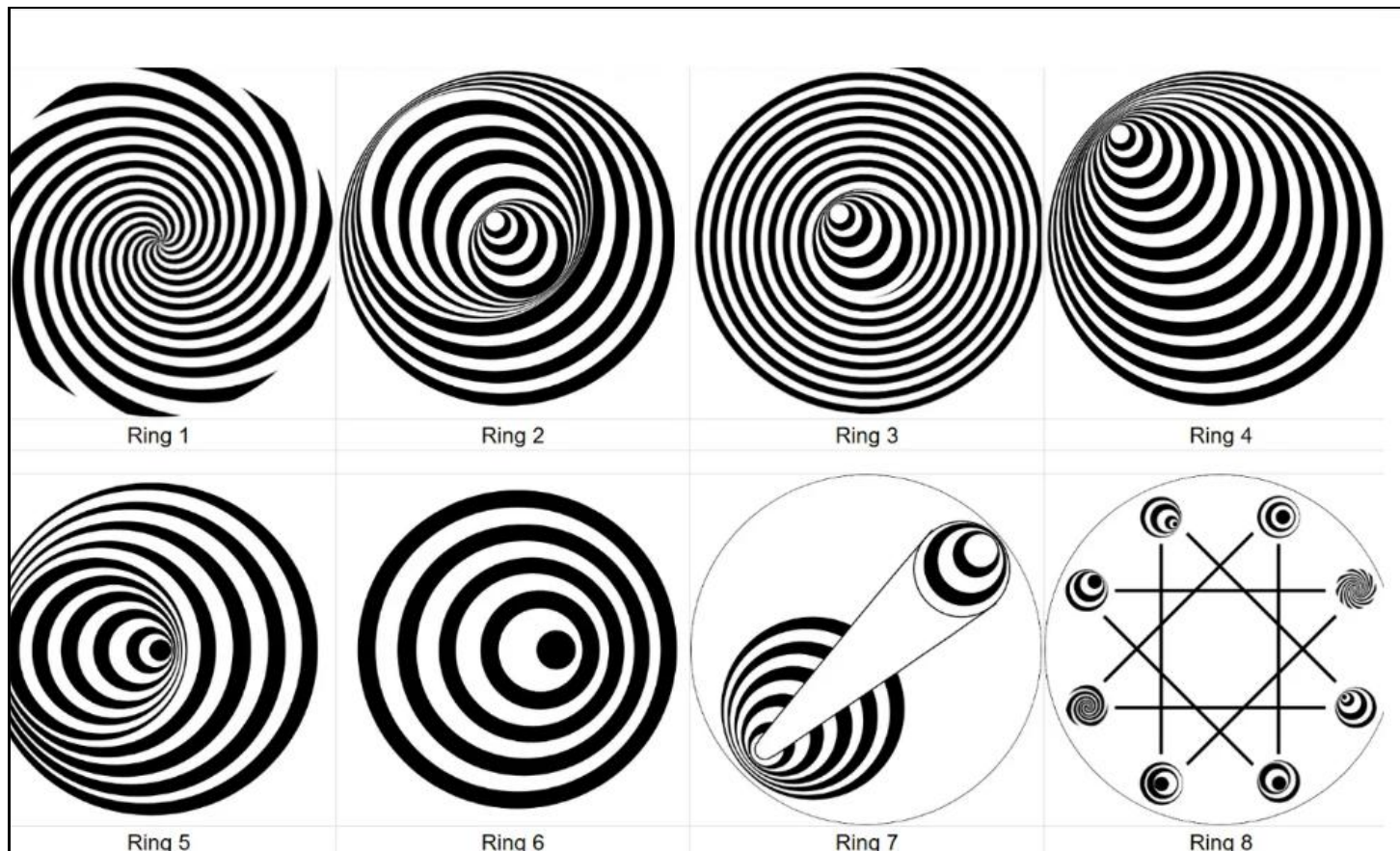
One Version

### Modality

Full Color, Red/Green, MFBF 

Vergence Skills

Wallach Rings



[Play Wallach Rings](#)



Vergence Skills

## Wallach Rings

Modality			
Full Color	MFBF	Red/Green	
Game Duration			
2	min	0	sec
Ring Type			
Wallach Ring 1 ▾			
Ring Size			
Small	Medium	Large	Extra Large
Cursor Size			
Small	Medium	Large	Extra Large
Show User Interface			
Active	Inactive		

## Category

Tracking Skill Building, Stereopsis

## Configurable Options

N/A

## Instructions

**Look 1. Focus on the Target:** Begin by looking at the center of the screen where the target is located. Let your eyes settle and take a moment to relax.

