EagleEyes Progression Guide

EagleEyes can be used for many different activities on a computer. It can be used with any software, game or program on the internet that requires only a single mouse click. We want to help our EagleEyes users to progress cognitively as they use EagleEyes. This is a living document and we welcome your suggestions to improve it as we learn more about better methods to help EagleEyes users progress.

Below is a list of suggested activities and the order to do them in. Do not move on to the next phase unless the user is able to properly complete the activities in the current phase. Some users may not progress into advanced phases. The purpose of this guide is simply to allow the user to be able to progress as far as they are capable.

A few notes to think about as you work with these individuals.

1. Demonstrate each activity to the User before having them try it. We all do better with a little instruction first.
2. Learn what communication cues the individual already has and use them to communicate with the individual.
3. Often EagleEyes can be a gateway to teaching them to use their eyes better for communication. They can learn to give yes no cues without EagleEyes being connected simply by learning that they can speak with their eyes.
4. Learn what voluntary skills they might already have such as a large motor movement, a grunt, or head movement. Teach them to use these movements to communicate with you. For example, "turn your head left for No and right for Yes" By teaching them to communicate with and without EagleEyes, their quality of life will improve.
5. For less than full screen activities, hold CTRL and scroll with your mouse to zoom in or use the excluded zones. The better you make their experience the more likely they are to like EagleEyes and progress. Learn how to refine the EagleEyes settings for each activity and save them in the configuration menu for easy retrieval the next time you play.
6. If you use an emotion choice board, you may need to teach them what each emotion is. They may not have properly experienced or identified these different emotions before. Sometimes showing them someone else who is displaying that emotion can help.
7. Teaching them to read phonically can sometimes be difficult. It is hard to learn phonics without speech. Many users will learn to read by actually memorizing each word, which is actually how most adults read, but they may have trouble spelling.
8. Remember you can search the internet for games and use them with EagleEyes. We have a library of activities on the website. Let us know if you find more EagleEyes compatible games on the internet so we can add them to the library. www.OFOA.net/activities

Phase 1 - Cause and Effect - This phase is simply allowing the user to understand that they are the one controlling the computer. Once they understand that they are in control and are able to respond to specific instructions, they are ready for Phase 2.

- Eagle Eye Paint – Included with System
- EagleEyes Aliens - Included with System
- Target Videos – Included with System
- Musical Reindeer - Included with System
- Boohbah Zone – Online Activity Library OFOA website
- Beginner Section - Recreational Activities on OFOA website

Phase 2 – Choice selection activities – This Phase is where the user will learn that they also have a choice in what they select getting different results from a choice and being able to choose what they want.

- Target Activities Folder - Included with System
- Animal Sounds - Included with System
- Penalty – Soccer Game - Included with System
- Safari - Included with System
- Intermediate Section – Recreational Activities on OFOA Website

Phase 3 – Multiple Choice (start with only 2 choices, once they can properly select a correct item add 4-6 items.) This phase is where they can actually differentiate between different objects and begin choosing and learning different things.

- Yes No Board – PowerPoint Included with System
- Educational Games - Included with System
- Matching Games – This is where all choices are visible not memory.
- Emotions board
- Choice Boards
- Learning Objects
- Learn Colors
- Learn Shapes
- Beginner Section – Educational Activities on OFOA Website

Phase 4 – Concentration and Memory – quiz and retention – This Phase is when they are learning and retaining specific knowledge and are able to repeat it days apart.

- Staggered Speech – Teach them letters then ask them, which one is A etc., to see if they can remember. (http://www.staggeredspeech.org/)
- Memory games where they have to remember where cards are.
- Be able to select shapes, colors, objects in more abstract forms (Sheppard's Games)
- Able to select objects by name
- Communication Boards
- Beginner and Intermediate Section – Educational Activities on OFOA website