

**OUR VISUAL BRAIN**

Prescribe More Fun!™



# The Our Visual Brain User's Guide

## OUR VISUAL BRAIN

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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.

# Quick Start Guide

Clinic
Clinic Dashboard
Therapist Roster
Activity Sessions
Activities
Activity Explorer
Worksheet Explorer
Motion Explorer
PlayList Library
Clinic Administration
Subscriptions
Users
Billing

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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.

# Quick Start Guide

The screenshot displays the 'Activity Explorer' interface. At the top, there are tabs for 'Therapy Categories', 'Supported Modalities', and 'Configurable Options'. The 'Therapy Categories' tab is active, showing a list of categories on the left and a grid of activities on the right. The 'Information Processing' category is selected, and the 'Visual Closure' sub-category is chosen. Below the filters, there are buttons for 'Clear all Information Processing' and 'Select all Information Processing'. The 'Selected Category Filters' section shows 'Visual Closure' as the active filter. The 'View as' section has 'Grid' selected. The main content area shows '1 category match: Visual Closure' and displays four activity cards: 'Grid Matching', 'Jigsaw Puzzles', 'Letter Matching', and 'Match It'. Each card includes a thumbnail, a title, a set of filter icons (MEBF, R/G, EC, VR, RS, PS), and a list of therapy categories.

**Activity Explorer**

Filters

Therapy Categories Supported Modalities Configurable Options

Hide Categories MEBF Red/Green Full Color Voice Recognition Reduced Stimulus Processing Speed

**Filter by Therapy Category** Clear All

Accommodation Skills	<input type="checkbox"/> Alphabetizing	<input type="checkbox"/> Arcade Games	<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"/> Mirroring	<input type="checkbox"/> Reaction Timing
Letter & Word	<input type="checkbox"/> Response Inhibition	<input type="checkbox"/> Reversals	<input type="checkbox"/> Rhythmic Visual Motor	<input type="checkbox"/> Sequencing Skill Building
Math/Algebra	<input type="checkbox"/> Sorting	<input type="checkbox"/> Spatial Reasoning	<input type="checkbox"/> Visual Attention	<input checked="" type="checkbox"/> Visual Closure
Motor Skills	<input type="checkbox"/> Visual Discrimination	<input type="checkbox"/> Visual Figure Ground	<input type="checkbox"/> Visual Form Constancy	<input type="checkbox"/> Visual Memory
Peripheral Expansion	<input type="checkbox"/> Visual Planning	<input type="checkbox"/> Visual Scanning	<input type="checkbox"/> Visual Sequential Memory	

Clear all Information Processing Select all Information Processing

Selected Category Filters: Visual Closure

View as Grid Table

1 category match: Visual Closure

**Grid Matching**

MEBF R/G EC VR RS PS

Therapy Categories  
Visual Closure

**Jigsaw Puzzles**

MEBF R/G EC VR RS PS

Therapy Categories  
Visual Closure, Spatial Reasoning

**Letter Matching**

MEBF R/G EC VR RS PS

Therapy Categories  
Visual Closure

**Match It**

MEBF R/G EC VR RS PS

Therapy Categories  
Letter Sounds, Tracking Skill Building, Visual Scanning, Visual Form Constancy, Visual Figure Ground, Visual Discrimination, Visual Closure



## 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."

# Quick Start Guide

### Speed Tap

Visual Discrimination   Peripheral Skills   Reaction Timing   Directionality Skill...   Stereopsis



**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.

### My Configurations

[New Configuration](#)

	Name	Version	Actions
<a href="#">↑</a> <a href="#">↓</a>	Speed Tap	moon-match	<a href="#">✎</a> <a href="#">✓</a> <a href="#">✖</a>

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## How to Play an Activity continued

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

# Quick Start Guide

**Speed Tap**

Visual Discrimination | Peripheral Skills | Reaction Timing | Directionality Skill... | Stereopsis

Score: 0 | Percentage: 0%

**Speed Tap**

Select a version (5 versions available)  
space-smash

Modality: Full Color | MFBF | Red/Green

Game Duration: 2 min | 0 sec

Distractor: Active | Inactive

Target Size: Small | Medium | Large

Target Speed: 1 2 3 4 5

Pattern: Arrow | Circle | Starburst

Graphic: Spaceship | Circle

Configuration Tag: space-smash

Note for patient: Note for patient

Cancel Save

**My Configurations**

New Configuration

Name	Version	Actions
Speed Tap	moon-match	[Edit] [Checkmark] [Delete]



## How to Modify an Activity

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

The screenshot shows a user interface titled "My Configurations". At the top left is a blue button with a plus icon and the text "New Configuration". Below this is a table with the following structure:

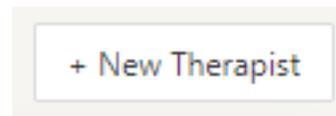
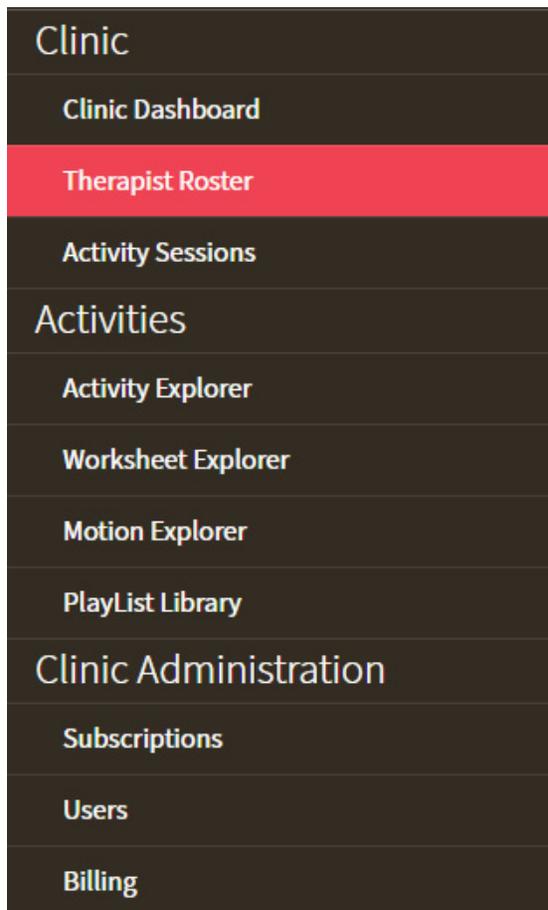
	Name	Version	Actions
 	Speed Tap	moon-match	  



## How to Add a Therapist

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

# Quick Start Guide



### New Therapist ×

First Name \*

Last Name \*

Email \*

Cancel Submit

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## 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

# Quick Start Guide

Clinic
<b>Clinic Dashboard</b>
Therapist Roster
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Activities
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Worksheet Explorer
Motion Explorer
PlayList Library
Clinic Administration
Subscriptions
Users

Current Patient Roster + New Patient

Patient ↑	Recent Engagement	Lic. Expires	Messages
<a href="#">C. Hunter</a>	S M T W T F S	08/06/2023	
<a href="#">R. Mevent</a>	S M T W T F S	08/06/2023	

**New Patient** ×

First Name \*

Last Name \*

Email \*

Cancel Submit



## 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:

- 1) Activity: Digital activities and games configured by you.
- 2) Worksheets: Downloadable worksheets for in-office and at home, and
- 3) Motion: Short tutorials demonstrating how to use common household items to work on a wide variety of perceptual skills.

# Quick Start Guide

Activity Playlist			Worksheet Playlist			Motion Playlist	
Activity	Version	Assigned	Worksheet	Assigned	Download	Motion	Assigned
Spelling CVC	1	07/28/2022	Puzzle Matching	08/06/2022		Visual Closure + More!	08/06/2022 
Letter Matching	1	07/28/2022	Shape Matching 4	08/06/2022			
Frenzy	1	07/28/2022					
Word Builder	1	07/28/2022					

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## 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.

# Quick Start Guide

The screenshot displays the software's filter and activity selection interface. At the top, there are sections for 'Filters', 'Supported Modalities' (MFBF, Red/Green, Full Color), and 'Configurable Options' (Voice Recognition, Reduced Stimulus, Processing Speed). Below this is a 'Filter by Therapy Category' section with a 'Clear All' button. The categories listed on the left are: Accommodation Skills, Information Processing (highlighted in red), Letter & Word, Math/Algebra, Motor Skills, Peripheral Expansion, Tachistoscope Skills, Tracking Skills, and Vergence Skills. The 'Information Processing' category is expanded, showing a grid of checkboxes for various activities: Alphanumeric, Crossing the Midline, Response Inhibition, Sorting, Visual Discrimination, Visual Planning, Arcade Games, Directionality Skill Building, Reversals, Spatial Reasoning, Visual Figure Ground, Visual Scanning, Auditory Memory, Mirroring, Rhythmic Visual Motor, Visual Attention, Visual Form Constancy, Visual Sequential Memory, Bilateral Integration, Reaction Timing, and Sequencing Skill Building. The 'Visual Closure' checkbox is checked. Below the filter section, 'Selected Category Filters' shows 'Visual Closure' with a close button. A 'View as' dropdown is set to 'Grid'. The main area shows '1 category match: Visual Closure' and a grid of four activity cards: 'Grid Matching', 'Jigsaw Puzzles', 'Letter Matching', and 'Match It'. Each card includes a visual preview, a list of supported modalities (MFBF, R/G, EC, VR, RS, PS), a progress indicator, therapy categories, and 'Bookmark' and 'Add to Playlist' buttons.

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### How to Setup a Patient on a Home Program

1. After you have set up your patient's playlist, click the button labeled "Upgrade to Home Account".

A screenshot of a patient profile page. At the top left, the patient's name "Paisley Morgan" is displayed. To the right of the name are four buttons: "Delete Patient", "Deactivate Patient", "Upgrade to Home Account", and "In-Office Play". Below the name, the following information is shown: "Last Login: NEVER License: Patient Clinic Issued: 08/06/2022 Expires: 08/06/2023 Status: CURRENT". Below this information is a section titled "Patient Therapy Categories" with an "Edit" button (a blue button with a pencil icon). Below the "Edit" button is a message box that says: "This patient has no assigned therapy categories. Click [here](#) to assign or remove a therapy category, or click on the 'edit' button above."



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## Playlist Examples

OVB playlists are designed to keep you and your patients on point and organized.

Getting started is easy! To help onboard your patients, we created a series of playlists that can be quickly and easily added to your patient's schedule. To accommodate varying skill levels, the following examples contain Playlists "A" and "B", each starting at the easiest settings.

1. Click on the patient's name in your roster.
2. Click on "Manage Playlist" and using the search tool type in the name of each activity listed in your selected Playlist Example.
3. Click "Add to Playlist" and configure the activity using the settings displayed in the version notes or create your own.

The screenshot displays the 'Tracking Suite' activity details in the OVB interface. At the top, there are 'Filters' and a search bar containing 'Tracking Suite'. Below the search bar, there is a 'Therapy Categories' section with a 'Show Categories' button. The main content area shows a preview of the 'Tracking Suite' activity, which is a grid of green stars on a black background. Below the preview, the title 'Tracking Suite' is displayed, followed by a row of icons: MFBF, R/G, FC, VR, RS, and PS. Below the icons, there is a 'Therapy Categories' section listing: Directionality Skill Building, Reversals, Tracking Skill Building, Visual Discrimination, Visual Form Constancy, and Counting. At the bottom, there are two buttons: 'Bookmark' and 'Add to Playlist'.



## Reduced Stimulus Mixed Perceptual Skills

Tracking, Spatial Reasoning, Directionality, Word Games

A

Activity Playlist Clear Playlist

	Activity	Version*	Assigned	Actions**
↑ ↓	Tracking	Letters/RG/Matching/Large/Speed 1/2 Trials/Memory Inactive/1 Character	08/14/2022	✎ ✓ 🗑
↑ ↓	Puzzle It	Free Play	08/14/2022	✎ ✓ 🗑
↑ ↓	Rocket Trail	Metronome Inactive/RG/Trials 2/Directions 4/6x4	08/14/2022	✎ ✓ 🗑
↑ ↓	Word Swipe	Free Play/RG	08/14/2022	✎ ✓ 🗑
↑ ↓	Directionality	Counting/RG/Large Target/3 Targets/4 Trials/Metronome Inactive/Distracton Inactive	08/14/2022	✎ ✓ 🗑

B

Activity Playlist Clear Playlist

	Activity	Version	Assigned	Actions
↑ ↓	Tracking	Pictures/FC/Moving Box/Medium/Speed 3/4 Trials/Memory Inactive	08/14/2022	✎ ✓ 🗑
↑ ↓	Puzzle It	Free Play	08/14/2022	✎ ✓ 🗑
↑ ↓	Rocket Trail	Metronome Inactive/RG/Trials 4/Directions 8/8x5	08/14/2022	✎ ✓ 🗑
↑ ↓	Word Swipe	Free Play/RG	08/14/2022	✎ ✓ 🗑
↑ ↓	Directionality	Counting/RG/Medium Target/5 Targets/6 Trials/Metronome Inactive/Distracton Inactive	08/14/2022	✎ ✓ 🗑

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.

\*\* Use your Action tools to edit, evaluate or delete an activity.

Playlist Examples



## Reduced Stimulus Mixed Perceptual Skills

**Audio-Visual Integration, Response Inhibition, Bilateral Integration, Visual Memory, Spatial Reasoning**

A

Activity Playlist Clear Playlist

	Activity	Version*	Assigned	Actions**
↑ ↓	Audio-Visual Training	Directed Audio-Visual Memory/Duration 2 Mins/Speed 1/Audio Assist Active/Clap/Number of Groups 1	08/14/2022	✎ ✓ 🗑
↑ ↓	Color Challenge	Word Color/Duration 2 Mins/4x3/Font Size Large	08/14/2022	✎ ✓ 🗑
↑ ↓	Slap Tap	Metronome Inactive/Background Blue/Duration 2 Mins/Smooth/Letters/Visual Assist Active/b-d/Target Large/4x3	08/14/2022	✎ ✓ 🗑
↑ ↓	Memory Saccades	Sequential/Trials 2/Length 3/Ocean/Density Light/Metronome Inactive	08/14/2022	✎ ✓ 🗑
↑ ↓	Block Builder	Endless/RG	08/14/2022	✎ ✓ 🗑

B

Activity Playlist Clear Playlist

	Activity	Version	Assigned	Actions
↑ ↓	Audio-Visual Training	Directed Audio-Visual Memory/Duration 2 Mins/Speed 1/Audio Assist Active/Clap/Number of Groups 1	08/14/2022	✎ ✓ 🗑
↑ ↓	Color Challenge	Word Color/Duration 2 Mins/4x3/Font Size Large	08/14/2022	✎ ✓ 🗑
↑ ↓	Slap Tap	Metronome Inactive/Background Blue/Duration 2 Mins/Smooth/Letters/Visual Assist Active/b-d/Target Large/4x3	08/14/2022	✎ ✓ 🗑
↑ ↓	Memory Saccades	Sequential/Trials 2/Length 3/Ocean/Density Light/Metronome Inactive	08/14/2022	✎ ✓ 🗑
↑ ↓	Block Builder	Endless/RG	08/14/2022	✎ ✓ 🗑

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.  
 \*\* Use your Action tools to edit, evaluate or delete an activity.



## Reduced Stimulus Mixed Perceptual Skills

*Tracking, Peripheral Expansion, Visual Discrimination, Visual Scanning*

A

Activity Playlist				Clear Playlist
	Activity	Version *	Assigned	Actions **
↑ ↓	Connect It	Letters/Sequential/10 Targets/Ascending/Large/Metronome Inactive/Lowercase	08/14/2022	✎ ✓ 🗑
↑ ↓	Peripheral Skill Building Reduced Stimulus	Bubbles/RG/Timed/2 Mins/Metronome Inactive	08/14/2022	✎ ✓ 🗑
↑ ↓	Match It	Visual Discrimination/Game Duration 6 Mins/Puzzle Duration 3 Mins/Target Speed 1/Rotation Speed 0	08/14/2022	✎ ✓ 🗑
↑ ↓	Find It	Duration 3 Mins/Number of Rounds 2/House/Target Large	08/14/2022	✎ ✓ 🗑
↑ ↓	Kung Fu Fruit	R/G/Duration 2 Mins/Speed Slow/Metronome Inactive	08/14/2022	✎ ✓ 🗑

B

Activity Playlist				Clear Playlist
	Activity	Version	Assigned	Actions
↑ ↓	Connect It	Letters/Sequential/26 Targets/Ascending/Medium/Metronome Inactive/Lowercase	08/14/2022	✎ ✓ 🗑
↑ ↓	Peripheral Skill Building Reduced Stimulus	Letters/RG/Timed/4 Mins/Metronome Inactive/A-Z	08/14/2022	✎ ✓ 🗑
↑ ↓	Match It	VIP-Multiple/Game Duration 9 Mins/Puzzle Duration 3 Mins/Target Speed 3/Rotation Speed 0	08/14/2022	✎ ✓ 🗑
↑ ↓	Find It	Duration 8 Mins/Number of Rounds 4/House/Target Medium	08/14/2022	✎ ✓ 🗑
↑ ↓	Kung Fu Fruit	R/G/Duration 4 Mins/Speed Medium/Metronome Inactive	08/14/2022	✎ ✓ 🗑

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.  
 \*\* Use your Action tools to edit, evaluate or delete an activity.

Playlist Examples



## Reduced Stimulus Mixed Perceptual Skills

*Rhythmic Visual Motor, Spatial Reasoning, Reaction Time, Tracking*

A

Activity Playlist				Clear Playlist
	Activity	Version *	Assigned	Actions **
↑ ↓	Rhythmic Pop	Simplified/Duration 2 Mins/Metronome 54 bpm/Beat Offset 3	08/14/2022	✎ ✓ 🗑
↑ ↓	Block Out	RG/Endless	08/14/2022	✎ ✓ 🗑
↑ ↓	Flip It	Trials/Target Large/Easy/2 Trials	08/14/2022	✎ ✓ 🗑
↑ ↓	Speed Tap	Space Smash/Duration 2 Mins/Distractor Inactive/Target Large/Speed 1/Circle/Circle	08/14/2022	✎ ✓ 🗑
↑ ↓	Hoops	RG/Duration 2 Mins/Speed 1	08/14/2022	✎ ✓ 🗑

B

Activity Playlist				Clear Playlist
	Activity	Version	Assigned	Actions
↑ ↓	Rhythmic Pop	Standard/Duration 4 Mins/Metronome 54 bpm/Beat Offset 2	08/14/2022	✎ ✓ 🗑
↑ ↓	Block Out	RG/Endless	08/14/2022	✎ ✓ 🗑
↑ ↓	Flip It	Trials/Target Medium/Medium/4 Trials	08/14/2022	✎ ✓ 🗑
↑ ↓	Speed Tap	Space Smash/Duration 4 Mins/Distractor Inactive/Target Medium/Speed 3/Starburst/Circle	08/14/2022	✎ ✓ 🗑
↑ ↓	Hoops	RG/Duration 4 Mins/Speed 3	08/14/2022	✎ ✓ 🗑

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.  
 \*\* Use your Action tools to edit, evaluate or delete an activity.



## Reduced Stimulus Mixed Perceptual Skills

*Directionality, Sequencing, Word Games, Visual Closure, Visual Discrimination, Auditory Memory*

A

Activity Playlist Clear Playlist

	Activity	Version *	Assigned	Actions **
↑ ↓	Directionality	Direction/RG/Target Large/3 Targets/Trials 4/Metronome Inactive/Distraction Inactive	08/14/2022	
↑ ↓	Sequencing	Image to Image/RG/Targets 3/Trials 2/Font Large/Display Time 25 Secs	08/14/2022	
↑ ↓	Wordie	Wordie of the Day/3 Letters	08/14/2022	
↑ ↓	Grid Matching	Red/Green/Duration 2 Mins/Background Inactive/Easy/Speed 1/Metronome Inactive	08/14/2022	
↑ ↓	Saccadic Wheel	Visual Discrimination/RG/Trials 2/Speed 1/Clockwise/Target Large/Metronome Inactive	08/14/2022	

B

	Activity	Version	Assigned	Actions
↑ ↓	Directionality	Direction/RG/Target Medium/4 Targets/Trials 8/Metronome Inactive/Distraction Inactive	08/14/2022	
↑ ↓	Sequencing	Text to Image/RG/Targets 4/Trials 4/Font Medium/Display Time 15 Secs	08/14/2022	
↑ ↓	Wordie	Wordie of the Day/4 Letters	08/14/2022	
↑ ↓	Grid Matching	Red/Green/Duration 4 Mins/Background Inactive/Medium/Speed 3/Metronome Inactive	08/14/2022	
↑ ↓	Saccadic Wheel	Sight Words/RG/Trials 3/Speed 3/Clockwise/Target Medium/Metronome Inactive/Second Grade Group 1	08/14/2022	

Playlist Examples

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.  
 \*\* Use your Action tools to edit, evaluate or delete an activity.



Playlist Examples

Auditory Memory

A

Activity Playlist Clear Playlist

	Activity	Version*	Assigned	Actions**
↑ ↓	Auditory Matching	Animals/Duration 2 Mins/Targets 2	08/12/2022	✎ ✓ 🗑
↑ ↓	Listen Up	Duration 2 Mins/Category 1/Speed 0/Distractions 1/Distracton Time 1 Sec/Target Size Large	08/12/2022	✎ ✓ 🗑
↑ ↓	Audio-Visual Training	Audio Visual Match/Duration 2 Mins/Options 1/Speed 1/Audio Clap/ Groups 1	08/12/2022	✎ ✓ 🗑
↑ ↓	Saccadic Wheel	MFBF/Sight Words/Trials 3/Rotation Speed 1/Direction Clockwise/Target Large/Metronome Inactive/Preschool Group 1	08/12/2022	✎ ✓ 🗑

B

Activity Playlist Clear Playlist

	Activity	Version	Assigned	Actions
↑ ↓	Auditory Matching	Household Items/Duration 4 Mins/Targets 4	08/12/2022	✎ ✓ 🗑
↑ ↓	Listen Up	Duration 4 Mins/Category 2/Speed 3/Distractions 3/Distracton Time 3 Sec/Target Size Medium	08/12/2022	✎ ✓ 🗑
↑ ↓	Audio-Visual Training	Audio Visual Match/Duration 4 Mins/Options 2/Speed 3/Audio Clap/ Groups 2	08/12/2022	✎ ✓ 🗑
↑ ↓	Saccadic Wheel	RG/Sight Words/Trials 6/Rotation Speed 3/Direction Clockwise/Target Medium/Metronome Inactive/Second Grade Group 1	08/12/2022	✎ ✓ 🗑

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.  
 \*\* Use your Action tools to edit, evaluate or delete an activity.



## Left/Right Directionality & Laterality

A

Activity Playlist Clear Playlist

	Activity	Version*	Assigned	Actions**
↑ ↓	Directionality	Directionality/FC/Target Large/Targets 3/Trials 5/Metronome Inactive/Distracton Inactive	08/14/2022	✎ ✓ 🗑
↑ ↓	Flip It	Trials/Target Large/Easy/4 Trials	08/14/2022	✎ ✓ 🗑
↑ ↓	Rocket Trail	Metronome Inactive/FC/Trials 2/Directions 4/6x4	08/14/2022	✎ ✓ 🗑
↑ ↓	Slap Tap	Metronome Inactive/White/Duration 2 Mins/Smooth/Letters/Visual Assist Active/b-d/Target Large/3x4	08/14/2022	✎ ✓ 🗑
↑ ↓	Speed Tap	Directionality/FC/Duration 2 Mins/Distractor Inactive/Target Large/C/Speed 1	08/14/2022	✎ ✓ 🗑

B

Activity Playlist Clear Playlist

	Activity	Version	Assigned	Actions
↑ ↓	Directionality	Directionality/FC/Target Medium/Targets 5/Trials 10/Metronome Inactive/Distracton Inactive	08/14/2022	✎ ✓ 🗑
↑ ↓	Flip It	Trials/Target Medium/Medium/6 Trials	08/14/2022	✎ ✓ 🗑
↑ ↓	Rocket Trail	Metronome Inactive/FC/Trials 4/Directions 8/8x5	08/14/2022	✎ ✓ 🗑
↑ ↓	Slap Tap	Metronome Inactive/White/Duration 4 Mins/Smooth/Letters/Visual Assist Active/bdpq/Target Medium/8x5	08/14/2022	✎ ✓ 🗑
↑ ↓	Speed Tap	Directionality/FC/Duration 4 Mins/Distractor Inactive/Target Medium/C/Speed 3	08/14/2022	✎ ✓ 🗑

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.  
 \*\* Use your Action tools to edit, evaluate or delete an activity.



Playlist Examples

Letter Sounds/Reading

A

Activity Playlist				Clear Playlist
	Activity	Version*	Assigned	Actions**
↑ ↓	Frenzy Letter Sounds	Letters/RG	08/15/2022	✎ ✓ 🗑️
↑ ↓	Match It	Letters/Game Duration 6 Mins/Puzzle Duration 3 Mins/Speed 1/Rotation Speed 0	08/15/2022	✎ ✓ 🗑️
↑ ↓	Sight Words	Preschool Group 1	08/15/2022	✎ ✓ 🗑️
↑ ↓	Saccadic Wheel	Sight Words/FC/Trials 2/Speed 1/Target Large/Metronome Inactive/Preschool Group 1	08/15/2022	✎ ✓ 🗑️

B

Activity Playlist				Clear Playlist
	Activity	Version	Assigned	Actions
↑ ↓	Frenzy	3 Letter Words/RG	08/15/2022	✎ ✓ 🗑️
↑ ↓	Word Builder	Nouns/Duration 4 Mins/Missing Letters 1	08/15/2022	✎ ✓ 🗑️
↑ ↓	Saccadic Wheel	Sight Words/Trials 8/Speed 3/Target Medium/Metronome Inactive/Second Grade Group 1	08/15/2022	✎ ✓ 🗑️
↑ ↓	Wordie	Wordie of the Day/3 Letter	08/15/2022	✎ ✓ 🗑️

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.

\*\* Use your Action tools to edit, evaluate or delete an activity.



Playlist Examples

Math Skills

A

Activity Playlist				Clear Playlist
	Activity	Version*	Assigned	Actions**
↑ ↓	Whack It	RG/Counting/Speed 1/1-10	08/13/2022	✎ ✓ 🗑
↑ ↓	Fly Catching	FC/Counting/1-10/Target Large/Speed 1/Metronome Inactive	08/13/2022	✎ ✓ 🗑
↑ ↓	Balloon Counting	RG/Duration 2 Mins/3-10/Target Large/Distractor Off/Metronome Inactive	08/13/2022	✎ ✓ 🗑
↑ ↓	Scoop It	Duration 2 Mins/Speed 1	08/13/2022	✎ ✓ 🗑

B

Activity Playlist				Clear Playlist
	Activity	Version	Assigned	Actions
↑ ↓	Solve It	Multiplication/RG/Duration 2 Mins	08/13/2022	✎ ✓ 🗑
↑ ↓	Swipe It Math	Duration 2 Mins/Multiplication	08/13/2022	✎ ✓ 🗑
↑ ↓	Block Counting	FC/Duration 2 Mins/5-12/Rotation Speed 1	08/13/2022	✎ ✓ 🗑
↑ ↓	Saccadic Wheel	Numbers/Full Color/Number 4/Rotation Speed 2/Clockwise/Target Medium/Metronome Inactive/Skip Counting	08/13/2022	✎ ✓ 🗑

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.

\*\* Use your Action tools to edit, evaluate or delete an activity.

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## Memory

A

Activity Playlist				Clear Playlist
	Activity	Version*	Assigned	Actions**
↑ ↓	Images in a Scene	Targets 2/Distractor 1 Sec/Display Time 4/Duration 2 Mins	08/12/2022	✎ ✓ 🗑
↑ ↓	Memory	Cartoon/2x2/Trials 2/Peek Time 10 Secs/Randomize Active	08/12/2022	✎ ✓ 🗑
↑ ↓	Fast Match	RG/Targets 2/Target Large/Display Time 3/Metronome Inactive/2 Mins	08/12/2022	✎ ✓ 🗑
↑ ↓	Cups	FC/Cups 3/Speed 1/Duration 2 Mins	08/12/2022	✎ ✓ 🗑

B

Activity Playlist				Clear Playlist
	Activity	Version	Assigned	Actions
↑ ↓	Auditory Matching	Household Items/Duration 4 Mins/Targets 4	08/12/2022	✎ ✓ 🗑
↑ ↓	Listen Up	Duration 4 Mins/Category 2/Speed 3/Distractions 3/Distraction Time 3 Sec/Target Size Medium	08/12/2022	✎ ✓ 🗑
↑ ↓	Audio-Visual Training	Audio Visual Match/Duration 4 Mins/Options 2/Speed 3/Audio Clap/ Groups 2	08/12/2022	✎ ✓ 🗑
↑ ↓	Saccadic Wheel	RG/Sight Words/Trials 6/Rotation Speed 3/Direction Clockwise/Target Medium/Metronome Inactive/Second Grade Group 1	08/12/2022	✎ ✓ 🗑

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.

\*\* Use your Action tools to edit, evaluate or delete an activity.

