

## Visual Perception

"These games involve varying levels of visual-perceptual skills along with some degree of motor control. For many, the motor component may be eliminated. Some of the skills addressed include: matching, directionality, spatial relations, visual attending, memory and discrimination, scanning and tracking, sequencing, organization, classification, visual planning and critical thinking. These games may also be played on the floor or mat allowing for alternate positioning."



### Q BITS

A beautifully crafted game of visual dexterity. Players puzzle over how to recreate the patterns on the game cards using their set of 16, two color, half inch cubes. Comes with 120 pattern cards and enough pieces for 4 players. Or save some money and split materials so each teacher/therapist has 2 sets of cubes and 60 cards. Play "head to head", individually or as a fast-faced 3 round competition. A great visual perceptual tool you will reach for again and again!

**V9557**

CHOKING HAZARD Small Parts Not for under 3.

### SPOT IT

Truly amazing and wonderfully challenging game of visual discrimination and focus. You get a travel tin full of cards, each filled with colorful, appealing images. The object of the game is to be the first to spot the one and only one matching symbol between any 2 cards. A sharp eye and a bit of speed is all you need to become a Spot It Master!

**V2310**



### SPEEDY MATCH

This fast paced design copy game for 2-5 players will get your eyes moving and fingers dancing! Shake the ball holder box to redistribute the 20 colored balls into the 25 available spaces. (Each shake produces a new game board) Players then race to place colored disks in their foam boards exactly the way they appear in the box. The colorful, pleasing materials makes this a highly motivating tool for building organization, design copy, speed of response, concentration and ocular skills. For older children and adults, it is a great way to work on increasing response speed!

**V8082**



CHOKING HAZARD Small Parts Not for under 3.

### SQUARE UP

A fast and furious one or two player tile sliding game. Shake the cube to determine color and position pattern for the center 9 squares of the game board. First person to slide their tiles, copy the pattern and flip down frame around the correct solution, wins! A unique, visual thinking game that will have your fingers and brain moving simultaneously.

**V9555**



### BLOCKS ROCK

An exciting fast paced game of head to head block construction competition! Players get identical sets of colored wood blocks. A specially designed,

2 way card is turned over and each players races to be the first to complete the construction and ring the bell. First to complete an accurate build gets the card. Collect the most cards and you win. Helps improve visual and spatial skills, speed of response and motor coordination.

**V1127 Discontinued**

## Visual Perception



### FINDERS KEEPERS

Terrific game where even 4 year olds can exercise their visual scanning, figure ground and visual, discrimination skills. Be the first to locate all your "find me" objects hiding among your "keep me" cards. Players need a sharp eye as objects may be partially hidden and you may have more than one match on a card. Great graphics are colorful, fun and motivating for all ages! **V5344 Discontinued**



### EARLY VISUAL SKILLS

The 48 reproducible worksheets in this book are designed to provide young learners (K-1) with a fun motivating way to develop visual skills. The worksheets are bold, uncluttered and visually appealing. They contain instructions in graphic form requiring less support from adults, fostering independent work habits. Areas addressed include figure ground skills, visual discrimination, same/different, position in space, part to whole, size sequencing and directionality. Fine motor skill development is also addressed through the continued practice of coloring, drawing, cutting and pasting. A terrific activity book, that parents, teachers and therapists will reach for again and again. **V0001**



### IMAGINETS

Boost fine motor and visual thinking skills with these brightly colored magnetic blocks and 50 full-color design challenge cards. Make animals, vehicles, faces and more. The clasp closing wooden carry case with handle opens to reveal 2 separate magnetic boards which can also be used as dry-erase boards. Great take along travel toy for 1 or 2 users. **V9559**



### PAPA BEAR

Little Bear just cannot seem to get on the correct color clothes. So Papa Bear tells him, via the direction cards, what to switch. Players have to scan the cards and for example, find the one of Little Bear with the same color coat, but boots and hat colors need to switch. A fun for all ages card game to build visual perception quick, logical thinking, ocular motor skills and ability to visualize, organize and retain information in your head. **V2379 Discontinued**

### BLOCK BUDDIES

Take block building to a different level with these 21 brightly colored, beautifully crafted chunky wooden blocks. The variety of shapes allows the replication of 76 designs in four levels of difficulty. Perfect for "on stomach" play as designs are copied flat but have fun and create your own vertical structures as well. Block Buddies lets young and old alike experience the delights of building with blocks! **V9560**







## QWIRKLE

Mix together the best qualities of games like Scrabble® Dominoes® and Set® and you've got Qwirkle! The 108 attractive wood tiles come in 6 colors and 6 shapes and players work at creating rows and columns of matching shapes or colors. Helps to improve visual perception, strategy, visual processing and analysis, concentration and other critical thinking skills. The simple level of play even lets younger players take on their older siblings or parents. For 2 to 4 players.

**R5012**



## ANIMAL PUZZLES IN A BOX

Kids will master "puzzle skills 101" with the help of the 4 puzzles (8"x6"x2") in this cleverly designed, self-contained puzzle box. Each 12 piece puzzle fits in its own compartment and each piece is marked on back with its own symbol – so sorting/grouping of pieces is quick and easy. The graphics are bright and clear, appealing to all ages and with only two inner pieces per puzzle, players actually learn to successfully complete interlocking puzzles independently.

