DIGITS
by NTL Group

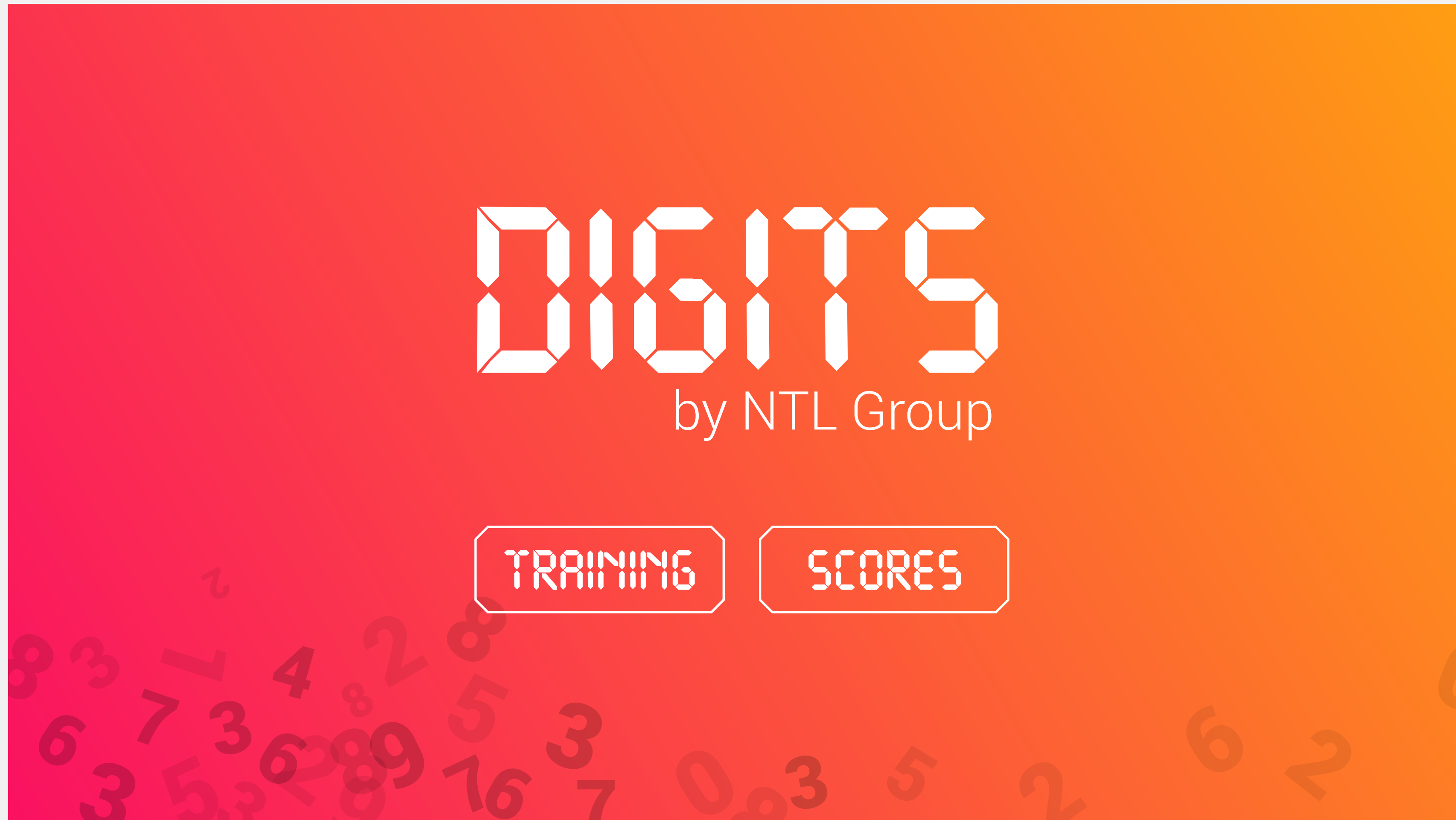TRAINING   SCORES

Users can choose to train of view scores

Options Screen

The two assigned tasks can both show up on the screen and they can choose which to do first. When they have done 5 minutes (and end the current round), it takes them back to the menu where the remaining task is shown.

Session 1: 5 minutes Visual Forward, 5 minutes Auditory Forward (starts at level 4)

Session 2: From the previous session, if Visual was lower, do Visual Forward and Visual Backward 5 minutes each. If Auditory was lower, do AF & AB.

Session 3: From previous session - switch to what was not done, either VF &VB, or AF & AB

Session 4 on: At this point they will have tried all activities. Now each session look at balance.
Visual should = Auditory Forward should be Backward +1
Assign the lowest 2 based on the balance equation for 5 minutes each.

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OPTIONS

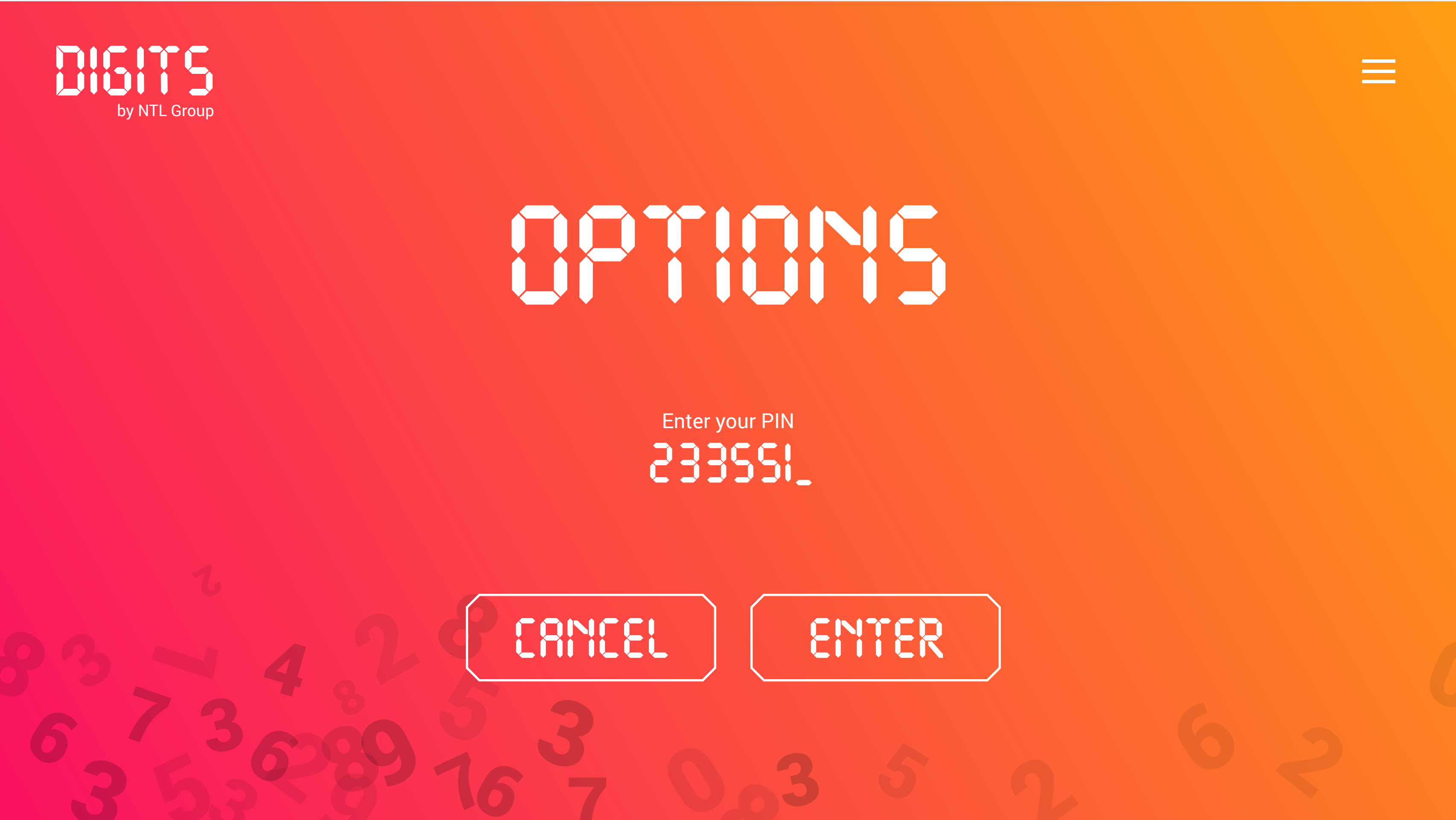| Type	Direction	Output
NUMBERS	FOWARD	VISUAL