Playlist Examples

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## Reversals

A

Activity Playlist				Clear Playlist
	Activity	Version*	Assigned	Actions**
↑ ↓	Tracking	Letter Reversals/FC/Hidden Target/Target Large/Speed 1/2 Trials/Memory Inactive/Characters 1	08/14/2022	✎ ✓ 🗑
↑ ↓	Fast Match	Letter Reversals/FC/Duration 2 Mins/2 Targets/Display 2 Secs/Metronome Inactive	08/14/2022	✎ ✓ 🗑
↑ ↓	Slap Tap	Metronome Inactive/Background White/Duration 2 Mins/Smooth/Letters/b-d/Visual Assist Active/Target Large/ 3x4	08/14/2022	✎ ✓ 🗑
↑ ↓	Whack It	Letter Reversals/RG/Speed 1/Duration 2 Mins	08/14/2022	✎ ✓ 🗑

B

Activity Playlist				Clear Playlist
	Activity	Version	Assigned	Actions
↑ ↓	Tracking	Letter Reversals/FC/Moving Box/Target Medium/Speed 3/3 Trials/Memory Inactive/Characters 1	08/14/2022	✎ ✓ 🗑
↑ ↓	Fast Match	Letter Reversals/FC/Duration 4 Mins/4 Targets/Size Medium/Display 1 Secs/Metronome Inactive	08/14/2022	✎ ✓ 🗑
↑ ↓	Slap Tap	Metronome Inactive/Background White/Duration 4 Mins/Smooth/Letters/bdpq/Visual Assist Active/Target Medium/ 5x6	08/14/2022	✎ ✓ 🗑
↑ ↓	Crush It	Letter Reversals/RG/Free Play	08/14/2022	✎ ✓ 🗑

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.

\*\* Use your Action tools to edit, evaluate or delete an activity.

Playlist Examples



## Spatial Reasoning

A

Activity Playlist				Clear Playlist		
	Activity	Version *	Assigned	Actions **		
↑ ↓	Box Stacker	FC/Duration 2 Mins/Platform Large/Speed 1	08/15/2022	✎	✓	🗑️
↑ ↓	Jigsaw Puzzles	Visual Assist/2x2	08/15/2022	✎	✓	🗑️
↑ ↓	Block Counting	FC/Duration 2 Mins/Number of Boxes 2-8/Rotation Speed 0	08/15/2022	✎	✓	🗑️
↑ ↓	Puzzle It	In-Office/Levels 1-3	08/15/2022	✎	✓	🗑️

B

Activity Playlist				Clear Playlist		
	Activity	Version	Assigned	Actions		
↑ ↓	Block Builder	Endless/FC	08/15/2022	✎	✓	🗑️
↑ ↓	Puzzle It	Free Play	08/15/2022	✎	✓	🗑️
↑ ↓	Block Out	FC/Endless	08/15/2022	✎	✓	🗑️
↑ ↓	Flip It	Trials/Target Large/Difficulty Easy/Trials 4	08/15/2022	✎	✓	🗑️

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.

\*\* Use your Action tools to edit, evaluate or delete an activity.

**Playlist Examples**

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## Tracking

A

Activity Playlist				Clear Playlist
	Activity	Version *	Assigned	Actions **
↑ ↓	Bobble Blobs	RG/Duration 2 Mins/Intensity Slow/Speed Slow/Speed Slow/Spawn Period 2.4 Secs	08/13/2022	✎ ✓ 🗑️
↑ ↓	Pop A Rama	FC/Duration 2 Mins/Speed 1/Metronome Inactive	08/13/2022	✎ ✓ 🗑️
↑ ↓	Kung Fu Fruit	FC/Duration 2 Mins/Speed Slow/Metronome Inactive	08/13/2022	✎ ✓ 🗑️
↑ ↓	Connect It	Letters/RG/Sequential/Targets 10/Ascending/Metronome Inactive/Lowercase	08/13/2022	✎ ✓ 🗑️

B

Activity Playlist				Clear Playlist
	Activity	Version	Assigned	Actions
↑ ↓	Jump It	FC/Duration 4 Mins/Speed 3	08/13/2022	✎ ✓ 🗑️
↑ ↓	Hoops	FC/Duration 4 Mins/Speed 3	08/13/2022	✎ ✓ 🗑️
↑ ↓	Watch Out	Untimed/RG/Speed 3/Distractor Inactive	08/13/2022	✎ ✓ 🗑️
↑ ↓	Tracking	Pictures/Full Color/Matching/Target Medium/Speed 3/Trials 2/Memory Inactive/Memory Inactive	08/13/2022	✎ ✓ 🗑️
↑ ↓	Brick Blast	FC/Duration 4 Mins/Speed 2	08/13/2022	✎ ✓ 🗑️

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.

\*\* Use your Action tools to edit, evaluate or delete an activity.

Playlist Examples

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## Visual Discrimination

A

Activity Playlist				Clear Playlist
	Activity	Version *	Assigned	Actions **
↑ ↓	Bug Matching	FC/Duration 2 Mins/Targets 8/Target Large/Speed 1/Metronome Inactive	08/13/2022	✎ ✓ 🗑
↑ ↓	Speed Tap	Moon Match/Full Color/Duration 2 Mins/Distractor Inactive/Target Large/ 2 Targets	08/13/2022	✎ ✓ 🗑
↑ ↓	Saccadic Wheel	Visual Discrimination/FC/Trials 2/Rotation Speed 1/Target Large/Metronome Inactive	08/13/2022	✎ ✓ 🗑
↑ ↓	Match Game	Pictures 4/Number of Rounds 5	08/13/2022	✎ ✓ 🗑

B

Activity Playlist				Clear Playlist
	Activity	Version	Assigned	Actions
↑ ↓	Match It	Visual Discrimination/Game Duration 8/Puzzle Duration 2 Mins/Rotation Speed 0	08/13/2022	✎ ✓ 🗑
↑ ↓	Fast Match	Visual Discrimination/FC/Duration 4 Mins/Targets 4/Targets Medium/Display Time 2 Secs/Metronome Off	08/13/2022	✎ ✓ 🗑
↑ ↓	Speed Tap	Moon Match/RG/Duration 4 Mins/Distractor Inactive/Target Medium/Targets 3	08/13/2022	✎ ✓ 🗑
↑ ↓	Tracking	Visual Discrimination/Moving Box/Target Medium/Speed 2/Trials 2/Metronome Inactive	08/13/2022	✎ ✓ 🗑

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.

\*\* Use your Action tools to edit, evaluate or delete an activity.

Playlist Examples

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## Visual Closure

A

Activity Playlist				Clear Playlist
	Activity	Version*	Assigned	Actions**
↑ ↓	Grid Matching	RG/Duration 2 Mins/Background Inactive/Easy/Speed 1/Metronome Inactive	08/13/2022	✎ ✓ 🗑
↑ ↓	Letter Matching	Vertical Cut/FC/Duration 2 Mins/Lowercase/Metronome Inactive	08/13/2022	✎ ✓ 🗑
↑ ↓	Puzzle Rotate	Duration 2 Mins/2x2	08/13/2022	✎ ✓ 🗑
↑ ↓	Complete the Image	Cartoon/Duration 2 Mins/Missing Pieces 3/Extra Large/Peek Time 2 Secs	08/13/2022	✎ ✓ 🗑

B

Activity Playlist				Clear Playlist
	Activity	Version	Assigned	Actions
↑ ↓	Grid Matching	RG/Duration 4 Mins/Background Active/Medium/Speed 3/Metronome Inactive	08/13/2022	✎ ✓ 🗑
↑ ↓	Letter Matching	4-Piece Cut/FC/Duration 4 Mins/Lettercase Uppercase/Metronome Inactive	08/13/2022	✎ ✓ 🗑
↑ ↓	Puzzle Rotate	Duration 4 Mins/4x4	08/13/2022	✎ ✓ 🗑
↑ ↓	Complete the Image	Photograph/Duration 4 Mins/Missing Pieces 5/Medium/Peek Time 0	08/13/2022	✎ ✓ 🗑

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.

\*\* Use your Action tools to edit, evaluate or delete an activity.

Playlist Examples

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## Visual Scanning

A

Activity Playlist				Clear Playlist
	Activity	Version*	Assigned	Actions**
↑ ↓	Find It: Fruits & Vegetables	Number of Rounds 5	08/13/2022	✎ ✓ 🗑
↑ ↓	Find It: Toys	Number of Rounds 5	08/13/2022	✎ ✓ 🗑
↑ ↓	Match the Toys	Number of Rounds/Target Large	08/13/2022	✎ ✓ 🗑
↑ ↓	Complete the Image	Cartoon/Duration 2 Mins/Missing Pieces 3/Size Extra Large/Peek Time 2 Seconds	08/13/2022	✎ ✓ 🗑

B

Activity Playlist				Clear Playlist
	Activity	Version	Assigned	Actions
↑ ↓	Find It	4 Mins/Number of Rounds 3/House/Target Medium	08/13/2022	✎ ✓ 🗑
↑ ↓	Crush It	Fruit/RG/Free Play/	08/13/2022	✎ ✓ 🗑
↑ ↓	Match It	Visual Discrimination/RG/Game Duration 8/Puzzle Duration 2 Mins/ Rotation Speed 1	08/13/2022	✎ ✓ 🗑
↑ ↓	Complete the Image	Photograph/Duration 4 Mins/Missing Pieces 4/Target Medium/Peek Time 0 Secs	08/13/2022	✎ ✓ 🗑

\* Pro Tip: Add personalized version notes to help you correlate scores with specific configurations on the fly.

\*\* Use your Action tools to edit, evaluate or delete an activity.

Playlist Examples

**OUR VISUAL BRAIN**

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

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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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## Activity Guide Cont....

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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

A screenshot of a digital activity interface. At the top, there is a title 'OUR VISUAL BRAIN' in an orange box. To the right, it displays 'Score 100%' and 'Time 104'. On the left, there are two circular icons: one with a crosshair and one with a speaker. The main area features four white lines labeled A, B, C, and D on the left, and 1, 2, 3, and 4 on the right. The lines are arranged in a complex, overlapping pattern. Small colored squares (blue and red) are placed at various points along the lines. In the top left corner of the interface, there are two circular icons: one with a crosshair and one with a speaker.

<https://www.ourvisualbrain.net/activities/activity-demo/accomodations>

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Accommodation Skills

Accommodation

Select a version (3 versions available)

wavy-line

Modality

MFBF

Red/Green

Background



Black

Target Color(s)



Game Duration

2

min

0

sec

Number Of Targets



Font Size (5-28)

-

26

+



## 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.

# OUR VISUAL BRAIN

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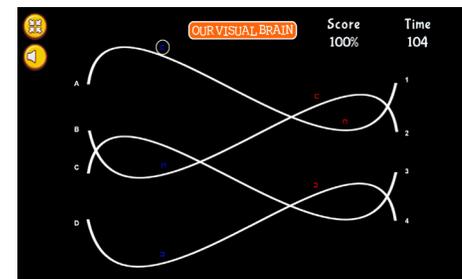
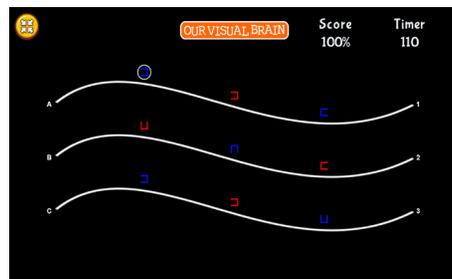
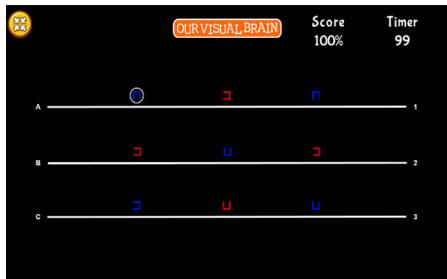
# OUR VISUAL BRAIN

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Accommodation Skills

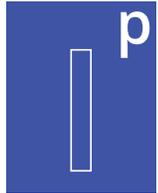
## Accommodation activities



Accommodation

# OUR VISUAL BRAIN

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## Versions

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

## Modality

Full Color

Information Processing

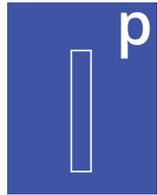
Audio-Visual Integration

A screenshot of the 'OUR VISUAL BRAIN' game interface. The background is black. At the top left is a yellow circular icon with a cross. In the top center, the text 'OUR VISUAL BRAIN' is displayed in white on an orange rounded rectangle. To the right, 'Score 100%' and 'Timer 80' are shown in white. The main area features a dashed white horizontal line with four white dots above it and seven white dots below it. In the bottom right corner, there is a green checkmark icon and a yellow circular refresh icon.

<https://www.ourvisualbrain.net/activities/activity-demo/avit>

# OUR VISUAL BRAIN

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Information  
Processing

## Audio-Visual Integration

### Settings

Select a version (5 versions available)

visual-memory

#### Modality

Full Color

#### Game Duration

2

min

0

sec

#### Number of Options

2

3

4

#### Number Of Groups

1

2

3

#### Display Time

1

2

3

4

5

6

7

8

9

10

### 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.

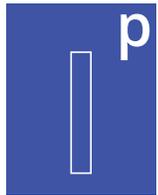
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

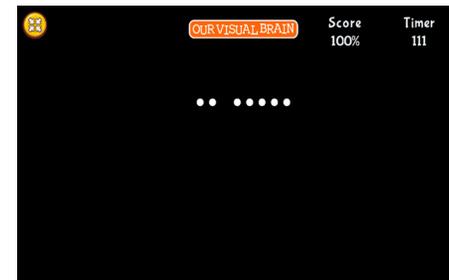
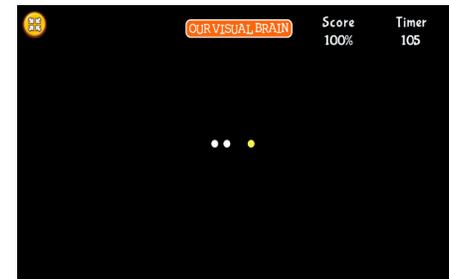
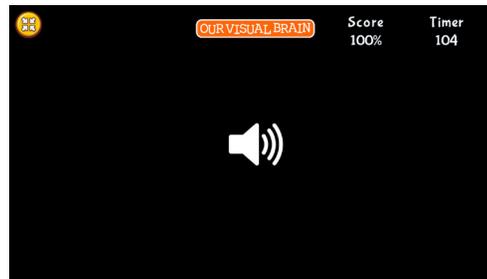
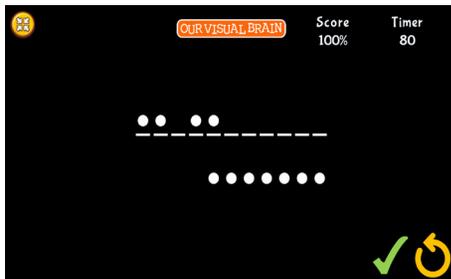
Prescribe More Fun!™



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

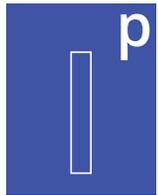
Information Processing

Audio-Visual Integration



# OUR VISUAL BRAIN

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## Versions

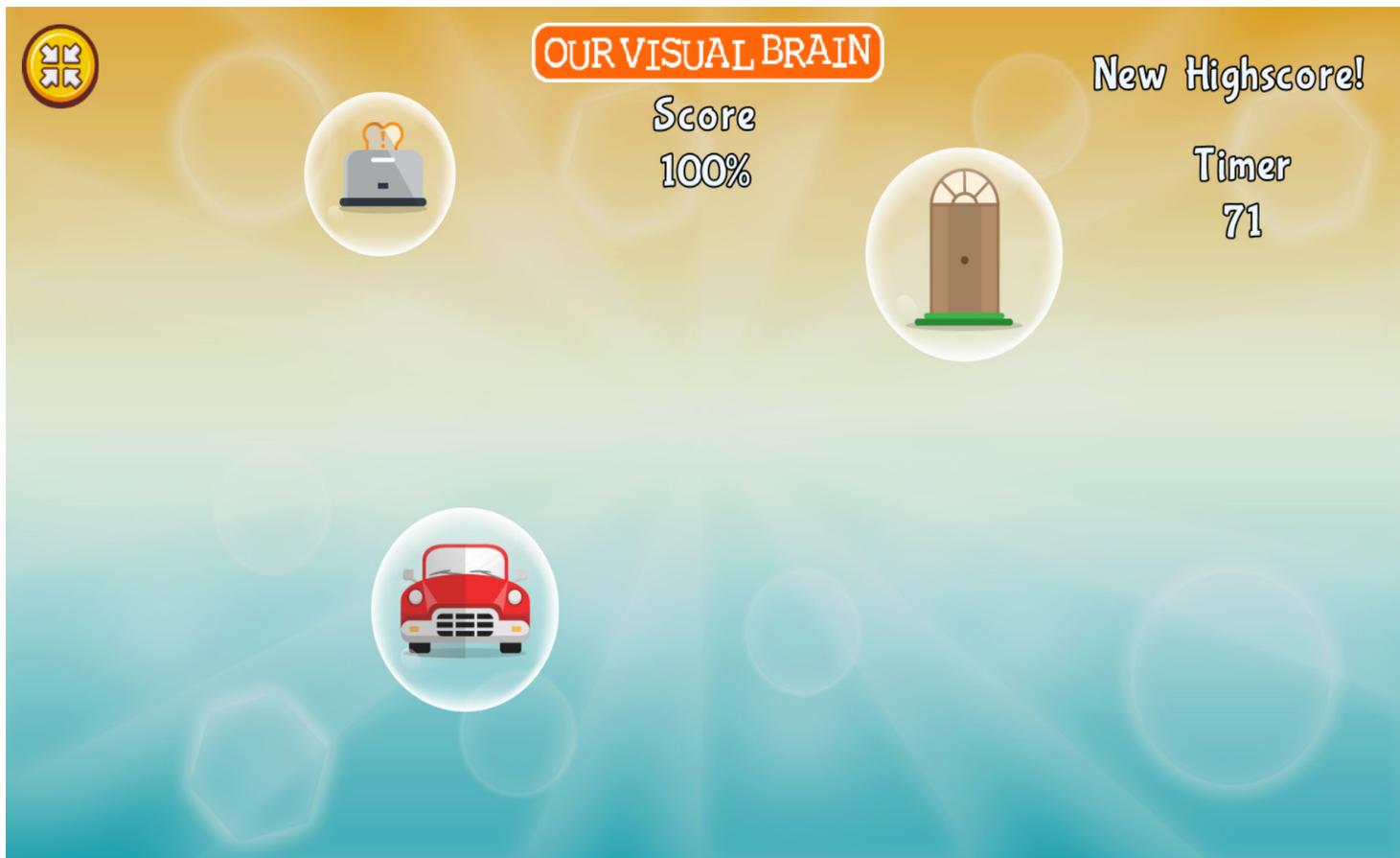
One Version

## Modality

Full Color

Information  
Processing

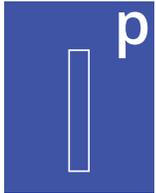
# Auditory Matching



<https://www.ourvisualbrain.net/activities/activity-demo/auditory-matching>

# OUR VISUAL BRAIN

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Information  
Processing

## Settings

### Modality

Full Color

### Target Type

Household Items

Animals

### Game Duration

2

min

0

sec

### Number Of Targets

1

2

3

4

5

6

7

## Category

Auditory 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.

# Auditory Memory



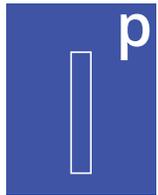
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

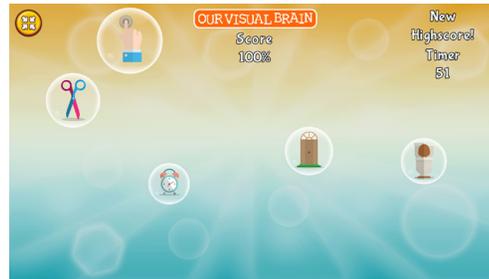
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## Targets 1-7

Information Processing

Auditory Memory



# OUR VISUAL BRAIN

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## Versions

One Version

## Modality

Red Green, MFBF



Math/Algebra

# Balloon Counting

A screenshot of the 'Balloon Counting' game interface. At the top, there are four status indicators: a speaker icon, a 'Score 100%' label, the game title 'OUR VISUAL BRAIN' in an orange box, and a 'New Highscore!' label. On the right, a 'Timer 94' is shown in a circular orange graphic. The main play area contains a red ladybug with black spots and a red balloon. In the background, there are two yellow balloons and a large cyan circle. At the bottom, a row of ten numbered circles (3, 4, 5, 6, 7, 8, 9, 10) is set against a landscape background with green trees and a path. The circles alternate in color between pink and cyan.

<https://www.ourvisualbrain.net/activities/activity-demo/balloon-counting>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Math/Algebra

## Balloon Counting

### Settings

#### Modality

MFBF

Red/Green

#### Background



White

#### Target Color(s)



#### Game Duration

2

min

0

sec

#### Number of Targets

3-10

5-15

8-16

#### Target Size

Small

Medium

Large

#### Enable Distractor

True

False

### Category

Counting, Tracking

### 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!™



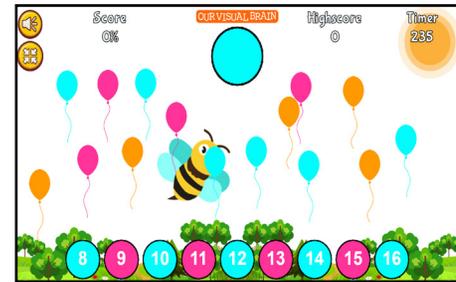
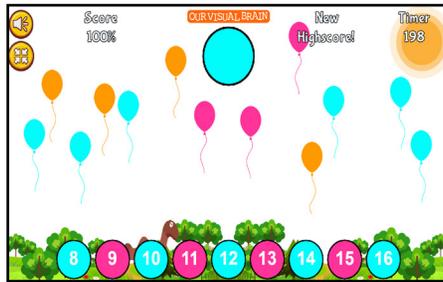
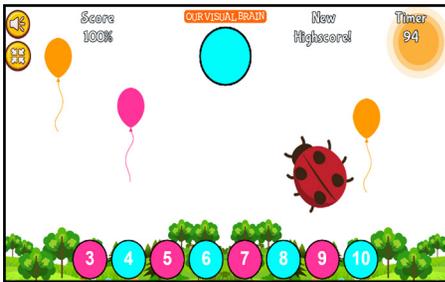
# OUR VISUAL BRAIN

Prescribe More Fun!™



**Targets 3-10; 5-15; 8-16**

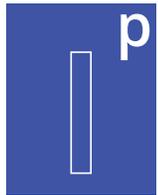
Math/Algebra



# Balloon Counting

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

One Version

## Modality

Full Color, Red/Green, MFBF 

Information  
Processing

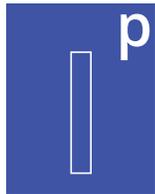
Birds in a Scene



<https://www.ourvisualbrain.net/activities/activity-demo/birds-in-a-scene>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Settings

Modality

Full Color

MFBF

Red/Green

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

Birds in a Scene

## 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.

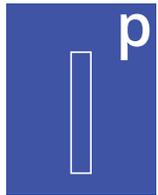
# OUR VISUAL BRAIN

Prescribe More Fun!™



# OUR VISUAL BRAIN

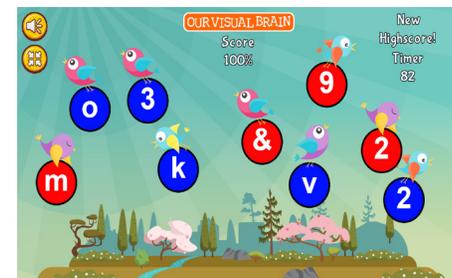
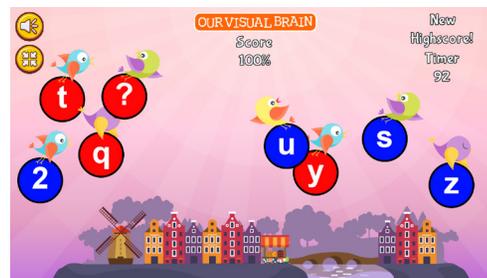
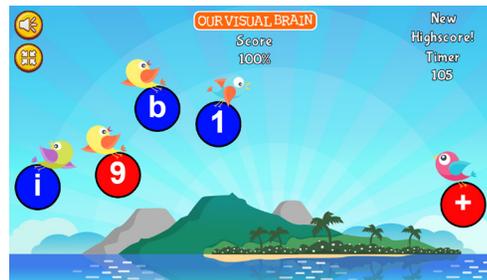
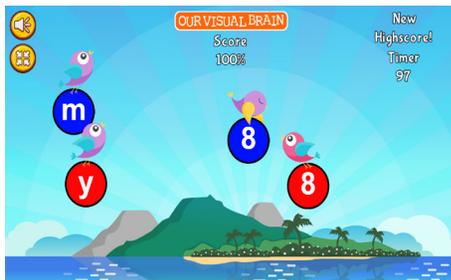
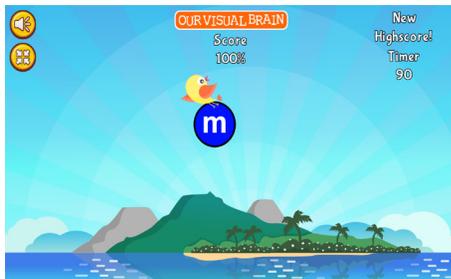
Prescribe More Fun!™



## Targets 1-9

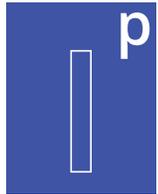
Information Processing

Birds in a Scene



# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

Timed, Endless

## Modality

Full Color, Red/Green, MFBF 

Information  
Processing

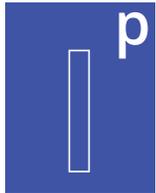
# Block Builder

The screenshot shows the 'OUR VISUAL BRAIN' Block Builder game interface. On the left is a 10x10 grid with various colored blocks placed on it. On the right, there are three Tetris-like pieces: a dark blue 2x2 square, a light blue 3x1 horizontal bar, and a yellow 2x2 square. At the top right, the score is 20 and the timer is 28. The game title 'OUR VISUAL BRAIN' is displayed in an orange box at the top center. There are also icons for a crosshair and a speaker in the top left corner.

<https://www.ourvisualbrain.net/activities/activity-demo/block-builder>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Settings

Select a version (2 versions available)

timed

Modality

Full Color

MFBF

Red/Green

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 that you leave room for upcoming blocks as the round is over when there are no more possible moves.

Block Builder



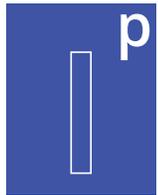
# OUR VISUAL BRAIN

Prescribe More Fun!™



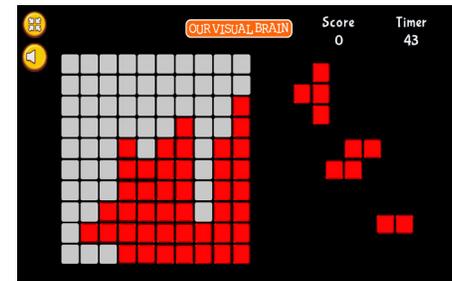
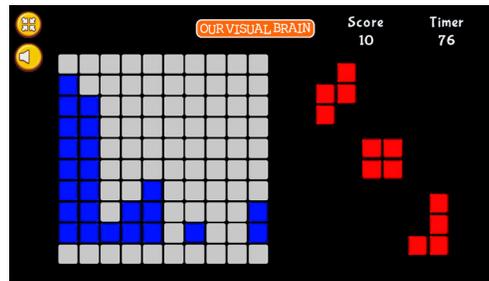
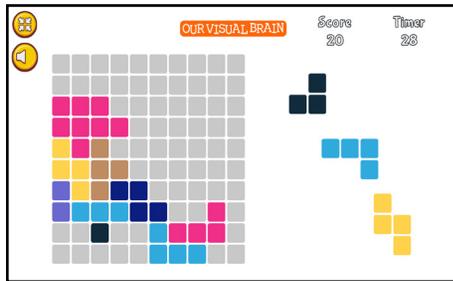
# OUR VISUAL BRAIN

Prescribe More Fun!™



**Timed, Endless**

Information  
Processing



**Block Builder**

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

One Version

## Modality

Full Color, MFBF 

Math/Algebra

# Block Counting

A screenshot of the 'OUR VISUAL BRAIN' Block Counting game. The background is a blue sky with white clouds. In the center, there is a 3D structure of blocks: a red block on top, a purple block to the left, a yellow block in the middle, a red block to the right, a purple block at the bottom left, and a cyan block at the bottom right. At the top center, a red banner reads 'OUR VISUAL BRAIN'. Below it, the text 'Score 100%' is displayed. To the right, 'New Highscore!' is written above 'Timer 80'. In the top left corner, there are two circular icons: one with a cross and one with a speaker. At the bottom, there is a row of seven yellow buttons with numbers 2, 3, 4, 5, 6, 7, and 8. On the right side, there are four directional arrow buttons (up, down, left, right).

