



PRACTICE

Practice is important when learning any new skill.

For those developing early eye gaze skills, it's important to:

- **Begin with short, regular practice sessions.**
- **Select activities appropriate for the person's eye gaze skills.**
- **Provide opportunities for repetition with variety.**

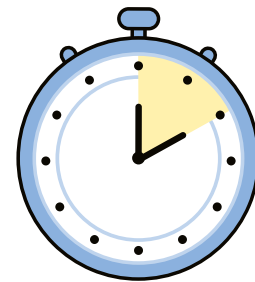
SHORT, REGULAR PRACTICE SESSIONS

Short practice sessions help avoid fatigue or stress (Eyes on Communication Research Group, 2021).

You may begin with practice sessions as short as 10-15 minutes and gradually increase the length of time as skills develop according to the eye gaze user's comfort.

Where possible, embed practice into current routines and activities (Eyes on Communication Research Group, 2021).

Regularly check in with the person about how they are feeling and watching out for signs of **fatigue** or **discomfort**.



- **Fatigue:** may present as difficulty maintaining head position, eyes closing, increased distractions.
- **Discomfort:** may present as increased movement in the chair, facial expressions

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EYE GAZE OPERATIONAL SKILLS

Eye-gaze users will develop the skills to operate eye gaze technology at an individual pace.

Understanding the progression of eye gaze skills allows activities or games to be selected which are appropriate to the skills an eye gaze user has achieved or is developing.

The Keys to Developing Eye Gaze Skills and Eye Gaze Skills Monitoring Sheet can provide a guide for where an eye gaze user's skills are currently, and the next step for them to develop.

PRACTICE WITH VARIETY

Using a range of activities that focus on a key eye gaze skill can help maintain engagement and motivation when practicing over time. Some eye gaze games and activities can be customised to include different images, videos or music to help provide more variety.

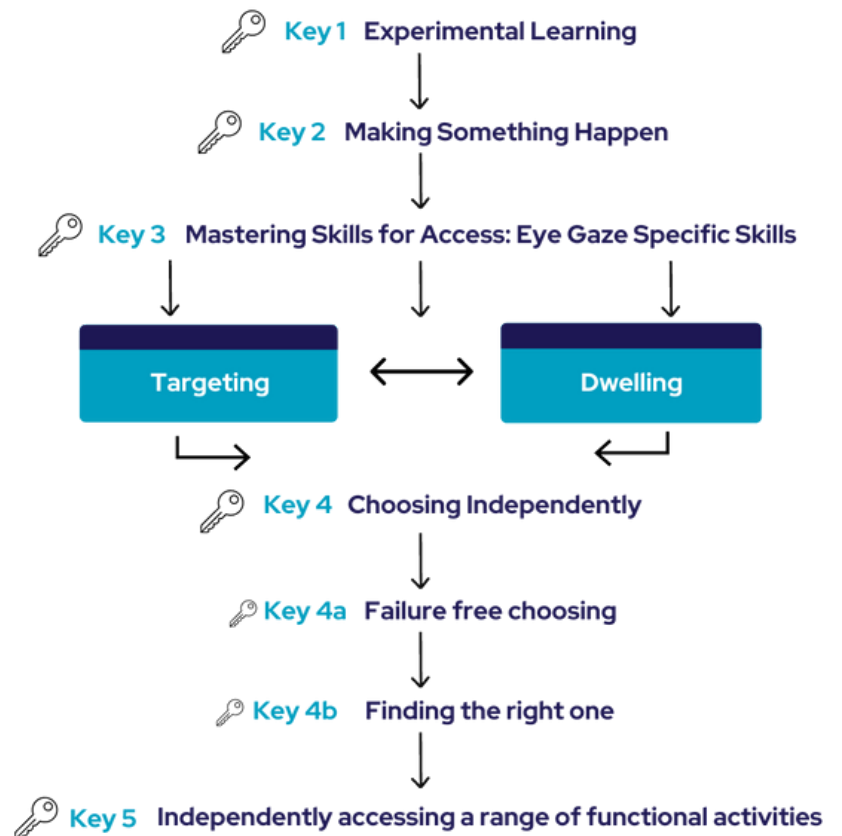
Consider the interests and preferences of the eye gaze user.

GUIDES TO CHOOSING ACTIVITIES

The Engaging in Eye Gaze web page contains several handouts and videos that can support you to identify activities from a range of software programs. The handouts provide guidance on the key eye gaze skills and curriculum areas covered.

<https://www.indigosolutions.org.au/resources/access-methods-for-technology/engaging-in-eye-gaze>

Developing Eye Gaze Skills



Grid 3 indigo.

Grid 3 is Windows based software used for communication, environmental controls, leisure and learning. Grid 3 has a user interface accessible through eye gaze. It is also touch-screen, mouse and keyboard, and switch accessible and therefore grid 3 can be accessed by other members of the classroom with different access methods. Grid 3 has several pages referred to as Grid Sets for communication, recreation and learning. Pages within Grid 3 can also be developed from scratch and fully customised to suit each student's learning and access needs. Online Grid Sets can also be downloaded and adapted. Grid 3 does not require the internet to work. You do, however, require an internet connection to search and download online Grid Sets.

Only single user licenses can be purchased for Grid 3. A free 60 day trial is available.

This resource references the following Ability level levels which provide a framework for evaluating a student's eye gaze skills. More information on Access Development for Grid 3 skills can be found here: <https://www.indigosolutions.org.au>.

The following are examples of activities to suit the different Western Australian Curriculum areas:

Grid Name	Description	Subject to Learning Activity Key	WA Curriculum Outcome
Single Book Template by EC WA	Add you own images and text to create a book. Includes cells that allow the student to read and turn the page.	Key 3B: Dwellling	ACU11780 ACU11781 ACU11544a
Book Template BY EC WA	Add you own images and text to create a book. Includes cells that allow the student to 'read', 'turn the page', 'go back' and 'find text'.	Key 3B: Dwellling	ACU11780 ACU11781 ACU11544a

Engaging in Eye Gaze: Access All Learning Areas
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Grid 3 Activities