EDIT   CONTINUE
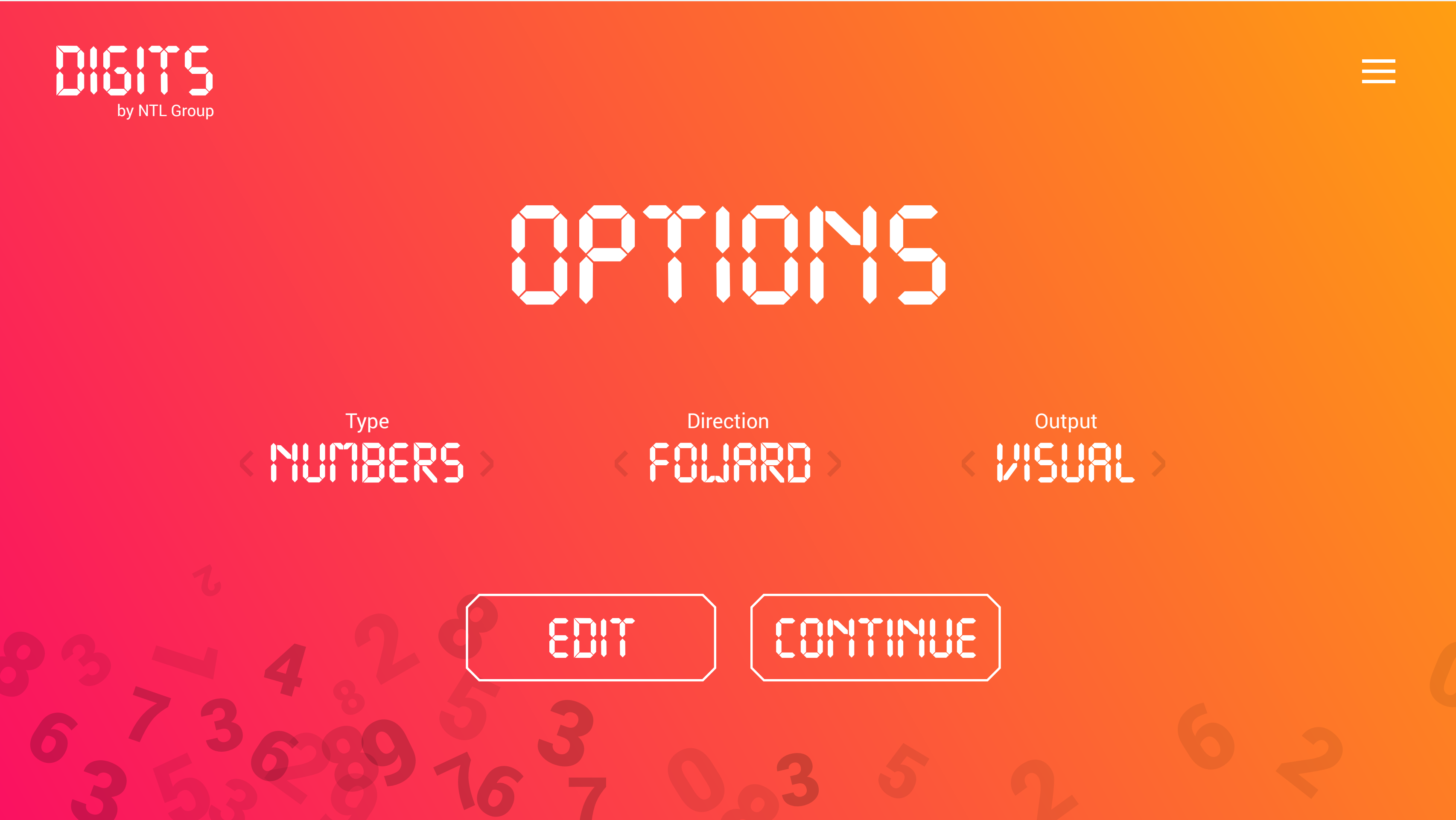
If they are all balanced, choose the 2 that have been done least recently.
If an activity has not been assigned for 10 or more sessions, it gets rotated in even if it is not out of balance.