<https://www.ourvisualbrain.net/activities/activity-demo/block-counting>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Math/Algebra

## Settings

Modality

Full Color

MFBF

Game Duration

2

min

0

sec

Number Of Boxes

2-8

5-12

12-20

Rotation Speed



## 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.

# Block Counting



# OUR VISUAL BRAIN

Prescribe More Fun!™



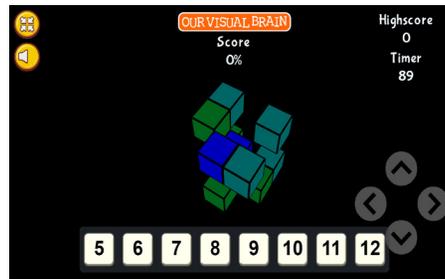
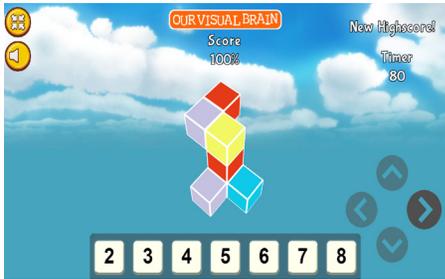
# OUR VISUAL BRAIN

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**Targets 2-8; 5-12; 12-20**

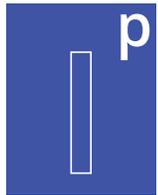
Math/Algebra



**Block Counting**

# OUR VISUAL BRAIN

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## Versions

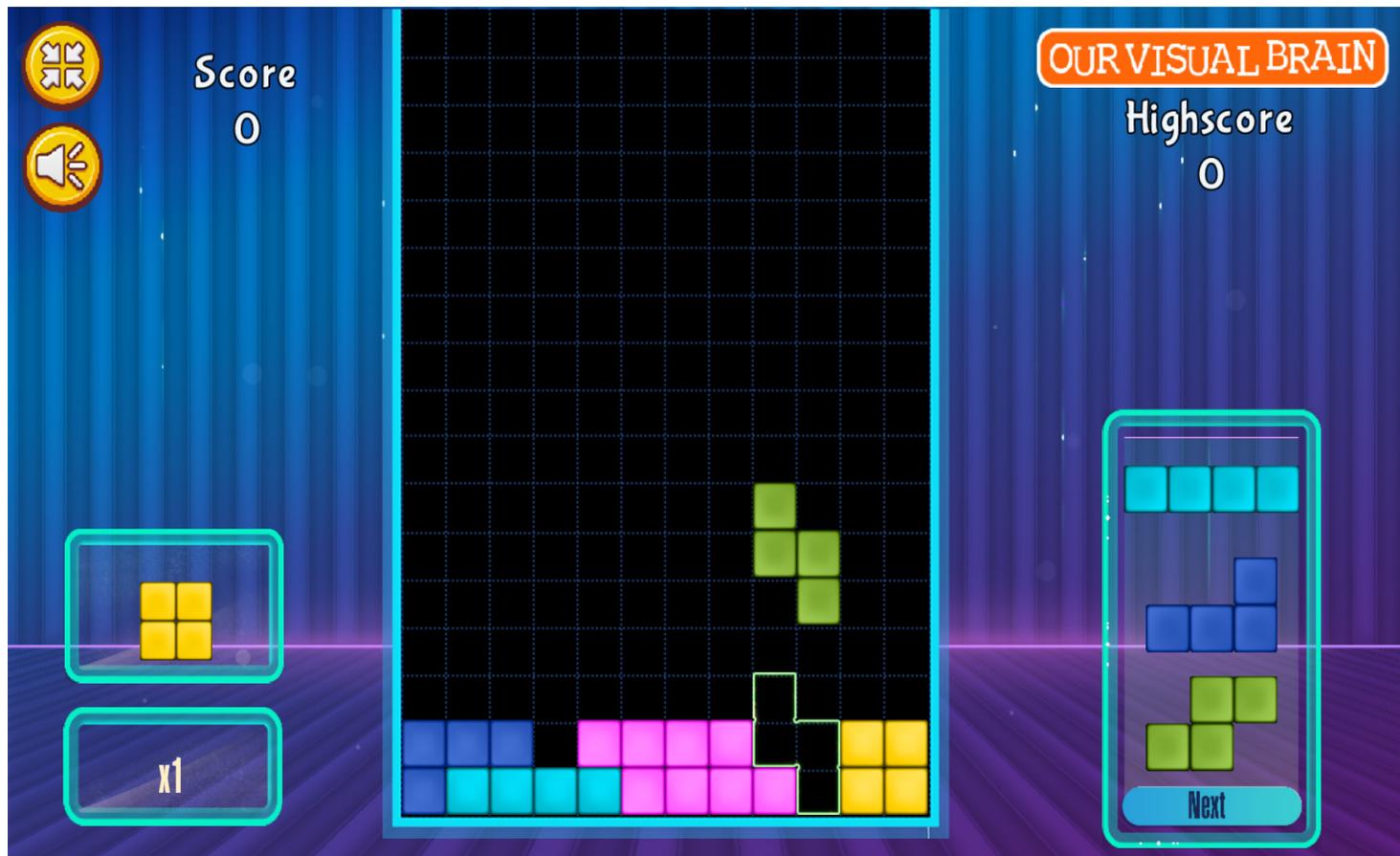
Timed, Free Play

## Modality

Full Color, Red Green, MFBF 

Information  
Processing

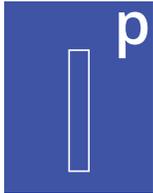
# Block Out



<https://www.ourvisualbrain.net/activities/activity-demo/block-out>

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

### Settings

#### Modality

Full Color	MFBF	Red/Green
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#### mode

Timed	Endless
-------	---------

#### Game Duration

2	min	0	sec
---	-----	---	-----

### Category

Spatial Reasoning, Tracking

### 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.

# Block Out



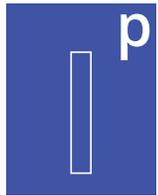
# OUR VISUAL BRAIN

Prescribe More Fun!™



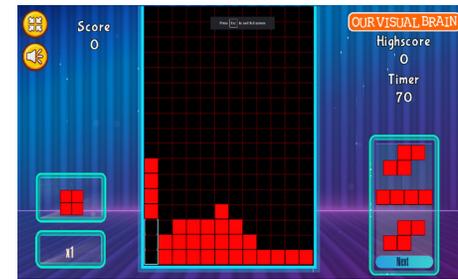
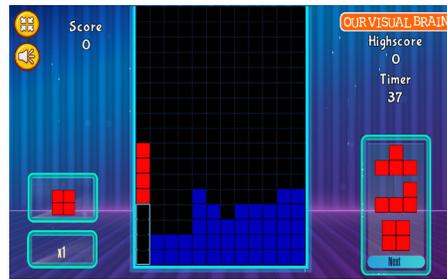
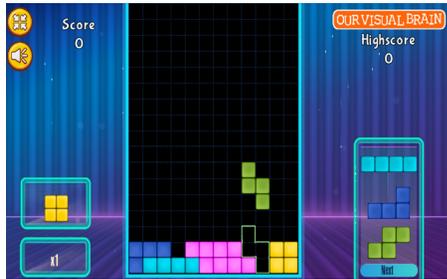
# OUR VISUAL BRAIN

Prescribe More Fun!™



## Timed, Freeplay

Information Processing



# Block Out

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

One Version

## Modality

Full Color, Red Green, MFBF 

Tracking Skills

**Bobble Blobs**



<https://www.ourvisualbrain.net/activities/activity-demo/bobble-blobs>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

## Settings

### Modality

Full Color

MFBF

Red/Green

### Background



Black

### Target Color(s)



### 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

# Bobble Blobs

## Category

Tracking, 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.



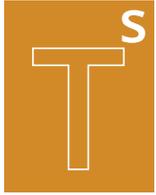
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

Prescribe More Fun!™



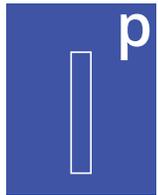
Tracking Skills



**Bobble Blobs**

# OUR VISUAL BRAIN

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## Versions

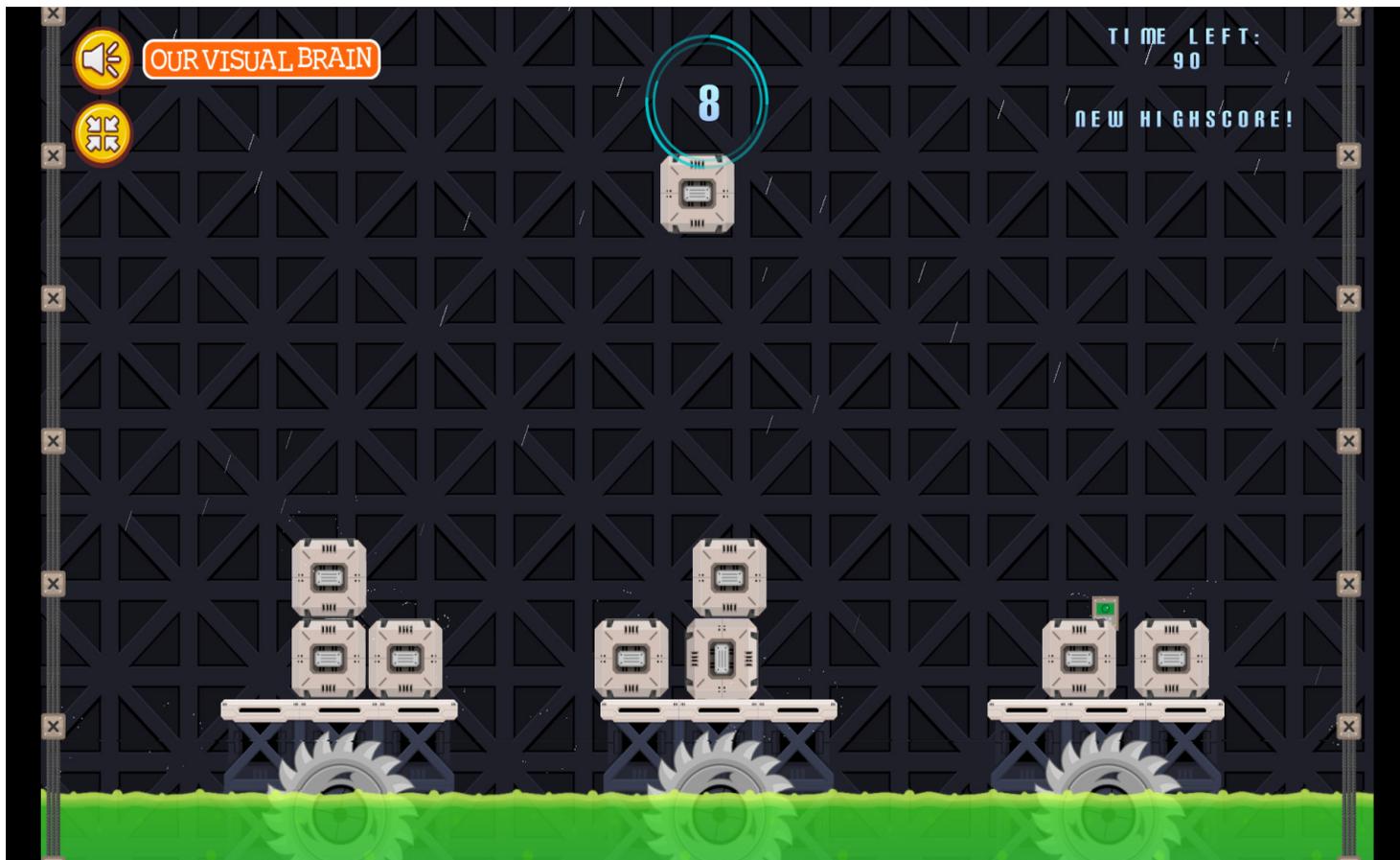
One Version

## Modality

Full Color, Red Green, MFBF 

Information  
Processing

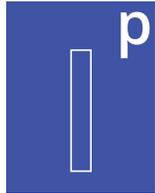
Box Stacker



<https://www.ourvisualbrain.net/activities/activity-demo/box-stacker>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Modality

Full Color  MFBF  Red/Green

## Game Duration

min  sec

## Platform Size

Small  Large

## Box Speed

1 2 3 4 5 6 7 8

## Category

Spatial Reasoning, Tracking

## 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!

Box Stacker



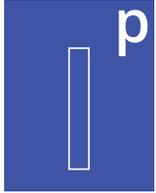
# OUR VISUAL BRAIN

Prescribe More Fun!™

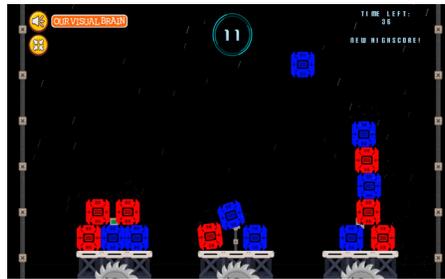
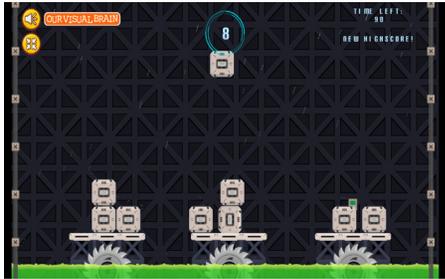


# OUR VISUAL BRAIN

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Information  
Processing



Box Stacker

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

One Version

## Modality

Full Color, Red Green, MFBF 

Tracking Skills

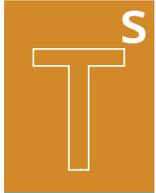
# Brick Blast



<https://www.ourvisualbrain.net/activities/activity-demo/brick-blast>

## OUR VISUAL BRAIN

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Tracking Skills

### Settings

#### Modality

Full Color MFBF Red/Green

#### Game Duration

2 min 0 sec

#### Ball Speed

1 2 3

### Category

Tracking, 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!

Brick Blast



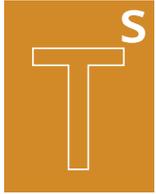
# OUR VISUAL BRAIN

Prescribe More Fun!™

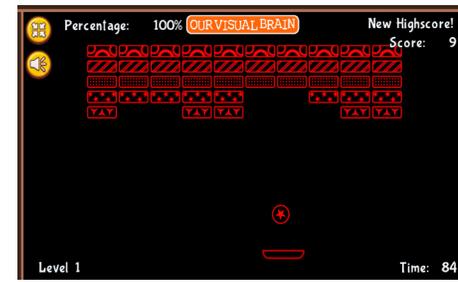
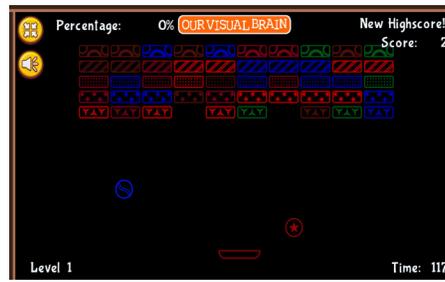


# OUR VISUAL BRAIN

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## Tracking Skills



# Brick Blast

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

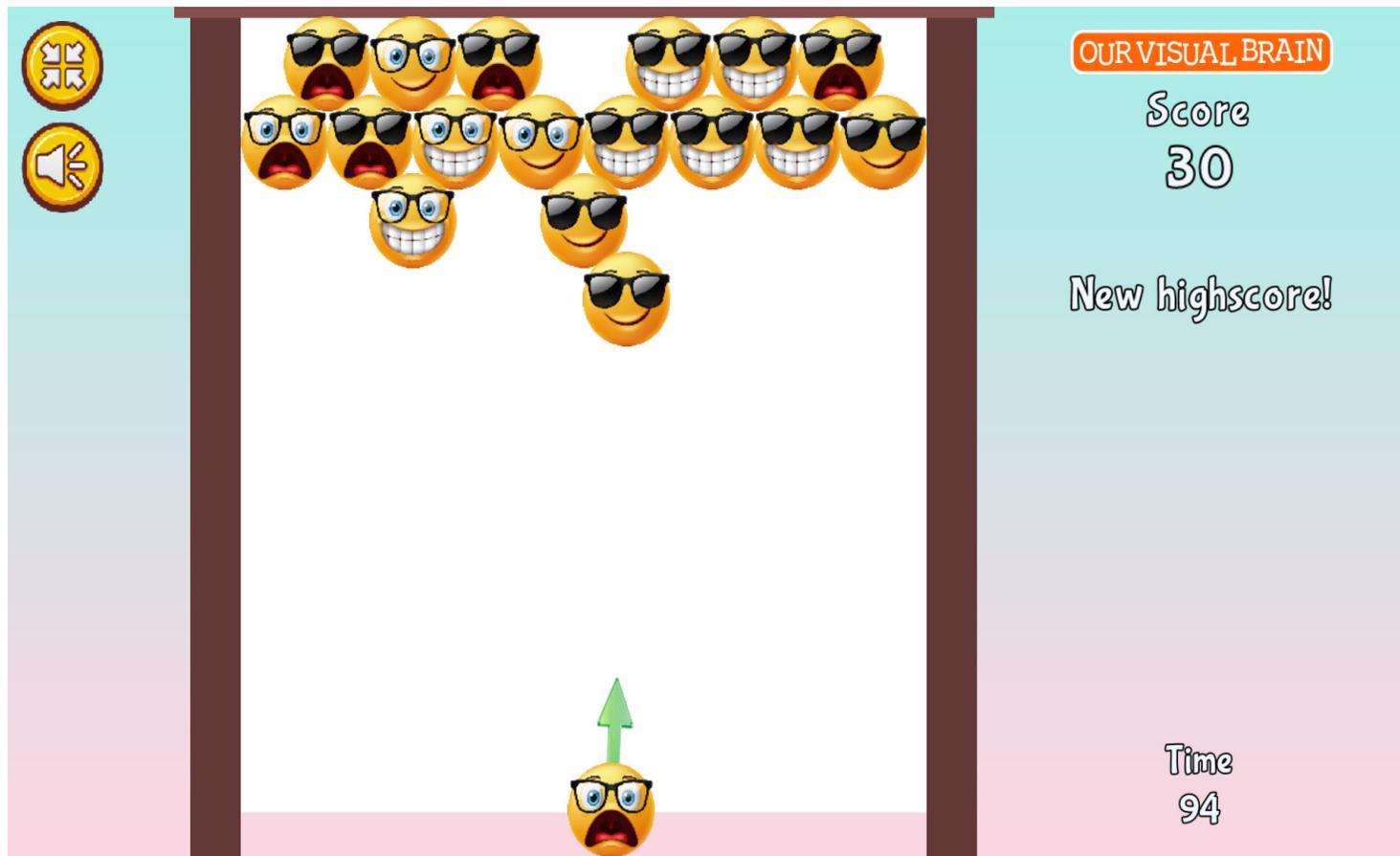
One Version

## Modality

Full Color, Red Green, MFBF 

Tracking Skills

# Bubble Shooter



<https://www.ourvisualbrain.net/activities/activity-demo/bubble-shooter>

## OUR VISUAL BRAIN

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Tracking Skills

### Settings

#### Modality

Full Color

MFBF

Red/Green

#### Bubble Size

Small

Big

#### Game Duration

2

min

0

sec

# Bubble Shooter

### 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.



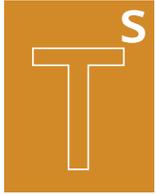
# OUR VISUAL BRAIN

Prescribe More Fun!™

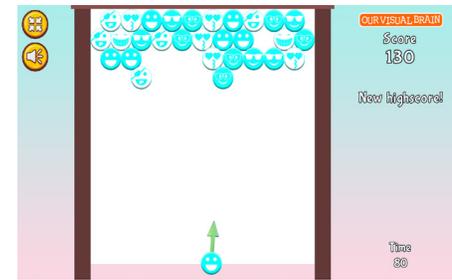
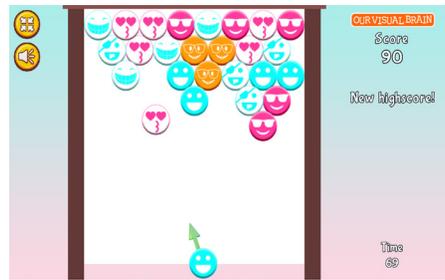
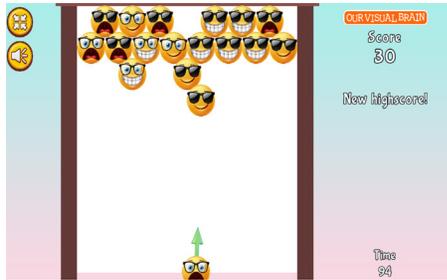


# OUR VISUAL BRAIN

Prescribe More Fun!™



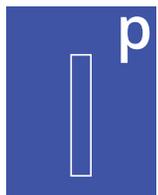
## Tracking Skills



# Bubble Shooter

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

One Version

## Modality

Full Color, Red Green, MFBF 

Information  
Processing

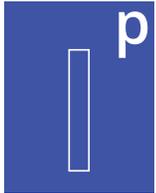
# Bug Matching



<https://www.ourvisualbrain.net/activities/activity-demo/bug-matching>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

Modality

Full Color  MFBF  Red/Green

Game Duration

min  sec

Number Of Targets (6-16)

Target Size

Small  Medium  Large

Target Speed

## Category

Visual Discrimination, Tracking

## Configurable Options

Processing Speed

## Instructions

Tap or click on each pair of matching bugs.

# Bug Matching



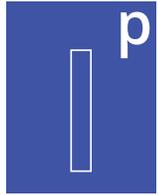
# OUR VISUAL BRAIN

Prescribe More Fun!™



# OUR VISUAL BRAIN

Prescribe More Fun!™



## Number of Targets 6-16

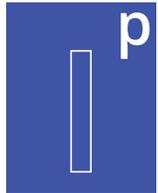
Information  
Processing



# Bug Matching

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

Word Color, Color Match, Alternating

## Modality

Full Color

Information  
Processing

# Color Challenge

The screenshot shows the 'OUR VISUAL BRAIN' game interface. At the top left, there are icons for a speaker and a cross. The title 'OUR VISUAL BRAIN' is in an orange rounded rectangle. To the right, the score is '100%', 'New Highscore!' is displayed, and the timer is '85'. The main area contains a 5x4 grid of words in various colors. The words are: pink, yellow, blue, pink; green, purple, pink, black; blue, blue, red, blue; orange, pink, red, blue; pink, brown, orange, orange. The word 'pink' in the fifth row is highlighted with a black rounded rectangle. At the bottom, there are two circular buttons labeled 'NO' and 'YES'.

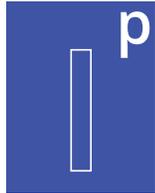
OUR VISUAL BRAIN	Score	New Highscore!	Timer
pink yellow blue pink	100%		85
green purple pink black			
blue blue red blue			
orange pink red blue			
pink brown orange orange			

NO YES

<https://www.ourvisualbrain.net/activities/activity-demo/color-challenge>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information Processing

## Color Challenge

### Settings

Select a version (3 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

### 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.

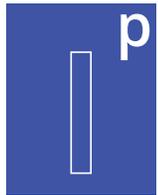
# OUR VISUAL BRAIN

Prescribe More Fun!™



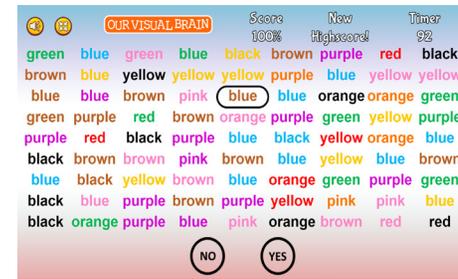
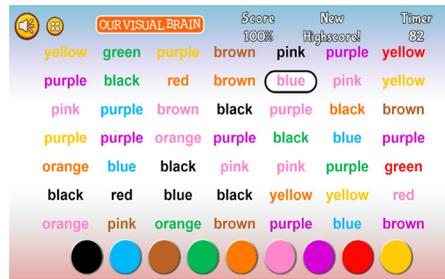
# OUR VISUAL BRAIN

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## Word Color, Color Match, Alternating Screens

### Information Processing



# Color Challenge

# OUR VISUAL BRAIN

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## Versions

Letters, Numbers, Numbers-Letters

## Modality

Full Color, Red Green, MFBF 

Tracking Skills

Connect It

Score 100%

OUR VISUAL BRAIN

Targets Left 11

New Highscore!

NUMBER

0 - ascending

5 15 12 13 14

4 11 3 7 9 1 10 2 8 6

<https://www.ourvisualbrain.net/activities/activity-demo/connect-it>

# OUR VISUAL BRAIN

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## Tracking Skills

### Settings

Select a version (3 versions available)

number

### Modality

Full Color

MFBF

Red/Green

### Connect Version

Sequential

Non-Sequential

### Game Duration

2

min

0

sec

### Number Of Targets

5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30

### Target Order

Ascending

Descending

### Target Size

Small

Medium

Large

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.

Connect It



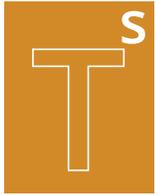
# OUR VISUAL BRAIN

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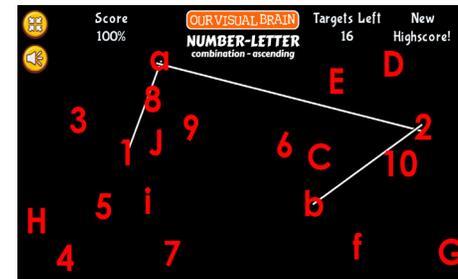
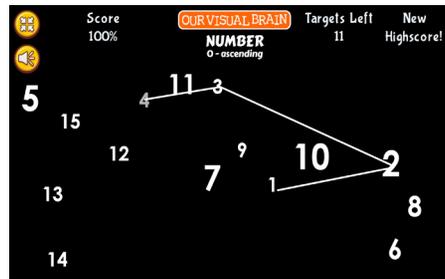
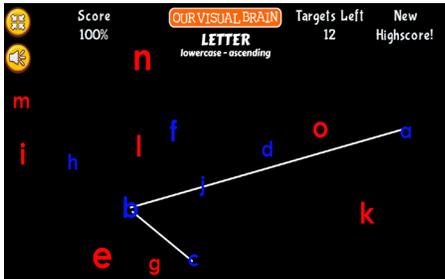
# OUR VISUAL BRAIN

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## Letters, Numbers, Letters/Numbers

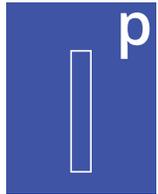
### Tracking Skills



Connect It

# OUR VISUAL BRAIN

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Information  
Processing

## Versions

Visual Discrimination, Reversals

## Modality

Red/Green, MFBF 

Crush It

Level 1

Score  
60

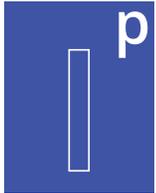
Target  
10

OUR VISUAL BRAIN

<https://www.ourvisualbrain.net/activities/activity-demo/crush-it>

# OUR VISUAL BRAIN

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Information  
Processing

## Settings

Select a version (2 versions available)

fruit

## Modality

MFBF

Red/Green

## Background



White

## Target Color(s)



## Play Mode

Timed

Free Play

Game Duration (Timed Mode Only)

2

min

0

sec

Crush It

## 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.



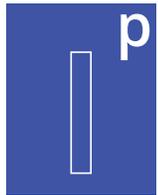
# OUR VISUAL BRAIN

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## Visual Discrimination, Reversals

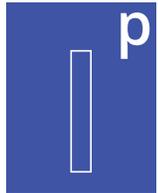
Information Processing



Crush It

# OUR VISUAL BRAIN

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## Versions

Photographs, Cartoons

## Modality

Full Color

Information  
Processing

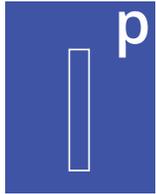
Complete the Scene

A screenshot of the 'OUR VISUAL BRAIN' game interface. The background is a gradient from green at the top to purple at the bottom. At the top center, the text 'OUR VISUAL BRAIN' is displayed in a white box with an orange border. To the left of this text, 'Score 100%' is shown. To the right, 'Timer 101' is shown. On the left side, there are two circular icons: a top one with a cross and a bottom one with a speaker. The main area features a photograph of several pink flamingos in a grassy field. Three white circles are overlaid on the image, obscuring parts of the flamingos. To the right of the main image, there are three circular options: a blue circle at the bottom, and two blue circles above it containing close-up images of flamingo heads and necks. A fourth blue circle is partially visible at the top right.

<https://www.ourvisualbrain.net/activities/activity-demo/complete-the-image>

# OUR VISUAL BRAIN

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Information  
Processing

## Complete the Scene

### Settings

Select a version (2 versions available)

photograph

#### Modality

Full Color

#### Game Duration

2

min

0

sec

#### Number of Missing Pieces



#### Size of Missing Pieces

Small

Medium

Large

Extra Large

#### Peek Time (seconds)



### 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.



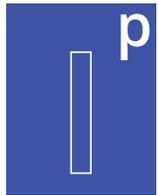
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

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## Visual Closure

Information Processing

Complete the Scene



# OUR VISUAL BRAIN

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## Versions

One Version

## Modality

Full Color, Red Green, MFBF 

Tracking Skills

A screenshot of a game interface with a purple background. At the top left, there are two circular icons: one with a crosshair and another with a speaker. In the top center, the text 'Score 100%' is displayed. To the right, the game title 'OUR VISUAL BRAIN' is in a white box, followed by the question 'Where is the ball?'. On the far right, it says 'New Highscore! Timer 89'. At the bottom, there are six identical green, cone-shaped cups arranged in a horizontal row.

Score  
100%

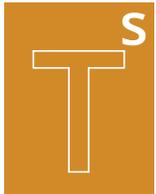
**OUR VISUAL BRAIN**  
Where is the ball ?

