# LOOK Lab

## Workbook

Created by

Smartbox

# Introduction

Look Lab is a collection of activities to introduce and improve a range of eye gaze skills. More information about Look Lab can be found in the **Getting Started Guide**. This workbook is designed to be used alongside the software.

**Worksheets**

This workbook contains a worksheet to use alongside the activities. You can record progress, set objectives and assess engagement, independence and success in each session.

At the end of the workbook is a General record sheet, which is designed to act as a catch all sheet for any adhoc observations.

**Easy and Standard modes**

Most activities have the option to choose **Easy** or **Standard** mode.

**Easy mode:** games are usually slower, with larger target areas. Speed of play remains constant. We have also removed timers and lives.

**Standard mode:** some games are set to speed up and become harder as the play progresses. Games may have limited time or lives.

On each worksheet, we have listed the difference between the two modes and the effect it has on the activity.

**Minimal and Detailed visual modes**

You can choose between **Minimal** or **Detailed** mode via the **Options** button, in the Accessibility section.

**Minimal mode**: less distractions, with plain coloured backgrounds .The contrast is higher, making objects on screen easier to see.

**Detailed mode:** colourful backgrounds and images with the running score often displayed throughout the game.

**Analysis**

You can access a '**heat map**' via the Analysis button when an activity is paused or ended. This shows which areas of the screen have been looked at, and for how long.

These can be used to evidence access to different parts of the screen, and responses to screen activity or verbal prompts. They are are a valuable tool which can be used alongside others (visual observations, recordings, scores etc) to track progress.

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## Notes

# Skills list

The following list explains the range of skills which Look Lab can help to develop when learning to use eye gaze:

**1 Exploration**
These activites encourage the user to look around the entire screen

**2 Cause & Effect**
These activities allow the user to see an immediate effect as they move their gaze around the screen

**3 Tracking**
These activites require the user to look at one or more objects on the screen and follow them with their eyes as they move.

**4 Sustained Attention**
These activities require the user to focus on certain areas of the screen with no distractions from other areas.

**5 Dwelling**
These activities require the user to fix their gaze on a target to make a selection.

**6 Choice Making**
These activities allow the user to choose between options according to their preference.

**7 Reactions**
These activities challenge the user to respond to sudden changes on screen.

**8 Memory**
These activities require the user to remember where objects are.

**9** **Horizontal Control**
These activities require the user to move their gaze from left to right, encouraging the user to look at, or move, objects horizontally across the screen.

**10** **Vertical Control**
These activites require the user to move their gaze up and down only. These encourage the user to look at, or move, objects vertically across the screen.

**11** **Precision**
These activities require the user to display a high level of precise eye gaze skills to achieve success.

**12** **Problem Solving**
These activities require logical thinking to overcome the challenge and make planned eye gaze movements to solve puzzles.

# Notes

# Skills Checklist

**Fun:** relaxing games that are easy to learn and get started with.

| Activity | Exploration | Cause & Effect | Tracking | Sustained attention | Dwelling | Choice making | Reactions | Memory | Horizontal control | Vertical control | Precision | Problem solving | Compensation |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Breakthrough | | | ✓ | | | | ✓ | | | ✓ | | | |
| Starfish | | | ✓ | ✓ | | | ✓ | | | | | | |
| Circle tennis | | | ✓ | | | | ✓ | | | | | | |
| Tunnel Dash | | | | ✓ | | | ✓ | | | | ✓ | | |
| Hoops | | | ✓ | | | | ✓ | | ✓ | | | | |
| Block Hunter | | | | ✓ | ✓ | | | | | | | ✓ | |
| Paddle Ball | | | ✓ | ✓ | | | | | | | | | |
| Star Gaze | ✓ | ✓ | ✓ | | | | | | | | | | |
| Penalty Spot | | | ✓ | | | | ✓ | | ✓ | | | | |
| Sweet Slice! | | ✓ | ✓ | | | | ✓ | | | | | | |
| Pocket Ball | ✓ | | | | | | | | | | ✓ | ✓ | |