-For children under 16 they must have a strong level 4 before attempting backward. This is defined as maintaining level 4 or higher over 3 consecutive sessions.
-I want to add a lower limit: 2 is the floor, no more level 1
-If they have maintained level 9 Forward (8 Backward) for 3 consecutive sessions that activity is considered mastered and can be removed from rotation
-Start backward at level 4, or at 1 step below forward - whichever is lower. This would apply in the case where an adult is at level 4, would start backward at 3. Child who is strong 4, but at 4, would start backward at 3"
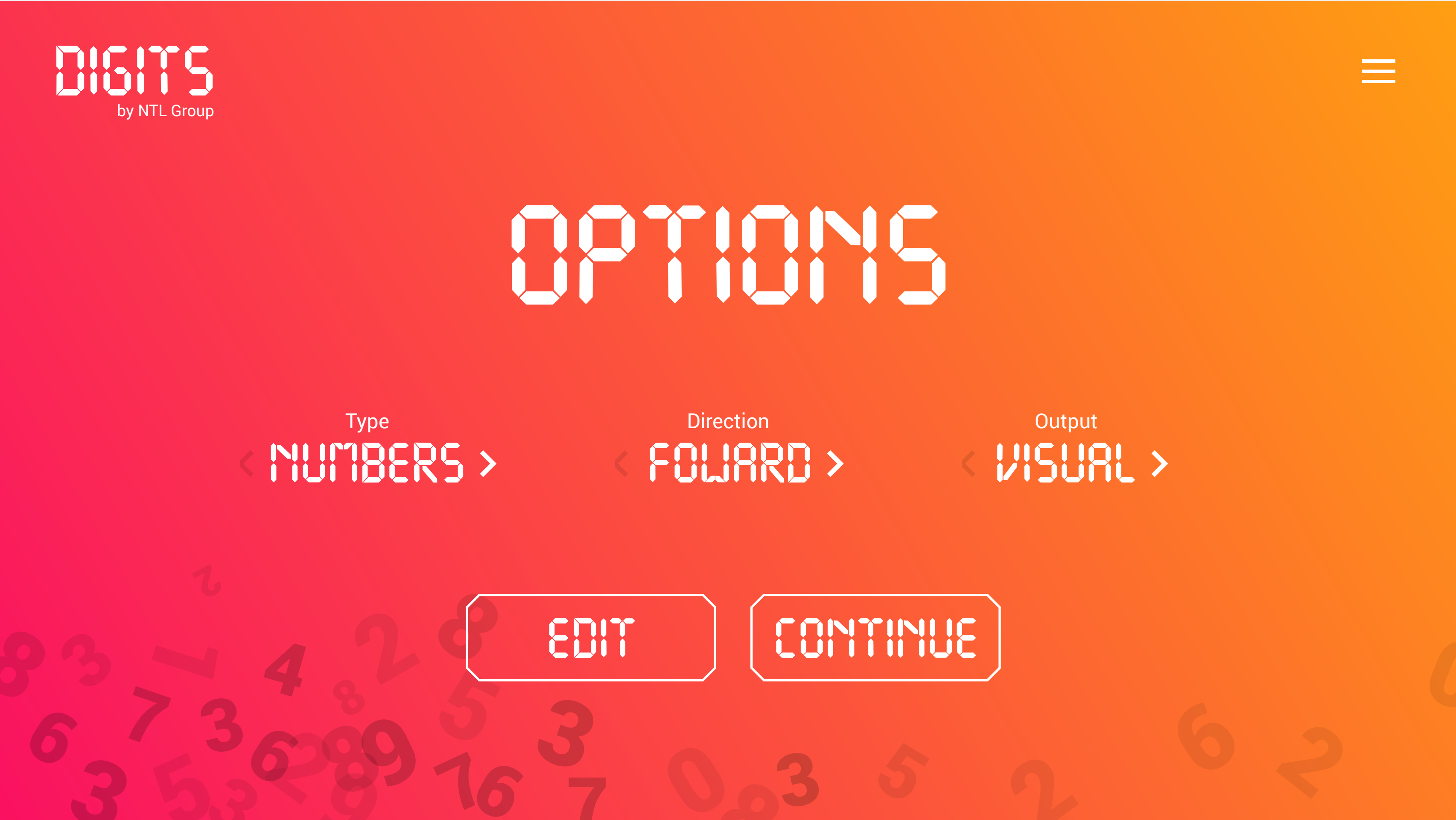
When a client logs in, the system presents them with what they are supposed to do.
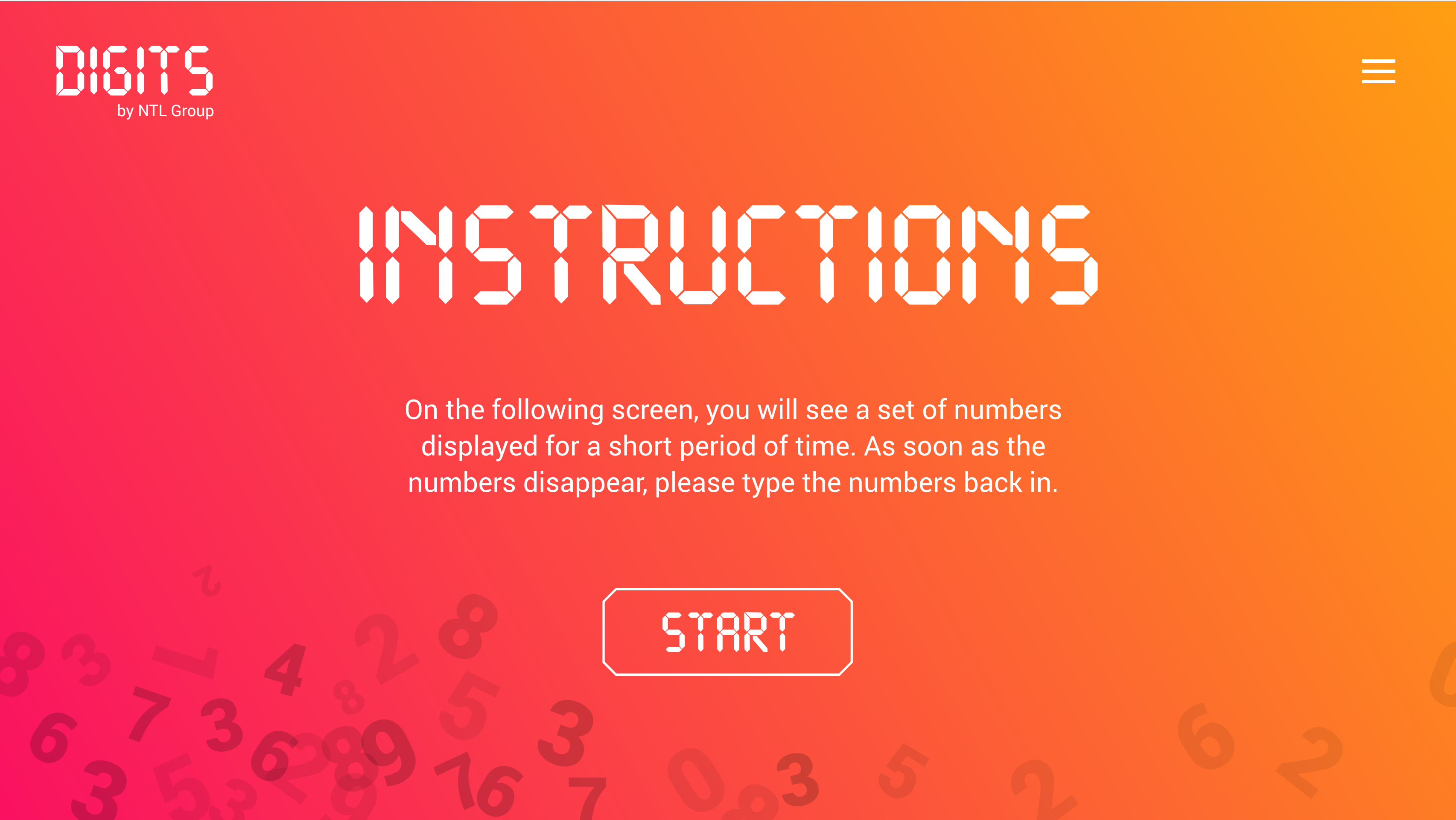
Options Screen

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OPTIONS

Enter your PIN

233SSL_

CANCEL   ENTER

The edit button will request the coach to enter their PIN if they want to manually choose the activity.

Options Screen

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OPTIONS

Type
‹ NUMBERS ›

Direction
‹ FOWARD ›

Output
‹ VISUAL ›

EDIT   CONTINUE

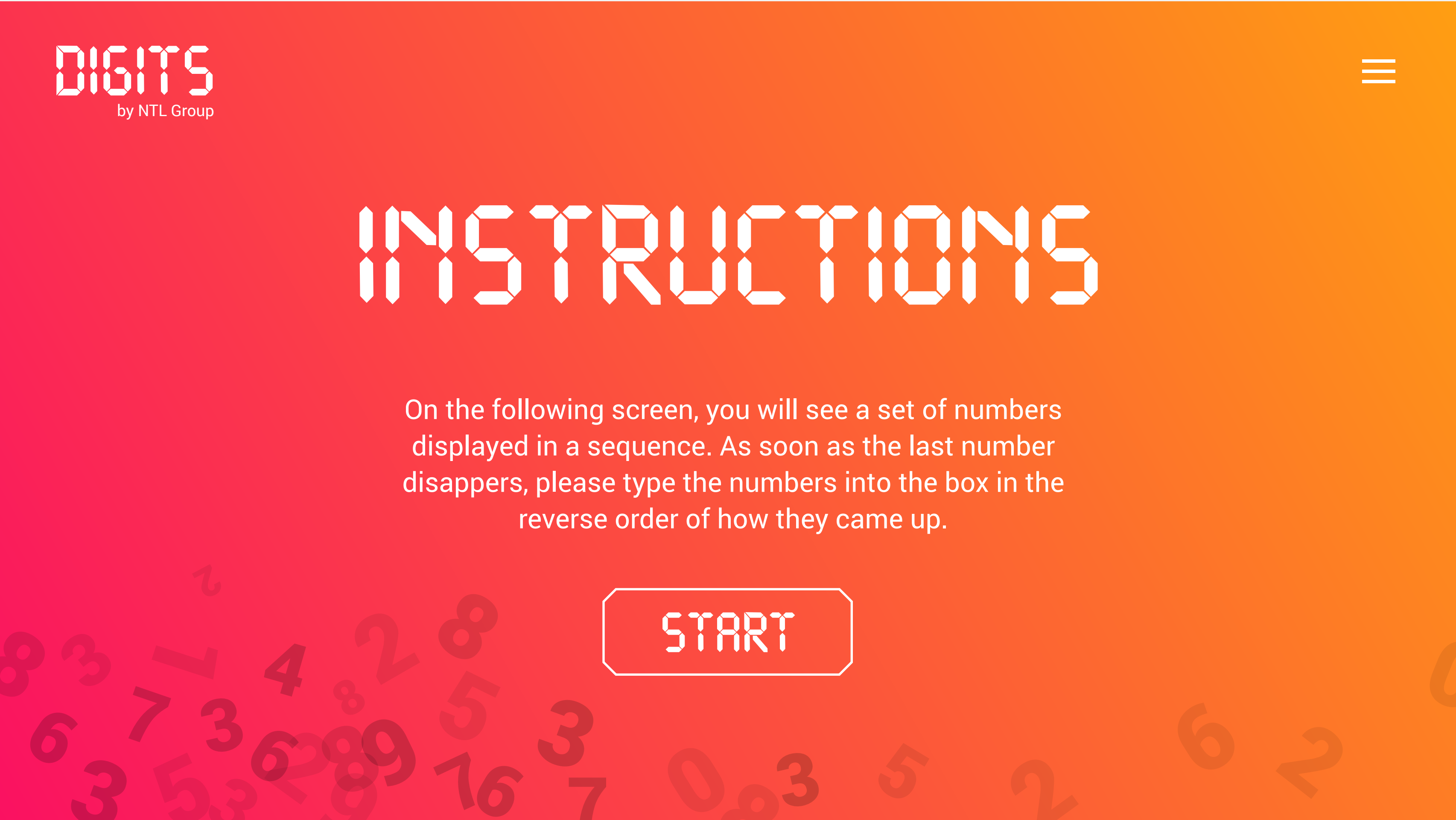Choose word type (numbers, letters, words), direction (forward, backwards), and output (visual, audio)

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INSTRUCTIONS

On the following screen, you will see a set of numbers displayed for a short period of time. As soon as the numbers disappear, please type the numbers back in.