**Zoo Animals in a Box V1705**  
**Farm Animals in a Box V1772**



## MINI WEDGITS

These adorable little blocks are 40% smaller than their cousins in our Wedgit Junior Set; but otherwise they are exactly the same. You can even use the same design cards for both 15 piece sets. The new mini blocks offer a greater fine motor/manipulative challenge and can be fully integrated with all other Wedgit Sets. Comes stacked neatly in a black storage rack. Small size makes them perfect for therapy bags and as a "take along" activity.

**V1937**

CHOKING HAZARD Small Parts Not for under 3.



## WEDGIT JR. SET

A unique, 3 dimensional building and design copy system for children and adults. The bright, primary colored, chunky, plastic pieces are engineered to endlessly nest, link and lock together. Use your imagination or use the design booklet to form amazing structures and shapes, from simple to complex. Comes with 15 pieces, a storage rack, and small design booklet. Buy 2 for multi-player fun or as a great 3D design copy challenge. Inviting and easily successful at beginning levels, seemingly improbable as you progress. Great for working on spatial orientation, motor planning, head and arm stability, perceptual skills and problem solving.

**V1908**

CHOKING HAZARD Small Parts Not for under 3.



## WEDGIT BUILDING BOARD

With the addition of this simple 2 sided board building with Wedgits takes on a whole new dimension! Compatible with all Wedgit sets, this versatile board allows designs to be built using one or both sides of the platform, and pieces can be placed horizontally or vertically.

**V1934**



## WEDGIT DESIGN CARDS

40 color design cards for added design copy challenges. Four levels of difficulty with designs graded within each level.

**V1932**



## Visual Perception



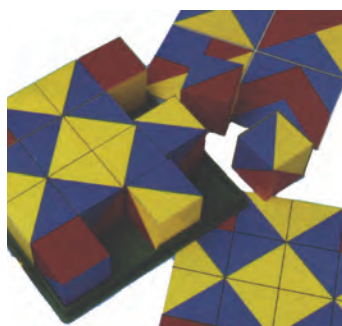
### PARTS OF THE WHOLE

Similar in design to Making Shapes 1 and 2 but with an additional and more challenging layering component. The 4 master boards each are printed with 3 complete designs which must be reconstructed in the space provided

using 3 overlay cards in the correct sequence. Place them in the wrong order and colors or design elements might be covered up. Provides a real visual perceptual workout while facilitating attention to detail, the processing of large amounts of visual information and form consistency. **V3689 Discontinued**

### JUMBO GEO-DESIGN CUBES

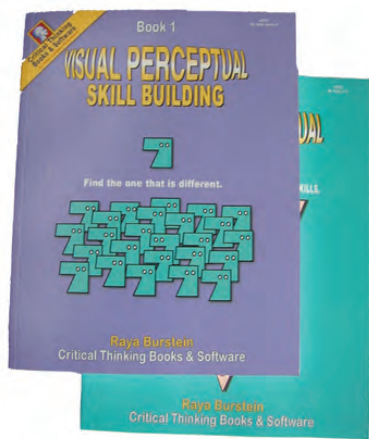
Set includes 16 larger sized plastic cubes with silk screened red, yellow and/or blue triangles or squares on all 6 sides. Twelve pattern cards show designs in 2 or 3 dimensional representations, some with individual block outlines and some without. Or, make up your own simple to complex designs. All stores in plastic tray with lid. Great for developing spatial awareness, visual perception and attention to detail. Work on in-hand manipulation skills by challenging players to rotate blocks held in only one hand, no help from support services. **V1746**



### COLORAMA

Classic color and shape matching game is very versatile. Play can be as simple as matching correct shapes to their form fitting spaces on the board. For greater challenge, match the color and the shape. For still more challenge, use the color and shape dice to determine which colored shape to remove or add. Want more of a challenge, add a time component. Other game variations provided. Comes with 40 plastic pieces in 4 colors and 5 shapes, one color and one shape die and playboard with 40 color coded recessed fields into which the shapes are placed. This helps keep pieces in place when jostled due to in-coordination. **V4712**

CHOKING HAZARD Small Parts Not for under 3.



### VISUAL PERCEPTUAL SKILL BUILDING

These books each offer over 180 pages of quick, engaging visual exercises specifically designed for students with shortened attention spans. The activities build visual, motor and higher-order thinking skills by improving a student's recognition of letters, words, numbers and similar/dissimilar objects

as well as their sequencing and visual memory skills. Each book covers many progressively challenging skill sections including visual discrimination, figure ground, closure, form consistency, memory, spatial relationships and visual motor. No reading is required to respond to the activities and the answers are provided in the back of the book. Additionally, there is an informative introduction, a definition of terms list and pre- and post-test to help evaluate skill level. **V9561 Book 1 Discontinued**

**V9562 Book 2 Discontinued**

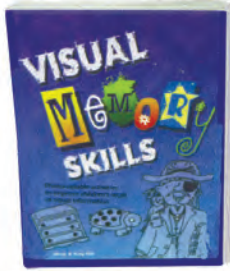
### MAGNETIC-MIGHTY MIND

An award winning game with parents, teachers and children alike. Uses children's natural attraction to colors and shapes to develop skills in problem solving, creative thinking, counting, sorting, categorizing, spatial relationships and matching colors, shapes and sizes. There are 32 colorful plastic magnetic backed shapes all stored in handy tin. The series of 26 tangram like design cards become increasingly more challenging to build as you go. This allows players to develop the skills needed as they progress. **V5115**



CHOKING HAZARD Small Parts Not for under 3.