New  
Highscore!  
Timer  
89

Cups

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Tracking Skills

### Settings

#### Modality

Full Color

MFBF

Red/Green

#### Game Duration

2

min

0

sec

#### Number Of Cups

3

4

5

6

#### Cup 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.

# Cups



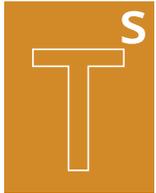
# OUR VISUAL BRAIN

Prescribe More Fun!™



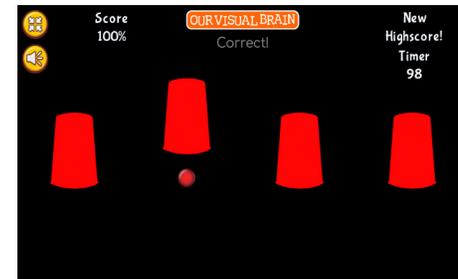
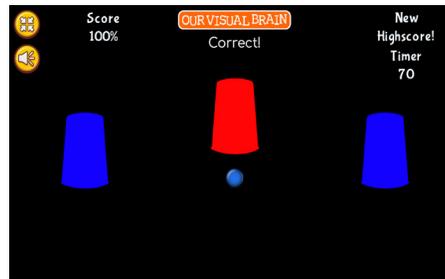
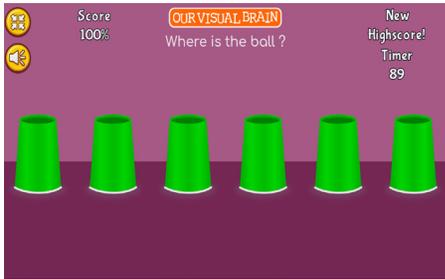
# OUR VISUAL BRAIN

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## Number of Cups 3-6

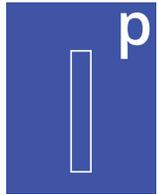
Tracking Skills



Cups

# OUR VISUAL BRAIN

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Information  
Processing

## Versions

Counting, Directionality

## Modality

Full Color, Red Green, MFBF 

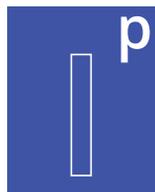
Directionality

A screenshot of the 'OUR VISUAL BRAIN' game interface. At the top left is a yellow circular icon with a cross. The title 'OUR VISUAL BRAIN' is in an orange rounded rectangle. To the right, 'Trials Left 12' and 'Score 100%' are displayed. The main area shows five hand illustrations: a hand with five fingers in a white circle, a hand with five fingers, a hand with two fingers, and two hands each with two fingers. A grey bar at the bottom contains three dots.

<https://www.ourvisualbrain.net/activities/activity-demo/directionality>

# OUR VISUAL BRAIN

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## Information Processing

Select a version (2 versions available)

counting

Modality

Full Color

MFBF

Red/Green

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

# Directionality

## 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.



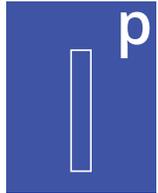
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

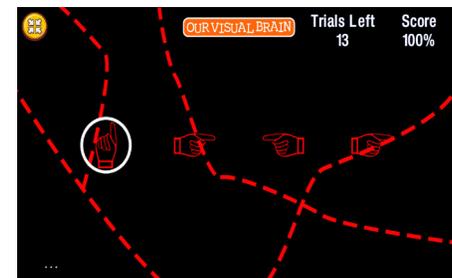
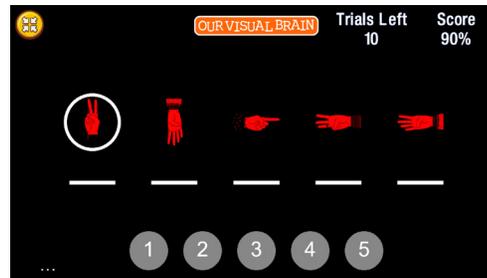
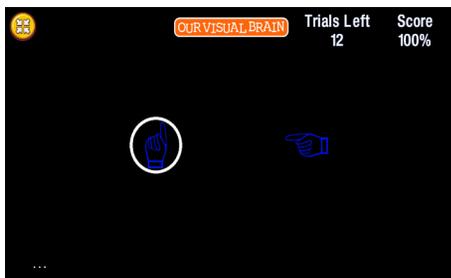
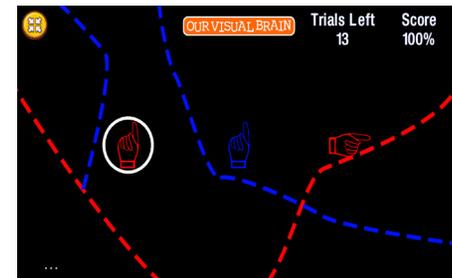
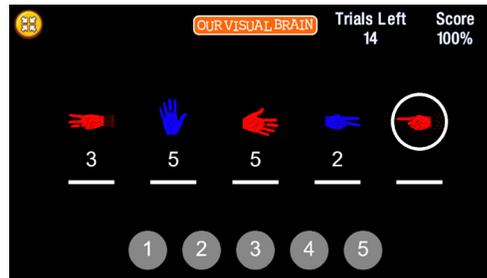
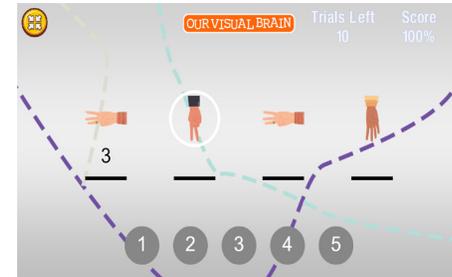
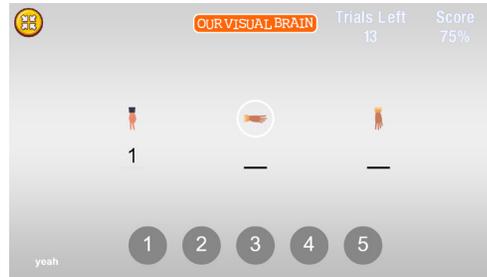
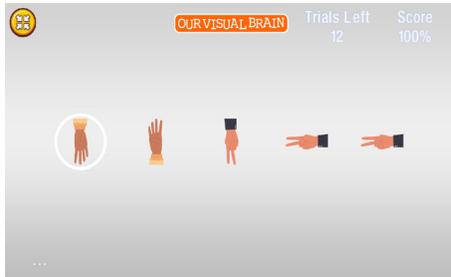
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## Counting, Directionality; Targets 1-5

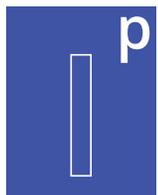
Information Processing

Directionality



# OUR VISUAL BRAIN

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## Versions

Reversals, Visual Discrimination, Visual Figure Ground

## Modality

Red Green, MFBF 

Information  
Processing

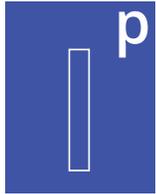
Fast Match

The screenshot shows the 'OUR VISUAL BRAIN' game interface for the 'Fast Match' activity. At the top center, the title 'OUR VISUAL BRAIN' is displayed in a white rounded rectangle. Below it, the score is '100%' and the timer is '107'. To the right, it says 'New Highscore!' and 'Timer 107'. In the top left corner, there are two yellow circular icons: one with a crosshair and one with a speaker. The main area contains four circular icons: a black circle with a yellow staircase pattern, an orange circle with a yellow star and a black 'V' and arrows, a white circle with a green 'L' shape, and a white circle with a black 'X' and arrows.

<https://www.ourvisualbrain.net/activities/activity-demo/fast-match>

# OUR VISUAL BRAIN

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Information  
Processing

## Settings

Select a version (3 versions available)

visual-discrimination

### Modality

Full Color

MFBF

Red/Green

### Game Duration

2

min

0

sec

### Number of Targets

2

4

### Target Size

Small

Medium

Large

### Display Time



# Fast Match

## 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.



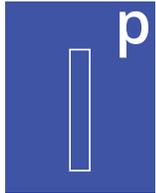
# OUR VISUAL BRAIN

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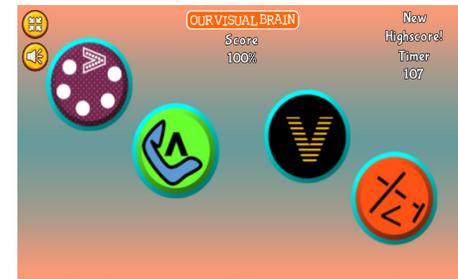
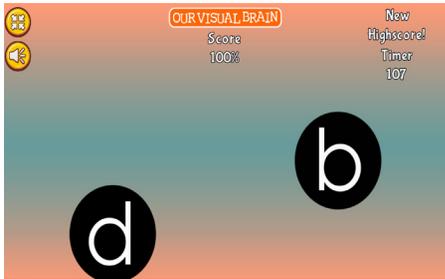
# OUR VISUAL BRAIN

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## Reversals, Visual Discrimination, Visual Figure Ground

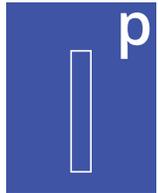
Information Processing



Fast Match

# OUR VISUAL BRAIN

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## Versions

One Version

## Modality

Full Color

Information  
Processing

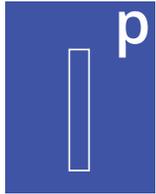


Find It

<https://www.ourvisualbrain.net/activities/activity-demo/find-it>

# OUR VISUAL BRAIN

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Information  
Processing

## Settings

### Modality

Full Color

### Game Duration

2	min	0	sec
---	-----	---	-----

### Number Of Rounds

1	2	3
---	---	---

### Scene

House	Jungle	UFO	Wave
-------	--------	-----	------

### Target Size

Small	Medium	Large
-------	--------	-------

## Category

VisualDiscrimination, Visual  
Scanning

## Configurable Options

Processing Speed, Reduced  
Stimulus

## Instructions

Find the objects in the scene!

Find It



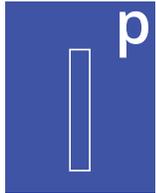
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

Prescribe More Fun!™



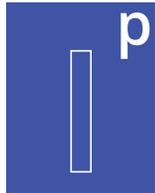
Information Processing



Find It

# OUR VISUAL BRAIN

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## Versions

One Version

## Modality

Full Color

Information  
Processing

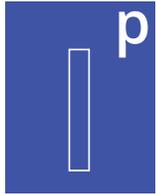
# Find It: 2D Challenge



<https://www.ourvisualbrain.net/activities/activity-demo/find-it-2d-challenge>

## OUR VISUAL BRAIN

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Information  
Processing

# Find It: 2D Challenge

Modality

Full Color

Game Duration

2

min

0

sec

Number Of Rounds

1

2

3

Scene

Beach

Mall

Park

Farmer's Market



### Category

VisualDiscrimination, Visual  
Scanning

### Configurable Options

N/A

### Instructions

Find the objects in the scene!

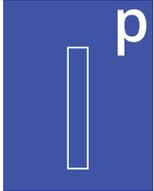
# OUR VISUAL BRAIN

Prescribe More Fun!™



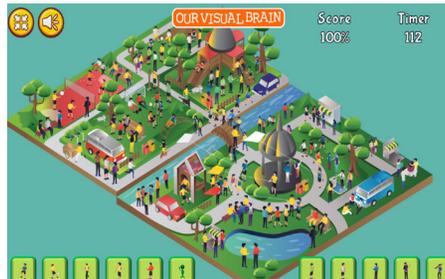
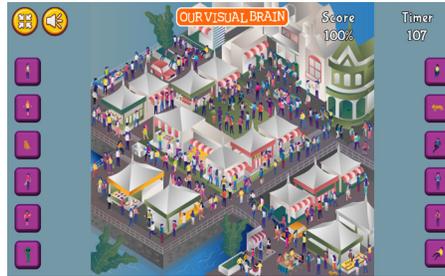
# OUR VISUAL BRAIN

Prescribe More Fun!™



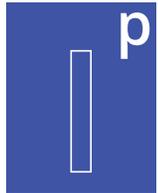
Information Processing

## Find It: 2D Challenge



# OUR VISUAL BRAIN

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## Versions

One Version

## Modality

Full Color

Information  
Processing

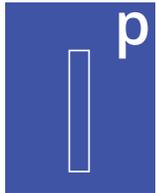
# Find It: Fruits & Vegetables

The screenshot shows the game interface for 'OUR VISUAL BRAIN'. At the top, an orange banner displays 'Score 100%' and 'Round 2'. The game title 'OUR VISUAL BRAIN' is centered in a white box. On the right, a target box shows a tomato icon and 'Find: 4'. Below the banner is a large wooden-textured area filled with various cartoon fruits and vegetables like apples, carrots, pumpkins, and leafy greens. On the far right, there are icons for volume and zoom.

<https://www.ourvisualbrain.net/activities/activity-demo/find-it-fruits-vegetables>

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

# Find It: Fruits&Vegetables

### Settings

#### Modality

Full Color

#### Number Of Rounds

-

10

+

### Category

VisualDiscrimination, 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.



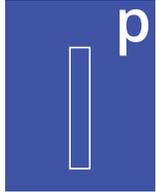
# OUR VISUAL BRAIN

Prescribe More Fun!™



# OUR VISUAL BRAIN

Prescribe More Fun!™



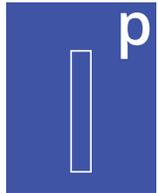
Information  
Processing

## Find It: Fruits & Vegetables



# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

One Version

## Modality

Full Color

Information  
Processing

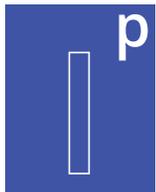
Find It: Toys

A screenshot of the 'OUR VISUAL BRAIN' game interface. The background is light blue with a wavy pattern. At the top left, there are two circular icons: one with a cross and another with a speaker. The text 'Round 1' is displayed in a white, rounded font. In the center, the title 'OUR VISUAL BRAIN' is written in white on an orange rounded rectangle. At the top right, 'Score 100%' is shown in white. The main area is filled with various colorful toy icons including a monkey, a helicopter, a red bucket with tools, a rocket, a cow, a car, a turtle, a boat, a truck, a plane, a bear, a chicken, a fish, a dog, a teddy bear, a pig, a sheep, a rabbit, a frog, a bear, a chicken, a fish, a dog, a teddy bear, a pig, a sheep, a rabbit, a frog, a bear, a chicken, a fish, a dog, a teddy bear, a pig, a sheep, a rabbit, a frog. A magnifying glass is positioned in the bottom left, focusing on a purple car. A large yellow circle with the number '6' is in the bottom center.

<https://www.ourvisualbrain.net/activities/activity-demo/find-it-toys>

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

### Settings

#### Modality

Full Color

#### Number Of Rounds

-	10	+
---	----	---

### 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.

Find It: Toys



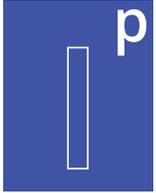
# OUR VISUAL BRAIN

Prescribe More Fun!™



# OUR VISUAL BRAIN

Prescribe More Fun!™



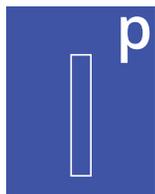
Information  
Processing

Find It: Toys



# 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.

◆	+
★	●

★	◆
●	+

+	●
◆	★

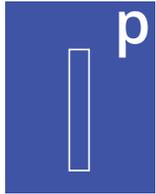
●	+
★	◆

Flip It

<https://www.ourvisualbrain.net/activities/activity-demo/flip-it>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Settings

### Modality

Red/Green

### Background



### Target Color(s)



### Target Size

Small

Medium

Large

### Difficulty

Easy

Medium

Hard

## Category

Spatial Reasoning

## Configurable Options

Reduced Stimulus

## Instructions

Read the clues and select the correct grid!

Flip It



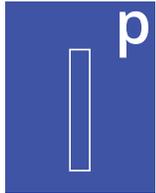
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

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## Easy, Medium, Hard

Information Processing

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.

✦	●	◆	★	●	✦	★	◆	◆	★
◆	★	★	●	★	◆	●	◆	★	✦

OUR VISUAL BRAIN Score 100%

Set 1

◆	★
✦	●

Look at the grid above and then click on the grid below that is flipped upside down and then rotated 180° clockwise.

★	●	✦	◆	●	✦	★	◆	◆	★
◆	★	★	●	★	◆	●	◆	★	✦

OUR VISUAL BRAIN Score 0%

Set 1

◆	★
✦	●

Look at the grid above and then click on the grid below that is flipped upside down then rotated 90° clockwise and then rotated left to right.

✦	●	◆	★	●	✦	★	◆	◆	★
◆	★	★	●	★	◆	●	◆	★	✦

# Flip It

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

Counting, Addition, Subtraction, Multiplication, Division

## Modality

Full Color, Red Green, MFBF 

Math/Algebra

# Fly Catching



<https://www.ourvisualbrain.net/activities/activity-demo/fly-counting>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Math/Algebra

## Settings

Select a version (5 versions available)

multiplication

### Modality

Full Color

MFBF

Red/Green

### Game Duration

2

min

0

sec

### Minimal Number

-

1

+

### Maximal Number (max 30)

-

15

+

### Target Size

SMALL

MEDIUM

LARGE

### Target Speed

0

1

2

3

4

5

## 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.

Fly Catching

# OUR VISUAL BRAIN

Prescribe More Fun!™



# OUR VISUAL BRAIN

Prescribe More Fun!™



## Counting, Addition, Subtraction, Multiplication, Division

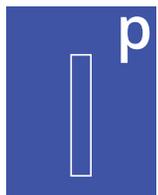
Math/Algebra



Fly Catching

# OUR VISUAL BRAIN

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Information  
Processing

## Versions

Timed, Untimed

## Modality

Full Color, Red/Green, MFBF 

Follow Me

A screenshot of the 'Follow Me' activity interface. It features a central circular dial with four colored segments: pink at the top, yellow on the left, orange on the right, and cyan at the bottom. A small gold coin icon with a cross is in the top left corner. In the top right, an orange banner reads 'OUR VISUAL BRAIN'. Below it, the text 'Sequence 4' and 'New Highscore!' is displayed. In the bottom right, the text 'Time 34' is shown.

OUR VISUAL BRAIN

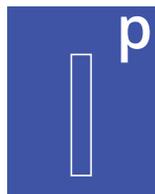
Sequence  
4  
New  
Highscore!

Time  
34

<https://www.ourvisualbrain.net/activities/activity-demo/follow-me>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Settings

Select a version (2 versions available)

timed

### Modality

Full Color

**MFBF**

Red/Green

### Background



White

### Target Color



Turquoise

Light Pink

### Visual Assist

**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.

Follow Me



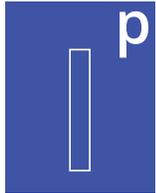
# OUR VISUAL BRAIN

Prescribe More Fun!™



# OUR VISUAL BRAIN

Prescribe More Fun!™



## Timed, Endless Play

Information Processing

A circular game interface with four colored segments: green (top), yellow (left), orange (right), and cyan (bottom).

Score 100%  
OUR VISUAL BRAIN  
Sequence 7  
New Highscore!  
Time 43

A circular game interface with four colored segments: pink (top), yellow (left), orange (right), and cyan (bottom).

Score 100%  
OUR VISUAL BRAIN  
Sequence 3  
New Highscore!  
Time 98

A circular game interface with four colored segments: pink (top, containing a turtle icon), yellow (left), orange (right), and pink (bottom).

Score 100%  
OUR VISUAL BRAIN  
Sequence 3  
New Highscore!  
Time 17

Follow Me

# OUR VISUAL BRAIN

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## Versions

3-Letter CVC Words, 3-6 Letter Words

## Modality

Red/Green, MFBF 

Letter & Word

# Frenzy Card Game



<https://www.ourvisualbrain.net/activities/activity-demo/frenzy>

# OUR VISUAL BRAIN

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Letter & Word

## Settings

Select a version (2 versions available)

3-letter-words

## Modality

MFBF

Red/Green

## Background

White

## Target Color(s)

# Frenzy Card Game

## 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

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# OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

## 3-Letter CVC Words; 3-6-Letter Words



Frenzy Card Game

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

Letters, Visual Letters

## Modality

Full Color, Red/Green, MFBF 

Letter & Word

Frenzy Letter Sounds

A screenshot of the 'OUR VISUAL BRAIN' Level 1 game interface. The background is a bright blue sky with white clouds and a sunburst effect. At the top center, the text 'OUR VISUAL BRAIN' is in an orange rounded rectangle, and 'Level 1' is below it. On the right, 'Score 5' and 'Percentage 100%' are displayed. In the center, three white rectangular boxes are arranged horizontally, each containing a letter ('t', 'b', 'j') surrounded by a colorful splatter. The letters are in a stylized font. Above the first box is a gold coin icon with a cross. Below the three boxes is a blue ear icon. The bottom of the screen shows green grass.

OUR VISUAL BRAIN

Level 1

Score 5

Percentage 100%

t b j

frenzy

frenzy

frenzy

frenzy

frenzy

frenzy

<https://www.ourvisualbrain.net/activities/activity-demo/frenzy-letter-sounds>

## OUR VISUAL BRAIN

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Letter & Word

# Frenzy Letter Sounds

### Settings

Select a version (2 versions available)

letters

### Modality

MFBF

Red/Green

### Background



White

### Target Color(s)



### 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!™



# OUR VISUAL BRAIN

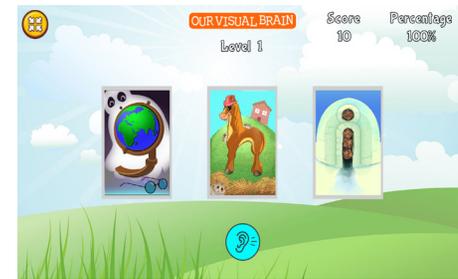
Prescribe More Fun!™



## Letter Sounds

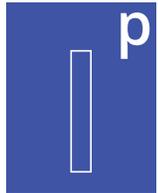
Letter & Word

Frenzy Letter Sounds



# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

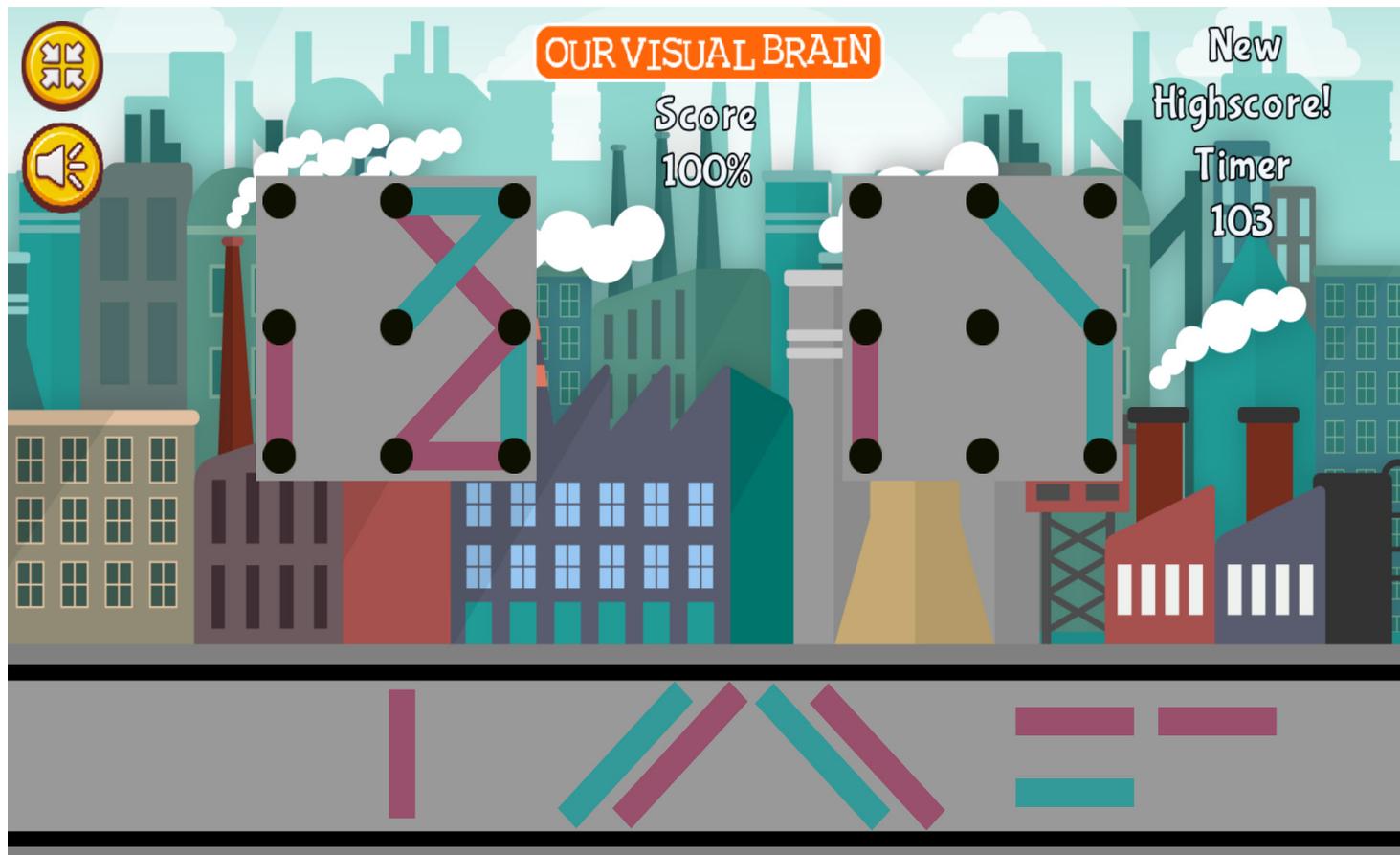
Easy, Medium, Hard

## Modality

Red/Green, MFBF 

Information  
Processing

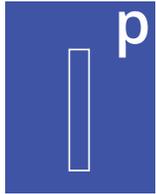
# Grid Matching



<https://www.ourvisualbrain.net/activities/activity-demo/grid-counting>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Grid Matching

**Settings**

Modality  
MFBF Red/Green

Background Target Color(s)  
Gray

Game Duration  
2 min 0 sec

Image Background  
Active Inactive

Difficulty  
Easy Medium Hard

Target Speed  
0 1 2 3 4 5

### 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.



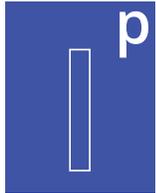
# OUR VISUAL BRAIN

Prescribe More Fun!™



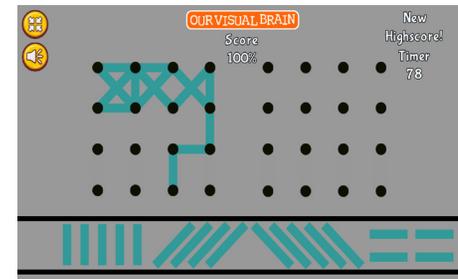
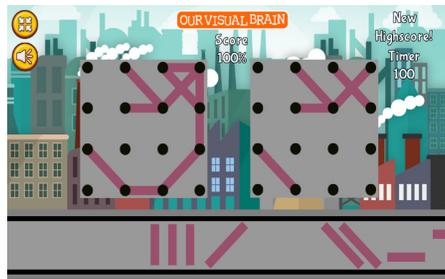
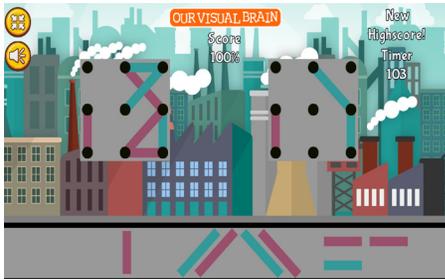
# OUR VISUAL BRAIN

Prescribe More Fun!™



**Easy, Medium, Hard**

**Information Processing**



**Grid Matching**

# OUR VISUAL BRAIN

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## Versions

One Version

## Modality

Full Color, Red/Green, MFBF 

Tracking Skills



Hoops

<https://www.ourvisualbrain.net/activities/activity-demo/hoops>

# OUR VISUAL BRAIN

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Tracking Skills

## Settings

Modality

Full Color

MFBF

Red/Green

Game Duration

2

min

0

sec

Ball Speed



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

# Hoops



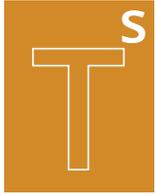
# OUR VISUAL BRAIN

Prescribe More Fun!™

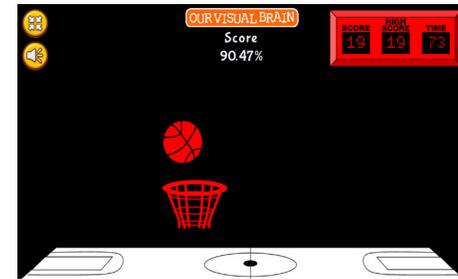
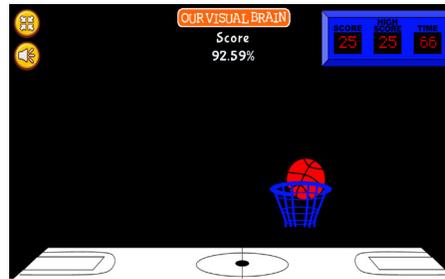