START

Instructions for 'numbers' + 'forwards' + 'visual'

DIGITS

by NTL Group

INSTRUCTIONS

On the following screen, you will see a set of numbers displayed in a sequence. As soon as the last number disappers, please type the numbers into the box in the reverse order of how they came up.

START

Instructions for 'numbers' + 'backwards' + 'visual'

INSTRUCTIONS
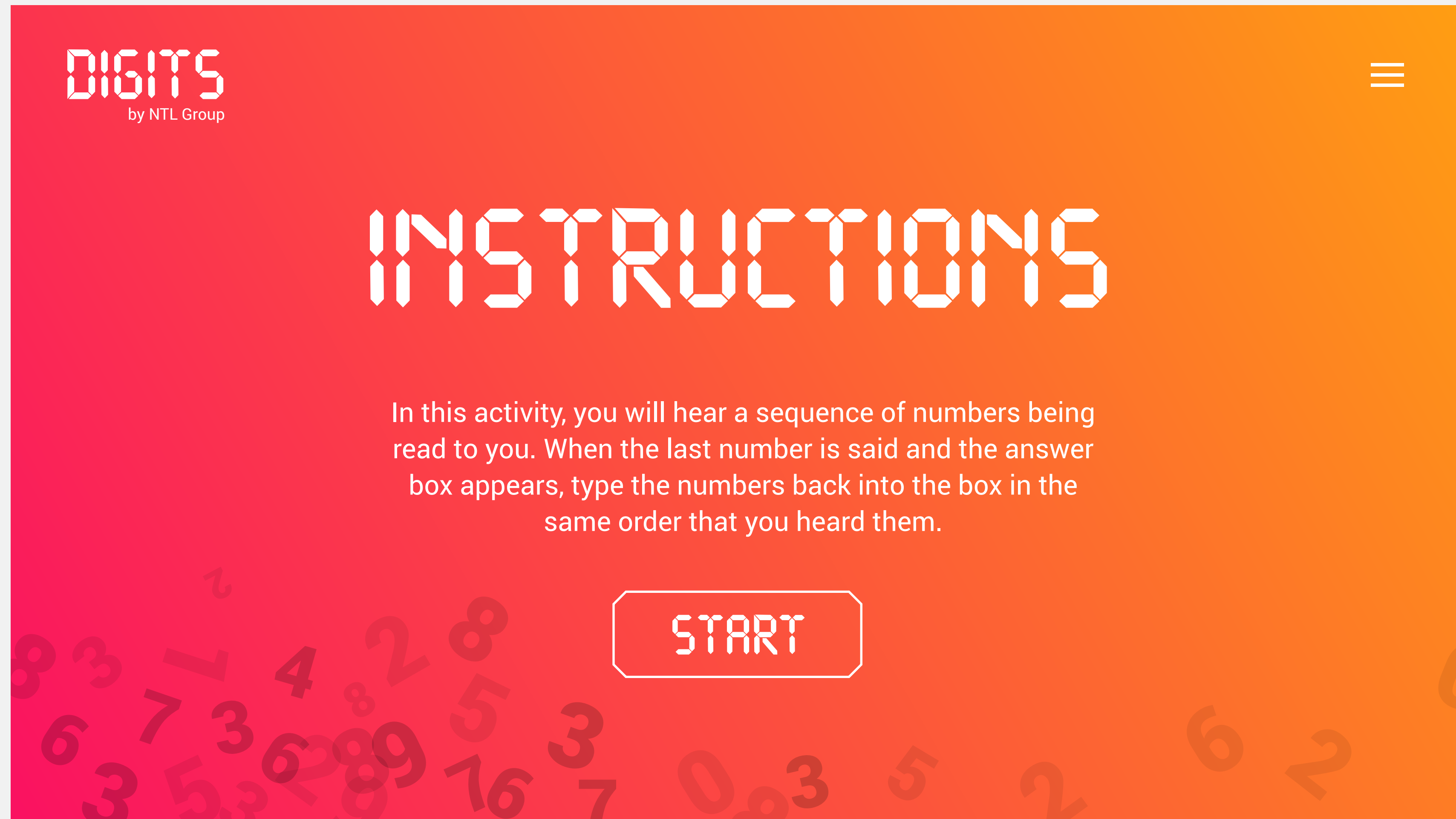
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In this activity, you will hear a sequence of numbers being read to you. When the last number is said and the answer box appears, type the numbers back into the box in the same order that you heard them.

START

Instructions for 'numbers' + 'forwards' + 'audio'

DIGITS
by NTL Group

INSTRUCTIONS

In this activity, you will hear a sequence of numbers being read to you. When the last number is said and the answer box comes up, type the numbers back into the box in reverse order that you heard them.

START
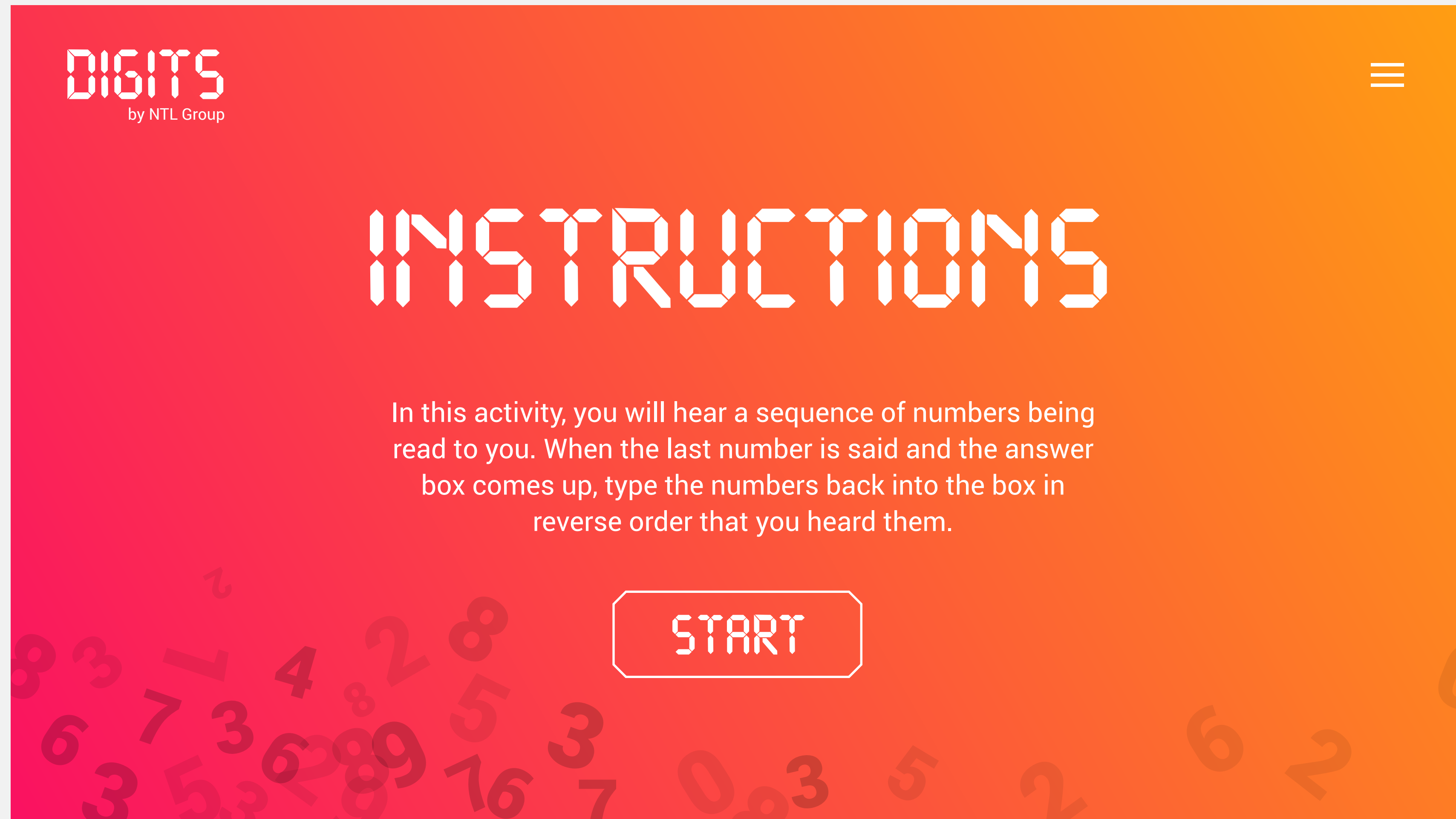
Instructions for 'numbers' + 'reverse' + 'visual'

Gameplay Screen #1

DIGITS
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Begin memorizing.