## VISUAL MEMORY SKILLS WORKBOOK

A terrific 48 page workbook of activities designed to improve children's recall of visual information in an ordered yet imaginative way. A variety of features are explored including shape, position, number and sequence. Activities are reproducible and each comes with specialized teacher instructions. Grades k-2.

**V6944**



## FIND N MATCH

Roll the 3 chunky dice to determine which of the picture tiles they identify. Children learn to think fast and identify and integrate symbols

as they match combinations of 6 colors, along with the attributes of big/small and full/empty. So what is "small, yellow and filled in," it's the kangaroo! Different levels of play makes it a perfect perceptual game for younger and older players.

**V8085 Discontinued**

## MINI MAKE 'N' BREAK



Smaller, cuter version of our standard Make 'N' Break game (M4770). Comes with 10 colorful wooden rectangles and a deck of pattern cards. Players try to copy as many structures from the cards as possible before time runs out. Time is up when other player rolls a total of 15 points on the special included die. Great materials for improving hand skills, shoulder stability, design copy skills and response speed. Buy 2 for great head to head competitions.

**V1642 Discontinued**

CHOKING HAZARD Small Parts Not for under 3.



## LAURI KIDS PUZZLE

Classic, latex free crepe rubber puzzle will challenge and entertain for years. Pieces are colorful, pleasingly textured, virtually indestructible and provide a snug friction fit to challenge

hand skills. This 8 1/2" x 11" self correcting puzzle helps with reading readiness, as players, must identify the slight difference in the pieces positions. Comes with assembly pattern card and plastic storage tray. For additional fun, have players imitate the positions of the kids in the puzzle!

**V2598**

CHOKING HAZARD Small Parts Not for under 3.



## TANGOES JR.

This is the updated, user friendly version of the ancient Chinese tangram puzzle. Comes with the 7 classic shapes in large, easy to manipulate magnetic pieces. For beginners, simply place the level 1 side of a puzzle card on the magnetic playing surface and fit the pieces in place as indicated. Those ready for a bigger challenge would place the level 2 side of the card on the board. This only shows a full silhouette of the total shape with no outlines of the individual pieces. Great for travel or therapy bags, as all the pieces and the 12 double sided cards store inside the plastic case. A terrific way to build visual perceptual skills, along with spatial cognitive abilities. Perfect for young and old and everyone in between.

**V5541**

## TANGOES JR.:ADDITIONAL PUZZLE PACK

Contains 10 double sided cards depicting common objects.

**V6041**



## PATTERN PLAY MOSAIC

Kids can't resist the 150 colorful plastic triangles with the little pegs in the middle. Also comes with an 8x8 black plastic board with recessed squares for holding the triangles in place and 16 full color task cards. Terrific for working on design copy and patterning skills. Try creating your own more challenging designs. Build fine motor skills using fingertips or one of our "hand tools" for grasping the small built in pegs.

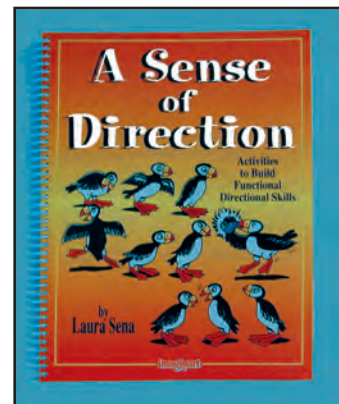
**V2123**

## Visual Perception

### SETS

A very versatile and unusual deck of cards and a must for every classroom and therapy bag. The deck includes 81 cards. Each has either 1, 2, or 3 symbols on it. The symbols are either ovals, squiggles, or diamonds; either red, green, or purple, and either solid, striped, or open outlined. The original game calls for players to find SETS - 3 cards that have 3 attributes in common (i.e. all open, red, or go in number sequence). But these cards can also be used for sorting by 1 or more attributes. The uses are unlimited!

**V6101**



### A SENSE OF DIRECTION

BY LAURA SENA OTR/L

An amazingly comprehensive book of activities to help children build functional directional skills. The book contains 42 high interest activities and explains what you do, why you do it, how you do it and what to look for while you are doing it. Also provides a review of the developmental components leading to directional skills, pre and post tests, goals and objectives and a glossary of terms. Activities organized into 4 levels; 1. Body Awareness, 2. Self as a Reference Point, 3. Environment as a Reference Point, 4. Others as a Reference Point. This book is a must have resource for all those seeking to help clients who struggle with directional confusion.

**V6613**



### BLINK

A lightning fast game where 2 players race to be the first to lay down all of their cards. Using sharp eyes and fast hands, players quickly try to match the shape, count or color on the top cards with a card from their hand. A great, fun way to rev up sleepy bodies and brains. Try playing a hand or two before an important lesson or starting homework.

**V6886**

### EQUILIBRIO



A challenging game of ingenuity, fine motor skills, and block balancing tasks. Using the precisely crafted Architect precision blocks, players erect structures illustrated in the challenge book. As players progress through the book, the structures become more complex and difficult to balance. Success requires the use of trunk and shoulder stability, along with bilateral coordination, problem solving, and perseverance. Not for the faint at heart!

