

cLEAR Lesson Plans

- At the beginning of training, you can select a lesson plan for your patient's predicament. Each lesson plan has 12 weeks of lessons.
- If possible, the first training session should occur in your practice space so you are there to answer questions and help the patient learn how to use the games.
- In the sample "12-week lesson plans", patients play two games each week. Patients should play the games for at least 20 minutes at least three times per week.
- **Sample lesson plans to be found in the HHP's Guide (Chapter 7) and include the following:**
 1. 8. a. The patient with a new hearing aid
 2. 8. b. The patient who has difficulty listening in noise
 3. 8. c. The patient who has difficulty hearing the voices of children and women
 4. 8. d. The patient who is not yet ready for hearing aids but desires hearing healthcare
 5. 8. e. The patient who wants to understand the speech of an FCP (crash course)
 6. 8. f. The patient who wants to understand the speech of an FCP (staged over time)
 7. 8.g. The patient with CAPD symptoms or other cognitive difficulties
- If you decide to design a training schedule yourself, training should begin with easier tasks and end with more difficult tasks.

Difficulty Level	Game	Talker Type
Easiest	pEARl Crunch, in quiet	Male
↓	EARonaught, in quiet	↓
	ShakespEARe	Female
↓	MountainEAR	↓
	FarmEAR in the Dell	Child
↓	TreasEAR Island	↓
	EARonaught, in high noise	All three talker types, mixed

Most Difficult

pEARI Crunch, in high noise