3456872

Progress for *"Visual Foward"* mode

☑ ☑ ☑ ☑ ☒ ☐ ☐
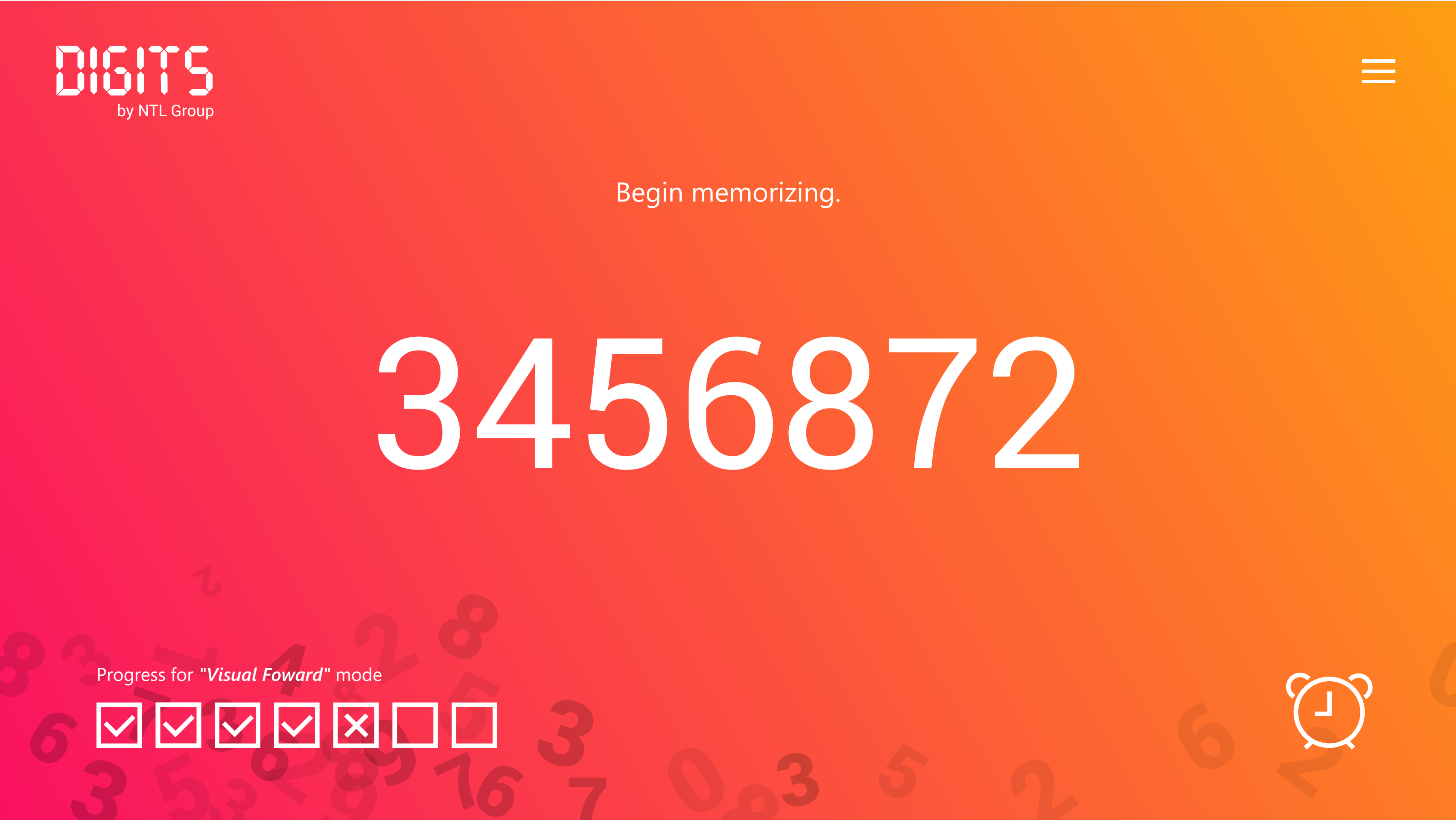
Users will visually memorize forward directional numbers

Gameplay Screen #2

DIGITS
by NTL Group

Begin memorizing.

3

Progress for "*Visual Foward*" mode

☑ ☑ ☑ ☑ ☒ ☐ ☐
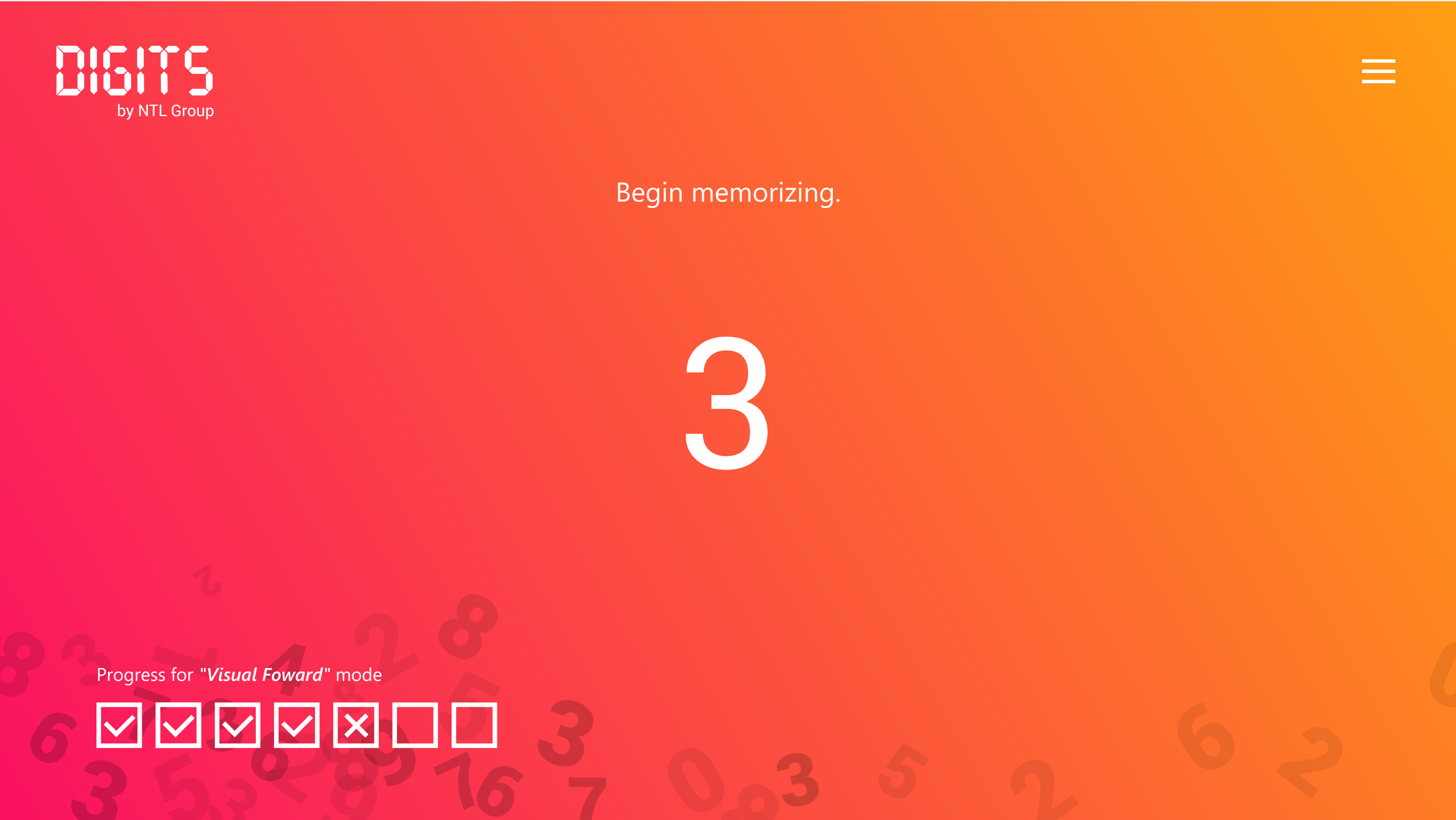
Users will visually memorize reversed directional numbers

Gameplay Screen #3

DIGITS
by NTL Group

Begin memorizing.

