

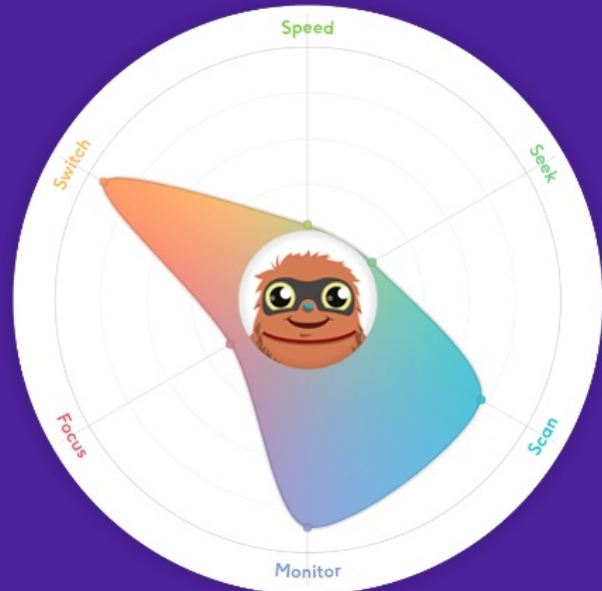
Name: **Adam**Date of Birth: **4 May 2015**Gender: **Male**Date of Assessment: **04 May 2021**

Cognitive Attention Index

57
Within Expected Range*

Each child who completes the TALi assessment receives an overall score ranging from 0 to 100 that is calculated based on their performance. This overall score is interpreted using a **Cognitive Attention Index (CAI)**.

Adam's CAI score was 57. This result is within the expected range relative to children their same age.*



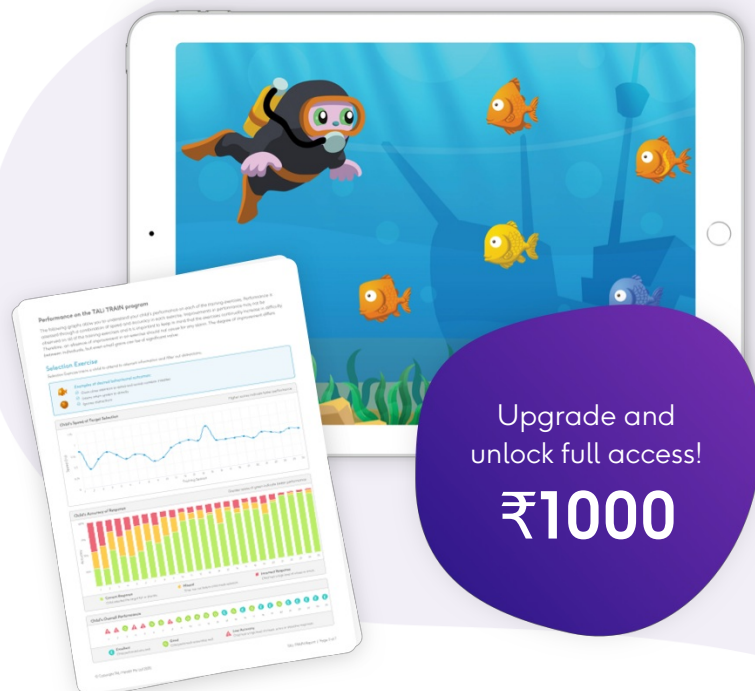
Develop your child's attention skills further with TALi TRAIN

Strengthening attention in young children can lead to improved short and long-term outcomes in academic, social and vocational aspects of life.

TALi TRAIN is a digital cognitive training program that has been clinically tested and indicated to improve selective attention and numeracy skills, as well as improvements in inattentive and hyperactive behaviour in some children.

Log in to the TALi app to upgrade and you'll unlock full access to the training program, with ongoing reporting and data insights.

*Your child's result is relative to a standardisation sample of over 300 Australian children using the TALi assessment on a tablet device, collected through a large-scale clinical trial.



Results in the assessment tasks

Every child who completes the TALi assessment is assessed using six game-based cognitive attention tasks. Each of these tasks measures different skills associated with attention.

On this page, your child's score in each task is listed as either above, below, or within the expected range, relative to the results of same-aged peers.*

Each of these tasks contributes to your child's overall Cognitive Attention Index (CAI).



Speed: Feed Whizz

1 Below Expected Range

Designed to measure a child's visual reaction time.

Examples of everyday activities:

- ❖ Reacting quickly to a red signal at an intersection while driving.
- ❖ Responding promptly to a fast-approaching ball in sport activities.



Seek: Look for Lobsters

1 Below Expected Range

Designed to measure a child's ability to seek out visual targets.

Examples of everyday activities:

- ❖ Finding ingredients for a recipe when shopping in a supermarket.
- ❖ Looking for friends in a crowded school hallway.



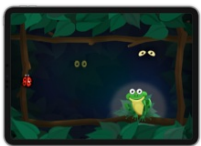
Scan: Scan the Sky

70 Within Expected Range

Designed to measure a child's ability to assess whether a target is present on screen.

Examples of everyday activities:

- ❖ Following a walking track in a bushy forest by finding the directional signs.
- ❖ Locating the class teacher when lost on a museum field trip.



Monitor: Find the Frog

85 Above Expected Range

Designed to measure a child's ability to monitor information.

Examples of everyday activities:

- ❖ Responding to emails on a phone while watching your child in a playground.
- ❖ Reading music and playing your instrument while keeping an eye on the conductor.



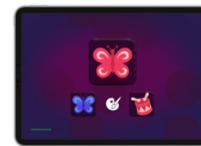
Focus: Don't Pat the Pig

9 Below Expected Range

Designed to measure a child's ability to remain focused on a task.

Examples of everyday activities:

- ❖ Riding a train on an unfamiliar route and having to monitor every station so you don't miss your stop.
- ❖ Persevering with reading a book or focusing during a lesson for a continuous stretch of time.



Switch: Sort the Blocks

89 Above Expected Range

Designed to measure a child's ability to switch between tasks.

Examples of everyday activities:

- ❖ Switching between driving on the left side of the road when in India and the right side when in the US.
- ❖ Switching between playing in defensive and offensive positions in football.