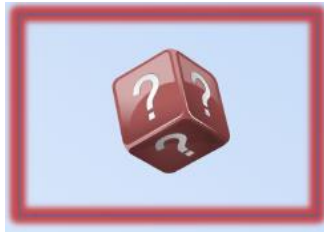
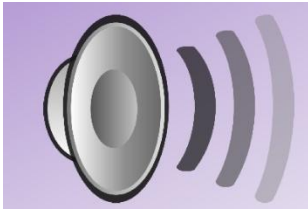


Race to the Brain Game



Instructions for Purchasers of the Game in Digital Format

NOTE: Digital license for individual purchasers provides consent for use of these game materials and information ONLY for use with the individual professional's caseload of students. It is unlawful to distribute or share these materials.

CONGRATULATIONS ON YOUR PURCHASE OF THE RACE TO THE BRAIN GAME!

This game has a wealth of information and teaching materials to allow great flexibility in targeting your students learning.

The digital version requires you to print the game materials.

- Print out the information in documents 1-5
 - 1. Instruction Sheet
 - 2. Data Collection Sheet
 - 3. Suggested Goals
 - 4. Blank Audiograms – blank chart and version with speech sounds
 - 5. Example Audiograms – versions of different hearing loss audiograms and versions depicting degrees of hearing loss on an audiogram
- Print out the information in documents 6-7
 - 6. Game Board – Hearing Aids
 - 7. Game Board – Cochlear Implant
 - Game boards can be printed landscape orientation on 8.5" x 11" paper or for full-sized version print on larger paper. The printed version of the game for sale includes game boards 11" x 15.5". It is suggested that you laminate the game boards.
 - Alternately, the PDFs of the game boards can be opened on an iPad or other tablet which can replace the physical game board.

- Print out the information in all of the documents 8a – 8f
 - 8a. Anatomy and Hearing Process CARDS
 - 8a. Anatomy and Hearing Process Suggested Answers
 - 8b. Audiologic Information CARDS
 - 8b. Audiologic Information Suggested Answers
 - 8c. Personal Hearing Devices CARDS
 - 8c. Personal Hearing Devices Suggested Answers
 - 8d. Assistive Technology CARDS
 - 8d. Assistive Technology Suggested Answers
 - 8e. Listening Environment CARDS
 - 8e. Listening Environment Suggested Answers
 - 8f. Self-Advocacy Strategies CARDS
 - 8f. Self-Advocacy Strategies Suggested Answers
 - CARDS – the first page of each document is the label-side. Print out enough of these pages to match the number of pages of questions. Then print the questions on the reverse side of the label pages. It is strongly suggested that heavy card stock be used for the game cards. Cut apart the cards.
 - Suggested Answers – print out the suggested answers documents or reference the PDFs electronically as needed while playing the game.

You will need to supply:

1. Game counters
2. Dice (1-6 and 1-3 versions suggested)
3. Erasable marker for student to use when recreating individual audiograms

Suggestions for Use:

1. Decide which card topic(s) to focus on during your instructional time, eliminating questions as you feel appropriate to the student or instructional time available. There are 100 questions, each with 3 levels of difficulty. It is suggested that instructors focus the student's learning to maximize progress in each topic and to simplify data collection.
2. Decide whether you will only ask one level of difficulty or if you will present all levels to determine the extent of student knowledge and then expand on that knowledge base.
3. As students answer the questions, retain the used cards and stack in correct and incorrect piles to simplify data collection for progress monitoring.