Look to Learn: Scenes and Sounds

Look to Learn: Scenes and Sounds is a collection of 26 activities designed for children and adults using eye gaze. It builds on the original Look to Learn software and focuses on interactive scenes, music and sound as well as eye gaze skills. As with Look to Learn, each activity is designed to develop a different skill required for eye gaze access. With customisable content and a built-in analysis tool, the software helps you unlock the potential of the user.

Three new areas of learning

There are three new categories of activity in the software that have been carefully designed to further develop eye gaze skills. The new activities have been tested extensively during development to make sure they are also fun and motivating.

Look to Learn: Scenes and Sounds also introduces ‘dwell clicking’ a skill that is often required to use eye gaze in other software, such as The Grid 2.

Visual scenes

The Interactive Visual Scenes provide fun and an engaging way to teach cause and effect. The scenes feature a number of targets that the user can interact with by looking at them.

Cognitive analysis is achieved by asking the user to find particular targets. They also give the user an opportunity to lead the conversation by looking at the objects of interest.
What is the bird doing? Look at those lovely apples!

Can you see the girl in the blue shirt? Watch the frog: what happens?

**Planet Pog** Welcome to the Planet Pog! Launch the rocket, find the stars and look out for the cheeky alien.

**Fun House** Come and relax in the living room. Have a good look round and see everything come to life!

**Rumble in the Jungle** Welcome to the jungle where there are some friendly animals that want to play. Keep an eye out for the Aztec head!

**Snowtown** It is a cold winter night and everyone is fast asleep so it’s time for the snowman and cheeky penguin to come out and play!

**Lazy Lake** Nothing can beat a day at the park. Spot some animals, ride the train and then take a boat around the lake.

**Big City** Explore the bright lights of the big city. Look around to find the video screen, move the crane and help the hedgehog cross the road.
Ancient Egypt Explore the ancient Egyptian world. Dance with the Pharaoh, find the treasure but watch out for the crocodile!

Wild West Yee-har! Check out this rootin’ tootin’ cowboy and his friends. Be careful you don’t make him angry or he may shoot!

Sound

The Sound and Music activities develop a variety of eye gaze skills. Starting with cause and effect, the user is encouraged to repeat an action to generate both a visual and audio response. Other activities focus on dwell clicking and targetting. All the activities are fun and motivating with content that keeps people coming back for more!

The activities in Sound and Music work best when the person facilitating the session refers to the different targets in the scene.
**Happy Birds** There are six happy, flappy birds sitting on a branch and they are waiting to burst into song!

**Drum Kit** Ear plugs at the ready! Take to the stage and make some noise on the 5 piece drum kit with hi-hat, ride and 3 crash symbols!

**Xylophone** A bright, colourful xylophone that you can play with your eyes. Simply look at the keys to play a tune.

**Rock Band** The world’s most famous rock band is ready to play its biggest hits. Look at the band members to get them rocking!

**Guitar** Play our limited edition Look to Learn acoustic guitar. Strum the strings to make a beautiful sound.

**DJ Star** The club is packed and the crowd are screaming for some big tunes. Look around the turntable to scratch records and change the track.

**Captain Barry** Captain Barry is the world’s greatest one man band. See how many instruments he can play

**Monkey Business (x2 and X4)** A mischievous monkey has hidden some surprises behind the red curtain. Listen carefully - can you tell what is making the noise?
Skills

Designed to help improve eye gaze accuracy, these activities focus on targeting, dwell clicking and exploration of the screen. From controlling a race car as it zooms around a track to popping balloons, each activity develops the user’s targeting skills.

The Eye Gaze Skills activities work best when the person facilitating the session refers to the different targets in the scene.

**Can you look at the next leaf?**

**What happens when you look at the fruit?**

**Can you make the bunny bounce?**

**Can you see the egg?**

**Creative Colouring** Look at the image to paint it a crazy colour. Finish the picture and it will come to life!

**Snowball Fight** Watch out! Your favourite characters are ready for a snowball fight. Looking at them will make them disappear. More pictures can be added.
Assessment and Analysis

Look to Learn: Scenes and Sounds has been created in conjunction with teachers and therapists from across the world with a focus on developing eye gaze skills.

Customise the content to maximise the engagement with the user.

The analysis tool creates a heat map to show where the user has looked during an activity. Heat maps can be saved, printed and used to measure progress and record success.