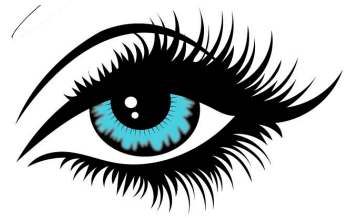


Visual Efficiency

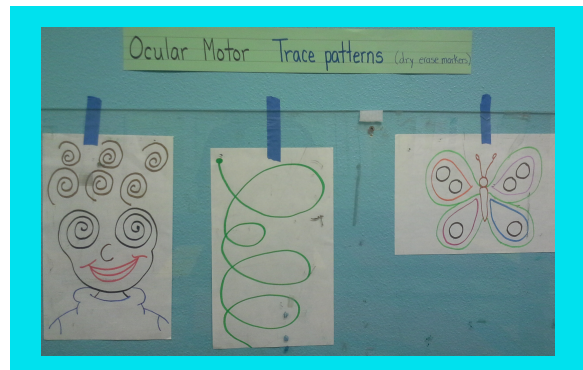
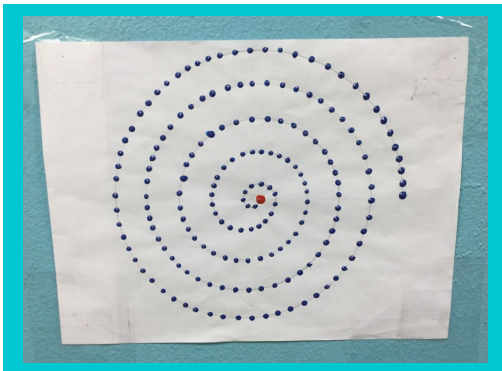


Tactile Trackers

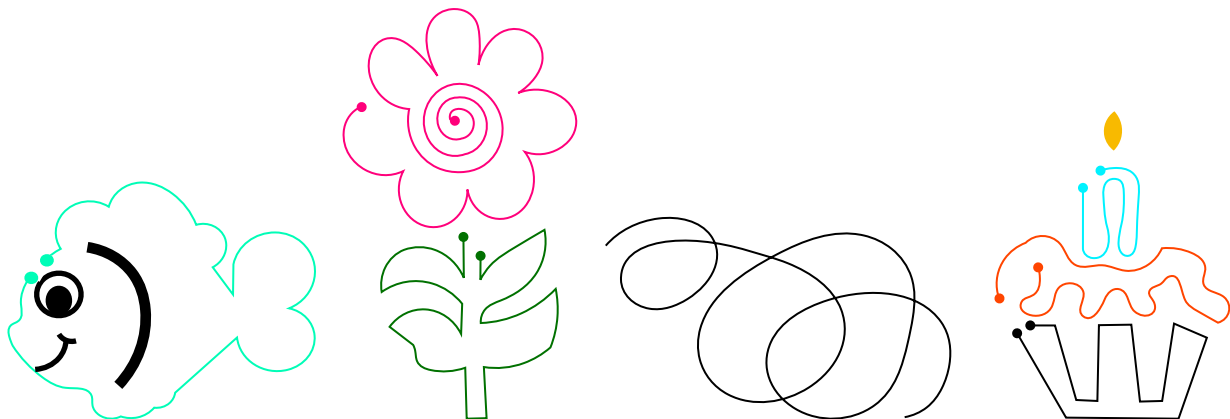
Students use their pointer finger to follow the tactile path.

How to:

- Designs are made with wool, pipe cleaners, string, fabric paint, or glue.
- Use anything that creates a tactile input (that they can feel)