# Skills Checklist

**Challenge:** more complex and strategic games that involve time dependent reactions.

| Activity | Exploration | Cause & Effect | Tracking | Sustained attention | Dwelling | Choice making | Reactions | Memory | Horizontal control | Vertical control | Precision | Problem solving | Compensation |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Pipe Dodge | | | | ✓ | | | ✓ | | | ✓ | | | |
| Bubble Jump | | | | | | | ✓ | | | | ✓ | ✓ | |
| Crawly Cruncher | ✓ | | | ✓ | | | ✓ | | | | | | |
| Shape Shifter | | | | | | | ✓ | | | ✓ | | ✓ | |
| Space Shoot | | | ✓ | | ✓ | | | | | | ✓ | | |
| Leap Frog | | | | | ✓ | | ✓ | | | | | ✓ | |
| Zombie Splash! | | | | ✓ | ✓ | | ✓ | | | | | | |
| Aliens! | | | ✓ | | | | ✓ | | ✓ | | | | |
| Hedge Hopper | | | | | ✓ | ✓ | | | | | | ✓ | |
| Splat | ✓ | | | | ✓ | | ✓ | | | | ✓ | ✓ | |

# Skills Checklist

**Puzzle:** activities with a problem-solving element.

| Activity | Exploration | Cause & Effect | Tracking | Sustained attention | Dwelling | Choice making | Reactions | Memory | Horizontal control | Vertical control | Precision | Problem solving | Compensation |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Match n Smash | | | | | ✓ | | | | | | ✓ | ✓ | |
| Memory Match | | | | | ✓ | | | ✓ | | | | | |
| Slide Puzzle | | | | | ✓ | | | | | | | ✓ | |
| Shuffle cups | | | ✓ | ✓ | ✓ | | | | | | | | |
| Simon Says | | | | | ✓ | | | ✓ | | | | | |
| Mouse Maze | | | | | ✓ | | | | | | | ✓ | |

# Skills Checklist

**Mindfulness:** simple cause and effect activities that support relaxation and screen engagement.

| Activity | Exploration | Cause & Effect | Tracking | Sustained attention | Dwelling | Choice making | Reactions | Memory | Horizontal control | Vertical control | Precision | Problem solving | Compensation |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Fish Pond | ✓ | ✓ | | | ✓ | | | | | | | | |
| Fireworks | ✓ | ✓ | | | ✓ | | | | | | | | |
| Popcorn | ✓ | ✓ | | | ✓ | | | | | | | | |
| Ball Pit | ✓ | ✓ | | | ✓ | | | | | | | | |
| Pattern Pop | ✓ | ✓ | | | | | | | | | ✓ | | |
| Chimes | | ✓ | | | | | | | ✓ | | | | |

# Skills Checklist

**Creative:** activities focused on music or art.

| Activity | Exploration | Cause & Effect | Tracking | Sustained attention | Dwelling | Choice making | Reactions | Memory | Horizontal control | Vertical control | Precision | Problem solving | Compensation |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Beatbox | | | | | ✓ | ✓ | | | | | | | |
| Guitar | | | | | ✓ | ✓ | | | | | ✓ | | |
| Piano | | | | | ✓ | ✓ | | | | | ✓ | | |
| Pixel Paint | ✓ | | | | | | | | | | ✓ | ✓ | |
| Colour In | ✓ | | | | | ✓ | | | | | ✓ | | |

## Star Gaze

Relax and enjoy a galaxy of dancing stars. Catch them all to reveal a new pattern!

**Skills**: Exploration, Cause and effect, Tracking

**In Easy mode:** The stars are bigger and move more slowly.

Fun

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Exploration** | Moves gaze around the screen | | | | |
| **Cause and effect** | Looks at stars to cause a reaction | | | | |
| **Tracking** | Follows the stars as they move around the screen | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

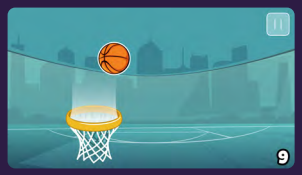
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Hoops

Catch as many balls as you can but avoid the bombs!

**Skills**: Tracking, Reactions, Horizontal control

**In Easy mode:** The area in which the balls drop is narrower and there are no bombs.

Fun

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Tracking** | Follows the balls as they appear on the screen | | | | |
| **Reactions** | Moves the basket in time to catch the ball | | | | |
| **Horizontal control** | Moves the basket side to side across the screen | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

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Date

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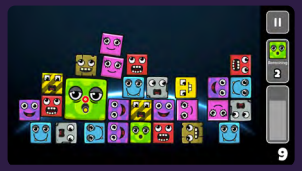

## Block Hunter

Find all the blocks which match the target and pop them!