**2. Shift Perspective - Pop Out:** Adjust your focus so the target appears to pop out toward you. Take your time to notice the depth and shape as it comes forward.

**3. Shift Perspective - Pop Back:** Now, shift your focus again, allowing the target to sink back or pop into the background. Notice how the depth changes as you adjust your perspective.

**4. Practice the Transition:** Alternate between the target popping out and popping back. Move slowly and deliberately at first, then gradually speed up as you become more comfortable.

**5. Repeat and Refine:** Continue practicing the shift until you feel confident with your ability to control the perspective changes.

**6. Complete the Session:** When you're finished, take a moment to relax your eyes and return to a neutral gaze.

# OUR VISUAL BRAIN

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Tracking Skills

## Versions

One Version

## Modality

Full Color, Red/Green, MFBF 

Watch Out



[Play Watch Out](#)





## Tracking Skills

## Watch Out

Select a version (2 versions available)

untimed ▼

Modality

Full Color MFBF Red/Green Dyslexic Format

Target Speed

1 2 3 4 5

Distractor

Active Inactive

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

## Category

Tracking, Arcade Games, Visual Planning

## Configurable Options

Processing Speed, Reduced Stimulus

## Instructions

Control the traffic and avoid crashes by clicking on cars to speed them up.

# OUR VISUAL BRAIN

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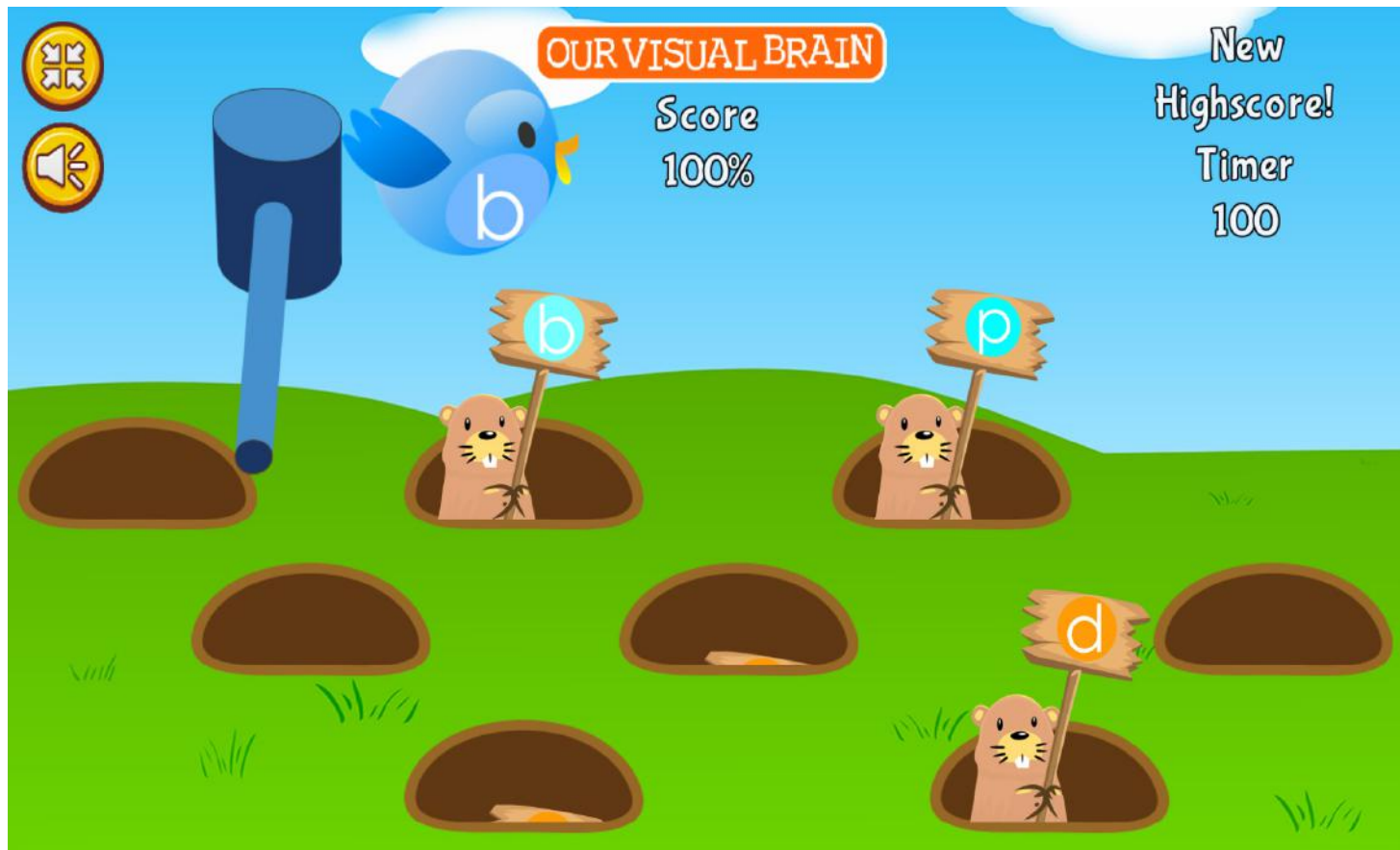
Tracking Skills

