

SPECIAL ACTIVITY SUGGESTIONS FOR ANTI-SUPPRESSION CHART SERIES

I was working with some of my patients who are between the ages of 10-13, and they helped me develop the rules for this battleship game. We may still have a few kinks to work out of it, but maybe you and your patients can take what we've started with and add to it. If you don't want to experiment with a patient on this, grab another therapist in your office or your doctor. Maybe during lunch, the two of you can get in a rousing game of Battleship!

BATTLESHIP:

- Step 1: Select two charts that have the same characters on them; however, they could be of different sizes or one could be a Single Color and one a Multi-Color. However, **do not** use two identical charts.
- Step 2: Slide each chart into its own Non-Glare Page Protector.
- Step 3: On both charts across the top columns, number each column from 1-10 (or 1-8 if using CSL1 or CSL2) with a dry erase marker (something dark – like black).
- Step 4: On both charts along the left hand side of chart, designate each row A-J with the dry erase marker.
- Step 5: Have patient select a “Battleship”. This could be a certain character common on both charts. For example: if using a shape chart all of the diamonds “◇” could be the battleship, or whatever shape the patient selects.
- Step 6: Put Anaglyphic Filters over eyes (therapist should wear the filters too!)
- Step 7: Sit so that neither of you can see the other person's chart (or ocean). Decide on a time limit for the game (5-10 minutes or until all battleships are sunk).
- Step 8: Player one will call out a coordinate to player two. For example, Player one may say, “B-4”.

How to record hits:

If player two has a “battleship” at that coordinate, he must indicate that his ship was hit. With dry erase marker, player two colors in his sunken ship. Player one can make a line on his corresponding box indicating a “hit” had occurred there. Following the above example, if player two has a diamond in space B-4, his battleship is sunk.

How to record misses:

If player two **does not** have a battleship in that coordinate, he indicates it was a “miss”. Player one will outline his box, so he knows he has called that box and Player two will trace the character in his box, so he knows Player one called it. However, Player two could still call that box in case Player one has a “battleship” at that coordinate.

- Step 9: Player two will call out a coordinate to player one, and play will alternate back and forth until the time limit is reached or one player is out of battleships.

Think of all the visual skills involved in this game. You are working on spatial localization, sustained binocularity (or anti-suppression if using a single color chart with the green filter over the “training” eye), ocular motilities, visual-fine motor integration with all of the tracing of boxes and characters, visual planning strategies, visualization, and if you add any lenses or prisms? Wow! Think of where you can go! I've noticed that patients ask if they can take the charts and R/G Anaglyphs home so they can play this with their friends.

CUTTING:

I mention on the Activity suggestions that you could cut the charts into Door Jamb strips for eye-jumps or into tiles in cases where a chart gets crumpled or damaged in some way. Well, if you need to cut a chart, why not let a patient do it while wearing anaglyphs! Cutting is a great visual-fine motor control activity and if the patient is wearing anaglyphs, you can get binocular stimulation work at the same time!



VISUAL-FINE MOTOR INTEGRATION: On the other side of the flyer, I discussed cutting the charts into strips or tiles. If you are using the small print size multi-color charts and cut them into the little boxes. You could put a piece of black felt or black construction paper down on the table surface (or floor) and scatter the boxes with character side up. Put anaglyphs on patient. Give the patient a pair of tweezers. Have patient use the tweezers to pick up tiles for specific characters such as all of the “squares” or a certain “triangle” (in case your visual discrimination is off a little, there are two types of triangles on the shapes charts). You could have patients pick letters up in the order they spell a word, or certain number combinations.

If you want to perform this on a larger scale, have the patient cut the Medium or Large size Multi-Color Charts into tiles. If you can get a hold of a large piece of black fabric, you could lay that on the floor. Scatter the tiles with the character side up. Put anaglyphs on the patient. Give the patient a dowel that is about 24”-36” long. You could use scotch tape that is rolled over or the museum putty and adhere that to one end of the dowel. The patient should hold the dowel so the “sticky” end is about knee level with both hands on the stick, so the stick is in midline of his body. Have the patient “spear-fish” the tiles with the “sticky” end of the dowel facing down. You could specify that he spear-fish only certain letters, shapes, numbers, etc. Or, you could have him spell words and spear-fish the tiles in the order the word is spelled, or certain number combinations, etc. You may find that your tiles get a little worn out, or the scotch tape will get rather linty if the patient hits the floor more than the tiles. After the patient has spear-fished a tile, you will need to remove it from the end so he can spear-fish another tile. Keep encouraging the patient while he is doing this! Let him know you are HUNGRY and need some FISH for dinner!

If I come across any other activity ideas, I’ll be happy to pass them along. If you have any activity ideas you’d like to share with the charts that other therapists may like to know about, please feel free to contact me at: **headlinevisionen@aol.com** or by calling **408-528-9509**.

Above all – **HAVE FUN IN YOUR VISION THERAPY PROGRAMS!**

SPECIAL NOTE:

It has come to my attention that some vision therapists are not familiar with the Fixation Fun activity. I have put a sample page from Book 1 on my web page for you to view.

Fixation Fun utilizes a chart and a puzzle page. A certain row and column are designated on the chart as starting place. The puzzle page instructs the patient to move his eyes a certain number of spaces Up, Down, Right, or Left. When the patient’s eyes land on the correct square, he writes that letter down in the space provided. Then, he returns to the starting position and follows the directions for the next letter. When all directions have been followed, a word will be formed. Therefore, in this activity, the patient will be working on ocular motilities, laterality/directionality, possibly near-far accommodation if you place the chart at distance, visual memory because he needs to remember the directions and what letter he is copying down, and of course, binocular vision stimulation! Wow! All this in one activity. However, this is a fairly high level activity, but if you needed to “unload” the demand level, you could always let the patient touch the chart!

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SPECIAL ACTIVITY IDEAS!