**V4586**



### I SPY EAGLE EYE

"Find a picture with your eyes, ring the bell and play eye spy!" That's the concept behind this visually enticing game of figure ground and object identification skills. Find the objects on the game board that matches an object on your card and be the first to ring the bell. Each card and board has only one matching item. Includes 4 double sided boards and 30 double sided cards. The bottom of each board also lists additional things to find. Visual fun for the whole family!

**V8891**



### SPACE FACES

It's a race to be the first to identify and rescue one of the 120 aliens pictured on the board. Each shake of the Alien Identification Device indicates a different alien by the color of his eyes, nose and skin. First player to find this missing alien gets to place a purple alien chip in his rescue vehicle. Five rescues and you're a winner! As no 2 faces are the same, players work to sharpen their visual discrimination and concentration skills while improving attention to detail. Kids like the game so much it makes a great reward/reinforcer.

**V3542**







## EYE CATCHER

Watch the brain and eyes work together as players try to place the colorful game tiles on the matching spaces on the game board. Race the timer to see how many points you score and how you rank on The Rating Scale. Looks deceptively simple, but looks can be deceiving. Use as a 2 to 6 player game or as an independent challenge for one person.

**V1318**



## CATCH THE MATCH

These heavy cardboard playing boards are so busy with pictures and colors, they could make you dizzy! But that's part of the fun! Each of the 16 boards have exactly the same objects, just in different color combinations and in different locations or orientations. The trick is to find the one item on each board exactly the same in color. The identical item changes for each two boards. The person to find the match wins that board. Collect the most boards to win. For younger children use cards to facilitate language and to work on figure ground skills. Play individually or in a group.

**V2304**



## HIDE & SEEK BUGS

A lotto type game reinforcing visual memory and figure ground skills. Each player has a brightly colored board totally covered with pictures of real flowers. Hidden among the leaves and petals are 6 bugs. Object of game is to be the first to match the large plastic bug tiles with the bugs on your board. Two levels of play for greater versatility. All materials, flowers and bugs, are actual photographs making this a delightfully appropriate game for children and adults, especially those who love gardening.



**V0116**



## I SPY SILHOUETTE

A great new game of visual exploration and matching from the I Spy™ people. Search the 24 colorful, richly detailed picture cards on the table till you find the one that matches completely the detail-less silhouette card in your hand. Player with the most matches wins! Helps build visual discrimination, form constancy and ocular motor skills as well as attending, visualization and critical thinking.

**V8817 Discontinued**



## BASIC TANGO PUZZLE SET

A versatile perceptual motor activity set. The boxed set includes 2 sets of 7 plastic Tango playing pieces in two colors and 54 puzzles to solve (answers are provided). All self contained in a plastic storage case. It was originally designed to be a race challenge between two players, but it can do so much more! Copy the answer card for basic design copying; have the client copy a design you create, use all the pieces or a few; or trace the shapes then color.

**V5566**



## PARQUETRY BLOCKS & CARDS

Classic set of 32 wood parquetry blocks in 6 brilliant colors and 3 shapes. Use the 20 included design cards inside the work tray or next to it for an increased visual challenge. If you are up for it, try fitting all the blocks into tray on your own, without copying a pattern. So inviting kids readily work on their design copy, spatial relations, and visual perceptual skills.

**V3891**



## Visual Perception



### MAGNETIC VEHICLES PLAYBOARD

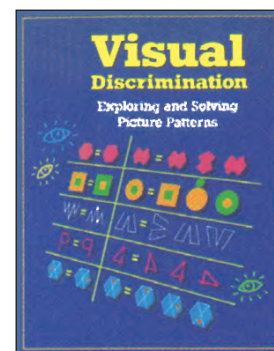
Completely redesigned magnetic playboard increases the play and therapeutic value of this product. Each magnetic vehicle playboard set comes with one 15" x 13" playboard, a deck of 45 vehicle design cards and all the colorful magnetic shapes needed to exactly reproduce the pictures. But now all pieces are self contained in the boards locking storage compartment. A great travel and/or therapy bad innovation! There is also a built in carry handle and a sturdier, easy to use easel mechanism making vertical play more successful. Buy one vehicle set for the great new board and use with any and all of the additional playsets.

**V8459 Vehicles & board**

Additional Playsets:  
Design cards and pieces only  
**V3316 ANIMAL EDITION**



CHOKING HAZARD Small Parts Not for under 3.



### VISUAL DISCRIMINATION WORKBOOK

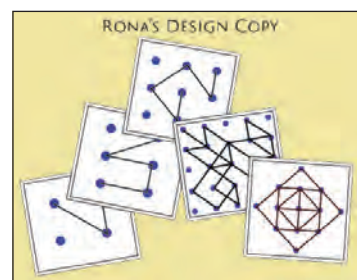
40 reproducible pages of interesting, engaging problems designed to develop visual discrimination, and critical thinking skills. Players study the relationship between two pictures and then use this information to determine which 2 of the next 4 pictures represents the same relationship. It's like a visual form of analogies for grades 1-12. Answers provided.