# OUR VISUAL BRAIN

Prescribe More Fun!™



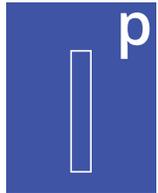
## Tracking Skills



# Hoops

# OUR VISUAL BRAIN

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## Versions

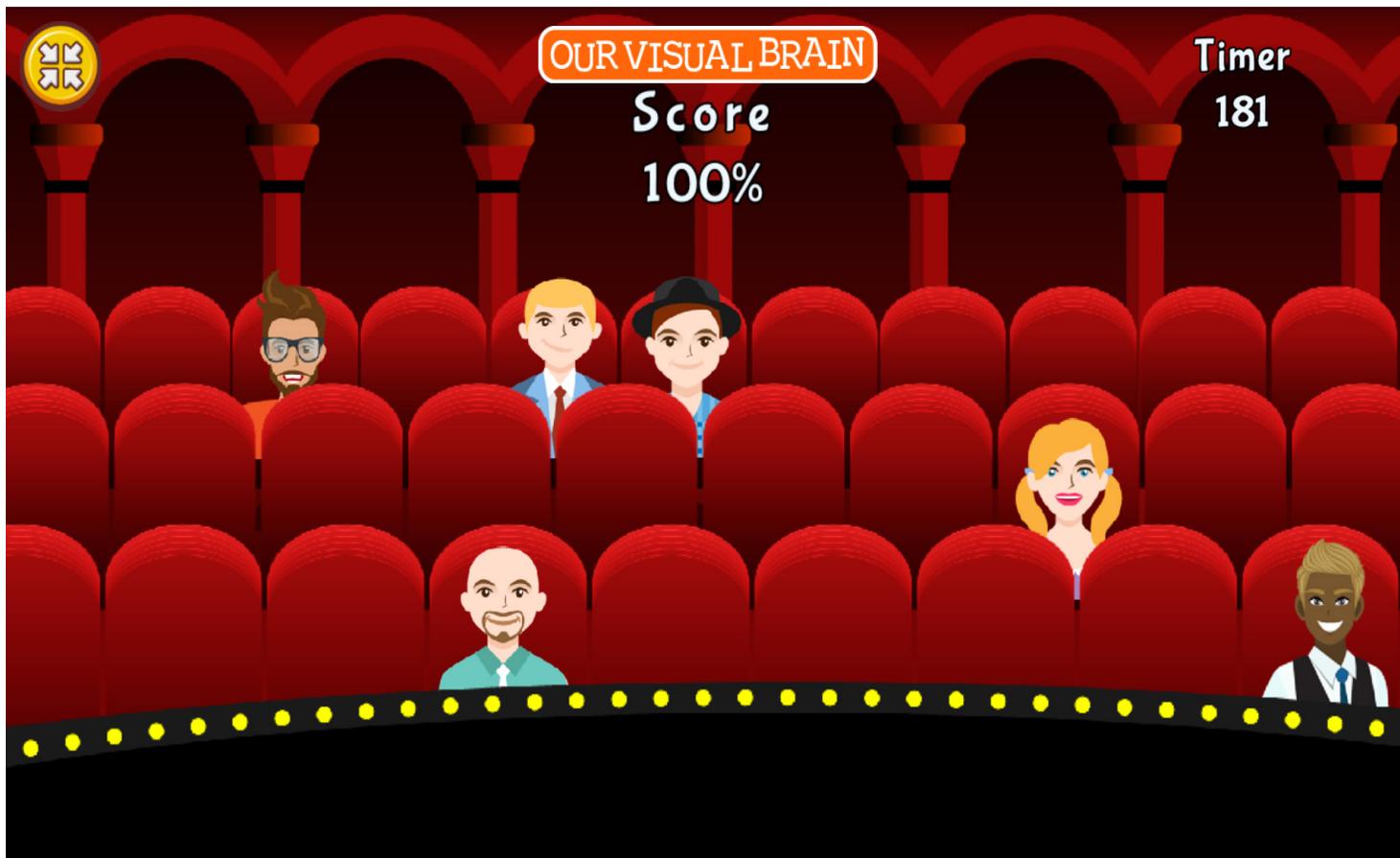
One Version

## Modality

Full Color

Information  
Processing

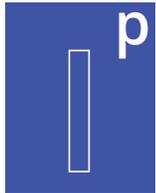
Images in a Scene



<https://www.ourvisualbrain.net/activities/activity-demo/images-in-a-scene>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Images in a Scene

### Settings

Modality

Full Color

Game Duration

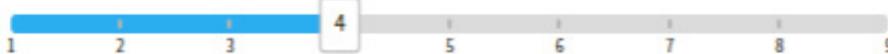
4

min

0

sec

Number Of Targets



Distractor Duration (seconds)



Display Time (seconds)



### 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.



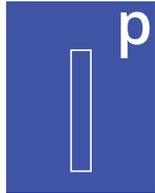
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

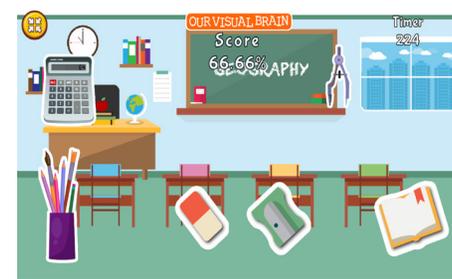
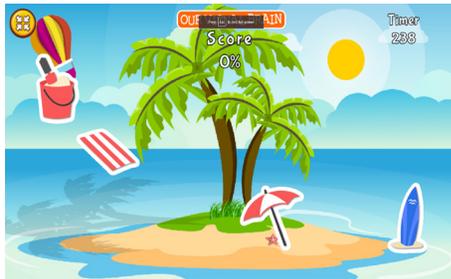
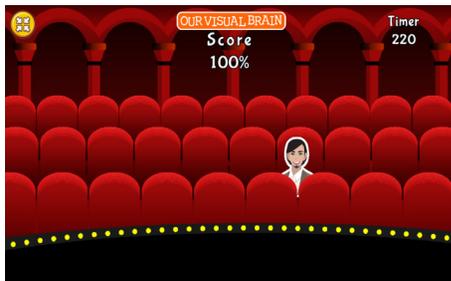
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## Number of Targets 1-9

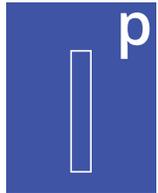
Information Processing

Images in a Scene



# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

Regular, Visual Assist

## Modality

Full Color

Information  
Processing

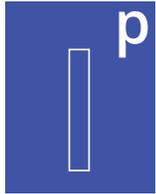
# Jigsaw Puzzles

A screenshot of a jigsaw puzzle game interface. At the top center is a title bar that says "OUR VISUAL BRAIN". On the left side, there is a vertical toolbar with four yellow circular icons: a pause button, a four-way arrow button, a speaker button, and a magnifying glass button. Below the toolbar is a puzzle piece labeled "2" with the text "CRIME DATE:". In the center is a large puzzle piece showing a brown cat wearing sunglasses and holding a black sign. The sign contains the following text: "RECEIPT", "ID 78 05 301", "Sofa Destroyer", and "CODE: # 180326781". To the right of the central piece is another puzzle piece labeled "3" with the text "POLICE DET". Above the central piece, a score of "77.77%" is displayed. To the right of the score, a "Highscore" section shows a score of "0". At the bottom center, there is a small thumbnail of the completed puzzle.

<https://www.ourvisualbrain.net/activities/activity-demo/jigsaw-puzzles>

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

### Settings

Modality

Full Color

Mode

ASSISTED

REGULAR

Puzzle Size

2 X 2

3 X 3

6 X 5

7 X 5

7 X 6

8 X 6

13 X 19

19 X 15

### 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.

Jigsaw Puzzles



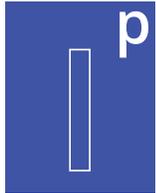
# OUR VISUAL BRAIN

Prescribe More Fun!™



# OUR VISUAL BRAIN

Prescribe More Fun!™



## Regular, Visual Assist

Information Processing



Jigsaw Puzzles

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

One Version

## Modality

Full Color, Red/Green, MFBF 

Tracking Skills

Jump It



<https://www.ourvisualbrain.net/activities/activity-demo/jump-it>

# OUR VISUAL BRAIN

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Tracking Skills

## Settings

Modality

Full Color MFBF Red/Green

durationSeconds

2 min 0 sec

targetSpeed

1 2 3 4 5

## 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.

Jump It

# OUR VISUAL BRAIN

Prescribe More Fun!™



# OUR VISUAL BRAIN

Prescribe More Fun!™



## Tracking Skills



Jump It

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

One Version

## Modality

Full Color, Red/Green, MFBF 

Tracking Skills



**Kapow**

<https://www.ourvisualbrain.net/activities/activity-demo/kapow>

## OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

### Settings

#### Modality

<input checked="" type="radio"/> Full Color	<input type="radio"/> MFBF	<input type="radio"/> Red/Green
---	----------------------------	---------------------------------

#### Game Duration

<input type="text" value="2"/>	min	<input type="text" value="0"/>	sec
--------------------------------	-----	--------------------------------	-----

#### Enemy Speed

<input checked="" type="radio"/> Slow	<input type="radio"/> Medium	<input type="radio"/> Fast
---------------------------------------	------------------------------	----------------------------

### Category

Tracking

### Configurable Options

Processing Speed,  
Reduced Stimulus

### Instructions

Click or tap on the screen to control the shooter.

**Kapow**



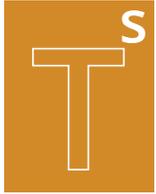
# OUR VISUAL BRAIN

Prescribe More Fun!™

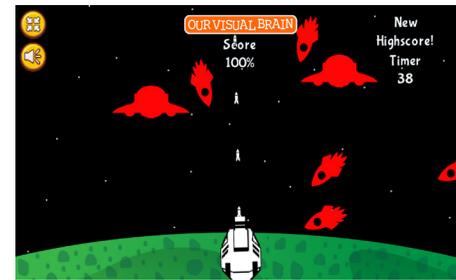


# OUR VISUAL BRAIN

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## Tracking Skills



**Kapow**

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

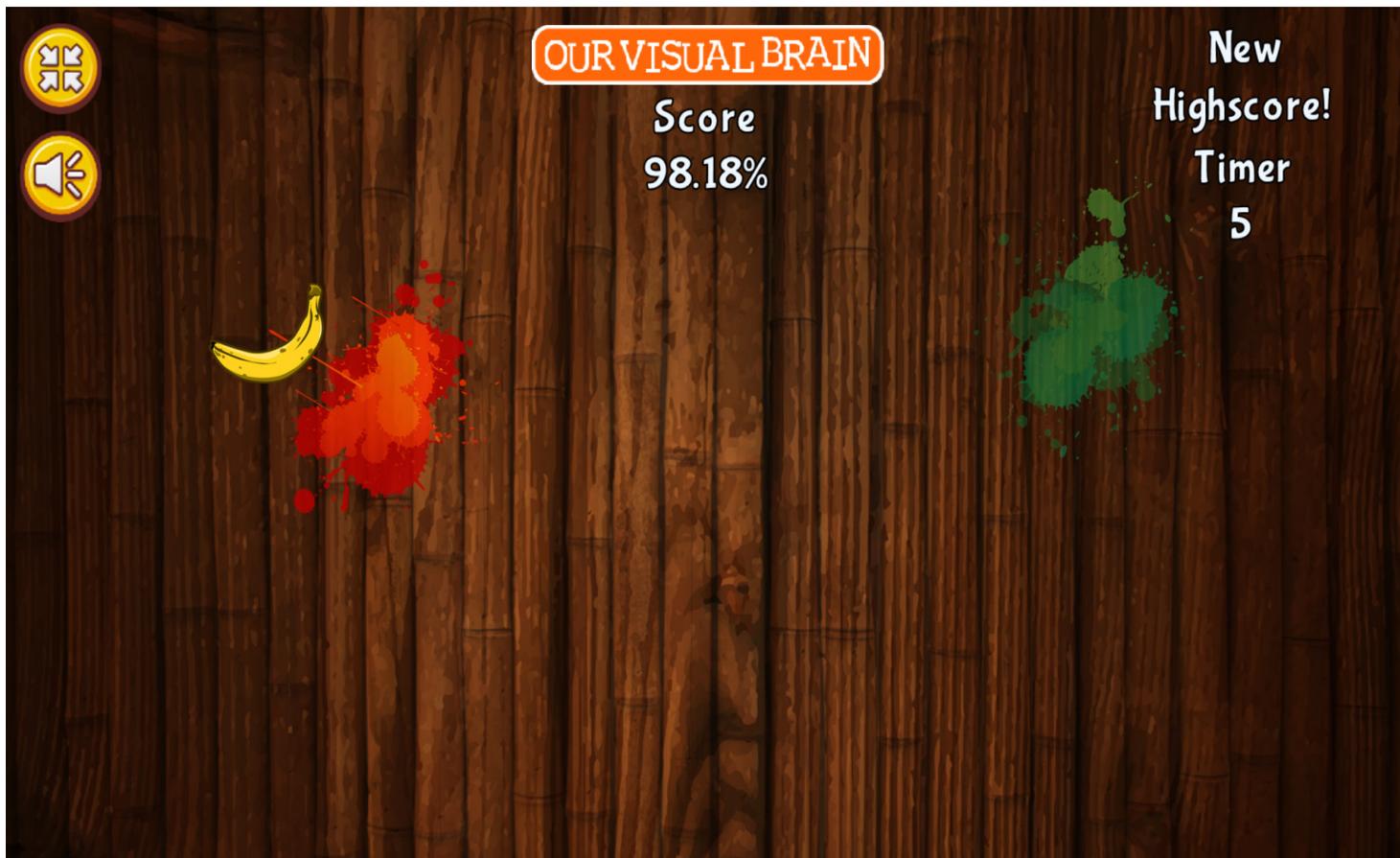
One Version

## Modality

Full Color, Red/Green, MFBF 

Tracking Skills

# Kung Fu Fruit



<https://www.ourvisualbrain.net/activities/activity-demo/kung-fu-fruit>

## OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

### Settings

#### Modality

<input checked="" type="radio"/> Full Color	<input type="radio"/> MFBF	<input type="radio"/> Red/Green
---	----------------------------	---------------------------------

#### Duration

<input type="text" value="2"/>	<input type="text" value="min"/>	<input type="text" value="0"/>	<input type="text" value="sec"/>
--------------------------------	----------------------------------	--------------------------------	----------------------------------

#### Target Speed

<input checked="" type="radio"/> Slow	<input type="radio"/> Medium	<input type="radio"/> Fast
---------------------------------------	------------------------------	----------------------------

### 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.

Kung Fu Fruit



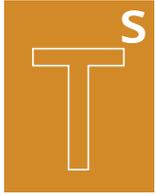
# OUR VISUAL BRAIN

Prescribe More Fun!™



# OUR VISUAL BRAIN

Prescribe More Fun!™



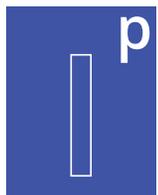
## Tracking Skills



# Kung Fu Fruit

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

Horizontal Cut, Vertical Cut, 4-Piece Cut

## Modality

Full Color, Red/Green, MFBF 

Information  
Processing

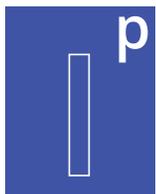
# Letter Matching

A screenshot of the 'OUR VISUAL BRAIN' Letter Matching game interface. The background is black. At the top center, the title 'OUR VISUAL BRAIN' is in an orange rounded rectangle. Below it, 'Score 100%' is displayed. To the right, 'New Highscore! Timer 90' is shown. In the top left corner, there are two circular icons: a yellow one with a white cross and a yellow one with a white speaker. The main area contains several white letters: 't', 'k', 'l', 'd', 'f', and 'c' arranged in two rows. The top row has 't', 'l', 'd', 'f' and the bottom row has 'k', 'c'.

<https://www.ourvisualbrain.net/activities/activity-demo/letter-matching>

# OUR VISUAL BRAIN

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Information  
Processing

## Letter Matching

### Settings

Select a version (3 versions available)

vertical-cut

### Modality

Full Color

MFBF

Red/Green

### Game Duration

2

min

0

sec

### Lettercase

lowercase

UPPERCASE

cOmBINaTIOn

### Category

Visual Closure

### Configurable Options

Processing Speed,  
Reduced Stimulus

### Instructions

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



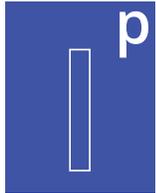
# OUR VISUAL BRAIN

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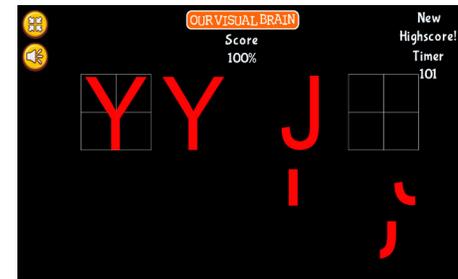
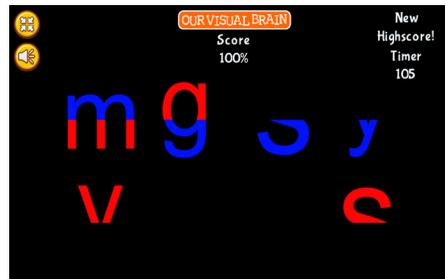
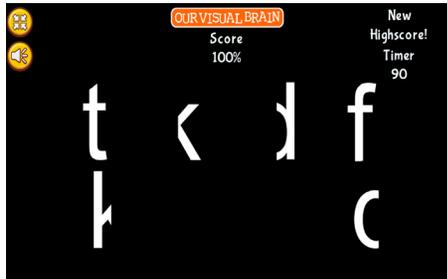
# OUR VISUAL BRAIN

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## Vertical Cut, Horizontal Cut, 4-Piece Cut

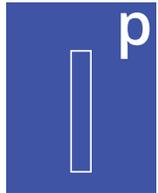
Information Processing



# Letter Matching

# OUR VISUAL BRAIN

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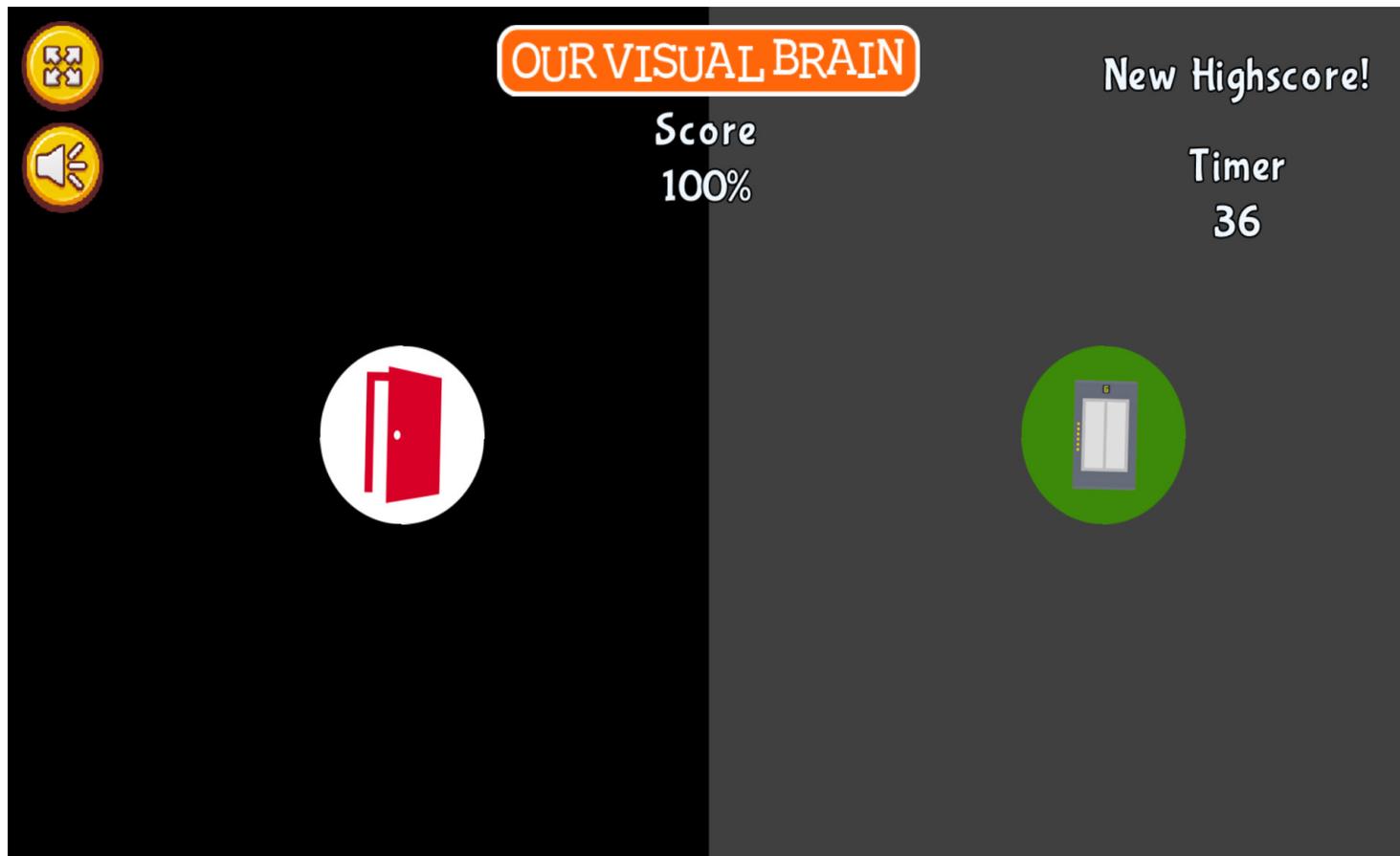
## Versions

One Version

## Modality

Full Color

Information  
Processing

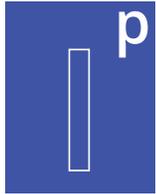


Listen Up

<https://www.ourvisualbrain.net/activities/activity-demo/listen-up>

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Information Processing

### Settings

#### Modality

Full Color

#### Game Duration

2

min

0

sec

#### Object Category

Category 1

Category 2

Category 3

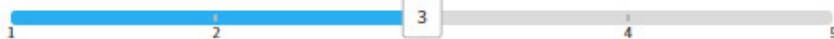
#### Target Speed



#### Number Of Distractions



#### Distraction Time (seconds)



#### Target Size

Small

Medium

Large

## 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.

Listen Up



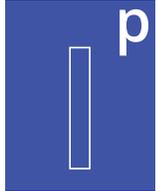
# OUR VISUAL BRAIN

Prescribe More Fun!™

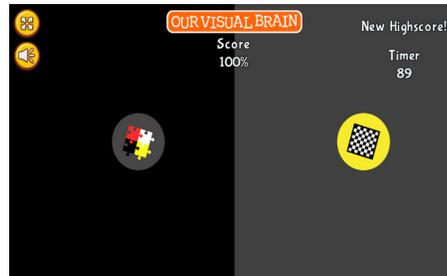


# OUR VISUAL BRAIN

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Information  
Processing

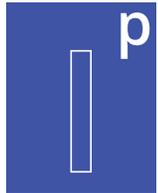


Listen Up



# OUR VISUAL BRAIN

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## Versions

One Version

## Modality

Full Color

Information  
Processing

# Match Game

**OUR VISUAL BRAIN**

Score  
100%

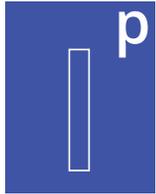
New  
Highscore!  
Round  
7

<https://www.ourvisualbrain.net/activities/activity-demo/match-game>

# OUR VISUAL BRAIN

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Information  
Processing

## Settings

### Modality

Full Color

### Number Of Pictures

4

6

8

10

12

### Number Of Rounds

-

10

+

## Category

Visual Discrimination

## Configurable Options

Processing Speed

## Instructions

Click or tap on the matching pairs!

Match Game



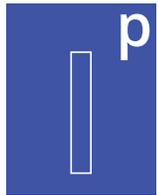
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

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## Number of Targets 4-12

Information Processing

Match Game

OUR VISUAL BRAIN  
Score 100%  
New Highscore!  
Round 5

OUR VISUAL BRAIN  
Score 100%  
New Highscore!  
Round 6

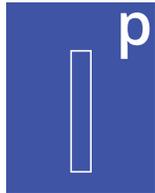
OUR VISUAL BRAIN  
Score 100%  
New Highscore!  
Round 4

OUR VISUAL BRAIN  
Score 100%  
New Highscore!  
Round 8

OUR VISUAL BRAIN  
Score 100%  
New Highscore!  
Round 2

# OUR VISUAL BRAIN

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## Versions

Challenge, Letter Sounds, Visual Discrimination, VIP-Multiple

## Modality

Red/Green 

Information  
Processing

OUR VISUAL BRAIN

Best Time  
0

Score  
94.33%  
New  
Highscore!

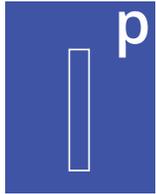
Timer  
129  
Puzzle Time  
100

Match It

<https://www.ourvisualbrain.net/activities/activity-demo/match-it>

# OUR VISUAL BRAIN

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Information  
Processing

Match It

## Settings

Select a version (4 versions available)

visual-discrimination

Modality

Red/Green

Background



Target Color(s)



Game Duration

2

min

0

sec

Each Puzzle Duration

1

min

0

sec

Target Speed



Object Rotation Speed



## 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

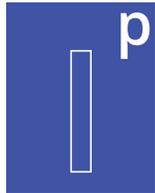
Prescribe More Fun!™





# OUR VISUAL BRAIN

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## Versions

One Version

## Modality

Full Color

Information  
Processing

Match the Toys

The screenshot shows a game interface with a purple left panel and a teal right panel. The title 'OUR VISUAL BRAIN' is at the top center. The left panel contains a fox, a soldier, a red drum, a purple dragon, and a yellow duck. The right panel contains a jar of colorful beads, a toy soldier, a purple dragon, a teddy bear, and a jump rope. The score is 100% and the timer is 104. A 'New Highscore!' banner is visible.

**OUR VISUAL BRAIN**

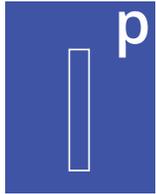
Score  
100%

New  
Highscore!  
Timer  
104

<https://www.ourvisualbrain.net/activities/activity-demo/match-the-toys>

## OUR VISUAL BRAIN

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Information  
Processing

### Settings

Modality

Full Color

Game Duration

2

min

0

sec

Target Size

Small

Medium

Large

### 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.

Match the Toys



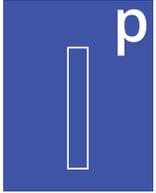
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

Prescribe More Fun!™



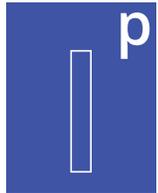
Information  
Processing

## Match the Toys



# OUR VISUAL BRAIN

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## Versions

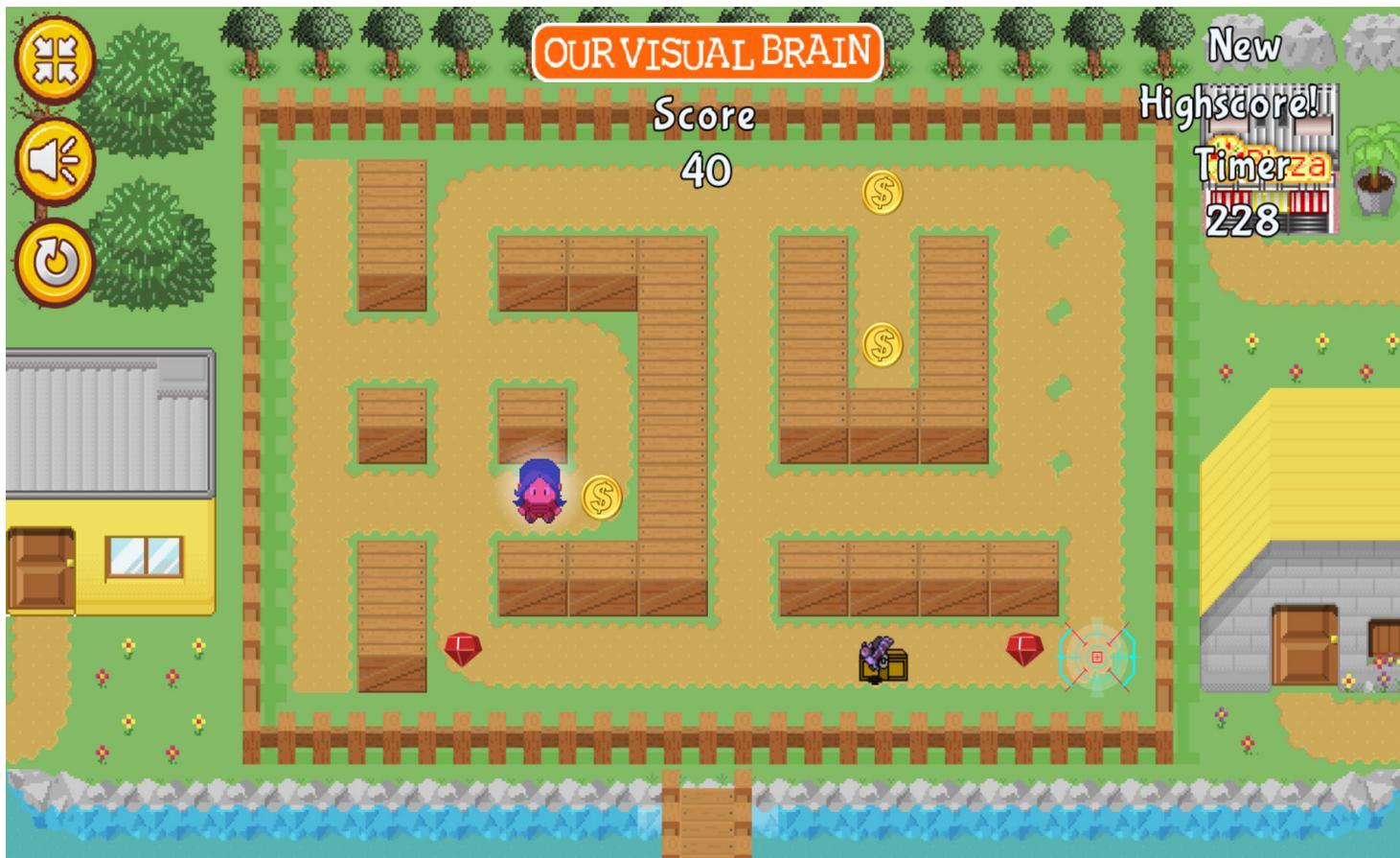
One Version

## Modality

Full Color, Red/Green, MFBF 

Information  
Processing

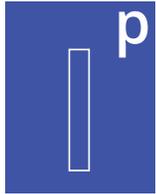
# Maze Challenge



<https://www.ourvisualbrain.net/activities/activity-demo/maze-challenge>

## OUR VISUAL BRAIN

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Information  
Processing

# Maze Challenge

### Settings

#### Modality

Full Color

MFBF

Red/Green

#### Game Duration

4

min

0

sec

#### Map Size

Small

Medium

Large

### 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.



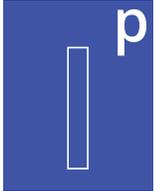
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

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## Maze Size: Small, Medium, Large

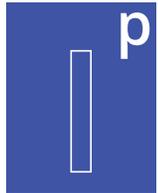
Information Processing



Maze Challenge

# OUR VISUAL BRAIN

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## Versions

Photograph, Cartoon

## Modality

Full Color

Information  
Processing

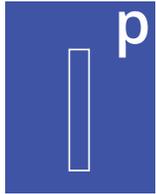
Memory

The screenshot shows the 'OUR VISUAL BRAIN' Memory game interface. At the top, a teal banner contains the game title 'OUR VISUAL BRAIN' in an orange pill-shaped box. To the left of the banner are two yellow circular icons: a crosshair and a speaker. To the right are statistics: 'Score 0%', 'Trials Left 9', and 'Highscore 0%'. The main area features a 3x4 grid of portrait cards. The first and fourth columns contain identical pairs of cards, while the second and third columns contain different pairs. The cards are: (1) Woman in a hat, (2) Man with curly hair, (3) Woman in a black headscarf, (4) Woman in a hat. The second row contains: (1) Woman with long dark hair, (2) Woman with long dark hair, (3) Man with a beard, (4) Man with a beard. The third row contains: (1) Woman with curly hair and a pink top, (2) Man with curly hair, (3) Woman in a black headscarf, (4) Woman with curly hair and a pink top. In the bottom right corner, it says 'Peek Time: 18'.