## Versions

Counting, Reversals, Skip Counting

## Modality

Full Color, Red/Green, MFBF 



Whack It

[Play Whack It](#)





Tracking Skills

Whack It

Select a version (3 versions available)

counting

Modality

MFBF Red/Green Dyslexic Format

Background Target Color(s)

White

Target Speed

1 2 3 4 5

Metronome

Active Inactive

Beats Per Minute

54

Font Size

Small Medium Large Extra Large

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Initial Number

1

Final Number

13

## Category

Tracking, Counting, Reversals

## Configurable Options

Processing Speed

## Instructions

**Reversals:** Look at the letter on the bird flying across the screen. Look for the same letter on the mole's sign and whack it with your mallet.

**Counting:** Start and end with the numbers shown on the top left-hand side of the screen. Look for the numbers in order on the mole's sign and whack them with your mallet.

**Skip Counting:** Skip count by the number shown on the top left-hand side of the screen by repeatedly adding that number to the starting number. Look for these numbers in order on the mole's sign and whack them with your mallet.

## OUR VISUAL BRAIN

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Letter & Word

### Versions

Adjectives, Nouns, Verbs

### Modality

Full Color

Word Builder



[Play Word Builder](#)



Letter &amp; Word

## Word Builder

Select a version (3 versions available)

nouns

Modality

Red/Green Dyslexic Format

Background

White

Target Color(s)

Game Duration

2 min 0 sec

Number of Missing Letters

1 2 3 Whole Word

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

## Category

Spelling, Word Building

## Configurable Options

Processing Speed

## Instructions

Look at the picture then find the letter or letters in the row below that are needed to correctly spell the word. Read the word out loud, when you are sure you have spelled the word correctly, click the green check mark.

# OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

## Versions

Initial, Medial, & Final Letters, Whole Word

## Modality

Full Color

Word Builder: CVC



[Play Word Builder: CVC](#)



Letter &amp; Word

Word Builder: CVC

Select a version (4 versions available)

whole-word ▼

Modality

Red/Green Dyslexic Format

Background Target Color(s)

White

Game Duration

2 min 0 sec

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

**Category**

Spelling, Word Building

**Configurable Options**

Processing Speed

**Instructions**

Look at the picture then find the letter or letters in the row below that are needed to correctly spell the word. Read the word out loud, when you are sure you have spelled the word correctly, click the green check mark.



## OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

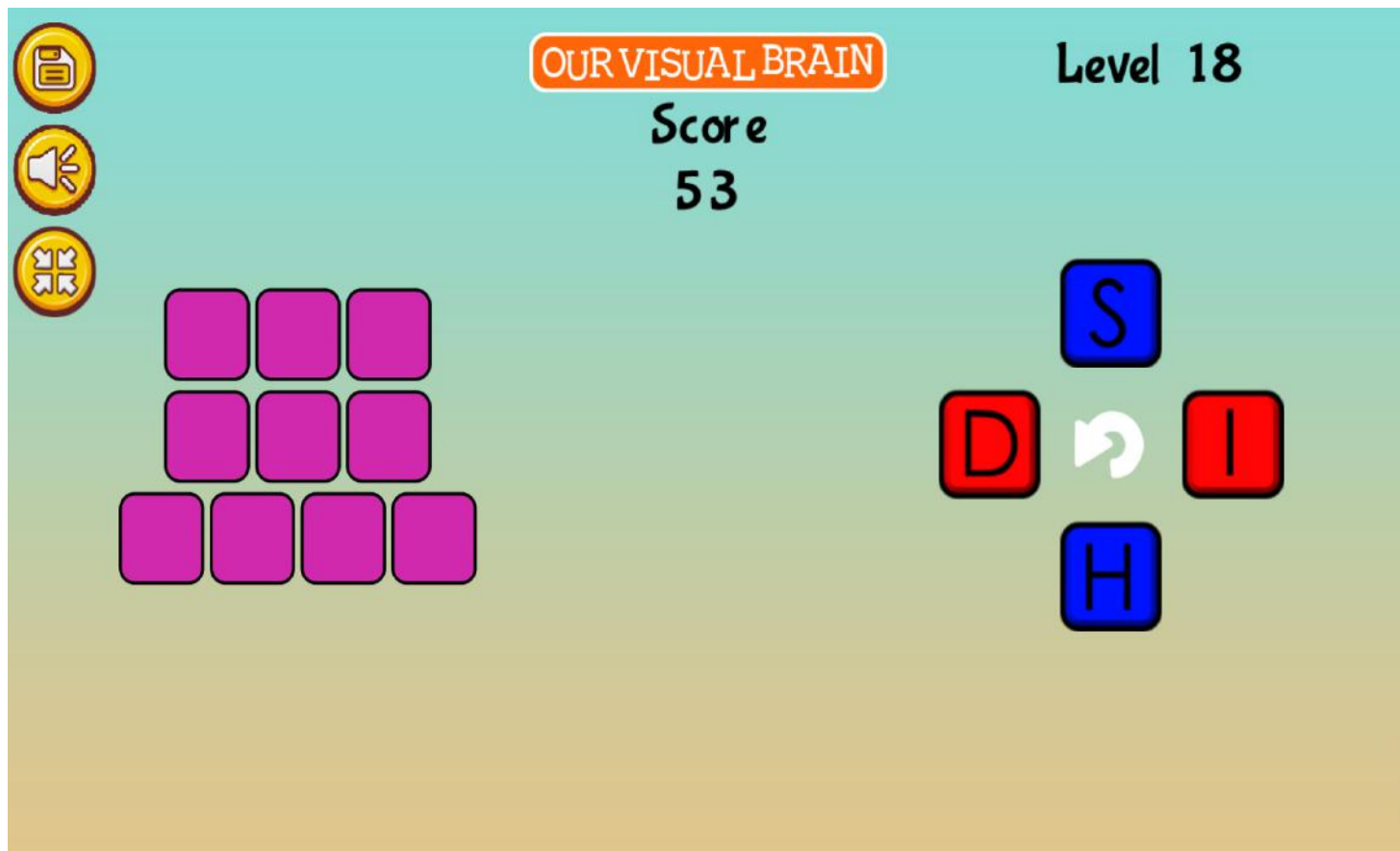
### Versions

Freeplay, In-Office

### Modality

Red/Green, MFBF 

Word Connect



[Play Word Connect](#)



Letter &amp; Word

Word Connect


Select a version (2 versions available)


freeplay ▼

Modality

Full Color MFBF **Red/Green** Dyslexic Format

Background Target Color(s)

 **Black**



Cursor Size

**Small** Medium Large Extra Large

Show User Interface

**Active** Inactive

**Category**

Word Games

**Configurable Options**

Reduced Stimulus

**Instructions**

Use the mouse or your finger to connect letters to form words out of the jumbled letters.

NOTE: You may come up with correct answers that are not included in the word list, Bonuses are occasionally awarded for finding extra words.