**V6942**

### POPPO

Poppo was designed as an educational game and that is just what it is - but it is also an exciting fast paced, pop till you drop good time! Players race to spell 3 or 4 letter words picked from the 100 colorfully illustrated picture and word cards. Pop your poppers, (4 to a person/team), until all the letters you need for your word appear. Arrange them in the correct order and if you are the first to shout "Poppo" you get the card. Collect the most cards and win. Everyone has fun working on their matching, visual memory, letter recognition, and sorting and grouping skills when you play Poppo!

**V4350 Discontinued**



### RONA'S DESIGN COPY

Comprehensive collection of 72 graded, dot to dot designs divided into 4 levels of difficulty. Beginner and Intermediate levels involve 4, 6 and 9 dot grids with designs that are to be copied into empty grids right next to the printed design. The Advanced level involves more complex, 16 dot grids and design must be copied onto a separate board. The Expert or Black Diamond designs are most difficult. These designs show only the dots that were used in making the design. The rest of the dots comprising the grid are missing. This makes it much more difficult to orient spatially where and how the design fits and on to what size grid it should be drawn... Housed in an easy access ring binder, 2 or 3 students could work on different designs at one time. All pages are laminated and meant to be used with write and wipe markers or crayons.

**V5036**





## HIT THE HAT

A fun game where a roll of the dice determines which hat is to be wacked. Each of 3 die display a different piece of information; type of hat; color of outline; design pattern. Be the first to wack

the correct hat with our suction tool and it is yours..... collect the most hats and you win. Terrific game of visual scanning and memory, information processing, motor control and response speed.

**V0118**



## LET'S LOOK BOOK

A wonderful resource of reproducible visual perceptual worksheets. The 94 page book addresses tasks such as matching, sequencing, position in space, and discrimination by size, shape and orientation. Helps develop prerequisite skills for reading, writing and math.

**V4063**



## DOODLE DICE

Roll the 6 Doodle Dice and see if you can put the component lines and squiggles together to correctly copy one of the doodle cards. A fun way to work on visual closure and part to whole concepts. Easy to transport and appropriate for adults as well as children.

**V5087**

CHOKING HAZARD Small Parts Not for under 3.



## LIGRETTO DICE

You'll feel the need for speed when you play this fast paced, dice rolling board game! All players roll their six randomly picked dice at the same time and try to place them on the game board in number and color order. If the red 3 is not yet down then the red 4 can not be placed. Players keep rolling until the first to get rid of all their dice calls out "Ligretto" and is the winner. Exciting game for 2-4 players, reinforcing color and number recognition, sequencing, visual scanning and attending along with response speed.

**V2375**



## SUPER CIRCLES

The brightly colored rings on these cards are mesmerizing but players need to focus and to work quickly to match a colored ring on one of their cards to a ring on the previously played card. Sounds easy, but with all players going at the same time, only the quickest eyes are fastest hands will win. Play as solitaire or take turns to slow the game down. Comes in handy storage tin.

**V6883**



## HOPPERS

This great peg solitaire jumping game helps develop visualization skills, step by step thinking, directionality, spatial relations and fine motor control. Comes with 40 pattern cards, 12 frogs and 4"x4" play tray, which slides back revealing storage space for all pieces. Play by placing frogs on pond as shown on cards. Then start jumping until only one is left. Lots of fun for many levels of players. Somewhat less challenging than Hi-Q.

**V2675**



CHOKING HAZARD Small Parts Not for under 3.

## Visual Perception



### POPPIN PUZZLERS

Place your 20 pegged shapes in the appropriate spaces before your opponent places theirs and you win! Set the timer if you dare...but work fast or all your hard work will go pop! Great classic game reinforces visual scanning, form consistency and speed. Comes with built in timer and storage for all pieces.

**V0570**

### I SPY PRIVATE EYE

To be a good private eye you must remember what you see! So shake up the cubes, press the timer and spy the 9 picture cubes until you hear the beep, (30 seconds). Pick an I Spy picture card and score points trying to remember all the images that match the cubes you saw. Great graphics and motivating materials makes this the funnest way to work on visual memory. 2-4 players; cards store in bottom of Jumbler.



**V8889 Discontinued**

CHOKING HAZARD Small Parts Not for under 3.



### MAGNETIC BOARD ONLY

This 12"x12" magnetic playing board has a fold up easel stand. Board is a white with no illustrations or game pieces. The nice vertical surface

turns any magnetic game you have into an activity that also promotes better positioning.

**V3307M**



### PICTURE PERFECT

Place one of the 16 colorful picture patterns under the 9"x10" clear plastic grid. The bottom of each card identifies how many of a specific tile design are contained in that

pattern. Players then find the matching tiles and positions them appropriately on the board until the picture is reproduced. As pictures graduate in difficulty, children build color and shape recognition skills, matching, pattern recognition, number skills and eye hand coordination.

**V3500 Discontinued**

CHOKING HAZARD Small Parts Not for under 3.

### SHAPE & COLOR SORTER

Classic sorting set with 1 plastic vertical abacus stand, 50 brightly colored pieces in ten shapes and colors and 16 pattern cards. Very versatile item which can be structured in many fun and therapeutic ways. Vertical presentation is great for anti-gravity work in prone position. Try sorting by shape or color, or create and copy patterns. At such a great price get 2 for multi-player involvement or 3 dimensional design copy tasks.

