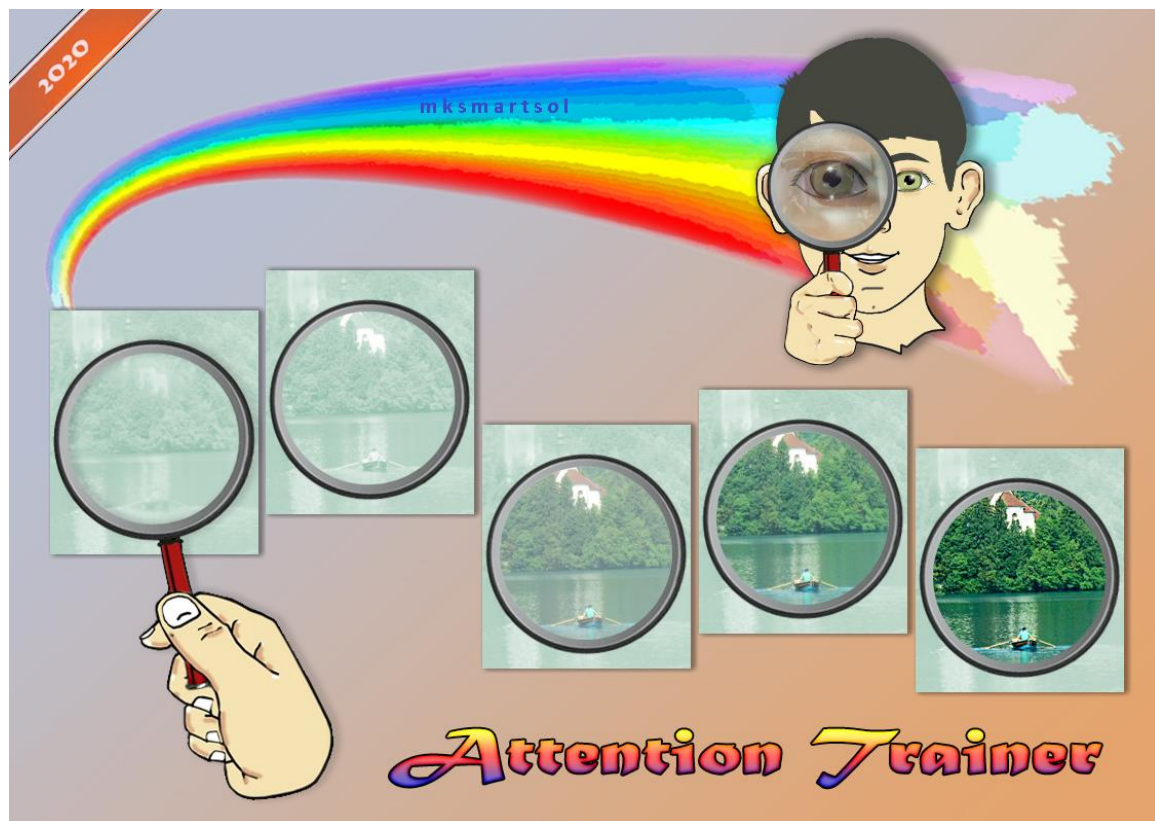# ATTENTION TRAINING

USER MANUAL

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THE SOFTWARE

It's a software for children with special needs but also for other children. The purpose of the software is to help children to develop their attention skills, scanning skills, concentration skills, visual discrimination skills, visual memory skills and many other skills. The program has a main menu at the beginning to select either you will work as administrators (teachers, parents) or as a user (children). On the administrator's screen, teacher's personal details are recorded as well as users' details. Administrators can develop new material, new activities, new exercises or modify the activities that there are already in the program. At the users' screen they can go to the main menu and they can find ten or more activities to select from so they can exercise their skills on different activities and their results will be recorded each time. They will also be rewarded in a visual way or by listening to a rewarding sound.

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Description of the activities:

Activity 1: Short term memory.
User has to watch a picture or pictures for some time. He/she has to click on the picture or pictures that he/she saw after they vanished. It's a short term memory activity.

Activity 2: Spatial memory.
The user has to watch a single picture or multiple pictures on the screen, and have to remember their exact position on the screen. After a certain amount of time the picture/s will disappear and the user has to click on the position that the picture or pictures were before.