**Skills**: Sustained attention, Dwelling, Problem Solving

**In Easy mode:** The blocks are bigger and there are fewer of them.

Fun

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Sustained attention** | Focuses on a single block and is not distracted by other blocks moving | | | | |
| **Dwelling** | Looks at a block for long enough to select it | | | | |
| **Problem solving** | Selects blocks from the correct category only | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

Name

Date

Facilitator

Time

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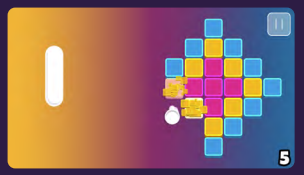


## Breakthrough

Use your bat to bounce the ball and smash the blocks to clear the level. Don't miss the ball!

**Skills**: Tracking, Reactions, Vertical Control

**In Easy mode:** The ball moves more slowly, and the bat is bigger.

Fun

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Tracking** | Follows the ball as it moves | | | | |
| **Reactions** | Moves the bat in time to receive the ball | | | | |
| **Vertical control** | Moves the bat up and down the screen | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

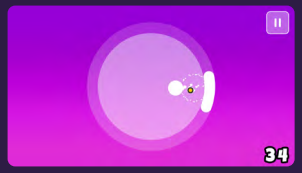
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)




## Circle Tennis

Keep the ball inside the circle for as long as you can!

**Skills**: Tracking, Reactions

**In Easy mode:** The ball moves more slowly and the bat is bigger.

Fun

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Tracking** | Follows the ball as it moves | | | | |
| **Reactions** | Moves the bat around as the ball changes direction | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

| | | |
|---|---|---|
| Name | Date | Comments (e.g. Device position, user position, calibration) |
| Facilitator | Time | |

## Starfish

Stop the jellyfish from ruining the starfish's holiday. Collect stars to deliver a burst of positive energy!

**Skills**: Tracking, Sustained attention, Reactions

**In Easy mode:** The jellyfish move more slowly, and appear less often.

Fun

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Tracking** | Follows the jellyfish around the screen | | | | |
| **Sustained attention** | Focuses on the jellyfish that is closest to the starfish | | | | |
| **Reactions** | Moves shield in time to repel the jellyfish | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

| | | |
|---|---|---|
| Name | Date | Comments (e.g. Device position, user position, calibration) |
| Facilitator | Time | |

## Paddle Pop

Keep bouncing the ball on your paddle - don't let it drop

**Skills**: Tracking, Sustained attention

**In Easy mode:** The paddle is larger.

Fun

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| Tracking | Follows the ball around the screen | | | | |
| | Focuses on the ball throughout the game | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)

## Tunnel Dash

Guide the ball through the gates and collect as many stars as you can.

**Skills**: Sustained attention, Reactions, Precision

**In Easy mode:** The gates move more slowly and the gap in each one is bigger.

Fun

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Sustained attention** | Focuses on the gate until they move through it | | | | |
| **Reactions** | Moves the ball in time to pick up stars and go through gates | | | | |
| **Precision** | Moves the ball accurately through gates | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)

## Sweet Slice

Slice through the cakes as they fly through the air. Don't let them fall.

**Skills**: Cause and effect, Tracking, Reactions

**In Easy mode:** The cakes move more slowly. If you miss, you can just carry on.

Fun

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Cause and effect** | Looks at a cake to slice it | | | | |
| **Tracking** | Follows the cakes as they move around | | | | |
| **Reactions** | Looks at a new cake as it appears | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

| | | |
|---|---|---|
| Name | Date | Comments (e.g. Device position, user position, calibration) |
| Facilitator | Time | |

## Penalty Spot

Keep the ball in the air for as long as possible!

**Skills**: Tracking, Reactions, Horizontal control

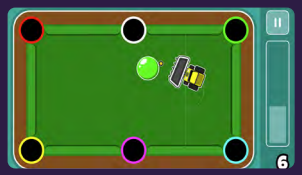
**In Easy mode:** The ball moves more slowly through the air and does not speed up.

Fun

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Tracking** | Follows the ball as it moves around the screen | | | | |
| **Reactions** | Moves the platform in time to catch the ball | | | | |
| **Horizontal control** | Moves the platform side to side across the screen | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

| | | |
|---|---|---|
| Name | Date | Comments (e.g. Device position, user position, calibration) |
| Facilitator | Time | |



## Pocket Ball

Drive the coloured balls into the matching holes.