**V4620**



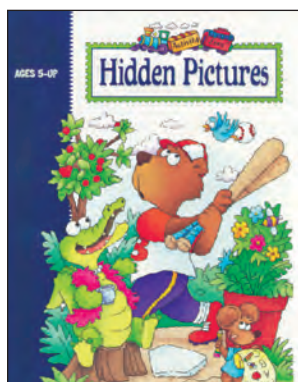
### BEGINNER PATTERN BLOCKS

Set comes with 10 simple; brightly painted wooden pictures and 30 wooden pieces in 5 shapes and 5 colors. To add color and complete the pictures, children place the appropriate shaped pieces into each of the cutouts. The "form-board" cutouts, keep the shape pieces in place so there is less frustration than with typical pattern blocks. A great learning tool for early development of colors, shapes, and matching skills. Contents store neatly in durable wooden case.

**V1721**

CHOKING HAZARD Small Parts Not for under 3.





## HIDDEN PICTURES

A delightfully illustrated, full color workbook with 64 fun hidden picture puzzles. The first 32 pages proceed from A-Z and the children are asked to find objects beginning only with the

designated letter. The items to be found are pictured with their spelling across the bottom of the page. The final 32 pages are theme oriented and are a bit more complex. A terrific tool for working on visual perception, attention to detail and language skills.

**V9750**

## FIND IT GAME ANIMALS

It's like having a portable, self-contained sand bucket complete with hidden objects. In this highly colorful version you don't dig through the rice to find the objects you shake and turn the container in hopes of uncovering and spotting all of the animals hiding in the sand. Comes with score cards and a printed list of the hidden objects on the top. Great for working on visual attending, concentration and perseverance while encouraging arm and hand movements.

**V3328**



## SAMI BLOCK PUZZLE

Classic 9 block puzzle but with updated, beautifully simple, eye-catching high contrast graphics of animals on 4 sides, along with one number side and one shape side. A great way for young children to work on finger mobility and manipulation while also building visual perceptual skills.

**V8825 Discontinued**



## HI-Q / THINK 'N' JUMP

The timeless classic game for building logic, sequence and strategy! Also encourages visualization and imagery. Start by filling the board with pegs, (great for in-hand manipulation skills), leaving center hole empty. Then begin jumping over pegs into an empty space either horizontally or vertically, removing the peg you jumped over. Try to leave as few pieces on the board as possible. Game is over when no more jumps can be made.

**V4905 Discontinued**

CHOKING HAZARD Small Parts Not for under 3.

## 3-D BEAD LOOP

Terrific new activity focuses on developing spatial awareness, visual perception and attention to detail for a wide variety of skill levels. 24 beads in 4 vibrant colors and 2 different tactile designs are placed over the 8 poles exactly as they appear in the design cards. Starts out very simple and progresses through 7 increasing more challenging levels of play. Also works well as a basic fine motor placement task for young children.

**V8087**

CHOKING HAZARD Small Parts Not for under 3.



## PFOT PICTURE SEARCH

### Character Search Puzzle Books

An exclusive PFOT version of classic word search puzzles. There are 24 reproducible puzzles per book in 4 groupings with each grouping progressing in difficulty. Puzzles move from simple one to one correspondence to finding 2 & 3 characters; horizontal, vertical and diagonal; to "L" shaped arrangements and directionality variables. Size of grid and number of characters presented increases along with the difficulty level. While some letter and numbers are used, most puzzles are created using simple, black & white pictures which are fun, familiar and enticing to children. Great for working on visual scanning, attention to detail, pencil/crayon control, visual perception and visual memory.

**V9907 Book 1**

**V9915 Book 2**

**V9916 Book set 1&2**

## Visual Perception



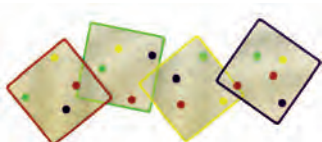
### ON THE DOT

Even the bigger kids will be seeing "dots" as they try to solve these visual spatial puzzles.

Try to arrange the 4 transparent squares so the dots left showing perfectly match the pattern on the dots card.

Flip, rotate and overlap the square to make a "spot on copy". 60 puzzle cards and enough transparent squares for four players at one time. Play alone or race others, either way it's addicting!

**V5342 Discontinued**



### STARE JR.

It's easy to see why children and adults love to play this habit forming game visual memory, attention to detail, language building and imagery. Players take turns staring at the visually stimulating, kid friendly images on the 160 game cards. When the 30 second timer runs out, the card is turned over and they are asked a number of questions about the image from the back of the card, i.e. what color is the girl's hat?; which teddy bear is tallest?; Pieces move around the board based on the number of questions answered correctly. This is a challenge kids cannot resist and you don't want them to!

**V1314**



### KLUTZ MAZE BOOK

An a-mazing collection of visually appealing and intriguing mazes. Use a finger or pencil eraser because you'll want to keep these to do over and over again. Some are easier than others, all are bright and very different than those you usually see. For example, follow schools of tropical fish; climb ladders through a forest; flow down a river of lava or use the special little tool included to jump from hole to hole. If you want different and motivating-you want this book!

**V6060 Discontinued**



### ROCK

Sharpen your visual processing and verbal skills with Rock!

Using the traditional rules of Rock, Paper, Scissor,

players flip over cards and race to be the first to name the winning card. And as each card has a different representation of a rock, paper or scissor there is a lot of "brain tripping" information to process. Comes in a handy, take anywhere travel tin.

