



VISIONquest 20/20
Because Every Child Deserves To See

Special Situations

Enter Student Data

Instruct Student

Game Play

Special Situations

Rescreening

Failed Comprehension

EyeSpy 20/20™ is programmed to check for a child's comprehension prior to establishing visual acuity pass/fail criteria. If a child is having difficulty understanding how to play or, if he/she cannot see the first threshold of approximately 20/100 (and therefore cannot match the first few choices), this message will appear.

In this situation, the Proctor should take a moment to assess the situation and press the appropriate letter on the keyboard according to the instructions on the screen. If the proctor determines the child should try again, be sure to instruct the child by using the instructions provided OR simply press "A" or "B" on the keyboard, and use the game to SHOW the child what to do. You may place your hand over his/hers and move & click the mouse ONLY for the first two matches! This is especially useful if you do not speak the language understood by the child.

ATTENTION PROCTOR !

Unable to verify student's comprehension of game.

Press 'A' to re-test student now

Press 'B' to re-test with timer off

Press 'C' to end test and refer student

Failed Stereo

During the stereopsis screening, the screen shown here may appear to inform you the child may not see the images or may not comprehend this portion of the game. Follow the instructions on the screen. You will show the child both sides of the printed version of the "Stereo Image" (there is an image on each side). The images should be held perpendicular to the floor, 18 inches in front of the child. Ask the child to keep both eyes open and look through the 3D glasses at the large colored, fuzzy box and **point to the shape** on the bottom of the page that matches the one popping out of the big colored box. If you, the Proctor, cannot recall which shapes are on the printed images, use the 3D goggles. As the instructions on the screen indicate, press either A on the keyboard if the child correctly identifies the shapes or B if the child cannot identify the shapes.

ATTENTION PROCTOR !

Show student printed 'Stereo Image' at close range (approximately 18 inches).

Press 'A' if student CAN see near stereo image

Press 'B' if student can NOT see near image



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Distractions, Peeking, Immediate Rescreen

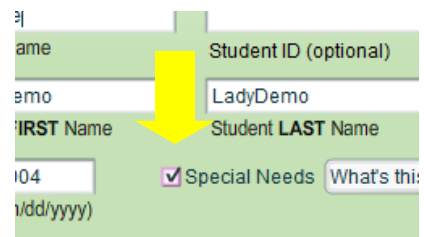
- While playing EyeSpy 20/20™, if the screening room is too distracting, very young children may falsely fail the vision screening. In the event that a student fails the vision screening for any reason other than behavioral, physical or visual disorders that are apparent to the proctor, the proctor should rescreen the student immediately.
- Proctors should minimize distractions during screening and watch a child playing the game at all times. If the child is struggling with finding the match, trying to peak, turning or tilting his/her head, etc, a failed screening result is likely and the child does not require a rescreen.
- If at any time a child appears to be distraught over the screening due to obvious behavioral, physical or vision challenges, press the space bar on the computer to pause the game, then press the “C” button on the keyboard (this action automatically refers the child to an eye care professional).

The “Immediate Rescreen” button is located on the main data entry screen for your convenience. Instructions for rescreening can be found on the next page.

SPECIAL NEEDS

Any student who cognitively understands “matching” can play EyeSpy 20/20™. The “Special Needs” button located on the main Data Entry Screen is to be used for students who understand matching, but who lack the motor skills necessary to slide and click the mouse button.

When the Special Needs button is checked, this option evaluates vision using LEA Symbols while providing the student unlimited time to indicate their decision to the proctor who ‘plays’ the game with the mouse on behalf of the student.



It is critical that a student make his/her own matching choice in order to deliver accurate screening results. To achieve this, simply place a copy of each of the four LEA symbols on the table in front of the child. A proctor points at the shape on the bottom of the computer screen and asks the child to point to the shape lying on the table that matches. After the child points to the match, the proctor moves and clicks the mouse for the child. The proctor must move to the shape the child chooses, even if it is not a match.