**Skills**: Exploration, Precision, Problem solving

**In Easy mode:** There is no time penalty if the ball goes in the wrong pocket.

Fun

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Exploration** | Looks all around the screen to direct the digger | | | | |
| **Precision** | Controls the digger to push the ball accurately | | | | |
| **Problem solving** | Uses the digger to push the ball into the right hole | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

| | | |
|---|---|---|
| Name | Date | Comments (e.g. Device position, user position, calibration) |
| Facilitator | Time | |

## Crawly Cruncher

Guide the caterpillar to crunch stars, but avoid the spikey bugs!

**Skills**: Exploration, Sustained attention, Reactions

**In Easy mode:** No nasty creatures to avoid and the caterpillar's speed stays constant.

Challenge

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Exploration** | Looks at different areas of the screen to move around | | | | |
| **Sustained attention** | Focuses on stars to collect them | | | | |
| **Reactions** | Moves away from the spikey bugs | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

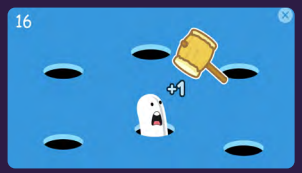
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)




## Splat

Worms are ruining your lawn! Bop them back down into their worm holes as fast as you can.

**Skills**: Exploration, Dwelling, Reactions

**In Easy mode:** There is no time limit.

Challenge

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Exploration** | Looks at different areas of the screen | | | | |
| **Dwelling** | Looks at each worm long enough to bop it | | | | |
| **Reactions** | Responds to new worms popping up | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

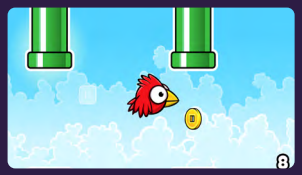
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Pipe Dodge

Guide the bird between the pipes and collect as many coins as you can!

**Skills**: Sustained attention, Reactions, Vertical control

**In Easy mode:** Coins and the gaps in between pipes are bigger. The bird moves more slowly.

Challenge

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Sustained attention** | Focuses on the bird rather than the pipes | | | | |
| **Reactions** | Responds to coins and pipes as they appear | | | | |
| **Vertical control** | Moves the bird up and down the screen | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

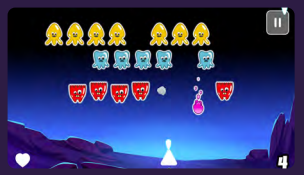
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Aliens

Aliens are invading! Protect the Earth by zapping them all.

**Skills**: Tracking, Reactions, Horizontal control

**In Easy mode:** Aliens move more slowly and there is no lava to avoid.

Challenge

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Tracking** | Follows the aliens as they move around the screen | | | | |
| **Reactions** | Responds to changes in direction and fireballs | | | | |
| **Horizontal control** | Moves the spaceship across the screen | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

| | | |
|---|---|---|
| Name | Date | Comments (e.g. Device position, user position, calibration) |
| Facilitator | Time | |

## Space Shoot

Shoot the asteroids before they hit your spaceship, and shoot the stars to collect points

**Skills**: Tracking, Dwelling, Sustained attention

**In Easy mode:** The asteroids move more slowly.

Challenge

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Tracking** | Follows the asteroids as they move | | | | |
| **Dwelling** | Looks at an asteroid long enough to shoot it | | | | |
| **Sustained attention** | Keeps focus on closest asteroid as others appear | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

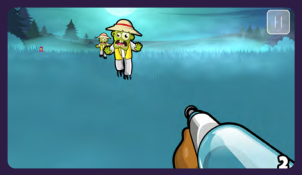
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Zombie Splash

Take aim and fire your water pistol to soak the zombies until they drop. Don't let them get too close!

**Skills**: Sustained attention, Dwelling, Reactions

**In Easy mode:** Zombies move more slowly and there are fewer of them.

Challenge

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Tracking** | Follows the asteroids as they move | | | | |
| **Dwelling** | Looks at an asteroid long enough to shoot it | | | | |
| **Sustained attention** | Keeps focus on closest asteroid as others appear | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

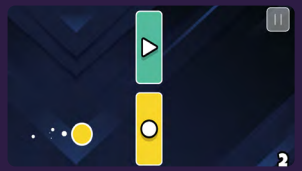
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Shape Shifter

Fly through the gate which matches your spaceship's colour and shape, but look out for gates which change your spaceship!