Progress for "*Visual Foward*" mode

☑ ☑ ☑ ☑ ☒ ☐ ☐
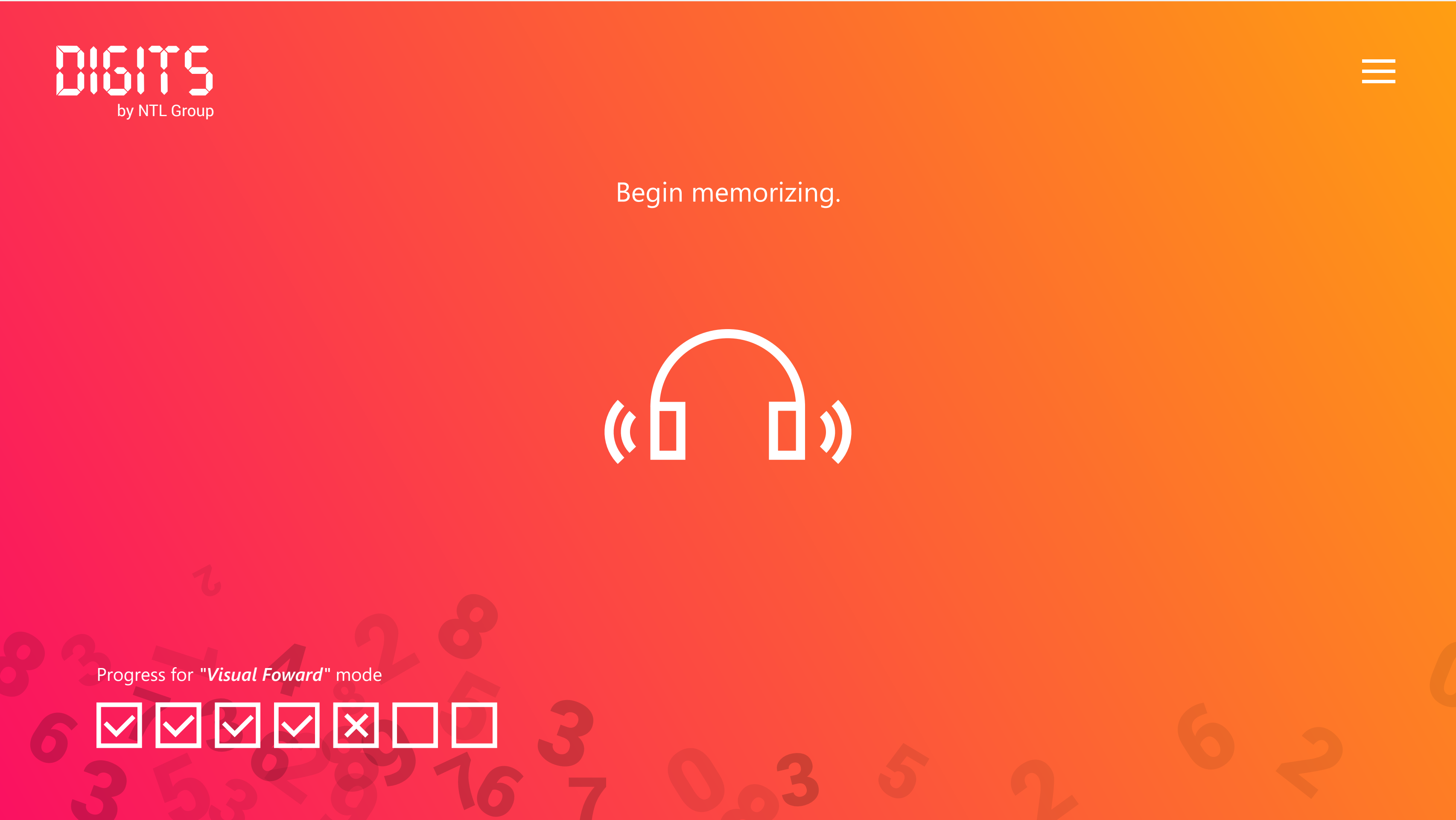
Users will audibly memorize forward directional numbers

Input Screen

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Type what you remember.
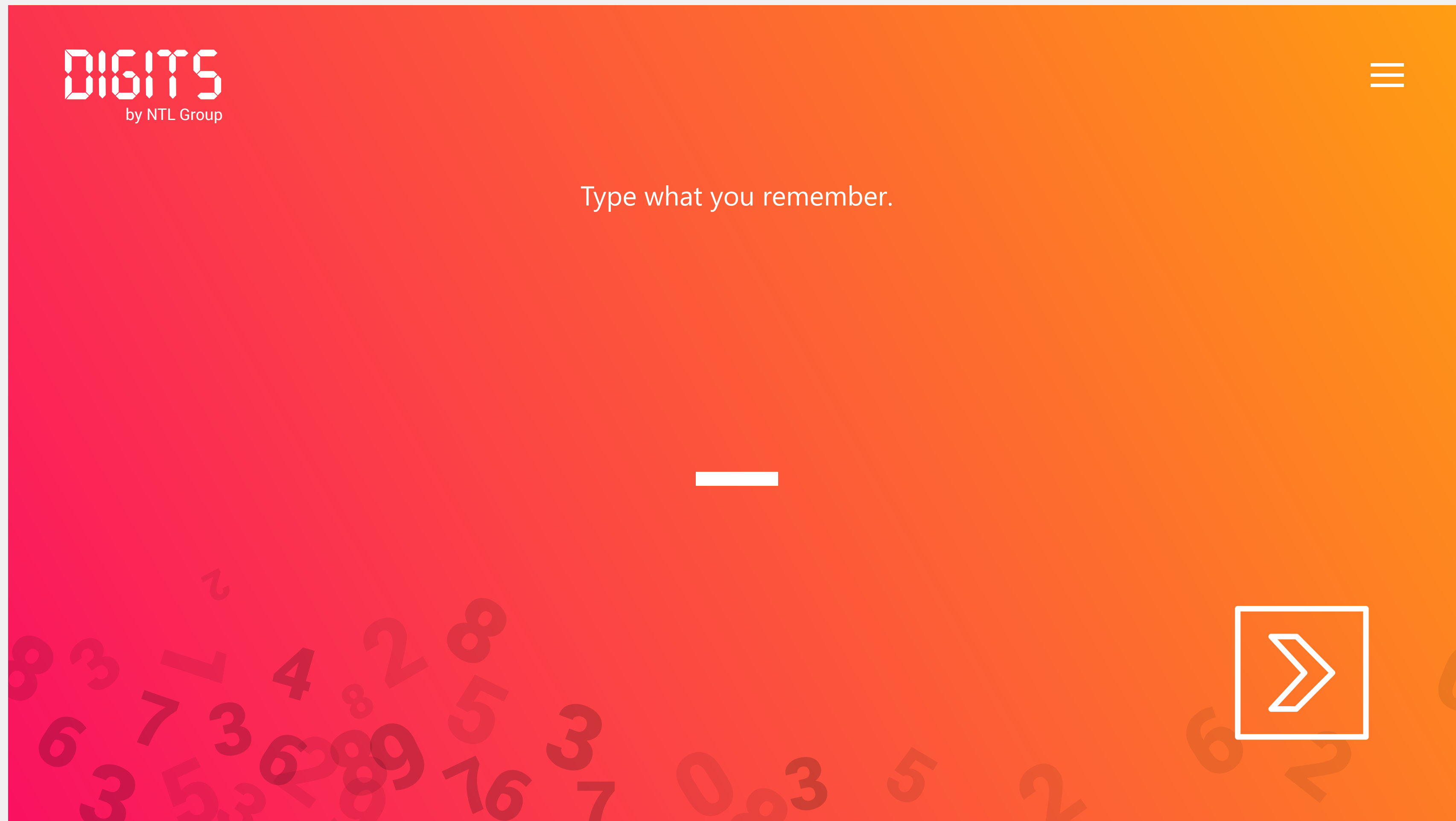
Users will type what they memorized in the correct order

