

TD Eye Gaze Pathway for TD Pilot



Welcome to the TD Eye Gaze Pathway

The goal of this Pathway is to guide families, professionals, and eye gaze users through purposeful activities that build toward successful eye gaze access. The most important themes throughout are to explore, play, and have fun!



For instructions and supporting resources, see the TD Eye Gaze Pathway for TD Pilot: Instructions & Resources.

<https://qrco.de/bfj9TB>



Step 1: Spark interest

Activity goals

Choose one or more of these sample goals to address in any order, or create your own:

- Increased tolerance to having the eye gaze equipment positioned near them.
- The individual demonstrates more than fleeting glances at the screen.
- In response to various stimuli on the screen, the individual shows observable signs of engagement (e.g., facial expression, vocalization, head movement).
- Increased number of times gazing toward the screen when motivating stimuli are presented.

Your communication at this step

The communication partner reacts to the movements on the screen. Be sure your comments are not distracting, but instead redirect attention to the screen and reinforce they are controlling the interaction. For example, “you just made the star explode when you looked at it!”



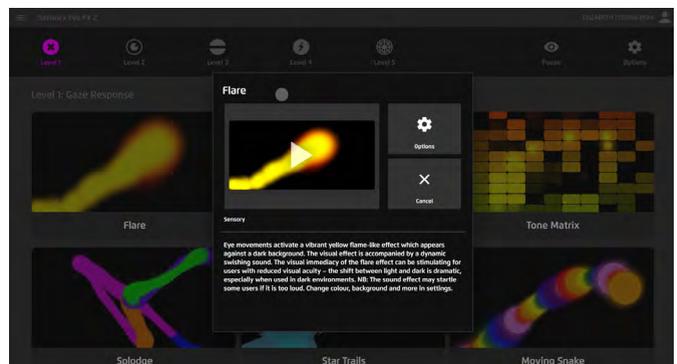
Note

This step requires either Sensory Eye FX2 or another interactive screen-based activity. The options for other activities are found in the table on page 3.

Certain TD Pilot trial devices come with a free trial of Sensory Eye FX2. There is a fee associated with the full version.

Sensory Eye FX2 activity

- 1 If available, open Sensory Eye FX2 from the TD Pilot Home Page.
- 2 Create a User if desired.
- 3 Position the individual so they are comfortable and supported.
- 4 Position the device to best suit the individual. See the FAQ in the [TD Eye Gaze Pathway Instructions and Resources](#) document for more information on positioning.
- 5 Ensure the user's eyes are seen in the Track Status Box and use default calibration. There is no need to have the individual calibrate for this step. The Track Status Box is found in the TD CoPilot app.
- 6 In Sensory Eye FX2's Options under Global Settings, set a dwell time less than 0.8 seconds.
- 7 Under Options in Global Settings, select **Game Exit Button** as shown if you do not want the hidden exit on the right bottom corner of the screen.
- 8 Decrease distractions in the environment.
- 9 Under Activities, select **Level 1** and pick any of the games that look most motivating for your client.



- 10 Each game has its own Options menu. Look through and change to favorite colors, videos, or sounds as needed.
- 11 In the Media Library, you can upload media files of photos of family or videos of pets that might work better to spark the individual's interest.
- 12 See the full guide for more information about Sensory Eye FX2 and how to personalize the stimuli:
<http://qrco.de/sefx2qg>

Additional Activities for sparking interest

Use the table below to find alternative or additional eye gaze activities for your TD Pilot device. It may take time for the individual to realize they are in control of the screen, so repetition with variety will help.

| App/Site/Software | Specific activity | Settings to adjust | Notes |
|--|---|---|---|
|  Boardmaker Bookshelf in the TD Snap Dashboard Requires a free myTobiiDynavox account logged in TD Snap and a free myBoardmaker account.  Requires internet connection initially. Downloaded activities can be played offline. | Emergent Games – Colors and Shapes | Ensure that eye gaze access method is enabled in TD Snap | Not available in all languages. See the TD Snap User's Manual section <i>Play Boardmaker Activities in TD Snap</i> for instructions. |
| Peekaboo Barn App One time purchase in the app store. | Barn animal games for preschoolers | Will need to use AssistiveTouch | Requires Tap only |
| www.jacksonpollock.org Website accessed via browser on TD Pilot Dashboard | Basic painting | Will need to use AssistiveTouch | See the Setup Guide in the TD Eye Gaze Pathway Instructions and Resources document for more information. |
|  YouTube Player in TD Snap (add a YouTube link to a button anywhere in TD Snap with custom start/end times)  Requires internet connection. | Play a favorite video within TD Snap | Interaction is not required at this stage, only attending to videos | Play preferred videos in full screen mode and observe where they look and for how long they attend. |
| Keynote or Google Slide (Google Slides is available through a web browser or downloaded as an app) | Create a slideshow with photos, videos, and sounds tailored to the user's interests | Will need to use AssistiveTouch | Can be sent home to watch on various devices |