**Skills**: Reactions, Vertical control, Problem solving

**In Easy mode:** There are fewer gates to choose from and the spaceship moves more slowly.

Challenge

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Reactions** | Responds to new gates by moving the spaceship | | | | |
| **Vertical control** | Moves the spaceship up and down the screen | | | | |
| **Problem solving** | Guides the spaceship through the matching gate | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

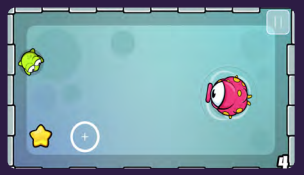
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Leap Frog

Jump around to dodge the monster and collect stars. Use the dwell marker to plan your moves!

**Skills**: Dwelling, Reactions, Problem solving

**In Easy mode:** The monster is slower and the focus points are bigger.

Challenge

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| Dwelling | Looks at focus point long enough to move the frog | | | | |
| Reactions | Moves towards stars as they appear and away from the monster | | | | |
| Problem solving | Targets stars whilst avoiding monster | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)

## Hedge Hopper

Foxes are causing havoc in the neighbourhood. Help the hedgehogs to defend it!

**Skills**: Dwelling, Choice making, Problem solving

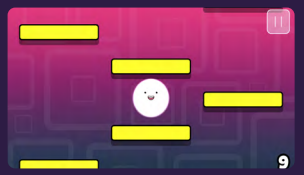
**In Easy mode:** There are unlimited hedgehogs in each round.

Challenge

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Dwelling** | Looks at target long enough to fire | | | | |
| **Choice making** | Chooses where to place target each time | | | | |
| **Problem solving** | Plans where to aim available hedgehogs | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

| | | |
|---|---|---|
| Name | Date | Comments (e.g. Device position, user position, calibration) |
| Facilitator | Time | |



## Bubble Jump

Bounce off the platforms and help the bubble climb as high as it can! Earn extra points by collecting coins

**Skills**: Reactions, Precision, Problem solving

**In Easy mode:** Platforms are larger and there are fewer of them on screen at any time.

Challenge

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Reactions** | Looks at platforms in time to direct the bubble | | | | |
| **Precision** | Accurately directs the bubble to a platform | | | | |
| **Problem solving** | Chooses an appropriate platform to jump to | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)

## Match n Smash

Match three or more tiles to clear them before they fill the screen. Clear them faster by matching more at once!

**Skills**: Reactions, Precision, Problem solving

**In Easy mode:** The tiles fill the screen more slowly and there are fewer shapes / colours.

Puzzle

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| Dwelling | Looks at destination long enough to fire block | | | | |
| Precision | Looks accurately at destination | | | | |
| Problem solving | Places blocks to build up to three in a row | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

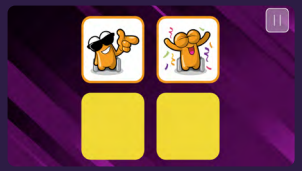
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Memory Match

Find and match the pairs of cards!

**Skills**: Dwelling, Memory

**In Easy mode:** There will always only be 4 cards.

Puzzle

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Dwelling** | Focuses on a card long enough to turn it over | | | | |
| **Memory** | Looks accurately at destination | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

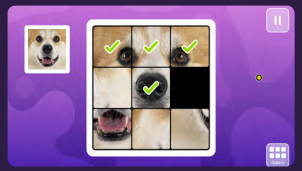
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Slide Puzzle

Slide the puzzle pieces to reveal the jumbled up picture

**Skills**: Dwelling, Problem solving

**No Easy / Standard mode for this activity.**

Puzzle

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Dwelling** | Looks at a piece long enough to make it slide | | | | |
| **Problem solving** | Moves pieces to unscramble the image | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)

## Shuffle Cups

Watch the cups carefully as they move to keep track of the ball.

**Skills**: Tracking, Dwelling, Sustained attention

**In Easy mode:** There is only one shuffle and you will get a hint if you choose the wrong cup.

Puzzle

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Tracking** | Follows the cup with the ball under it | | | | |
| **Sustained attention** | Keeps focus on target cup throughout the shuffle | | | | |
| **Dwelling** | Focuses on selected cup long enough to lift it up | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)

## Simon Says

Watch the pattern carefully, then repeat it. The pattern gets longer each time!

**Skills**: Dwelling, Memory

**In Easy mode:** If you get the sequence wrong, you can try again as many times as you need.

Puzzle

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Dwelling** | Looks at selected button long enough to activate it | | | | |
| **Memory** | Remembers the sequence correctly | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)

## Mouse Maze

Grab the cheese to get the keys! Plan your moves carefully to show the mouse where to go.