Error Screen
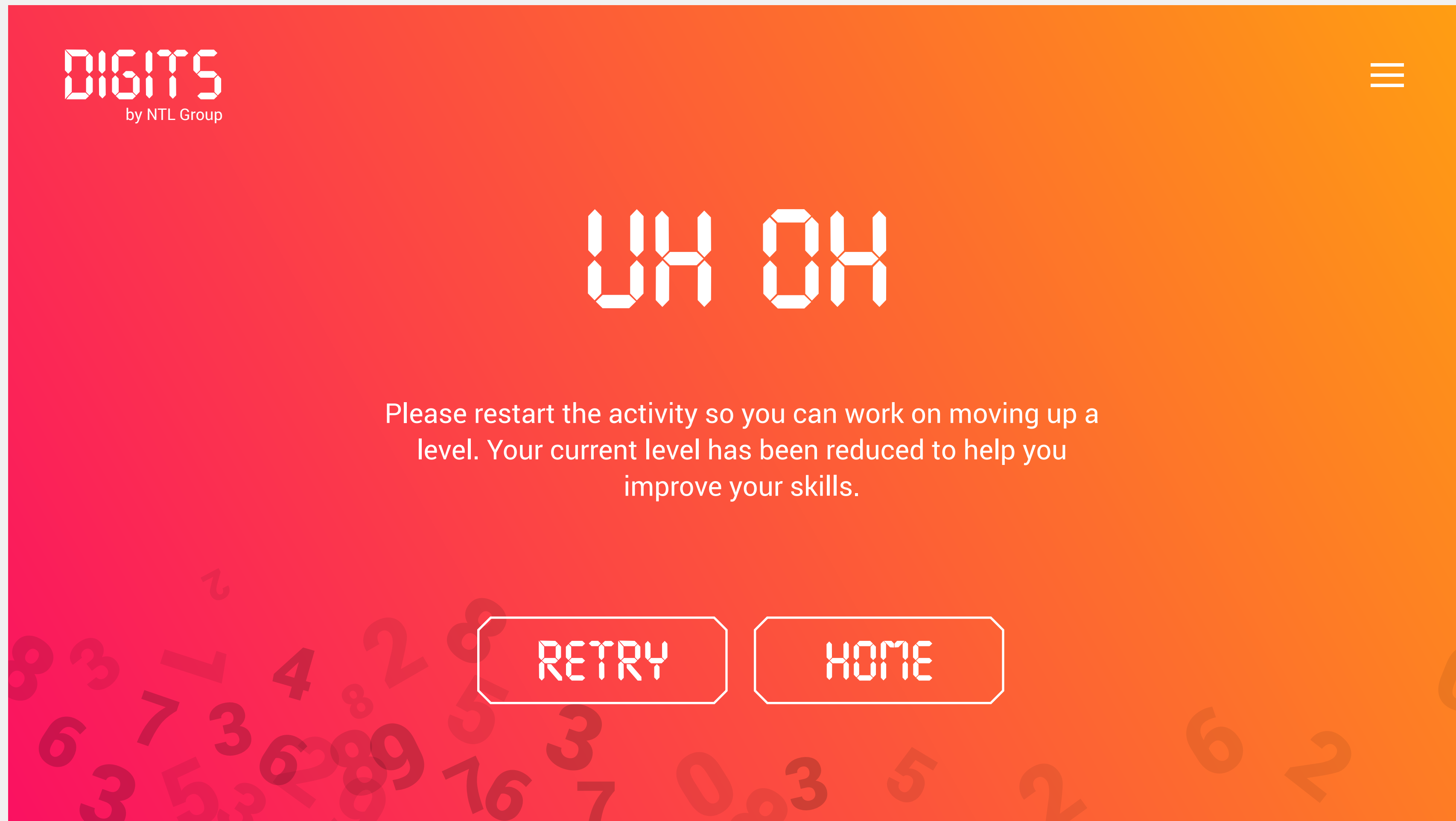
Move the player down a level when the score is insufficient.

Victory Screen
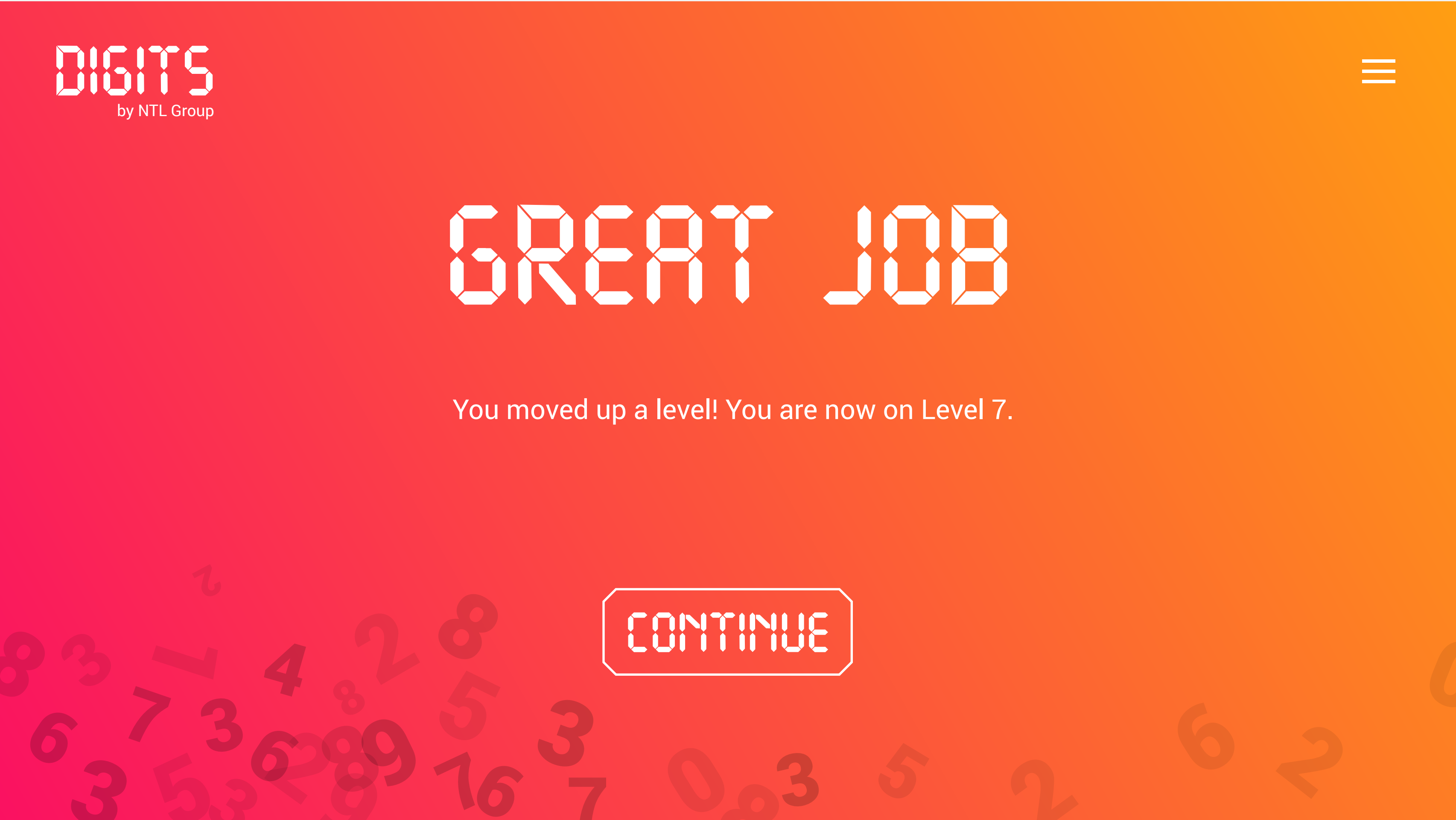
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GREAT JOB

You moved up a level! You are now on Level 7.