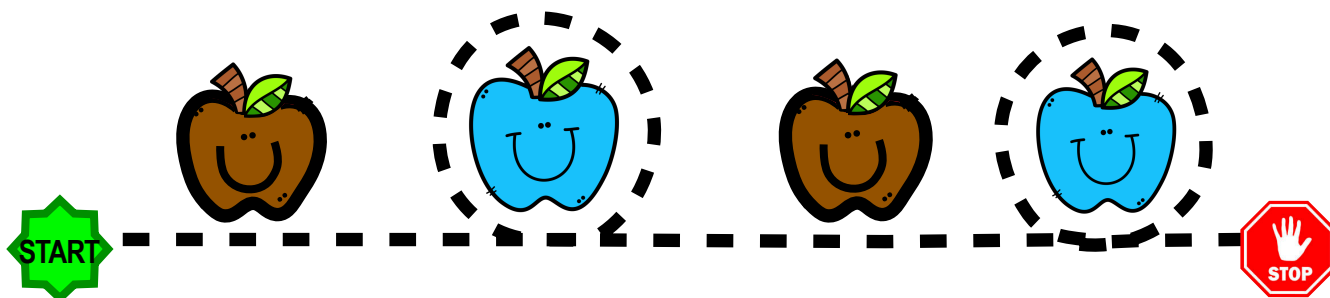


[Free downloads](#)



Visual Efficiency

Loop de Loos



Materials

- Loop de Loo Sheets (*free sample downloads are available*)
- clear plastic sleeves/page protectors (or clear shower curtain)
- dry erase markers (after success with using pointer finger)

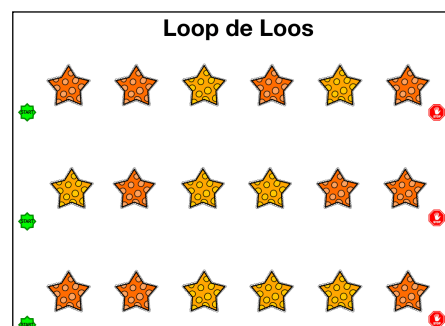
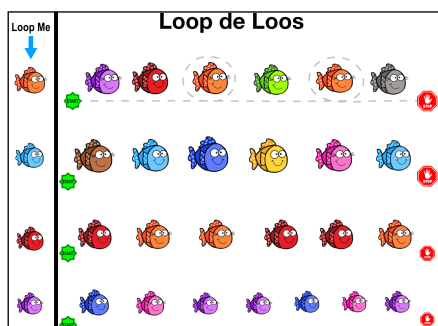
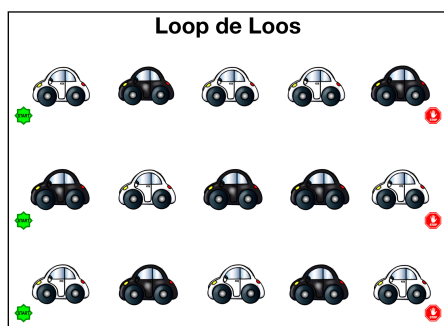
**Staying on the track, loop the designated image.
Do not lift finger or writing implement until the end of
each row.**

Stage 1 - Use finger

Stage 2 - Use writing implement

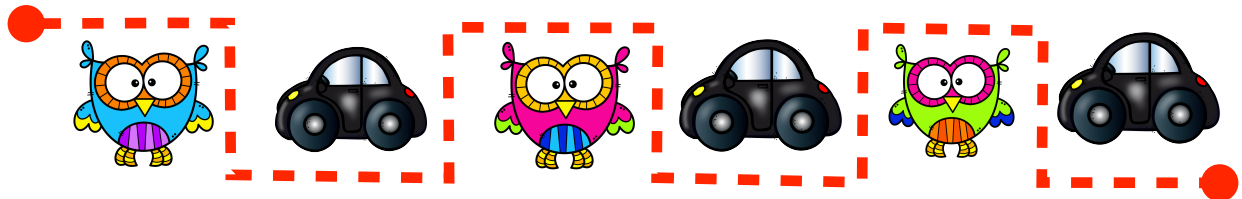
Insert page into clear pocket sleeve or cover with a clear shower curtain to use with dry erase marker.

**Free downloads
are available**





Overs & Unders



Materials

- Overs & Unders Sheets (free sample downloads available)
- clear plastic sleeves/page protectors (or clear shower curtain)

BSMART's Visual Scanning packet helps to develop better visual scanning and hand-eye coordination.

Scan the rows from left to right, drawing continuous lines either over or under the given shape or letter.

Once pencil is in the start position it should not be lifted off of the paper until the student reaches the end of each line.

For younger students:

- first introduce on vertical surfaces (whiteboard, covered walls, etc.)
- recreate large simple patterns for them to complete at vertical surface.
- enlarge the worksheets
- laminate or place worksheets in sheet protectors for use with dry erase markers.