**Skills**: Dwelling, Problem Solving

**No Easy / Standard mode for this activity.**

**Puzzle**

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Dwelling** | Focuses on arrow long enough to select | | | | |
| **Problem Solving** | Plans movement of the mouse to get the cheese | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)

## Fish Pond

Relax and enjoy a moment of tranquillity watching the fish in the pond. You can even throw in some food to attract them!

**Skills**: Exploration, Cause and Effect, Dwelling

**No Easy / Standard mode for this activity.**

Mindfulness

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Exploration** | Looks around the screen | | | | |
| **Cause and Effect** | Looks at a fish to make it move | | | | |
| **Dwelling** | Fixes gaze in one place to drop food | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

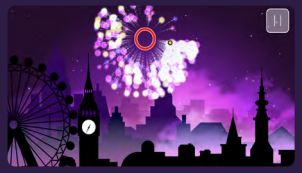
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Fireworks

Time to celebrate! Guide the fireworks over the city and put on the greatest display!

**Skills**: Exploration, Cause and Effect, Dwelling

**No Easy / Standard mode for this activity.**

**Mindfulness**

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Exploration** | Looks around the screen | | | | |
| **Cause and Effect** | Sets off multiple fireworks | | | | |
| **Dwelling** | Fixes gaze in one place to set off firework | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

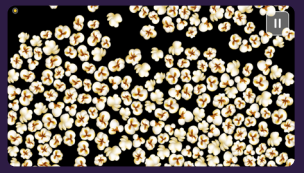
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Popcorn

Push the tumbling popcorn around the screen and enjoy the show!

**Skills**: Exploration, Cause and Effect

**No Easy / Standard mode for this activity.**

Mindfulness

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Exploration** | Looks around the screen | | | | |
| **Cause and Effect** | Looks at a popcorn to make it move | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

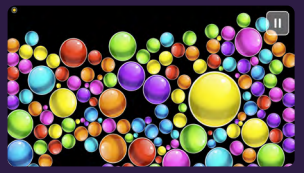
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Ball Pit

Dive in and bounce the colourful balls around the ball pit!

**Skills**: Exploration, Cause and Effect

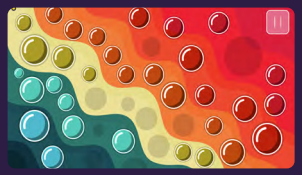
**No Easy / Standard mode for this activity.**

Mindfulness

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Exploration** | Looks around the screen | | | | |
| **Cause and Effect** | Looks at balls to make them move | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

| | | |
|---|---|---|
| Name | Date | Comments (e.g. Device position, user position, calibration) |
| Facilitator | Time | |



## Pattern Pop

Take a moment to enjoy pop-ping every single bubble on the screen. Pop, pop, pop!

**Skills**: Exploration, Cause and Effect, Precision

**In Easy mode:** The bubbles are larger.

Mindfulness

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Exploration** | Looks around the screen | | | | |
| **Cause and Effect** | Looks at bubbles to make them pop | | | | |
| **Precision** | Gazes accurately to pop all of the bubbles | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

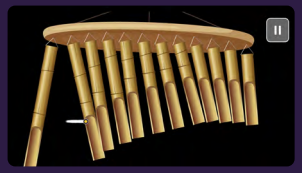
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Chimes

Enjoy soft wooden melodies as the chimes sway gently in the wind.

**Skills**: Cause and Effect, Horizontal control

**No Easy / Standard mode for this activity.**

Mindfulness

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Cause and Effect** | Looks at the chimes to play a sound | | | | |
| **Horizontal control** | Looks side to side on the screen to move chimes | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

| | | |
|---|---|---|
| Name | Date | Comments (e.g. Device position, user position, calibration) |
| Facilitator | Time | |

## Beat Box

Build your own beat and enjoy the groove!

**Skills**: Dwelling, Choice making

**In Easy mode:** The cells are larger and the tempo is slower.

Creative

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Dwelling** | Looks at chosen square long enough to select | | | | |
| **Choice making** | Chooses where to place the beats | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

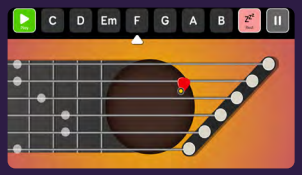
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)




## Guitar

Choose your chords and play a song! Strum up and down, or let the guitar play by itself.