CONTINUE

Users will advance in progress when the score ratio is positive

Finished Screen

DIGITS
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FINISHED

Great work! With a little more effort, you will be able to advance to the next level.

YES   NO
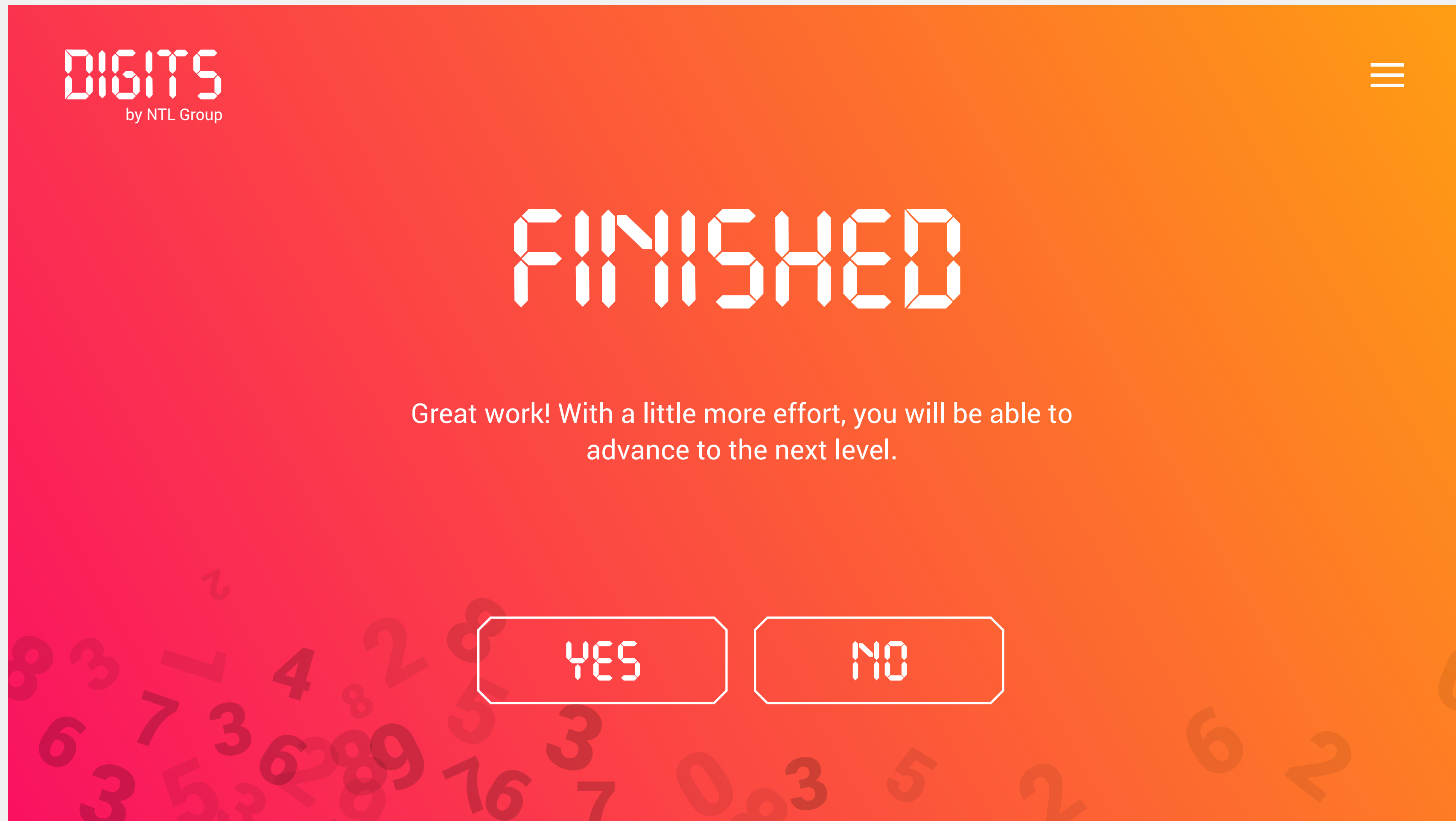
"We'll need additional response screen for if they stay the same or move down a level"

Exit Screen

RETURN HOME?

Exiting to the main menu will erase the progress in your current activity. Are you positive you want to exit?

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YES   NO
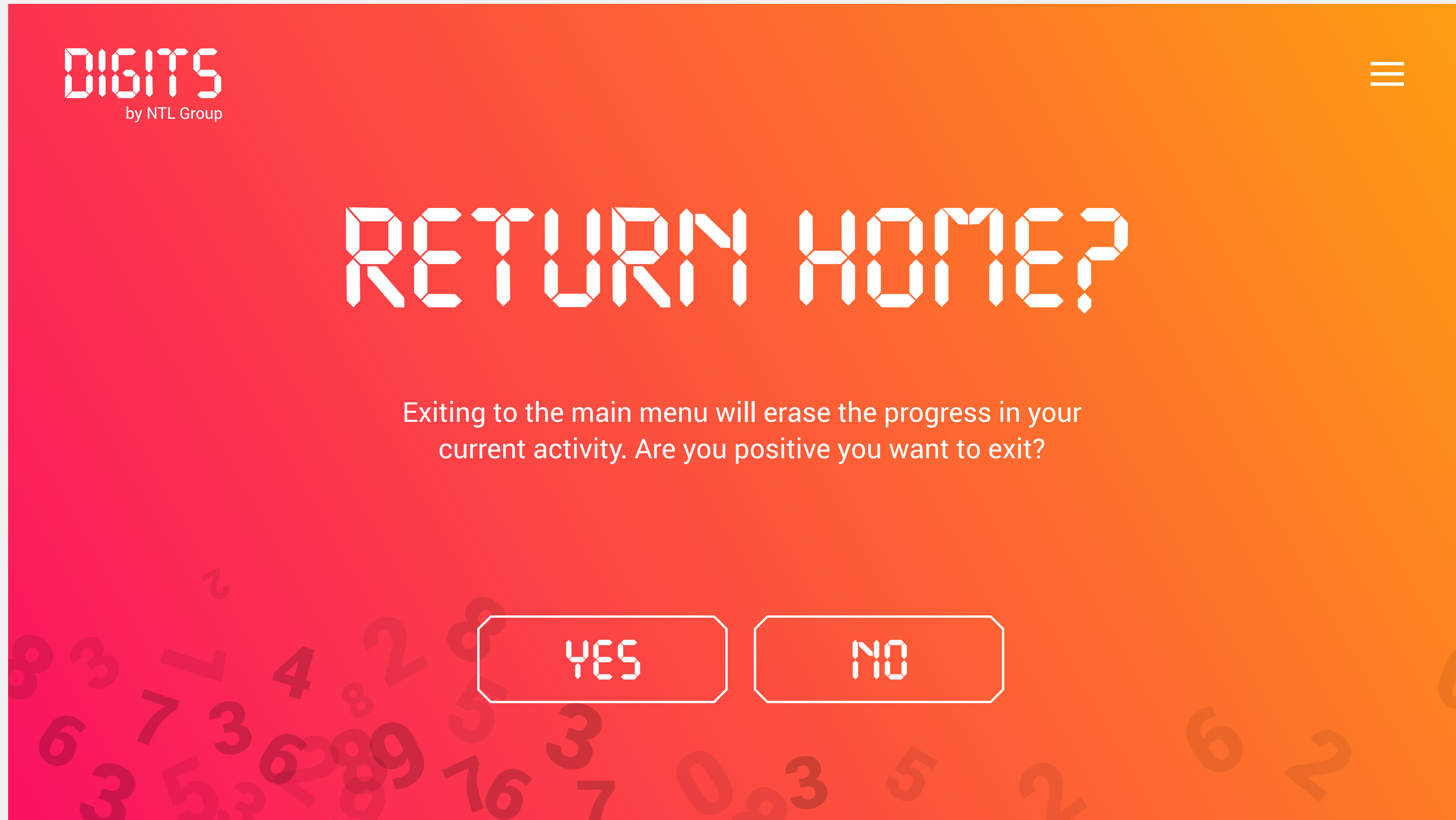
Selecting the menu button at the top will allow users to return home