# OUR VISUAL BRAIN

Prescribe More Fun!™



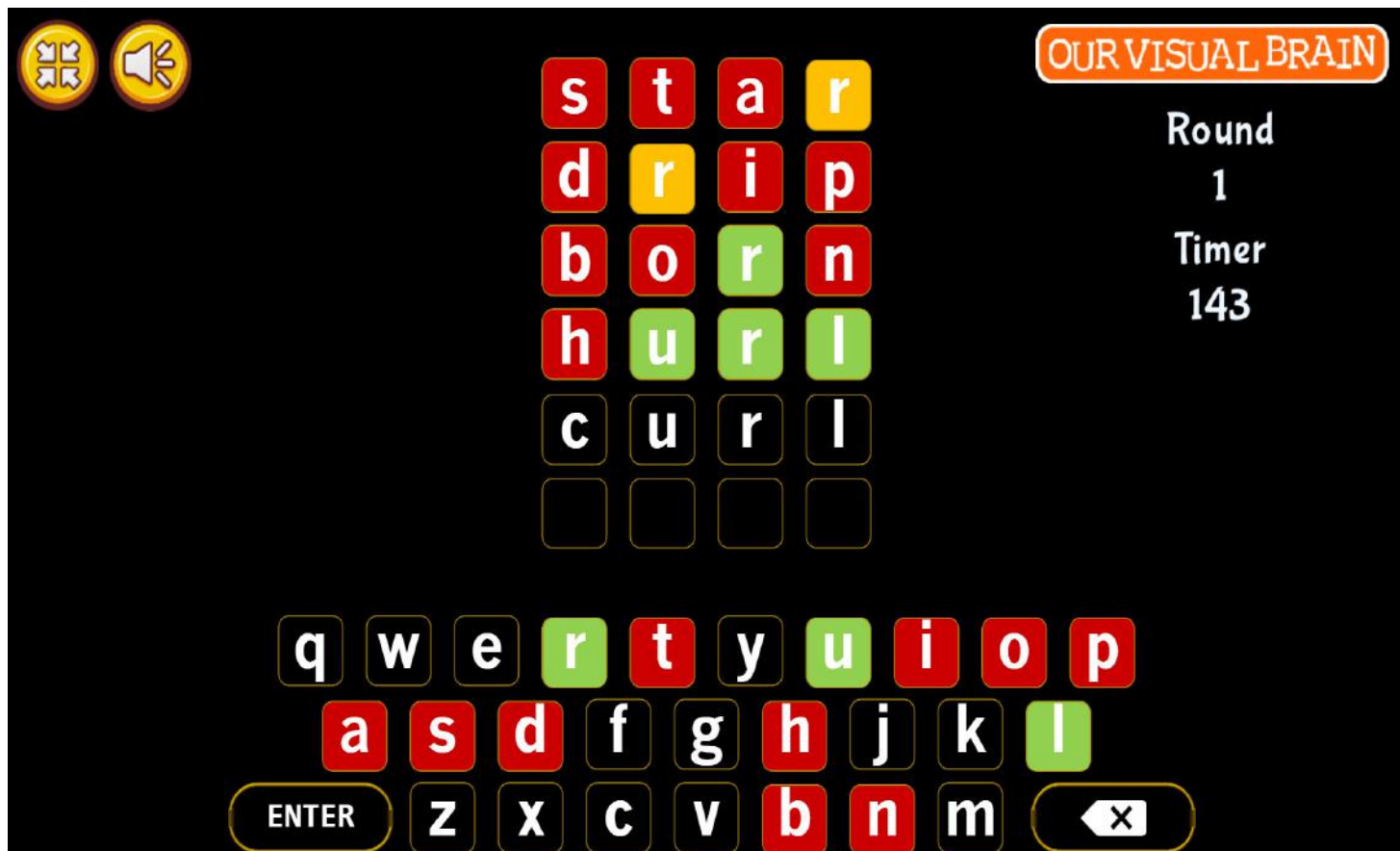
Letter & Word

## Versions

Wordie of the Day, Wordie Roundup

## Modality

Full Color



Wordie

[Play Wordie](#)



Letter &amp; Word

Select a version (2 versions available)

wordie-of-the-day ▼

Modality

Full Color Dyslexic Format

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Background Music

Active Inactive

Word Of The Day

3 Letter 4 Letter 5 Letter 6 Letter Random

### Category

Word Games, Letter & Word

### Configurable Options

Reduced Stimulus

### Instructions

To kick off the game, you must input your first guess. Once you've done this, Wordie will help you along with color-coded hints. If a letter is highlighted in green, it means that it's placed in the correct spot in correspondence with the daily word. If the letter is highlighted in yellow, this signifies that this letter is featured in the daily word, but it's not in the correct spot. Red indicates that the letter is not in the target word at all.