**Skills**: Dwelling, Choice Making, Precision

**In Easy mode:** The interface is simplified by having a reduced number of options.

Creative

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Dwelling** | Looks at letters long enough to play a chord | | | | |
| **Choice making** | Chooses which chord to play | | | | |
| **Precision** | Plays individual strings | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

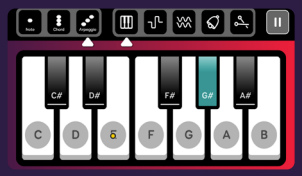
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Piano

Play the piano, pick out notes, chords or arpeggios. Choose from five different instrument sounds.

**Skills**: Dwelling, Choice Making, Precision

**In Easy mode:** The interface is simplified by having a reduced number of options.

Creative

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| Dwelling | Looks at letters long enough to play a note | | | | |
| Choice making | Chooses different modes and instruments | | | | |
| Precision | Looks accurately at the letters to play notes | | | | |

| General | Low | Med | High | Comments |
|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | |
| **Success** (How well do they succeed in the activity?) | | | | |

Name

Date

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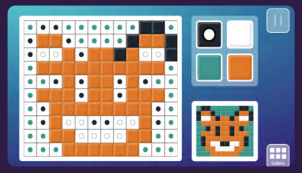
Comments (e.g. Device position, user position, calibration)



## Pixel Paint

Choose an image, choose a colour, and get painting!

**Skills**: Exploration, Precision, Problem Solving

**No Easy / Standard mode for this activity.**

Creative

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Exploration** | Looks at all areas of the picture | | | | |
| **Precision** | Accurately targets remaining pixels | | | | |
| **Problem solving** | Picks correct colour for remaining pixels | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

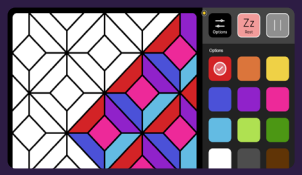
Name

Date

Facilitator

Time

Comments (e.g. Device position, user position, calibration)



## Colour In

Choose a picture and colour it any way you like. Once you are done you can save a copy of your masterpiece.

**Skills**: Exploration, Choice making, Precision

**In Easy mode:** The images are less detailed, and the range of colours is reduced to give larger cells.

Creative

| Skill | Objective | Not Observed | Developing | Achieved | Comments |
|---|---|---|---|---|---|
| **Exploration** | Looks at all areas of the picture | | | | |
| **Choice Making** | Chooses colours to complete the picture | | | | |
| **Precision** | Targets small parts of the picture | | | | |

| General | Low | | Med | High | | Comments |
|---|---|---|---|---|---|---|
| **Engagement** (How interested is the user in the activity? Do they show enjoyment?) | | | | | | |
| **Independence** (How much support do they need to access the activity?) | | | | | | |
| **Success** (How well do they succeed in the activity?) | | | | | | |

| | | |
|---|---|---|
| Name | Date | Comments (e.g. Device position, user position, calibration) |
| Facilitator | Time | |

# Look Lab

## Quick Record Sheet

**Skills worked on:**

| Activity used | Observations |
| --- | --- |
| | |
| | |
| | |

Name

Date

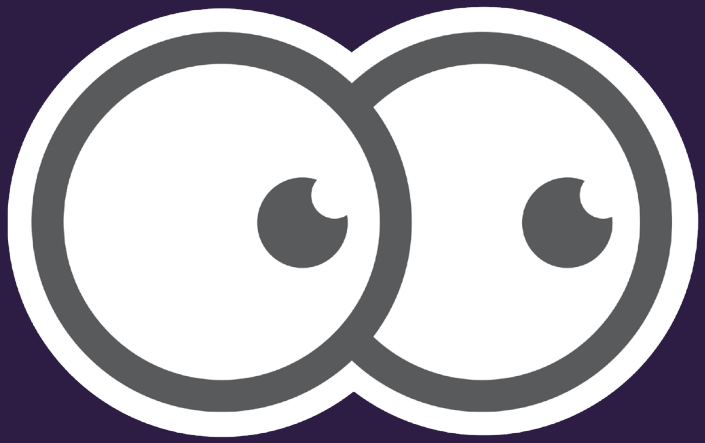
Facilitator

Time

Comments (e.g. Device position, user position, calibration)

Find more Look Lab resources on the Smartbox Hub:

hub.thinksmartbox.com/looklab



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