Activity 3: Scanning Skills.
The users have to watch the light from circle to circle and select the correct sequence. When the activity starts some circles will turn yellow. The users have to remember which circles turn yellow in order to press them when the sequence stops. When the user click on them correctly the circles will turn green.

Activity 4: Visual memory.
The user has to find the picture or pictures that are shown. When the activity starts some pictures will appear on the screen, and the users need to remember their position. After the pictures disappear, one of the pictures shown will appear and the users need to click on the exact previous position of it.

Activity 5: Sequential memory.
Some phonemes are on the screen and turn green sequentially. They are letters from a word. The users have to wait until scanning finishes and then build the scanned word by selecting one letter at a time.

Activity 6: Visual discrimination.
User will see some pictures on the screen and they need to remember the ones that disappear.

Activity 7: Visual patterns.
The users have to complete the pattern based on what already exists on the screen.

Activity 8: Visual perception.
Some graphemes (basically keyboard characters) are shown on the screen (one at a tim. The graphemes are garbled and make it difficult to

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read and understand which one it is. The users have to watch carefully, guess and type the letter on the keyboard.

Activity 9: Visual reflex
The users have to click on a green circle, on the screen, as quickly as possible. Every time the circle gets smaller and more circles appear in order to make it more difficult and more distracting for the users.

Activity 10: Reading discrimination.
A word is on the screen and the users need to find the letter that does not belong to the word.

### Activity 11: Grapheme discrimination.
Some graphemes are on the screen and users have to click on the the different one.

Activity 12: Visual/sequential memory.
The users have to watch the pictures and put them in the correct order.

*** The teachers part allows registration of students and teachers but also provide chances for the Administrators to modify, develop or delete activities' content. There is also a possibility fro them to export assessment files in Excel.

Installation:
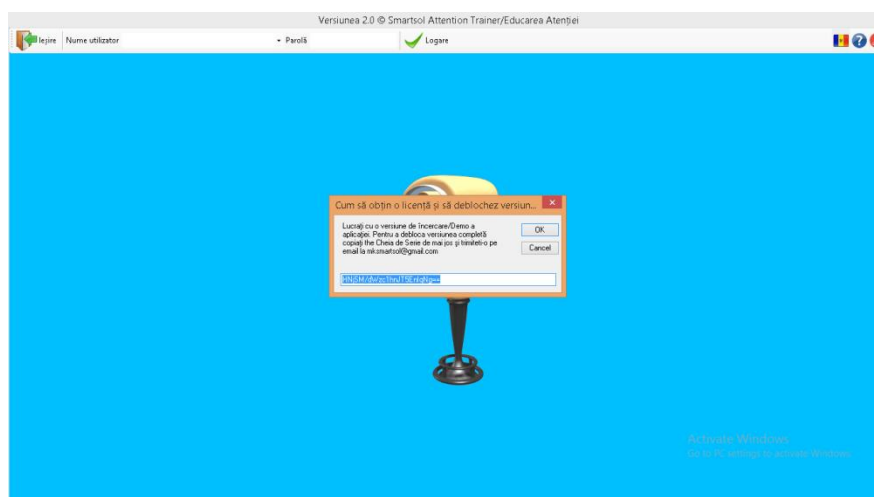
Please visit https://www.mksmartsol.com/downloads and download software.

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Password will be given by request emailing mksmartsol@gmail.com

Presson Question Mark to open the Manual.

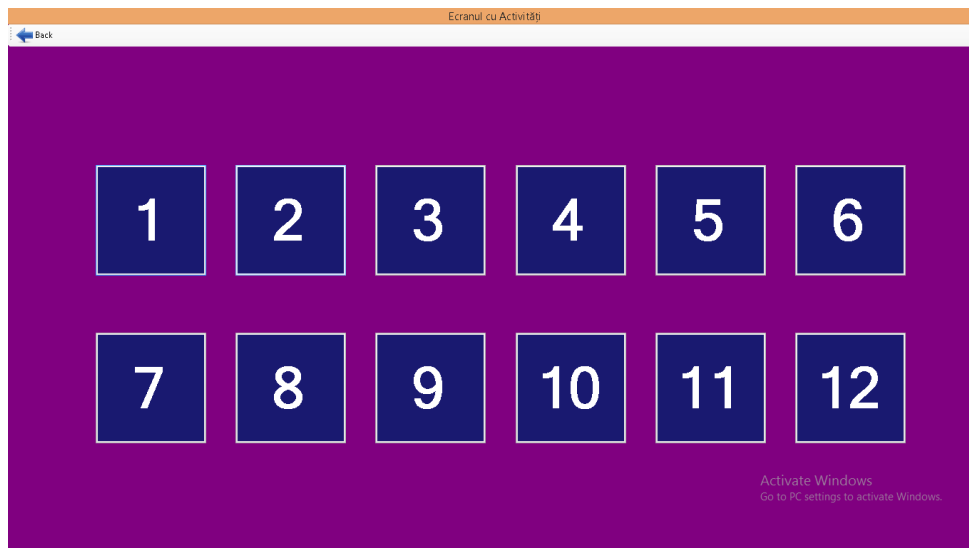You can work with the Demo until you get your license.