Wordie

# OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

## Versions

Freeplay, In-Office

## Modality

Full Color, Red/Green, MFBF 

Word Swipe

LEVEL 1

ONE WORD WITH TWO MEANINGS

7

CONTENT

6

5

OUR VISUAL BRAIN

Score: 7

S	H							
O	A							
B	T							
J	C							
C	O	N	E	N	E	H	T	
E	R	R	E	N	C	G	T	
U	A	R	Y	K	T	U	H	
C	L	S	S	E	R	D	D	A

3

3

3

0

[Play Word Swipe](#)



Letter &amp; Word

## Word Swipe

Select a version (2 versions available)

in-office ▼

Modality

Full Color MFBF Red/Green Dyslexic Format

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

Starting Level

3

Ending Level

10

**Category**

Word Games

**Configurable Options**

Reduced Stimulus

**Instructions**

Use the title of the puzzle as a clue to finding the correct answers. Swipe letters horizontally or vertically, forward or backward to find and collect words.

PRO TIP: Look for bonus words that do not fit the clue to earn coins.

These coins can be used to help you out if you get stuck and need to use the "Search", "Clue" or "Shuffle" options. -Click on the star to add coins to your bank!

# OUR VISUAL BRAIN

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Letter & Word


## Versions

One Version

## Modality

Full Color, Red/Green, MFBF 

Word Turn

**Total Points**  
133

**OUR VISUAL BRAIN**

**Percentage**  
97.05%

**Timer**  
150

L	N	E	H	F	ooze	nosy	joeys
N	Z	S	Y	E	keys	zoos	
E	O	E	I	O	zoo	key	
I	O	K	O	J	joy	yes	
S	Y	S	S	R	feh	yen	
					yokes	yens	
					yoke	hens	
					jokes	hen	
					joke	nooks	
					oozes	nook	
					son	one	
					she	jokey	
					zone	soy	
					rosy	soys	
					roe	koi	
					nose	joey	

**Rotate**
**Submit**
**Clear**

[Play Word Turn](#)



Letter &amp; Word

<b>Modality</b>			
Full Color	MFBF	Red/Green	Dyslexic Format
<b>Game Duration</b>			
2	min	0	sec
<b>Puzzle Size</b>			
4 x 4	5 x 5		
<b>Cursor Size</b>			
Small	Medium	Large	Extra Large
<b>Show User Interface</b>			
Active	Inactive		

**Category**

Word Games

**Configurable Options**

Reduced Stimulus, Dyslexic Format

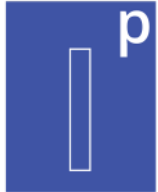
**Instructions**

Score points by finding words in the random letters in the grid. The letters you use must be touching vertically, horizontally, or diagonally in a chain. You can't skip or jump across letters. When you find a word, click or tap on the letters and click [b]Submit[/b] when you are done. If you need to start over, click "[b]Clear[/b]". For an alternate view of the grid, click "[b]Rotate[/b]".



## OUR VISUAL BRAIN

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Information  
Processing

### Versions

Free-play, In-Office

### Modality

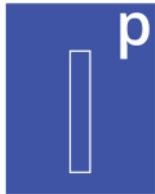
Full Color, Red/Green, MFBF 

Zombie Blast



[Play Zombie Blast](#)





Information  
Processing

# Zombie Blast

Select a version (2 versions available)

freeplay

Modality

Full Color MFBF Red/Green

Visual Assist

Active Inactive

Blood Splatter

Active Inactive

Cursor Size

Small Medium Large Extra Large

Show User Interface

Active Inactive

## Category

Spatial Reasoning, Arcade Games

## Configurable Options

Reduced Stimulus

## Instructions

Your goal is to eliminate the zombies who are threatening civilization as we know it! Shoot each zombie on the screen before moving on to the next. Keep an eye out for zombies on the far right-hand side. You will have to remember their location because you may not be able to see them when lining up your shot.

Mouse: To shoot, left-click on the skull inside the slingshot to line up your shot. Once you are satisfied with the angle of your shot, let up on your left-click button.

Touch: Place your finger on the skull inside the slingshot to line up your shot. Once you are satisfied with the angle of your shot, lift up your finger. Good luck! We are counting on you to keep the world safe!