<https://www.ourvisualbrain.net/activities/activity-demo/memory>

# OUR VISUAL BRAIN

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Information  
Processing

## Settings

Select a version (2 versions available)

cartoon

Modality

Full Color

Puzzle Width

2 4 6

Puzzle Height

2 3 4 5

Number Of Trials

- 10 +

Peek Time (seconds) 20

0	10	20
30	40	50
60	70	80
90		

Randomize Graphic

Inactive Active

## 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.

Memory



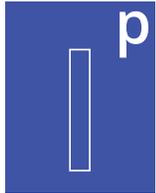
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

Prescribe More Fun!™



## Cartoon, Photograph

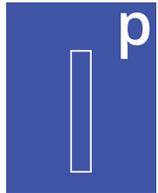
Information Processing



Memory

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

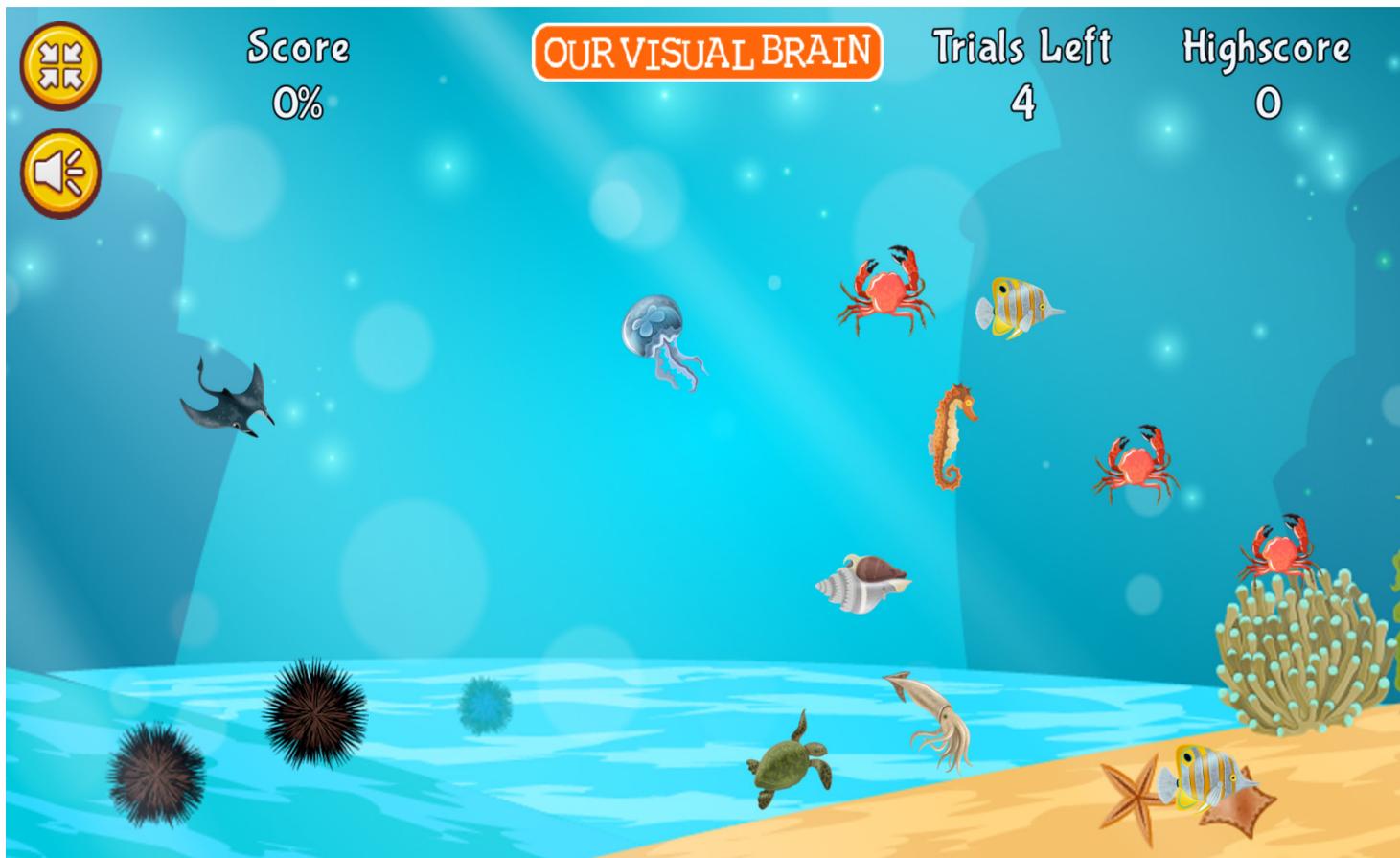
Ordinal Memory, Visual Sequential Memory

## Modality

Full Color

Information  
Processing

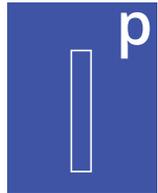
# Memory Saccades



<https://www.ourvisualbrain.net/activities/activity-demo/memory-saccades>

# OUR VISUAL BRAIN

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Information  
Processing

## Memory Saccades

### Settings

Select a version (2 versions available)

sequential

### Modality

Full Color

### Number Of Trials

5

### Sequence Length



### Graphic

Grid Ocean Sky Space

### Object Density

Light Medium Heavy

### Grid Width (Grid Version Only)



### Grid Height (Grid Version Only)



### Metronome

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.

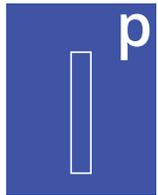
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

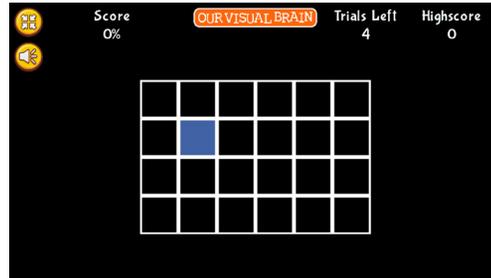
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## Ordinal Memory, Visual Sequential Memory

Information Processing

Memory Saccades



# OUR VISUAL BRAIN

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## Versions

One Version

## Modality

Full Color

Peripheral Skills

# Peripheral Skill Building



<https://www.ourvisualbrain.net/activities/activity-demo/peripheral-skill-building>

## OUR VISUAL BRAIN

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Peripheral Skills

# Peripheral Skill Building

### Settings

#### Modality

Full Color

#### Game Duration

3

min

0

sec

#### Target Size

Small

Medium

Large

#### Target Speed

1

2

3

4

5

### 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

Prescribe More Fun!™



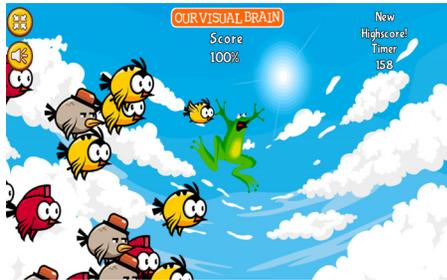
# OUR VISUAL BRAIN

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Peripheral Skills

## Peripheral Skill Building



# OUR VISUAL BRAIN

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## Versions

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

## Modality

Full Color, Red/Green, MFBF 

Peripheral Skills

Peripheral Skill Building-  
Reduced Stimulus

A screenshot of the 'OUR VISUAL BRAIN' game interface. The background is black. At the top left, there are two circular icons: a yellow one with a crosshair and a yellow one with a speaker. The title 'OUR VISUAL BRAIN' is in a white rounded rectangle. Below it, 'Score 0%' is displayed. In the top right, 'Highscore 0' and 'Timer 116' are shown. The main area contains various numbers in red and blue, arranged in a circular pattern around a central white star. The word 'Odd' is written in white below the star. A small grey box with the text 'press Esc to exit full screen' is visible near the top center. The numbers include 20, 18, 17, 10, 7, 3, 19, 8, 9, 6, 11, 5, 12, 4, 16, 15, 2, 14, 13, and 1.

<https://www.ourvisualbrain.net/activities/activity-demo/peripheral-skill-building-reduced-stimulus>

## OUR VISUAL BRAIN

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Peripheral Skills

# Peripheral Skill Building- Reduced Stimulus

### Settings

Select a version (5 versions available)

number-letter

### Modality

Full Color MFBF Red/Green

### Rotation Speed



### Play Mode

Timed Endless

### Game Duration (Timed Mode Only)

2 min 0 sec



### 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

Prescribe More Fun!™



# OUR VISUAL BRAIN

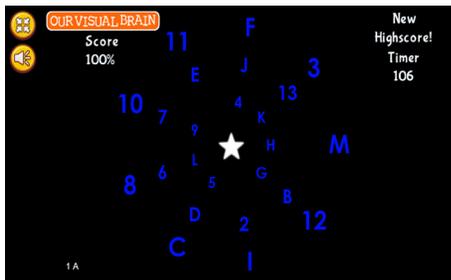
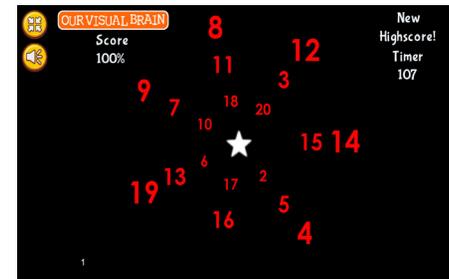
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## Bubbles, Letters, Numbers, Numbers/Letters, Words

Peripheral Skills

Peripheral Skill Building-  
Reduced Stimulus



# OUR VISUAL BRAIN

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## Versions

One Version

## Modality

Full Color, Red/Green, MFBF 

Tracking Skills

Pop A Rama



<https://www.ourvisualbrain.net/activities/activity-demo/pop-a-rama>

# OUR VISUAL BRAIN

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Tracking Skills

## Settings

Modality

Full Color  MFBF  Red/Green

durationSeconds

min  sec

targetSpeed

## 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.

Pop A Rama



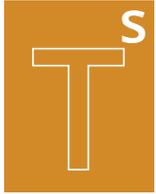
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

Prescribe More Fun!™



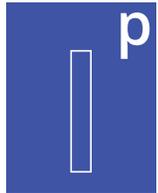
Tracking Skills



Pop A Rama

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Versions

In-office, Freeplay

## Modality

Full Color

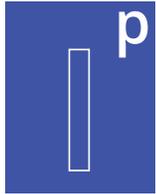
# Puzzle It

A screenshot of the 'OUR VISUAL BRAIN' puzzle game interface. The title 'OUR VISUAL BRAIN' is in an orange rounded rectangle, and 'Level 50' is below it. The game board is a dark blue grid with a staircase-like shape of grey squares. On the left, a cluster of colorful triangles (blue, green, yellow, pink, purple) is partially assembled, with some purple squares in the center. On the right, a separate cluster of colorful triangles is shown. In the top left corner, there are two circular icons: a speaker and a floppy disk. The URL 'https://www.ourvisualbrain.net/activities/activity-demo/puzzle-it' is at the bottom.

<https://www.ourvisualbrain.net/activities/activity-demo/puzzle-it>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

Select a version (2 versions available)

in-office

Modality

Full Color

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.

Puzzle It



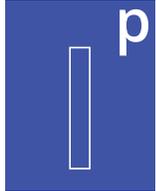
# OUR VISUAL BRAIN

Prescribe More Fun!™



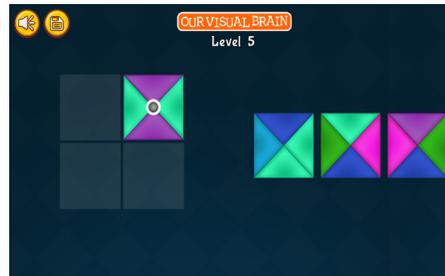
# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

**In-office, Freeplay**

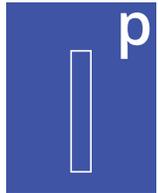


**Puzzle It**



# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

One Version

## Modality

Full Color

Information  
Processing

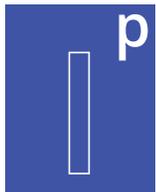
# Puzzle Rotate

A screenshot of the 'Puzzle Rotate' game interface. At the top, there is a speaker icon, a 'Highscore 0' display, a central orange banner with 'OUR VISUAL BRAIN' and 'Score 0', a 'Time 116' display, and a four-way arrow icon. The main area features a large image of jellyfish on the left and a 5x5 grid of smaller jellyfish images on the right, used for the puzzle-solving activity.

<https://www.ourvisualbrain.net/activities/activity-demo/puzzle-rotate>

## OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

# Puzzle Rotate

### Settings

#### Modality

Full Color

#### Game Duration

2	min	0	sec
---	-----	---	-----

#### Puzzle Size

2 X 2	3 X 3	4 X 4	5 X 5	6 X 6
-------	-------	-------	-------	-------

### 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.



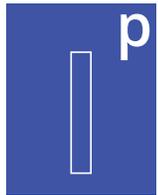
# OUR VISUAL BRAIN

Prescribe More Fun!™



# OUR VISUAL BRAIN

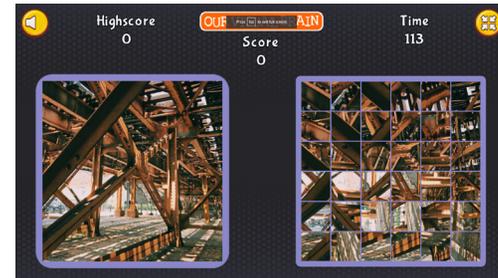
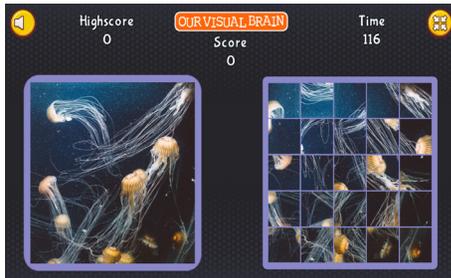
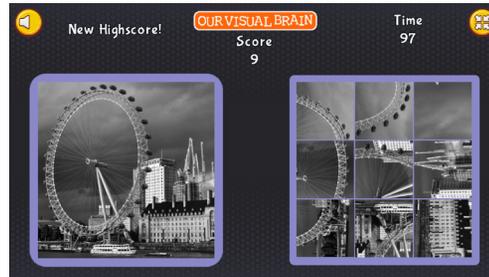
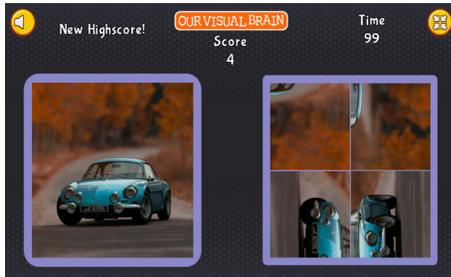
Prescribe More Fun!™



**Puzzle Size: 2x2, 3x3, 4x4, 5x5, 6x6**

**Information Processing**

**Puzzle Rotate**



# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

Convergence, Divergence, Jump Duction

## Modality

Red/Green 

Vergence Skills

Random Dot

A screenshot of the 'OUR VISUAL BRAIN' application interface. At the top, there are two circular icons: a crosshair and a speaker. To the right of these icons, the text 'Time 112' is displayed. In the center, the title 'OUR VISUAL BRAIN' is shown in an orange rounded rectangle. To the right of the title, the text 'BO 1' and 'BI 0.5' is displayed. The main area of the interface is a large black rectangle containing a dense field of red and green random dots, which is a stereogram. The interface has a light blue top bar and a red bottom bar.

<https://www.ourvisualbrain.net/activities/activity-demo/random-dot-stereograms>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Vergence Skills

## Settings

Select a version (3 versions available)

convergence

## Modality

Red/Green

## Game Duration

2

min

0

sec

## Type of Anaglyph

Red-Cyan

Red-Blue

Red-Green

## Target Shape

Square

Diamond

## Target Size

Small

Medium

Large

## Jump Distance



## 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.

Random Dot



# OUR VISUAL BRAIN

Prescribe More Fun!™



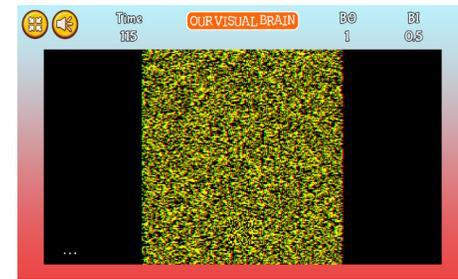
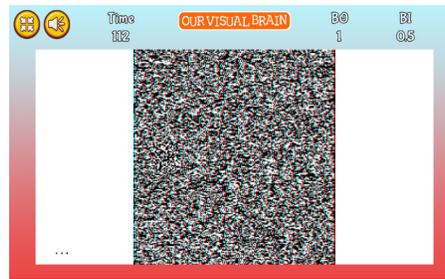
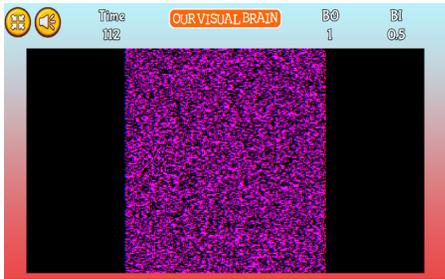
# OUR VISUAL BRAIN

Prescribe More Fun!™



## Convergence, Divergence, Jump Duction

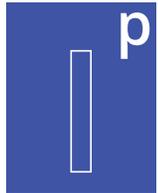
Vergence Skills



Random Dot

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

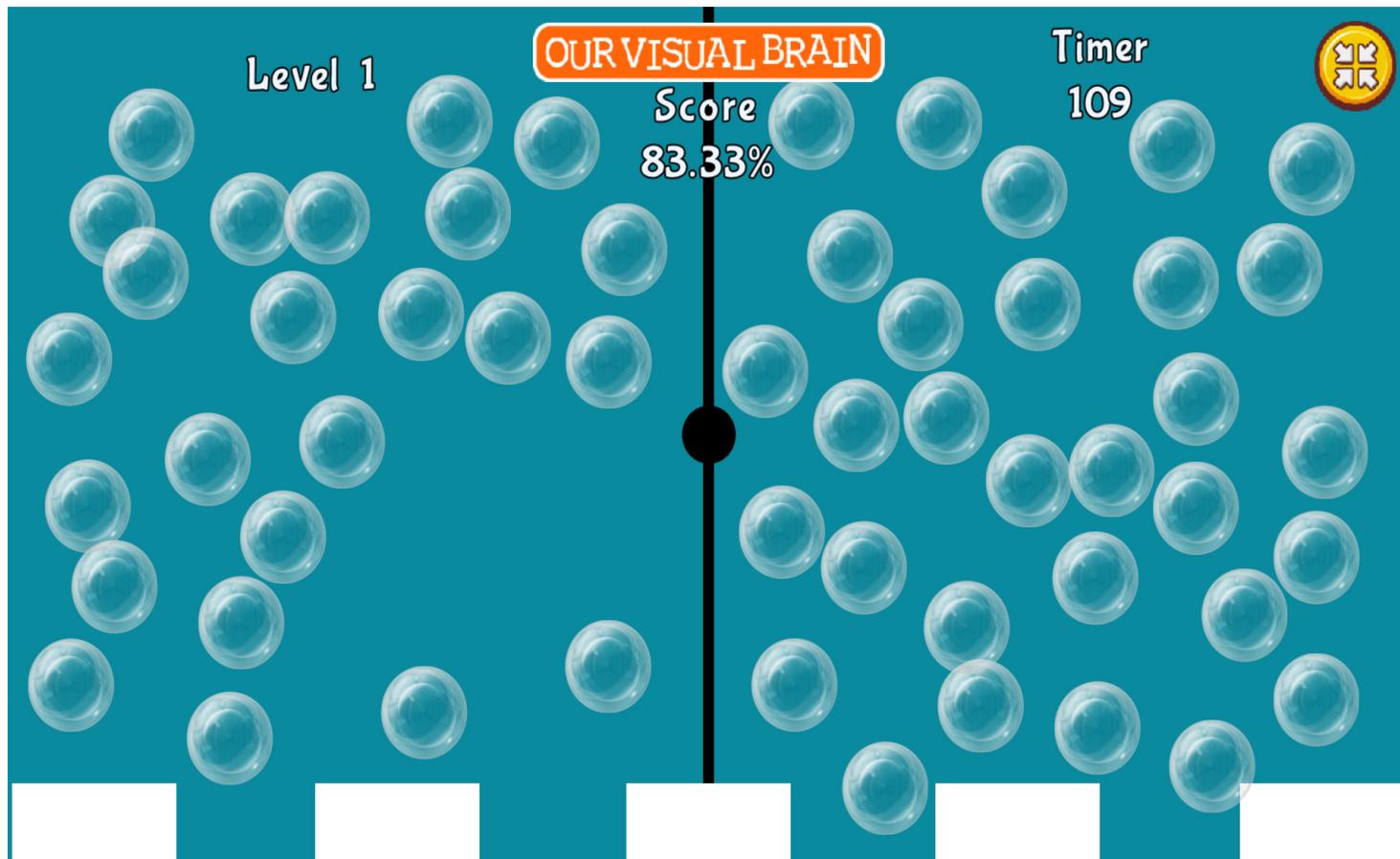
Standard, Simplified

## Modality

Full Color

Information  
Processing

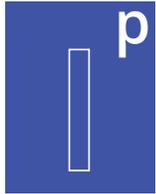
# Rhythmic Pop



<https://www.ourvisualbrain.net/activities/activity-demo/rhythmic-pop>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Rhythmic Pop

### Settings

Select a version (2 versions available)

standard

Modality

Full Color

Game Duration

2

min

0

sec

Metronome (30-150 BPM)

-

54

+

Beat Offset

0

1

2

3

### 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.



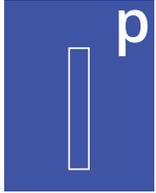
# OUR VISUAL BRAIN

Prescribe More Fun!™



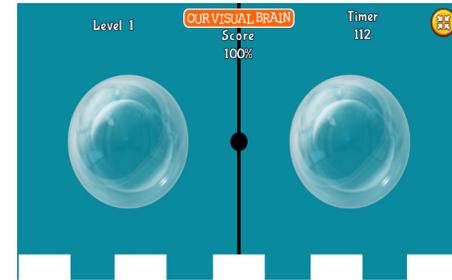
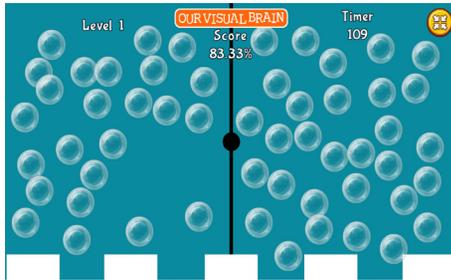
# OUR VISUAL BRAIN

Prescribe More Fun!™



## Standard, Simplified

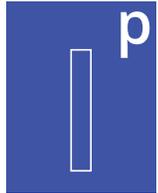
Information Processing



Rhythmic Pop

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information Processing

## Versions

Metronome Active, Metronome Inactive

## Modality

Full Color, Red/Green, MFBF 

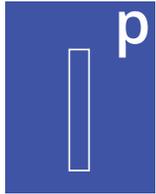
# Rocket Trail

The screenshot shows the 'Rocket Trail' game interface. At the top, a gold coin icon is on the left, followed by 'Score 100%', the game title 'OUR VISUAL BRAIN' in an orange box, 'Trials Left 3', and 'New Highscore!'. The main area is a 6x12 grid of rocket icons. The first two columns are highlighted in green. The background is a dark blue space with stars, planets, and a ringed planet on the right.


<https://www.ourvisualbrain.net/activities/activity-demo/rocket-trail>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Rocket Trail

### Settings

Select a version (2 versions available)

metronome-inactive

### Modality

Full Color

MFBF

Red/Green

### Number of Trials

-

4

+

### Number Of Directions

4

8

### Grid Width

6

7

8

9

10

11

12

### Grid Height

4

5

6

### 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.



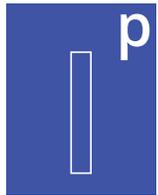
# OUR VISUAL BRAIN

Prescribe More Fun!™



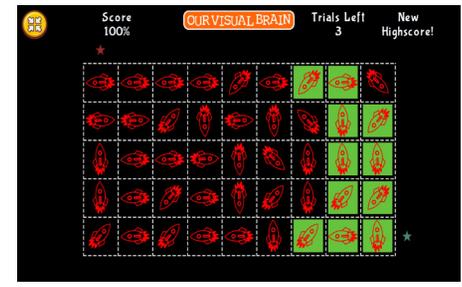
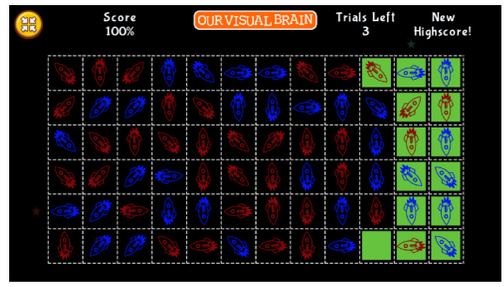
# OUR VISUAL BRAIN

Prescribe More Fun!™



## Metronome Active, Metronome Inactive

Information Processing



Rocket Trail

# 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

A screenshot of the 'OUR VISUAL BRAIN' Saccadic Wheel game. The interface features a central black circular wheel with a white star in the center, surrounded by various cartoon characters. The background is a gradient of blue and purple. In the top left corner, there are icons for a crosshair and a speaker, and the text 'OUR VISUAL BRAIN' in an orange box. Below this, the score is displayed as 'Score 100%'. In the top right corner, it says 'New Highscore!' and 'Trials Left 1'. At the bottom right, there are two buttons: a yellow 'Stop' button and a green 'Reverse' button.

<https://www.ourvisualbrain.net/activities/activity-demo/saccadic-wheel>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Tracking Skills

## Saccadic Wheel

### Settings

Select a version (8 versions available)

words

#### Modality

Full Color

MFBF

Red/Green

#### Number of Trials

-

4

+

#### Rotation Speed



#### Rotation Direction

Clockwise

Counterclockwise

#### Target Size

Small

Medium

Large

#### 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.

**SkipCounting:** 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!™



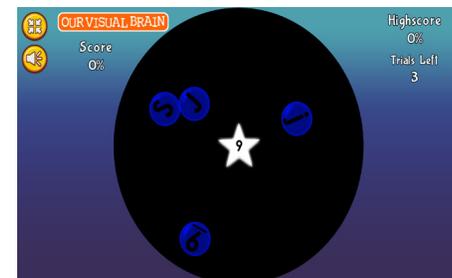
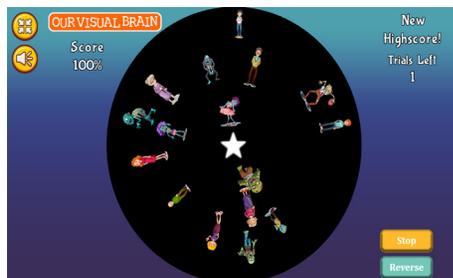
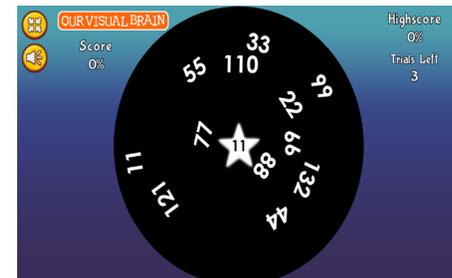
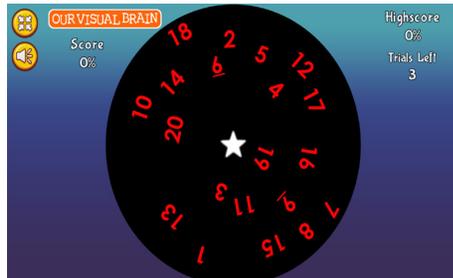
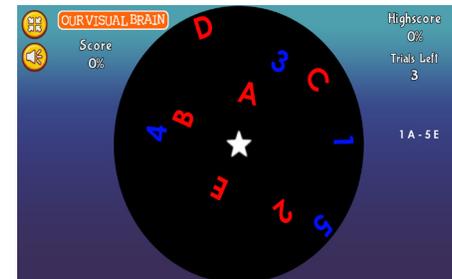
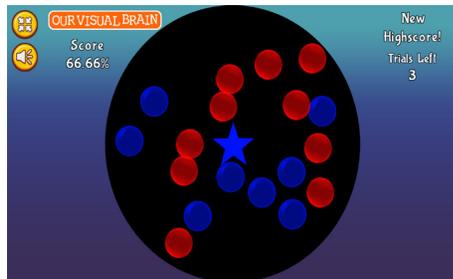
# OUR VISUAL BRAIN

Prescribe More Fun!™



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

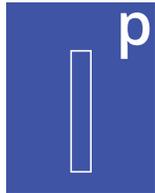
## Tracking Skills



# Saccadic Wheel

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

One Version

## Modality

Full Color, Red/Green, MFBF 

Information  
Processing

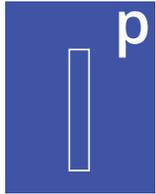
Save the Galaxy



<https://www.ourvisualbrain.net/activities/activity-demo/save-the-galaxy>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

Save the Galaxy

## Settings

### Modality

Full Color	MFBF	Red/Green
------------	------	-----------

### 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
---	---	---	---

## 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.



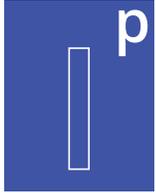
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

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Information  
Processing



Save the Galaxy

# OUR VISUAL BRAIN

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## Versions

One Version

## Modality

Full Color

Math/Algebra

A screenshot of the 'Scoop It' game interface. The background has vertical pink and white stripes. At the top center, a brown banner reads 'OUR VISUAL BRAIN'. Below it, the text 'Score 100%' is displayed. To the right, 'New Highscore!' and 'Timer 90' are shown. On the left, there are two yellow circular icons: a crosshair and a speaker. In the center, three ice cream cones are shown. The first cone has a single scoop of vanilla and a green checkmark with the number '1' in a cloud. The second cone has three scoops (vanilla, chocolate, red) and a green checkmark with the number '2' in a cloud. The third cone has four scoops (vanilla, chocolate, lime green, red) and a cloud with the number '4'.