Select student or Teacher
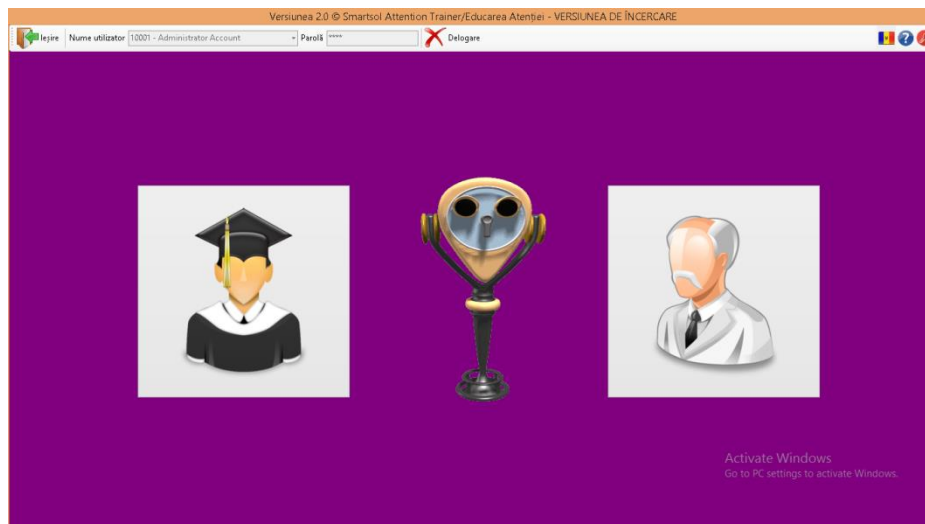
By selecting the student you will get to the Activities Menu. There are 12 Activities. The system records the results, keeps a score on screen and provides a reward (positive or negative visually and auditorily).
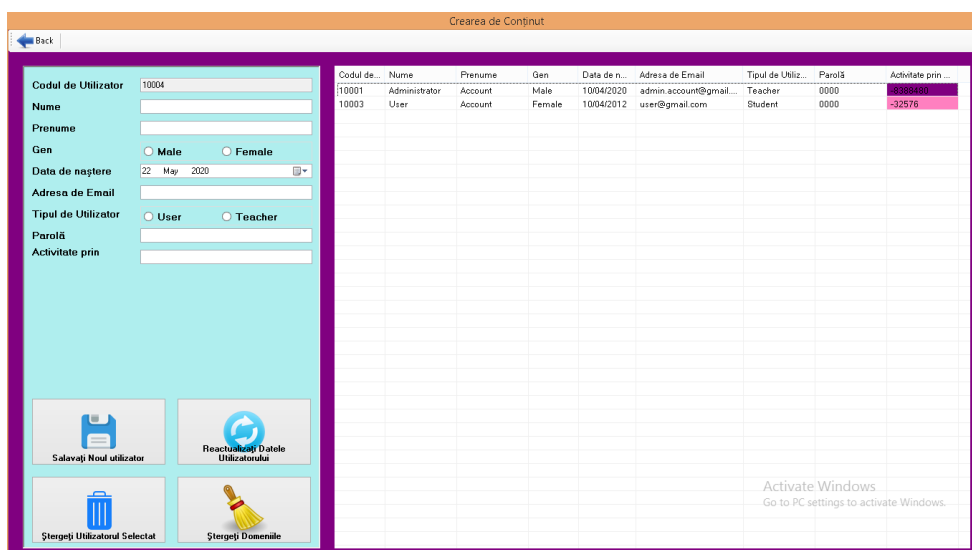
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The Activities' Menu

Select an Activity to work with. Select an exercise from left top corner, you can sent some parameters like number ofpictures, time intervals and press the Play button to start.

