

BAXSTROM SIMULTANEOUS PERCEPTION CARD ACTIVITIES

*These cards consist of various geometric shapes from simple to complex. There are solid line representations and two sets of broken line representations in order to develop visual closure skills. These cards are designed to be used with **Red/Green Anaglyphic Filters** and provide good **retinal rivalry** for enhancing your **binocular vision training**. A behavioral optometrist may prescribe **lenses or prisms** to further enhance the visual training experience.*

*This set of cards contains **54** cards which allows for a large variety of activities. The activity suggestions presented here are not meant to be an official 'training program' but will hopefully provide you with some valuable training procedures and spark your own creativity to develop activities specifically for the individuals you are treating.*

Ocular Motility Training (Tracking skills):

1. CARD SEARCHING

- a. Place R/G Anaglyphs on patient as prescribed by your doctor
- b. Shuffle cards
- c. Deal cards in a grid formation according to your patient's ability level. (i.e., 3x3 for lower demand up to 5x6 for higher demand)
- d. Instruct patient to use a row-by-row searching pattern (left-right, top-bottom)
 - i. Choose an item for the patient to search for, such as all cards that contain a member of the 'square' family.
- e. Patient will search through the grid using only his eyes (no fingers, unless he needs the kinesthetic support to direct his eyes) and will count how many cards are on the grid that match your criteria.
- f. Once patient has searched all rows, patient will report how many cards were in the grid.
- g. Instruct patient to pick the cards up, in order following the row-by-row pattern.
 - i. The patient will get the "points" for the cards he successfully finds in order.
 - ii. The therapist/parent will get the "points" for the cards which were omitted or picked up out of order
- h. Continue procedure for prescribed amount of time by your doctor
- i. Your doctor could prescribe the use of **lenses** or **prisms** to further enhance the visual training.

2. CARD TRACKING

- a. Place R/G Anaglyphs on patient as prescribed by your doctor
- b. Shuffle the cards
- c. Therapist will choose one card from the deck and present it with the back of the card facing the patient at reading distance.
- d. Patient will be instructed to follow the moving card with only his eyes
- e. Therapist/parent will move card in a gentle pursuit eye movement pattern. At some moment during the pursuit, the therapist/parent will "flip" the card to present the geometric shape to the patient, and then therapist/parent will "flip" the card back again. The patient will be asked what the card was as he continues to follow the pursuit movement.
- f. Patient will get the card if he has kept his eyes on the card the entire time.
 - i. The therapist/parent will get the card if the patient's eyes have "jumped" off the card during the pursuit.
- g. A higher-level demand would involve having the patient in a standing posture while maintaining balance on a balance board or balance beam.
- h. Continue procedure for prescribed amount of time by your doctor
- i. Your doctor could prescribe the use of **lenses** or **prisms** to further enhance the visual training.

3. CARD SACCADES

- a. Place R/G Anaglyphs on patient as prescribed by your doctor
- b. Shuffle the cards
- c. Therapist will choose two cards from the deck and will hold one in each hand with the back of the card presented to the patient. The patient will be at reading distance away from the therapist. The therapist will hold the cards about the shoulder width of the patient; so that the patient can comfortably move only his eyes without having to turn his head to see the card.
- d. Patient will be instructed to "jump" his eyes from Right-to-Left following the command of the therapist. At some point during the "jumping" the therapist may reveal a card to the patient. The patient will be required to continue "jumping" until the therapist asks him what was on the card he saw. Patient will get the "point" if he has successfully controlled his eyes by only "jumping" when the command was given. The therapist will get the "point" if the patient has "jumped" before receiving the command.
- e. A higher level for this would incorporate a standing balance posture.
- f. For an even higher level of demand, a metronome could be introduced so that the patient must move his eyes according to the beat.
- g. Also, the positions of gaze the cards are held in could be changed during the activity, so the patient needs to be aware in his periphery where the card is in order to accurately move his eyes to it.
- h. Continue procedure for prescribed amount of time by your doctor
- i. Your doctor could prescribe the use of **lenses** or **prisms** to further enhance the visual training.



Accommodation Training (Focusing skills):

1. NEAR-FAR FOCUS

- a. Place R/G Anaglyphs on patient as prescribed by your doctor
- b. Seat patient across the room at prescribed training distance
- c. Mount several Baxstrom Simultaneous Perception cards on wall
- d. Give the patient the corresponding Baxstrom Simultaneous Perception cards at the table he is seated.
- e. Instruct patient to find the “matching” geometric shapes as he focuses from near-to-far.
 - i. A higher level of demand would be to have the patient use the ‘broken line’ cards in combination with the solid line cards to determine if can figure out what the matching card would be if all the lines were connected
 - ii. Your doctor could prescribe the use of **lenses** or **prisms** to further enhance the visual training.