**V6868**



### I SPY SNAP

A fast paced card game where you try to accumulate the most cards. Deck contains 48 jumbo cards in 12 sets of 4. Each card in a set shows a central item with differing backgrounds. As players turn over their cards, the first to spy a match calls out the name of the object and takes those two piles. Play can be easily adapted using these versatile cards. Great ocular/perceptual workout.

**V8833**

### THAT A WAY

Everyone plays this quick moving card game at the same time. First one to follow their direction cards correctly, building a path to the escaped gorilla, wins that round. Directions include up/down/right/left. But when you are trying to go fast, it's easy to get confused!

A great reinforcer of right/left awareness. Which way did she go? She went thataway!

**V5340 Discontinued**



### BINGO LINK

A visually dazzling game with simple rules and intriguing materials. The object is to be the first player to link

2 sides of the 6 sided board with an unbroken path of 6 sided markers. Players take turns calling out and marking off objects that will help them complete their path. But all boards have the same objects just in different places. So be careful what you name, you don't want to help another player win. Comes with 4 boards, each with 61 honey-combed shaped spaces and 80 markers. Adapt for younger children by simply calling out a specific object for them to find and cover. Great game for developing figure ground, visual scanning, sequential thinking and beginning strategy skills.

**V5346**







## SHOPPING LIST

A terrific visual memory game where players work to be the first to fill their grocery cart by finding all the items on their shopping list. Plays like a combination of Concentration and Bingo. Shopping list has pictures as well as words so no reading necessary to play. Also, perfect for reinforcing healthy eating.

**V5034**



## WHISPER PHONE SOLO

Simple plastic device helps improve reading comprehension, articulation, concentration and more! This hands-free sound amplification system reduces background noise for the wearer, allowing for a stronger auditory signal to be received. Through the increased auditory feedback the child becomes better at differentiating between similar sounding words and so articulation improves. Additionally, their own sound production is reinforced and self monitoring improves, blocking distractions and helping the student stay focused. Great for use in therapy, classrooms and at home.

**L5731 Whisper Phone Solo K-4th Gr**

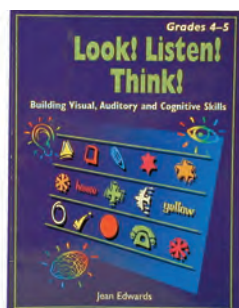
**L5734 Whisper Phone Solo XL  
5th-adult**



## SPATIAL ORIENTATION GAME

Engaging game for developing spatial skills and reinforcing basic directional concepts of inside, next to, before, after, below and above. Players, ages 3+ spin one spinner to identify the object and other spinner to identify the position of the object. They must then find the one card out of 24 that shows their item in the correct position. Player who collects the most cards, wins. Or play even simpler version with child finding only their object in any position or only their position held by any object and not the two combined. Great visual workout for young children with lots of opportunity to encourage attention to detail and expressive language skills.

**L0140**

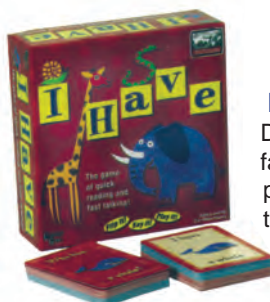


## LOOK LISTEN THINK!

This 3 book series is designed to provide activities to exercise students thinking and memory skills. Arranged developmentally, each book includes activities to address the areas of concentration, listening comprehension, visual and auditory discrimination, and visual and auditory memory. Tasks include studying a picture and remembering details so questions can be answered, remembering a list of items to determine which one is missing, and remembering a series of digits and repeating them forward and backward. A great cognitive workout.

**L6936 Grades 2-3 Discontinued**

**L6948 Grades 4-5 Discontinued**



## I HAVE....CARD GAME

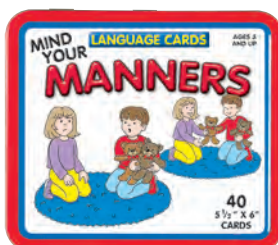
Developed by a 1st grade teacher, this is a fun, fast paced, no reading required card game for 2-4 players. First person puts out one card saying, as the card indicated, "I have....a cat," and then they

flip the card over saying as indicated, "who has....a frog?" All players then race to be the first to put a matching card down and say,

"I have a frog," flip it over and say, "Who has....a giraffe?" Play continues in this fashion until someone gets rid of all their cards. This simple language based game packs a lot into a deck of cards, including verbalization, articulation, picture identification, auditory and visual processing, and sequencing. For younger children, letter recognition and reading vocabulary are strengthened as they, flip it, say it and play it!

**L2064**

## Visual Perception



### MIND YOUR MANNERS

A must have for teachers, parents, therapists, caregivers or anyone concerned about Character Education. Tin storage box contains 40, 6 x 5 inch illustrated cards depicting an improper behavior on one side and the correct behavior on the reverse side. The cards provide a wonderful opportunity for adults and children, even young children to communicate and begin discussing the situations illustrated. Verbal communication skills improve while children learn to distinguish between correct and incorrect behavior. **L5905**



### ALPHABET SOUP SORTERS

An amazingly useful set of 26, three inch, heavy duty cardboard cans with removable lids. Each can is labeled with a letter of the alphabet and contains an upper and lower case letter and 6 real life images of items starting with that letter. Perfect for learning the alphabet and reinforcing beginning sounds. Kids love stacking the cans and finding other small items to add to the collections.