OUR VISUAL BRAIN

Score  
100%

New  
Highscore!  
Timer  
90

1

2

4

Scoop It

<https://www.ourvisualbrain.net/activities/activity-demo/scoop-it>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Math/Algebra

## Settings

Modality

Full Color

Game Duration

2

min

0

sec

Speed

1

2

3

4

5

## 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.

Scoop It



# OUR VISUAL BRAIN

Prescribe More Fun!™



# OUR VISUAL BRAIN

Prescribe More Fun!™



Math/Algebra

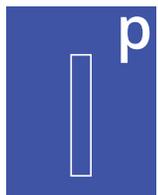


Scoop It



# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

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

## Modality

Full Color, Red/Green, MFBF 

Information  
Processing

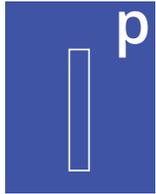
Sequencing

The screenshot shows the 'OUR VISUAL BRAIN' Sequencing game interface. At the top, it displays 'Score 100%', 'OUR VISUAL BRAIN' in an orange box, 'Trials Left 1', and 'New Highscore!'. On the left, there are two yellow circular icons: a crosshair and a speaker. The main area contains four white line-art drawings: a sandwich in the bottom left, a can with a lid in the top center, a pair of chopsticks in the middle, and a sailboat in the bottom right.

<https://www.ourvisualbrain.net/activities/activity-demo/sequencing>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

## Sequencing

### Settings

Select a version (5 versions available)

image-to-image

Modality

Full Color

MFBF

Red/Green

Number of Targets (2-16 targets)

- 8 +

Number of Trials

- 4 +

Font Size

Small

Medium

Large

Display Time

0

min

10

sec

### 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.



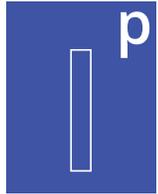
# OUR VISUAL BRAIN

Prescribe More Fun!™



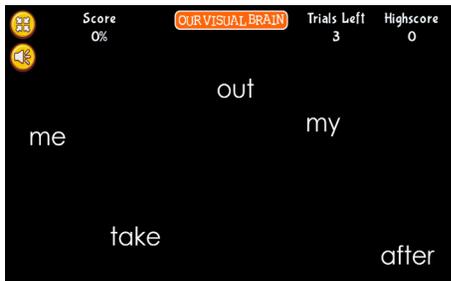
# OUR VISUAL BRAIN

Prescribe More Fun!™



## Audio-to-Text, Image-to-Image, Image-to-Text, Text-to-Image, Text-to-Text

### Information Processing



# Sequencing

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

Dolche Sight Words: PreK-Third Grade

## Modality

Full Color

Letter & Word

Sight Words

A screenshot of the 'OUR VISUAL BRAIN' game interface. The background consists of blue wavy lines. Three green frogs are positioned across the screen. The middle frog has the word 'give' written in its mouth. In the top left corner, there is a gold coin icon with a cross. In the top center, an orange banner reads 'OUR VISUAL BRAIN'. To the right of the banner, the text 'Score 100%' is displayed. Further right, the text 'New Highscore! Time 31' is shown. In the bottom right corner, there is a red circular icon of an ear.

<https://www.ourvisualbrain.net/activities/activity-demo/sight-words>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

## Settings

Modality

Full Color

Category 1

First Grade Group 1	First Grade Group 2	Second Grade Group 1
Second Grade Group 2	Third Grade Group 1	Third Grade Group 2
Kindergarten Group 1	Kindergarten Group 2	Kindergarten Group 3
Preschool Group 1	Preschool Group 2	Preschool Group 3

## 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!™



# OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

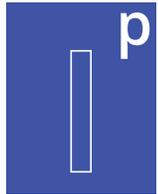
## Dolch Sight Words PreK - Third Grade



Sight Words

# OUR VISUAL BRAIN

Prescribe More Fun!™



## Versions

Metronome Active, Metronome Inactive

## Modality

Full Color

Information Processing

OUR VISUAL BRAIN

Timer 112

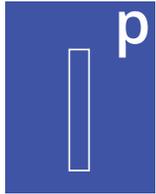
		q		?	p		b	q		b		p
	b	d		b								
	q	q				q				p		
	b	b	q	p	b	d	d	p				
p			q		b				p	q		
b			p	d	q		b	p	b	p		

Slap Tap

<https://www.ourvisualbrain.net/activities/activity-demo/slap-tap>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Information  
Processing

Slap Tap

**Modality**  
Full Color

**Background**  
White Blue

**Game Duration**  
2 min 0 sec

**Mode**  
Saccadic Smooth

**Graphic**  
Letters Images Mixed

**Visual Assist**  
Active Inactive

**Target's Letter**  
b/d p/q b/d/p/q

**Target Size**  
Small Medium Large

**Number of Columns**  
- 7 +

**Number of Rows**  
- 5 +

**Beats (30-150 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.

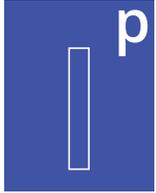
# OUR VISUAL BRAIN

Prescribe More Fun!™



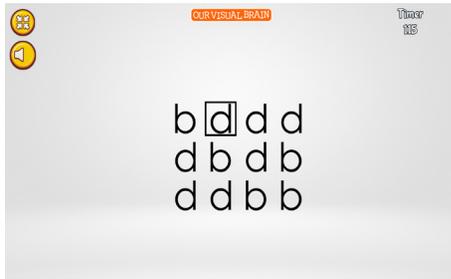
# OUR VISUAL BRAIN

Prescribe More Fun!™



## Metronome Active, Metronome Inactive

Information Processing



Slap Tap

# OUR VISUAL BRAIN

Prescribe More Fun!™



Math/Algebra

## Versions

Addition, Subtraction, Multiplication, Division, Equations

## Modality

Red/Green, MFBF 

The screenshot shows the 'OUR VISUAL BRAIN' game interface. At the top center, the title 'OUR VISUAL BRAIN' is in a red rounded rectangle. Below it, 'Score 100%' is displayed. On the right, 'New Highscore! Timer 101' is shown. In the center, there are two rows of three circular buttons: the top row has buttons with numbers 1, 2, and 3; the bottom row has buttons with numbers 8, 5, and 11. At the bottom, a dark green bar contains a subtraction equation:  $10 - 8 = X$ , where each number and symbol is inside a circular button. On the left side of the game area, there are two circular icons: a speaker and a crosshair.

**Solve It**

<https://www.ourvisualbrain.net/activities/activity-demo/solve-it>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Math/Algebra

Select a version (5 versions available)

addition

Modality

MFBF

Red/Green

Background



White

Target Color(s)



Game Duration

2

min

0

sec

## 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.

Solve It



# OUR VISUAL BRAIN

Prescribe More Fun!™



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## Addition, Subtraction, Multiplication, Division, Equations

Math/Algebra

OUR VISUAL BRAIN  
Score 100%  
New Highscore!  
Timer 89

6	1	5	3
8	2	12	10

$3 + 3 = X$

OUR VISUAL BRAIN  
Score 100%  
New Highscore!  
Timer 98

10	4	7	12
1	6	11	2

$8 - 2 = X$

OUR VISUAL BRAIN  
Score 100%  
New Highscore!  
Timer 88

16	4	11	
2	19	14	6

$1 * 4 = X$

OUR VISUAL BRAIN  
Score 100%  
New Highscore!  
Timer 108

19	10	4
5		16

$10 / 2 = X$

OUR VISUAL BRAIN  
Score 100%  
New Highscore!  
Timer 108

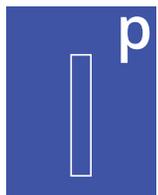
1	18	13
11	16	9

$X - 8 = 3$

Solve It

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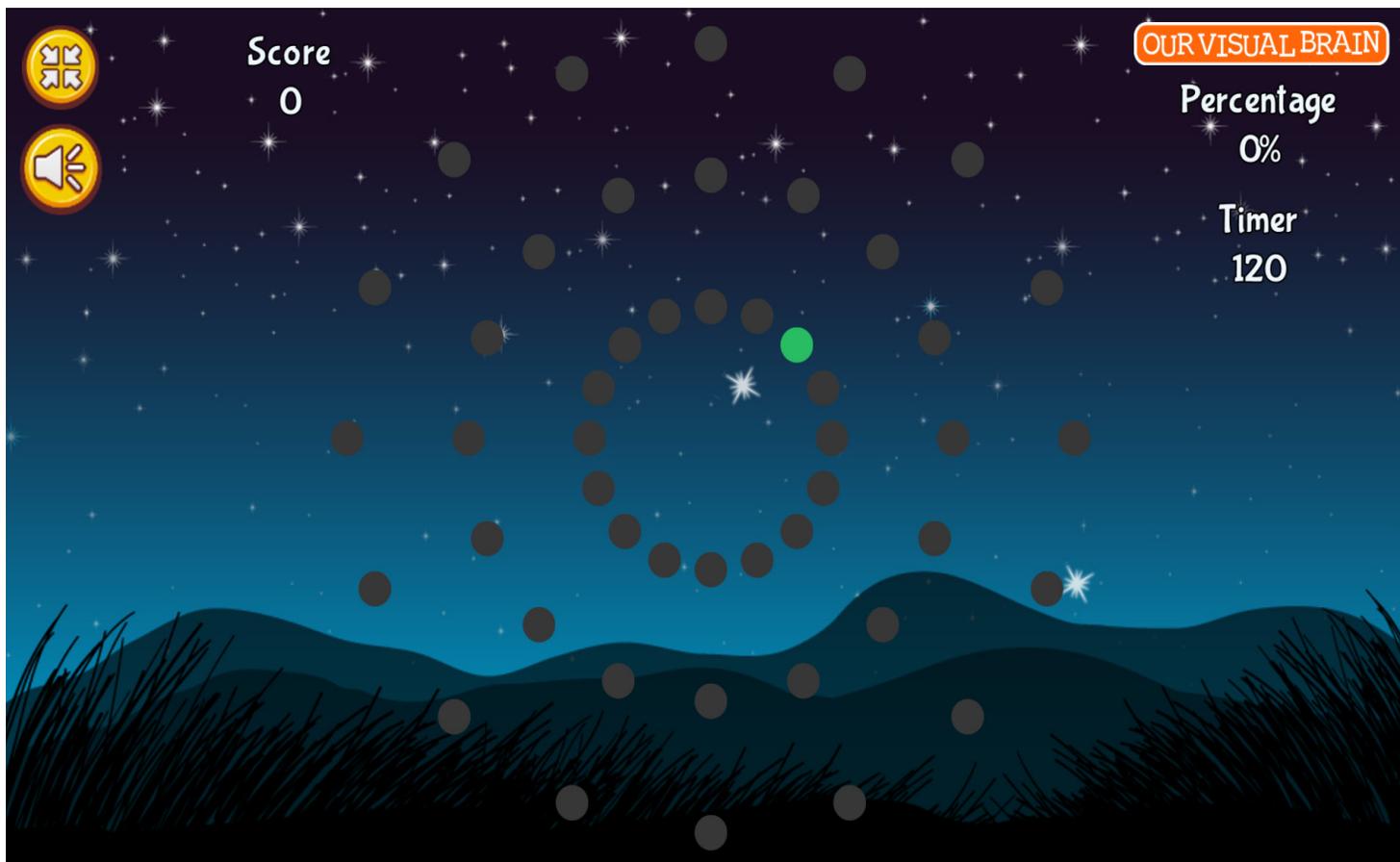
## Versions

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

## Modality

Full Color, Red/Green, MFBF 

Information  
Processing

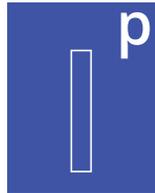


Speed Tap

<https://www.ourvisualbrain.net/activities/activity-demo/speed-tap>

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## Information Processing

Select a version (5 versions available)

space-smash

Modality

Full Color

MFBF

Red/Green

Game Duration

2

min

0

sec

Distractor

Active

Inactive

Target Size

Small

Medium

Large

Target Speed

1

2

3

4

5

Pattern

Arrow

Circle

Starburst

Graphic

Spaceship

Circle

## Speed Tap

### 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:** 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:** 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.

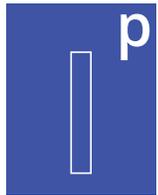
# OUR VISUAL BRAIN

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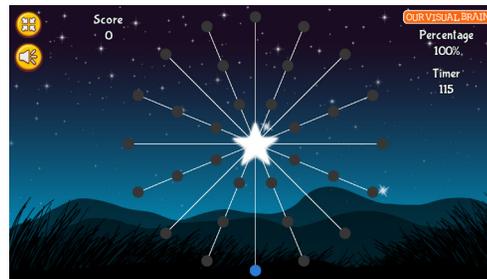
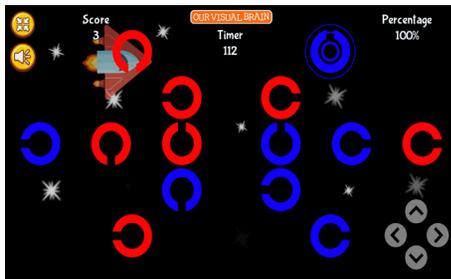
# OUR VISUAL BRAIN

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## Directionality, Peripheral Expansion, Reaction Time, Steropsis, Visual Discrimination

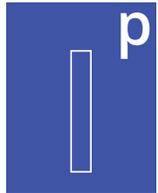
Information Processing



Speed Tap

# OUR VISUAL BRAIN

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## Versions

One Version-Multiple Skills

## Modality

Full Color

Information  
Processing

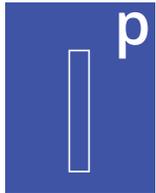
The screenshot shows the 'OUR VISUAL BRAIN' game interface. At the top center, the title 'OUR VISUAL BRAIN' is in an orange rounded rectangle. Below it, 'Score 100%' is displayed. In the top right, a blue bubble contains 'New Highscore! Timer 89'. On the left, there are two circular icons: a crosshair and a speaker. The main area features two triangles: a black one on the left and a white one on the right. The black triangle contains a white star and a white starburst. The white triangle contains a black star and a black starburst. Two white arrows point towards each other between the triangles. At the bottom, text reads: 'If the overlapped shapes match the separated shapes, swipe right; if they do not match, swipe left. You may also use the arrow keys.'

Swipe It

<https://www.ourvisualbrain.net/activities/activity-demo/swipe-it>

## OUR VISUAL BRAIN

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Information  
Processing

### Settings

#### Modality

Full Color

#### Game Duration

2

min

0

sec

### 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.

Swipe It



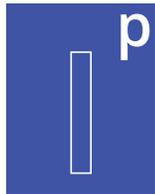
# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

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Information Processing

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

**OUR VISUAL BRAIN**  
Score 94.44%  
New Highscore! Timer 154

If the number of shapes on the right match the key on the left regardless of size or fill pattern, swipe right; if they do not match, swipe left. You may also use the arrow keys.

**OUR VISUAL BRAIN**  
Score 95.65%  
New Highscore! Timer 128

If the letter sequences match regardless of case, swipe right; if they do not match, swipe left. You may also use the arrow keys.

**OUR VISUAL BRAIN**  
Score 100%  
New Highscore! Timer 214

If the shape completes the animal, swipe right; if it does not complete the animal, swipe left. You may also use the arrow keys.

**OUR VISUAL BRAIN**  
Score 100%  
New Highscore! Timer 223

If the faces match regardless of orientation and size, swipe right; if they do not match, swipe left. You may also use the arrow keys.

**OUR VISUAL BRAIN**  
Score 90.9%  
New Highscore! Timer 186

If the sequences match in order left to right regardless of size, color and orientation, swipe right; if the sequences do not match, swipe left. You may also use the arrow keys.

**OUR VISUAL BRAIN**  
Score 96.77%  
New Highscore! Timer 100

If the arrows match direction regardless of size, color or fill pattern, swipe right; if they do not match, swipe left. You may also use the arrow keys.

Swipe It

# OUR VISUAL BRAIN

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Math/Algebra

## Versions

Addition, Subtraction, Multiplication, Division, Equations

## Modality

Full Color

**Swipe It: Math**

The screenshot shows the game interface for 'OUR VISUAL BRAIN'. At the top center, the title 'OUR VISUAL BRAIN' is in an orange rounded rectangle. To the left are two yellow circular icons: a cross with four arrows pointing outwards and a speaker icon. In the top right, it says 'New Highscore!' and 'Timer 105'. In the center, there are two large black circles. The left circle contains the equation  $7 + 2$  and the right circle contains the number 9. Below these circles are two white arrows: one pointing right and one pointing left. At the bottom, text reads: 'Solve the math equation. If the answer provided is correct swipe right; if it is incorrect swipe left.'

<https://www.ourvisualbrain.net/activities/activity-demo/swipe-it-math>

## OUR VISUAL BRAIN

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Math/Algebra

### Settings

Modality

Full Color

Game Duration

2

min

0

sec

Math Operation addition

Addition

Subtraction

Multiplication

Division

Equation

### 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.

Swipe It: Math



# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

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## Addition, Subtraction, Multiplication, Division, Equations

Math/Algebra

OUR VISUAL BRAIN

Score 100%

New Highscore!  
Timer 105

$7 + 2$        $9$

Solve the math equation. If the answer provided is correct swipe right; if it is incorrect swipe left.

OUR VISUAL BRAIN

Score 88.23%

New Highscore!  
Timer 76

$13 - 7$        $6$

Solve the math equation. If the answer provided is correct swipe right; if it is incorrect swipe left.

OUR VISUAL BRAIN

Score 83.33%

New Highscore!  
Timer 96

$3 \times 9$        $27$

Solve the math equation. If the answer provided is correct swipe right; if it is incorrect swipe left.

OUR VISUAL BRAIN

Score 100%

New Highscore!  
Timer 95

$10 / 2$        $5$

Solve the math equation. If the answer provided is correct swipe right; if it is incorrect swipe left.

OUR VISUAL BRAIN

Score 100%

New Highscore!  
Timer 108

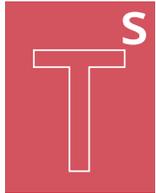
$? + 4 = 10$        $6$

Solve the math equation. If the answer provided is correct swipe right; if it is incorrect swipe left.

Swipe It: Math

# OUR VISUAL BRAIN

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## Versions

Sequencing, Visual Spanning

## Modality

Full Color, Red/Green, MFBF 

### Tachistoscope Skills

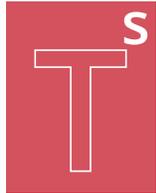
# Tachistoscope

A screenshot of the Tachistoscope game interface. The background is black. At the top left, there are two yellow circular icons: one with a crosshair and one with a speaker. To the right of these icons, the text 'Score 100%' is displayed. In the center, the title 'OUR VISUAL BRAIN' is shown in white text inside an orange rounded rectangle. To the right of the title, the text 'Timer 95' and 'New Highscore!' is displayed. In the center of the screen, the words 'this has warm' are shown in white. At the bottom of the screen, there is a URL: <https://www.ourvisualbrain.net/activities/activity-demo/tachistoscope>

<https://www.ourvisualbrain.net/activities/activity-demo/tachistoscope>

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## Tachistoscope Skills

**Settings**

Select a version (2 versions available)  
sequencing

**Modality**  
Full Color MFBF Red/Green

**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**  
1 2 3 4 5

**Number of Character (Letters and Numbers Only)**  
1 2 3 4 5

**Flash Speed (seconds) 1**

0.1	0.5	1
1.5	2	2.5
3	3.5	4
4.5	5	

**Reverse**  
On Off

**Words Category (Words Target Only) 1**

First Grade Group 1	First Grade Group 2	Second Grade Group 1
Second Grade Group 2	Third Grade Group 1	Third Grade Group 2
Kindergarten Group 1	Kindergarten Group 2	Kindergarten Group 3
Preschool Group 1	Preschool Group 2	Preschool Group 3

# Tachistoscope

## 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.



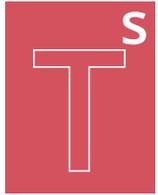
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## Numbers, Letters, Words, Images

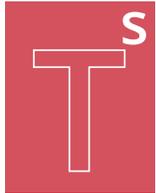
### Tachistoscope Skills



Tachistoscope

# OUR VISUAL BRAIN

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## Versions

Sequencing, Visual Spanning

## Modality

Full Color, Red/Green, MFBF 

### Tachistoscope Skills

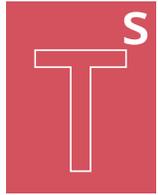
# Tachistoscope: Custom Word List

A screenshot of a game interface on a black background. At the top left are two yellow circular icons: one with a cross and one with a speaker. To their right, the text 'Score 100%' is displayed. In the top center, the game title 'OUR VISUAL BRAIN' is shown in an orange rounded rectangle. To the right of the title, 'Timer 107' and 'New Highscore!' are displayed. In the center of the screen, the words 'custom', 'word', and 'list' are shown in red, blue, and red respectively. At the bottom of the screenshot, a URL is visible: <https://www.ourvisualbrain.net/activities/activity-demo/tachistoscope-custom-word-list>

<https://www.ourvisualbrain.net/activities/activity-demo/tachistoscope-custom-word-list>

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## Tachistoscope Skills

# Tachistoscope: Custom Word List

### Settings

#### Modality

#### Game Duration

min  sec

#### Mode

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

#### Number of Targets

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

#### Flash Speed (seconds) 2.5

#### Visual Span

#### Reverse

## 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.



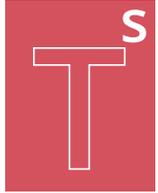
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Tachistoscope Skills

## Tachistoscope: Custom Word List



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## Versions

One Version

## Modality

Full Color, Red/Green, MFBF

Tracking Skills

Tapout Fruit



<https://www.ourvisualbrain.net/activities/activity-demo/tapout-fruit>

## OUR VISUAL BRAIN

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Tracking Skills

### Settings

Modality

Full Color  MFBF  Red/Green

Game Duration

min  sec

Target Speed

Number Of Buckets

2  3

### 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.

Tapout Fruit

# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

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## Number of Buckets 2-3

Tracking Skills



Tapout Fruit

# OUR VISUAL BRAIN

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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

## Mode

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

Tracking Suite

The screenshot shows the 'OUR VISUAL BRAIN' tracking suite interface. At the top, it displays 'New Highscore!', the 'OUR VISUAL BRAIN' logo, 'Trials Left 3', and 'Score 100%'. Below this is a 'Find:' prompt with a target monster image. The main area is a 4x10 grid of 40 identical green monster images, with the one in the second row, fifth column highlighted by a white box.

<https://www.ourvisualbrain.net/activities/activity-demo/tracking-suite>

# OUR VISUAL BRAIN

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## Tracking Skills

### Settings

Select a version (11 versions available)

even-numbers

### Modality

Full Color MFBF Red/Green

### Mode hiddenTarget

Hidden Target Matching Moving Box  
Moving Car Saccades

### Target Size

Small Medium Large

### Target Speed

1 2 3 4 5

### Trials

- 4 +

### Target Memory

Active Inactive

### Memory Duration (1 - 10 seconds)

- 3 +

### Number of Characters

1 2 3 4 5

## 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.

# Tracking Suite

# OUR VISUAL BRAIN

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# OUR VISUAL BRAIN

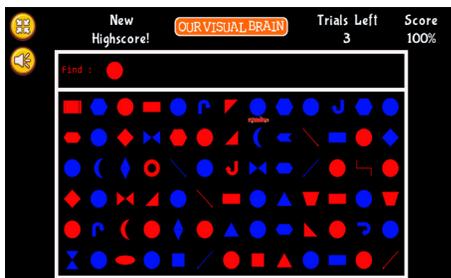
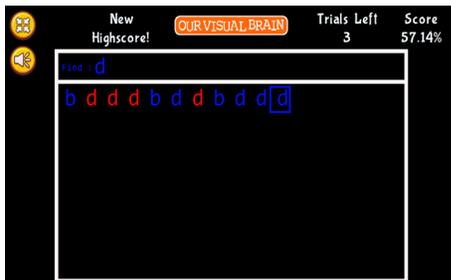
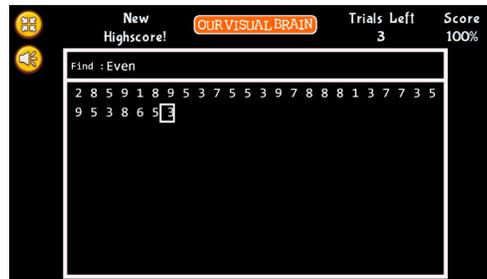
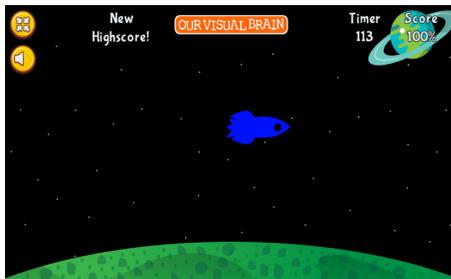
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## Directionality, Even & Odd Numbers, Letters, Letter & Number Reversals, Numbers, Pictures, Shapes, Visual Discrimination, Visual Form Constancy

### Tracking Skills

### Tracking Suite



# OUR VISUAL BRAIN

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Vergence Skills

## Versions

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

## Modality

Red/Green

Tranaglyph

A screenshot of a digital activity interface titled 'JUMP CONVERGENCE'. The main area features a complex, colorful geometric pattern (a Tranaglyph) composed of red, blue, and purple shapes, surrounded by four crown icons (two red, two blue). The interface includes a 'Break: 4' and 'Recovery: 1' indicator, a 'Time 00:14' display, and an 'End Session' button. Navigation controls include left and right arrows, a 'C' button, and 'R' and 'B' buttons. A smiley face icon is next to the title, and a head with sound waves icon is in the top right corner.