Visual Perceptual/Visualization Training (Visual Information Processing skills):

1. CONCENTRATION

- a. Sort cards into matching shapes
- b. Place R/G Anaglyphs on patient as prescribed by your doctor
- c. Arrange cards in a grid formation – face down. The grid should be as large as your patient can handle (i.e., 3x3 for lower demand up to 5x6 for higher demand)
- d. The therapist/parent and patient will alternate turns by turning over two cards at a time. If the cards are a “match”, then the player gets another turn; however, if the cards do not match, the cards are flipped back facedown and play alternates to the other player.
- e. Play continues until all of the matching cards have been exhausted.
- f. Players count how many matching sets of cards they have and the player with the most sets wins.
- g. Your doctor could prescribe the use of **lenses** or **prisms** to further enhance the visual training.

2. VISUAL SEQUENCING

- a. Sort cards into matching shapes
- b. Place R/G Anaglyphs on patient as prescribed by your doctor
- c. Present patient a sequence of cards he can handle (2 cards in order, 3 cards in order, etc.)
- d. Have patient find matching cards and place them in the same order as your presentation.
- e. Have patient check how he did and make any corrections necessary.
- f. Your doctor could prescribe the use of **lenses** or **prisms** to further enhance the visual training.

3. VISUAL MEMORY TRAINING

- a. Therapist/Parent will place a Baxstrom Simultaneous Perception Card on a table across the room.
- b. Place R/G Anaglyphs on patient as prescribed by your doctor
- c. Patient will be instructed to go to the table and **LOOK** carefully at shape in order to store it in his mind.
- d. Patient will walk to other side of room and reproduce the shape in one of the following ways:
 - i. Finding matching Baxstrom Simultaneous card
 - ii. Draw the shape on a sheet of paper using a Red Pencil/Marker
- e. Once patient has reproduced the shape, patient will bring what he made back across the room in order to **CHECK** what he did. If an error was made in the reproduction, he must make a **PLAN** for how make a correction, then go back across the room to correct the error.
- f. The level of demand may be increased by the following:
 - i. Decrease the amount of time patient is allowed to look at Baxstrom Simultaneous Perception card.
 - ii. Increase the distance the patient must travel, so he must retain the information longer.
 - iii. Create a sequence he can handle (2 in order, 3 in order, etc.) that he must reproduce.
 1. Ask the patient to reproduce the sequence in reverse order.
 - iv. Use ‘broken line’ cards in conjunction with solid line cards to see if the patient can determine the correct match.
- g. Your doctor could prescribe the use of **lenses** or **prisms** to further enhance the visual training.

4. VISUAL CLOSURE TRAINING – DIRECT MATCH

- a. Sort cards into a set with corresponding shapes with solid and broken line cards
- b. Place R/G Anaglyphs on patient as prescribed by your doctor
- c. There are several ways to work with this matching;
 - i. Place a solid line card down and provide the patient with 2 or 3 choices of broken line cards (one which has the corresponding match). See if patient can select the correct match.
 - ii. Place a broken line card down and provide the patient with 2 or 3 choices of solid line cards (one of which has the corresponding match). See if patient can select the correct match.
 - iii. Place a broken line card down and provide the patient with 2 or 3 choices with more broken lines (one of which as the corresponding match). See if patient can select the correct match.
- d. Load – Direct Copy
 - i. See if patient can draw the presented card on white paper with a red pencil or marker.

e. Your doctor could prescribe the use of **lenses** or **prisms** to further enhance the visual training.

Extra Fun Games

1. Go Fish

- a. This requires some prior set up by the therapist to sort the cards into pairs and establish a “manageable” deck of cards for the time allotted during a therapy session.
- b. Place R/G Anaglyphs on patient as prescribed by your doctor
- c. Therapist will shuffle the deck and deal each player eight cards.
- d. Players will scan their hands for any matching cards they were dealt. A matching card would be cards containing the same shape on each of them.
- e. Once players have removed their pairs, the first player will ask another player for a card he needs to get a pair. If the other player doesn't have the card requested, he will tell the first player to “Go Fish”, and then the first player will need to draw a card from the pile. If the card he draws matches something in his hand, he may pair it up and put it in his stack of matching cards. Play will now alternate to one of the other players. If any player is able to get a card that matches his request from another player, the requesting player will be given another turn to try to get another matching card.
- f. There are two ways a winner can be determined. One method for determining a winner could be the first player to get rid of all his cards, wins. Another method for determining a winner is the player with the most matching pairs wins.
- g. Continue procedure for prescribed amount of time by your doctor
- h. Your doctor could prescribe the use of lenses or prisms to further enhance the visual training.

EXPLORE YOUR OWN CREATIVITY INCORPORATING THESE CARDS INTO YOUR VISUAL TRAINING PROGRAM.

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