**L6081 Discontinued**



### Q-CHARM

Q-Charm is a uniquely simple, functionally superior and less labor intensive cueing system for children with Autism. The ready to use yellow bands and single picture icons eliminate the need to cut, laminate or velcro pictures. A child's daily schedule of tasks can now be worn on their wrist, always at hand for caregivers and readily within the child's visual field. The star charms can be added immediately as reinforcement for completing a task or modeling the appropriate behavior. Cueing the child back to the task at hand or to the number of stars already earned, is quick and easy. And as Q-Charm travels with the child's body, it is always available, whether at school, home or in the community. Keychain version is available if child is resistant to wearing wristband. Attach to wheelchair, beltloop, etc.

**L2670 Discontinued**



### NEAR AND FAR

A unique 3-D game for working on spatial concepts and directionality. Comes with design cards of increasing difficulty, colorful and sturdy cardboard pieces and a slotted base. The object of play is to copy the design card, placing all the components in the correct orientation and in proper perspective to each other. Direction following and auditory processing skills can also be worked on by verbally describing a scene for re-creation, i.e., "put the cow behind the fence but in front of the tree." Additionally, children will enjoy making up their own stories using the pieces.

**L8932 Discontinued**



### DR. SEUSS' SPEEDY DINER

Fast paced game where players try to deliver each customers food as fast as the chef can call out their orders. Game area can be set up to cover a table, a room or even a whole house. So, if Mr. Fox is in the kitchen and wants blue bananas and Mr. Goat is in the living room and wants purple pizza, the waiters must hurry to cover the space. The faster you go the more coins you get. At the end of each round, the musical menu will show you the correct foods each customer should have on their plate, will announce how fast you were in getting them their food and will tell you how many coins you get... so listen carefully! A really fun game where kids think they are having a good time but really they are working on their listening, auditory memory and visual figure ground skills along with response speed and endurance. Batteries required.

**L1010 Discontinued**



## SAID AND DONE

When all is "Said and Done", this is truly an original activity! One player acts as the instructor each turn and selects a design card.

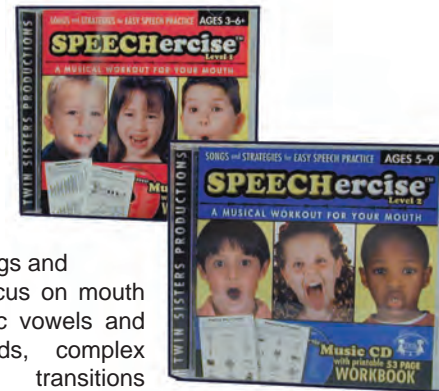
The object of the game is for the other players to determine which design was chosen. To help the process along the instructor gives verbal directions using predetermined reference points, i.e. "draw a vertical line from the blue magnet to the yellow magnet." Following a series of these types of instructions a reasonable copy of the design card should be visible on the dry erase board and the object drawn can be named. But only if communication has been clear and listening has been careful. A wonderfully, effective way to reinforce and exercise the skills of careful speaking and listening.

**L5625 Discontinued**



## SPEECH- EXERCISE

Finally, a fun easy way for kids to develop pronunciation and articulation skills. Follow the workout leaders on the CD through drills, songs and strategies that focus on mouth movements, basic vowels and consonant sounds, complex consonant-vowel transitions and advanced word strings. Also, comes with a parent guide and over 30 worksheet pages you can print from your computer, to reinforce the Speechercise workout. Developed by M. Troy McLowry, CCC-SLP, the program is fun and perfect for use at home, in the car or at school. Children with articulation disorders, oral apraxia and oral-motor weakness will benefit from the musical mouth workout!



**L8134 Level 1 (3-6+ years) Discontinued**

**L8131 Level 2 (5-9+ years) Discontinued**

## WHERE IS IT?

There is more than one way to play this lotto game, but all are designed to help children with directionality and spatial relations. The 4 game boards and 27 picture cards all use a dog, his dog house, trees and playground to illustrate 24 different positional terms. Terms include under/over, in/out, behind/in front, around/through, etc. A fun way to introduce or reinforce a difficult skill area.

**V4450 Discontinued**



## POSITIONS GAME

Reinforce a child's understanding of spatial terminology and positioning with the 36 tiles depicting four entertaining characters in 9 different positions. Can you find all the "in front of", "behind" "next to" and "between pictures, to name just a few. Play as an activity or a game for up to 4 players.

**L5912**



## MAGNETIC HABITATS SET

Set comes with a sturdy 14" x 12" magnet board, 26 colorful wooden magnetic play pieces, and 3 scenic habitat cards, (ocean, farm, African plains).

Simply slide a habitat into the frame, sort out the appropriate animals and start playing. Encourage children to make up stories or try giving them verbal directions regarding their magnet friends, ie "put the rhino on top of the hill and the alligator in the water", or try setting up a scene, show it to the child for 5 seconds then alter the scene. Ask the child to tell you what changed. Great for improving expressive and receptive language skills, auditory processing, visual and auditory memory, pretend play or just have fun!

**E6321 Discontinued**