<https://www.ourvisualbrain.net/activities/activity-demo/vergence>

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## Vergence Skills

### Settings

Select a version (5 versions available)

smooth-convergence

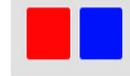
### Modality

Red/Green

### Background



### Target Color(s)



### Graphic

Circular Diamond Lion Tribal Sun

### Size

Small Medium Large

### Rotation Speed (Diamond Type Only)



### Rotation Direction (Diamond Type Only)

Clockwise Counterclockwise

Tranaglyph

### 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.



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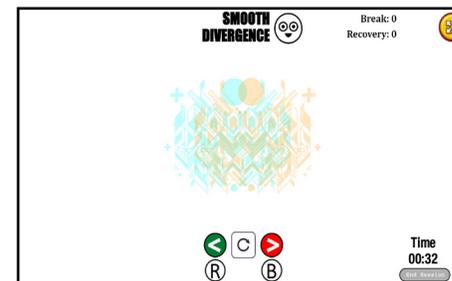
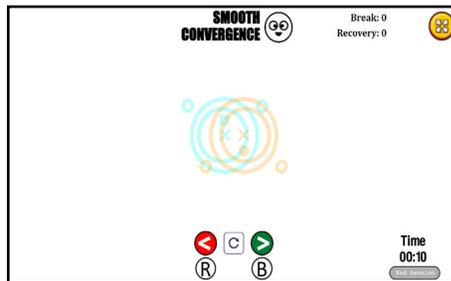
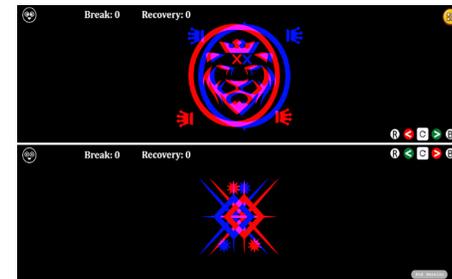
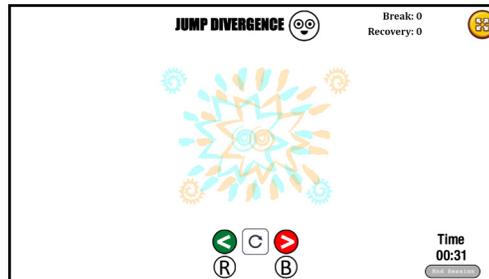
# OUR VISUAL BRAIN

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

Vergence Skills



Tranaglyph

# OUR VISUAL BRAIN

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## Versions

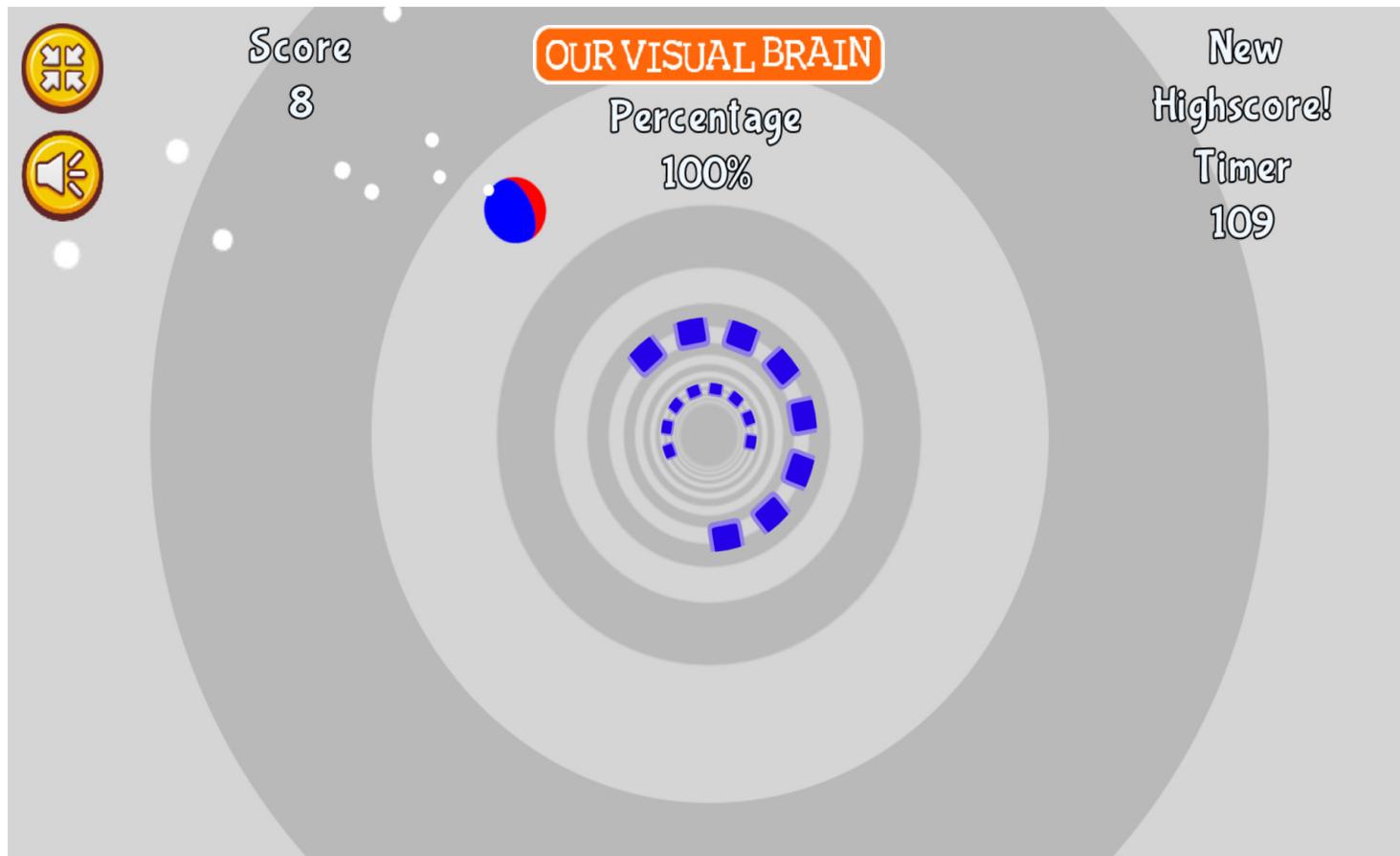
One Version

## Modality

Full Color, Red/Green, MFBF 

Tracking Skills

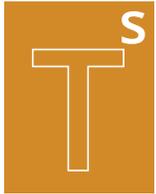
# Tunnel Ball



<https://www.ourvisualbrain.net/activities/activity-demo/tunnel-ball>

# OUR VISUAL BRAIN

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Tracking Skills

## Settings

### Modality

Full Color  MFBF  Red/Green

### Game Duration

min  sec

### Speed

### Ball Color (Redgreen Only)

Red  Blue  Random

## 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.

Tunnel Ball



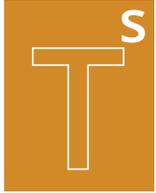
# OUR VISUAL BRAIN

Prescribe More Fun!™

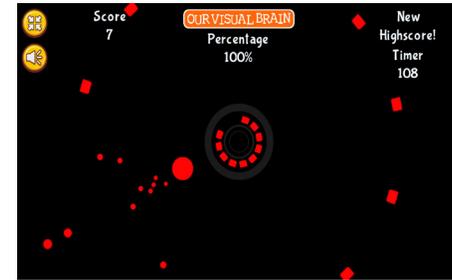
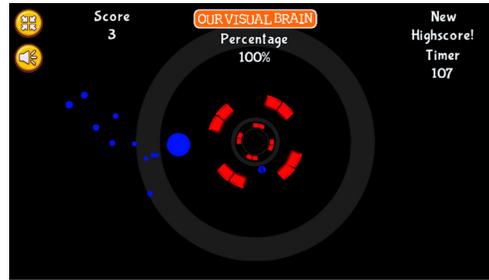
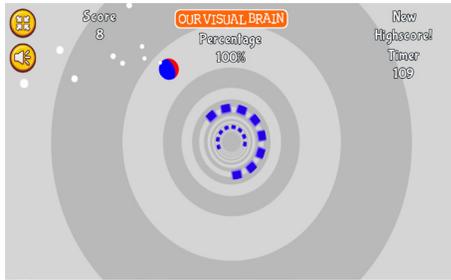


# OUR VISUAL BRAIN

Prescribe More Fun!™



## Tracking Skills



# Tunnel Ball

# OUR VISUAL BRAIN

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## Versions

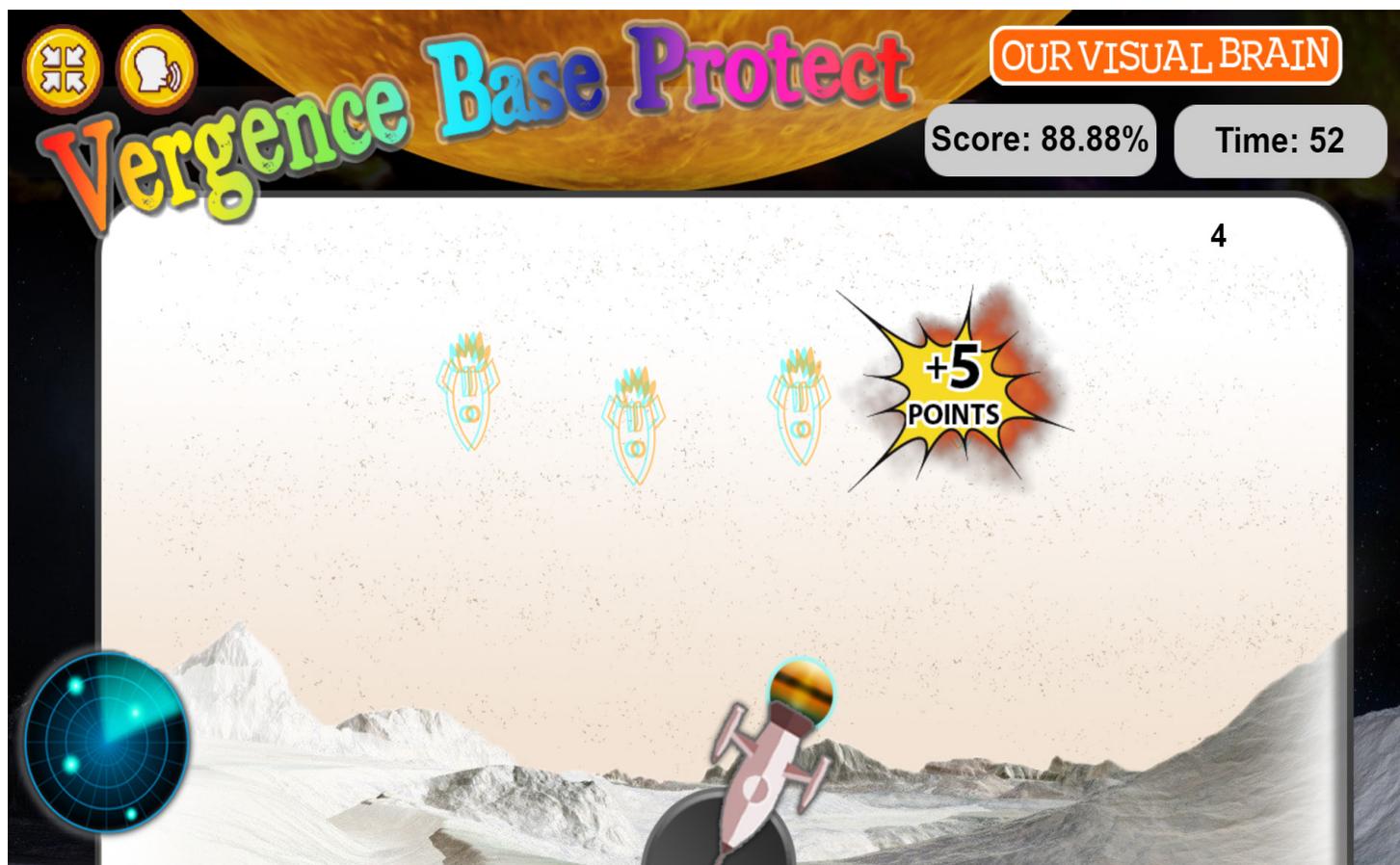
Convergence, Divergence, Jump Duction

## Modality

Red/Green 

Vergence Skills

Vergence Base Protect



<https://www.ourvisualbrain.net/activities/activity-demo/vergence-base-protect>

# OUR VISUAL BRAIN

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Vergence Skills

## Vergence Base Protect

### Settings

Modality

Red/Green

Background



White

Target Color(s)



Game Duration

2

min

0

sec

Vergence

Convergence

Divergence

Jump Duction

### Category

Stereopsis

### Configurable Options

Processing Speed

### Instructions

To shoot, use the arrows on your keyboard 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!



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# OUR VISUAL BRAIN

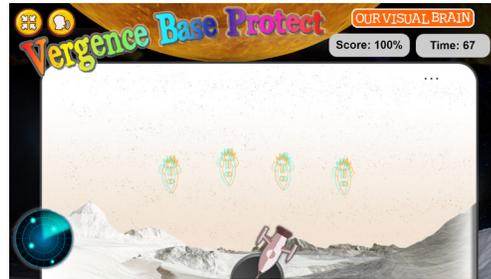
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## Convergence, Divergence, Jump Duction

Tracking Skills

# Vergence Base Protect



# OUR VISUAL BRAIN

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## Versions

Convergence, Divergence, Jump Duction

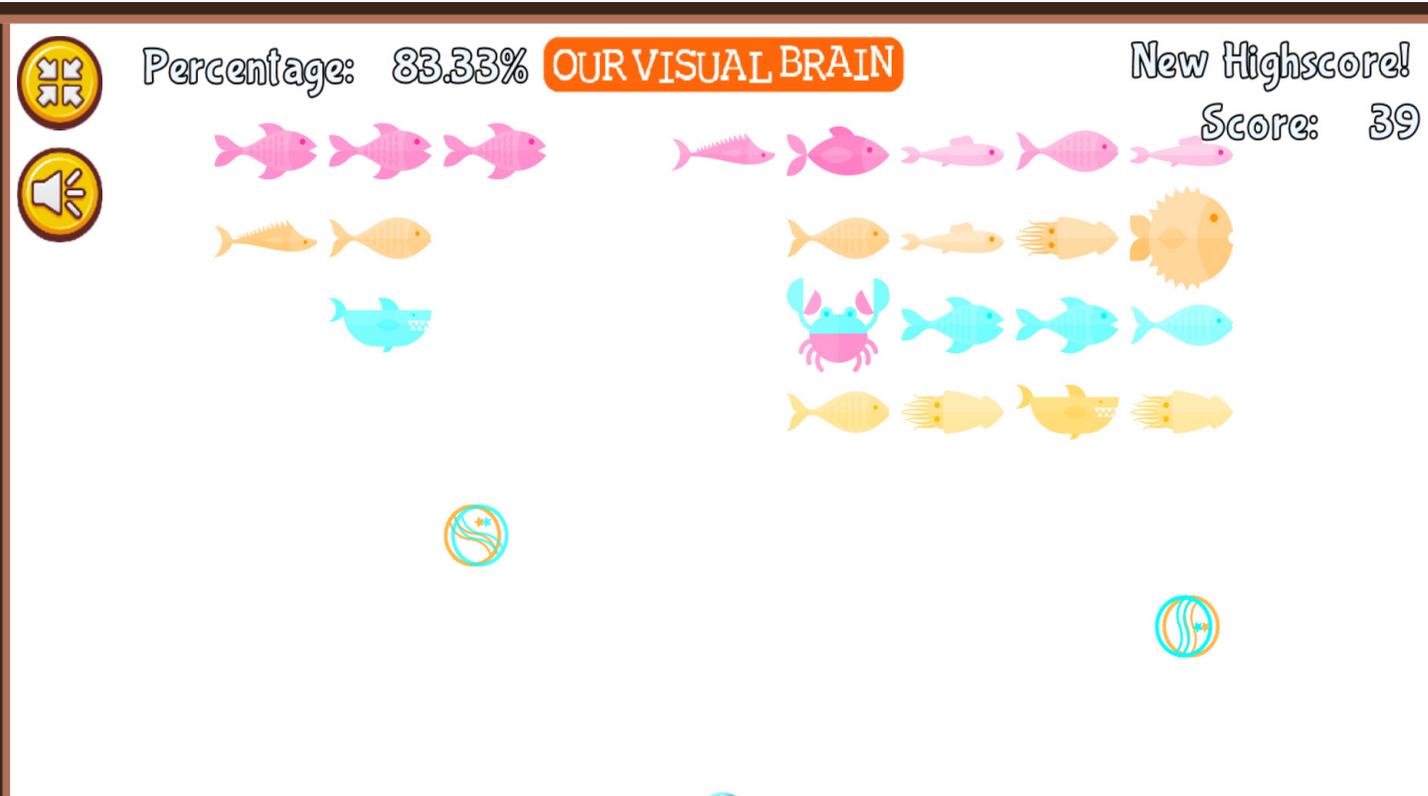
## Modality

Red/Green 

Vergence Skills

# Vergence Fish Blast

Percentage: 83.33% **OUR VISUAL BRAIN** New Highscore!  
Score: 39



Level 1   Time: 116

<https://www.ourvisualbrain.net/activities/activity-demo/vergence-fish-blast>

# OUR VISUAL BRAIN

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## Vergence Skills

# Vergence Fish Blast

**Settings**

Modality

Background

Target Color(s)

Vergence Version

Game Duration  
2 min 0 sec

Ball Speed  
1 2 3



## Category

Stereopsis

## Configurable Options

Processing Speed

## 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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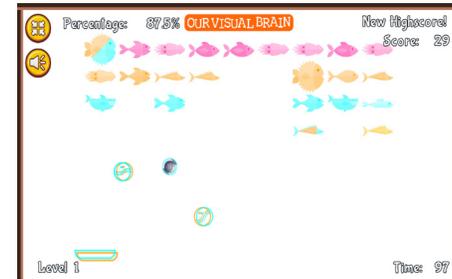
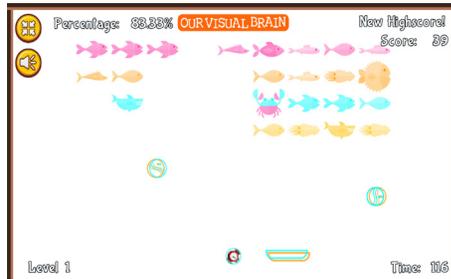
# OUR VISUAL BRAIN

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## Convergence, Divergence, Jump Duction

Tracking Skills



**Vergence Fish Blast**

# OUR VISUAL BRAIN

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## Versions

Timed, Untimed

## Modality

Full Color, Red/Green, MFBF 

Tracking Skills

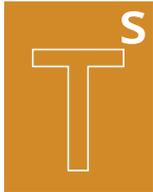
Watch Out



<https://www.ourvisualbrain.net/activities/activity-demo/watch-out>

## OUR VISUAL BRAIN

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Tracking Skills

### Settings

Select a version (2 versions available)

untimed

### Modality

Full Color

MFBF

Red/Green

### Target Speed

1

2

3

4

5

### Distractor

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.

Watch Out



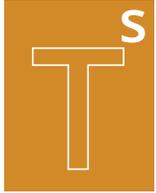
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## Tracking Skills



**Watch Out**

# OUR VISUAL BRAIN

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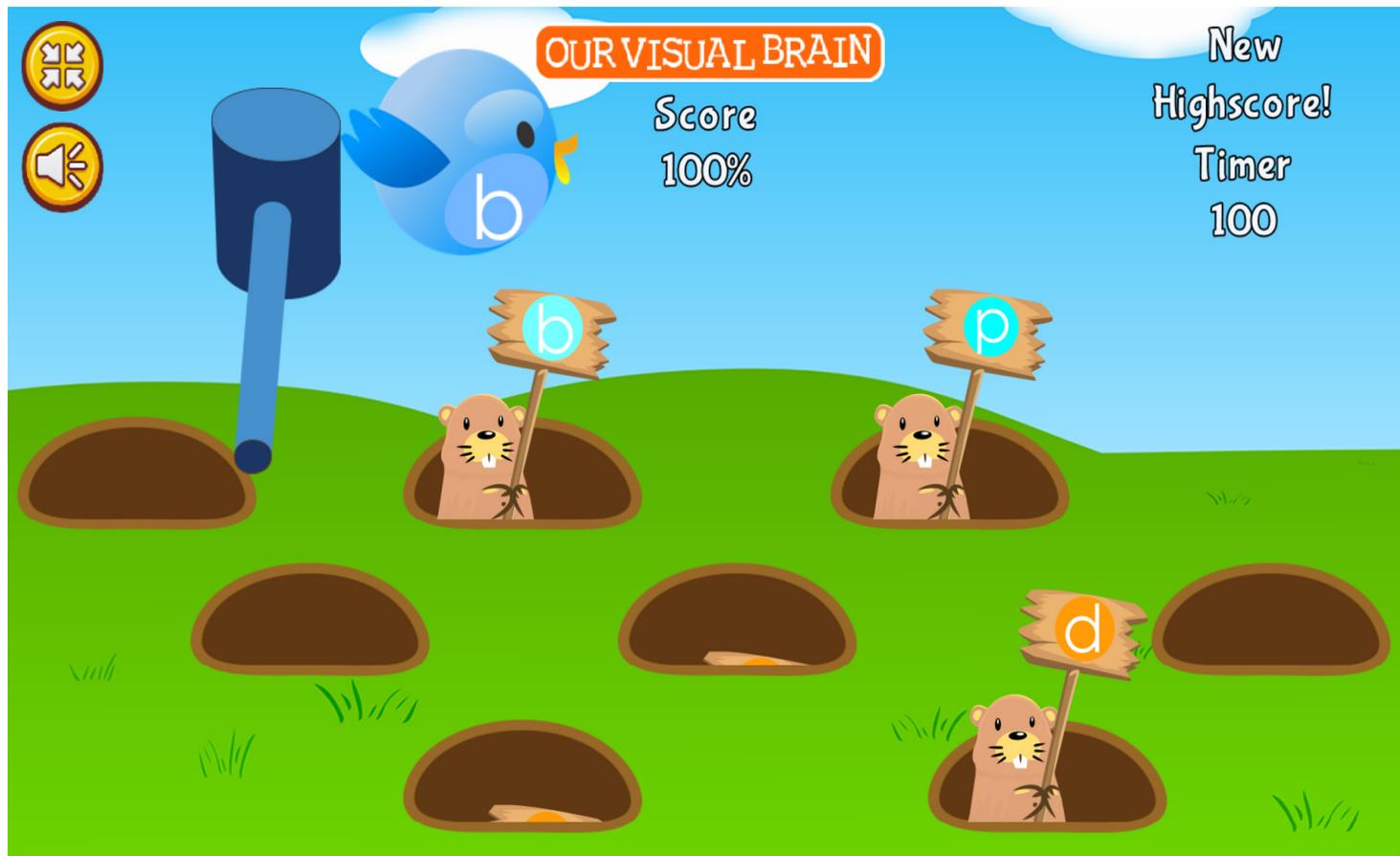
## Versions

Counting, Reversals, Skip Counting

## Modality

Full Color, Red/Green, MFBF 

Tracking Skills



Whack It

<https://www.ourvisualbrain.net/activities/activity-demo/whack-it>

# OUR VISUAL BRAIN

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Tracking Skills

## Settings

Select a version (3 versions available)

counting

Modality

MFBF

Red/Green

Background



Target Color(s)



Target Speed



Initial Number



Final Number



Whack It



## 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.

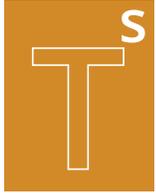
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## Counting, Letter Reversals, Skip Counting

### Tracking Skills



Whack It

# OUR VISUAL BRAIN

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## Versions

Adjectives, Nouns, Verbs

## Modality

Full Color

Letter & Word

Word Builder

A screenshot of the 'OUR VISUAL BRAIN' word builder game. The background shows a young child holding a cup of colorful markers. The game interface includes:

- Top center: 'OUR VISUAL BRAIN' title in an orange box.
- Top left: A speaker icon and a four-way arrow icon.
- Top right: 'New Highscore!' and 'Timer 102' in yellow text.
- Center: A score of '100%' in yellow text.
- Bottom: A word builder interface with yellow letter tiles spelling 'C R A Y \_ N'. A lightbulb icon is on the left, and a green checkmark and a yellow refresh icon are on the right.
- Bottom: A row of colorful letter tiles from 'A' to 'Z'.

<https://www.ourvisualbrain.net/activities/activity-demo/word-builder>

# OUR VISUAL BRAIN

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Letter & Word

## Settings

Select a version (3 versions available)

nouns

## Modality

Red/Green

## Background

White

## Target Color(s)

Two color swatches: magenta and cyan.

## Game Duration

2 min 0 sec

## Number of Missing Letters

1 2 3 Whole Word

Word Builder



## 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

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# OUR VISUAL BRAIN

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## Adjectives, Nouns, Verbs

Letter & Word



Word Builder

# OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

## Versions

Initial, Medial, & Final Letters, Whole Word

## Modality

Full Color

Word Builder: CVC

A screenshot of the 'OUR VISUAL BRAIN' game interface. The background is a photograph of a green and white Volkswagen van on a paved road. In the top left corner, there are two circular icons: one with a cross and one with a speaker. In the top center, an orange banner reads 'OUR VISUAL BRAIN'. Below it, the text 'Score 100%' is displayed. In the top right, yellow text reads 'New Highscore! Timer 20'. At the bottom, there is a word builder interface with a yellow square, followed by letters 'A' and 'N' in blue boxes. A green checkmark and a yellow circular arrow icon are to the right. At the very bottom, a row of colored boxes contains the alphabet from 'A' to 'Z'.

OUR VISUAL BRAIN

Score  
100%

New Highscore!  
Timer  
20

AN

A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

<https://www.ourvisualbrain.net/activities/activity-demo/spelling-cvc>

# OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

## Settings

Select a version (4 versions available)

whole-word

## Modality

Red/Green

## Background

White

## Target Color

Pink

Turquoise

## Game Duration

2

min

0

sec

## 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.

Word Builder: CVC



# OUR VISUAL BRAIN

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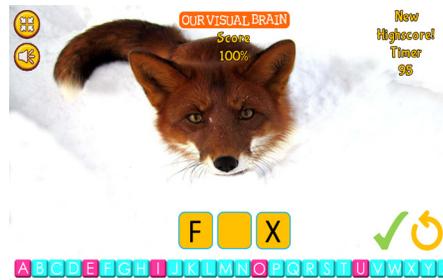
# OUR VISUAL BRAIN

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Letter & Word

## Initial Letter, Medial Letter, Final Letter, Whole Word



Word Builder:CVC

# OUR VISUAL BRAIN

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Letter & Word

## Versions

Freeplay, In-Office

## Modality

Red/Green, MFBF 

Word Connect

The screenshot shows the 'OUR VISUAL BRAIN' game interface for 'Word Connect'. At the top center, the game title 'OUR VISUAL BRAIN' is displayed in an orange rounded rectangle. To the right, 'Level 18' is shown. Below the title, the 'Score' is '53'. On the left side, there are three yellow circular icons: a save icon, a speaker icon, and a refresh icon. The main play area features a grid of purple squares on the left and a word search puzzle on the right. The puzzle consists of a central white square with a right-pointing arrow, surrounded by letters in colored boxes: 'S' (blue) above, 'D' (red) to the left, 'I' (red) to the right, and 'H' (blue) below.

<https://www.ourvisualbrain.net/activities/activity-demo/word-connect>

## OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

### Settings

Select a version (2 versions available)

freeplay

### Modality

MFBF

Red/Green

### Background



Black

### Target Color(s)



# Word Connect

### 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. Bonus are occasionally awarded for finding extra words.



# OUR VISUAL BRAIN

Prescribe More Fun!™



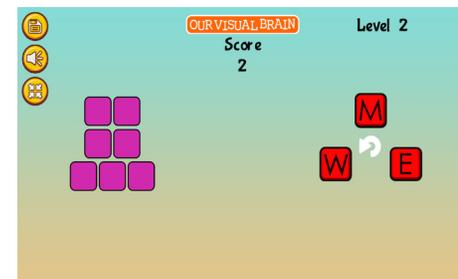
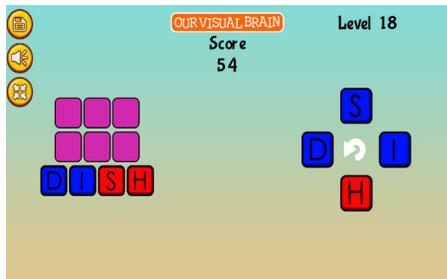
# OUR VISUAL BRAIN

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**Free Play, In-Office**

**Letter & Word**



**Word Connect**

# OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

## Versions

Freeplay, In-Office

## Modality

Full Color, Red/Green, MFBF 

# Word Swipe

LEVEL 1 OUR VISUAL BRAIN Score: 7

ONE WORD WITH TWO MEANINGS

●●●●●●●

●●●●●●● **7**

●●●●●●●

**CONTENT**

●●●●●●● **6**

●●●●●●● **5**

●●●●●●●

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

●●●●●●●

0 

    **3**  **3**  **3** 

<https://www.ourvisualbrain.net/activities/activity-demo/word-swipe>

## OUR VISUAL BRAIN

Prescribe More Fun!™



Letter & Word

### Settings

Select a version (2 versions available)

in-office

Modality

Full Color

MFBF

Red/Green

Starting Level

3

Ending Level

10

Word Swipe



### 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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# OUR VISUAL BRAIN

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## Freeplay, In-Office

Letter & Word



Word Swipe

# OUR VISUAL BRAIN

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Letter & Word

## Versions

Wordie of the Day, Wordie Roundup

## Modality

Full Color

Wordie

A screenshot of the 'Wordie' game interface. The background is black. In the top right corner, there is an orange rounded rectangle with the text 'OUR VISUAL BRAIN'. Below this, the text 'Round 1' and 'Timer 143' is displayed. The main area features a grid of letter tiles. The first row contains 's', 't', 'a', 'r'. The second row contains 'd', 'r', 'i', 'p'. The third row contains 'b', 'o', 'r', 'n'. The fourth row contains 'h', 'u', 'r', 'l'. The fifth row contains 'c', 'u', 'r', 'l'. Below these are four empty boxes. At the bottom, there is a keyboard layout with letters in colored boxes: 'q', 'w', 'e', 'r', 't', 'y', 'u', 'i', 'o', 'p' in the top row; 'a', 's', 'd', 'f', 'g', 'h', 'j', 'k', 'l' in the middle row; and 'ENTER', 'z', 'x', 'c', 'v', 'b', 'n', 'm', and a backspace key in the bottom row. In the top left corner of the game area, there are two circular icons: one with a cross and one with a speaker.

<https://www.ourvisualbrain.net/activities/activity-demo/wordie>

# OUR VISUAL BRAIN

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Letter & Word

## Settings

Select a version (2 versions available)

wordie-roundup

### Modality

Full Color

### Mode

Timed

Free Play

### Game Duration

2

min

0

sec

### Word Length

3 Letter

4 Letter

5 Letter

6 Letter

### Word Count

-

30

+

Wordie



## Category

Word Games

## 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.

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## Word Length 3-6

Letter & Word

OUR VISUAL BRAIN  
Round 2  
Timer 15

OUR VISUAL BRAIN  
Round 1  
Timer 143

OUR VISUAL BRAIN  
Round 1  
Timer 165

OUR VISUAL BRAIN  
Round 1  
Timer 147

Wordie