For the teacher there are three options:

a. Registration of students
b. Content management and
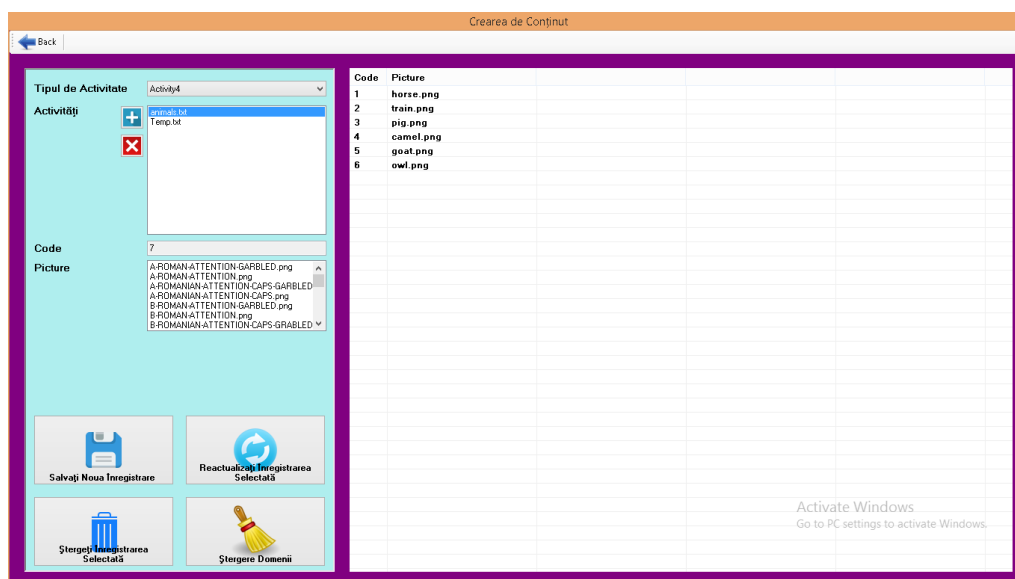c. Assessment and results.

Registration

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Content Management
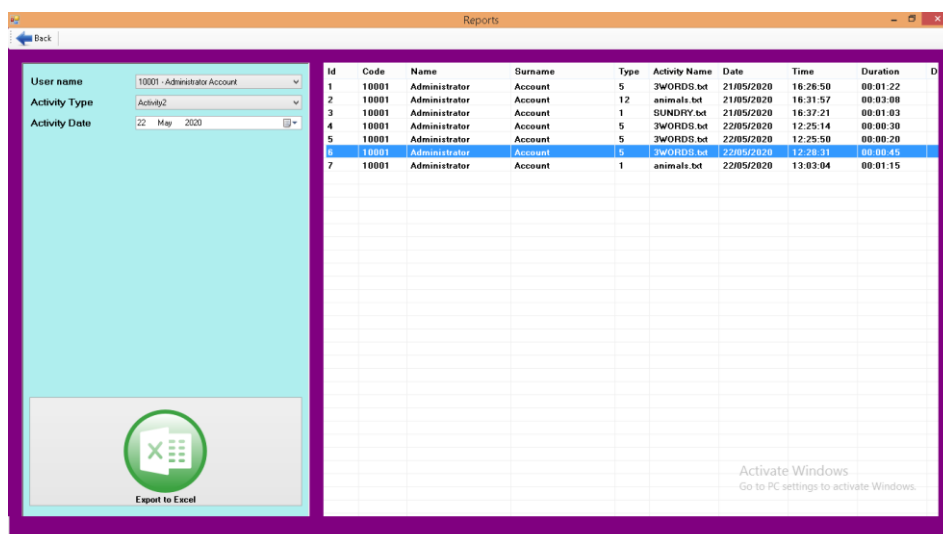
Create new excercises
Create new records
Update excercises
Delete records.

A simple, easy and friendly way to deal with existing and new content.

Assessments

Select the Activity type, select the user and Export results to an Excel file.

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For more information on the software please
contact:

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www.smartsol.com

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