| | | | |
|---|---|---------------------------------|--|
| www.theapogeeproject.com/studios  Requires internet connection. | Visual Scenes, Sensory Flames, Sound Box, etc. | Will need to use AssistiveTouch | Use Home Page to launch browser.  Subscription required for games. |
| www.helpkidzlearn.com (Inclusive Technologies)  Requires internet connection. | Early Interaction Games-Sensory Room and Finger Paint | Settings available per game | Use Home Page to launch browser.  Subscription required to access all games (fill out a request form for a trial). |

Tips for Spark Interest Activity



There are no standardized, formal assessments for eye gaze, so it will be necessary to use observations.



Eye gaze performance can be variable day to day or even hour to hour. Keep sessions short and on days where this is harder, try something easier or move on to something new.



Sensory Eye FX 2 has built in data collection and heat mapping to gather more information on where they are looking at the screen or for how long. To see a heat map during an activity, hit the H key and to record hit R on an external keyboard. (A wireless keyboard may be helpful.)



Do not get stuck in this step. The individual does not have to reach a certain accuracy to move on. Use clinical judgment and observation to determine how to progress through this step and when to move to the next one.



Demonstrate the activity with your own eyes if possible.



To access Sensory EyeFX 2 and any other eye gaze activities outside of TD Snap®, you will use a program called AssistiveTouch. See the Setup Guide in the [TD Eye Gaze Pathway Instructions and Resources](#) document for help setting up.



Encourage focus on the screen by gesturing towards it without blocking the camera with your hand when you point and without touching the screen. In this step, it may be important to keep auditory and visual cueing to a minimum to not distract from the device.

What does progress in Step 1 look like?

- 1 Attending to the screen for longer intervals of time.
- 2 Attending to the screen for more types of stimuli than before.
- 3 Moving toward the screen or using facial expressions to show interest.
- 4 Focusing on the screen in motivating situations.
- 5 Looking toward the screen more times during a session than before.

Move on to Step 2 at any time as you can present multiple steps together. 



Step 2: Large targets

Activity goals

Choose one or more of these sample goals to address in any order, or create your own.

- The individual will locate personally motivating targets on an otherwise empty screen.
- When presented with a visual scene or busy background, individual will attend to a large, interesting stimulus with cueing.
- The individual will hold their gaze on motivating, large, animated targets on various parts of the screen.

Communication at this step

The communication partner reacts to the movements on the screen. These comments are directly linked to where the learner is looking. Make sure that your comments are not distracting, but instead redirect attention to the screen and reinforce that they are controlling the interaction. For example, “you found the target in the corner!”.



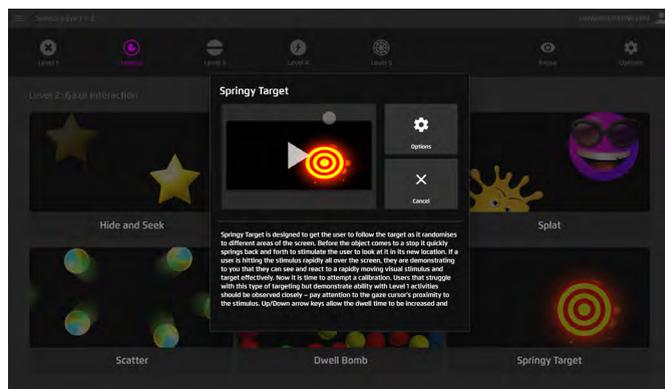
Note

This step requires either Sensory Eye FX2 or another interactive screen-based activity. The options for other activities are found in the table on page 6.

Certain TD Pilot trial devices come with a free trial of Sensory Eye FX2. There is a fee associated with the full version.

Sensory Eye FX2 activity

- 1 Position the individual so that they are comfortable and supported.
- 2 Position the device to best suit the individual. Check out the Mounting and Positioning for Eye Tracking guide for help: <http://qrco.de/SC2en>
- 3 Set the dwell time to less than 1 second in the eye gaze settings menu.
- 4 Ensure that the user's eyes are seen in the Track Status Box and use the default calibration. There is no need to have the individual calibrate for this step. The Track Status Box can be opened using the TD CoPilot app on the Home Page.
- 5 Decrease distractions in the environment so it is easier for the user to maintain attention on the activity.
- 6 Open Sensory Eye FX2.
- 7 If you do not want the hidden exit on the right bottom corner of the screen, go to *Global Settings > Options > Game Exit Button*.
- 8 Under Activities, select Level 2 and pick any of the games that look most motivating for the AAC user.



- 9 Each game has its own Options menu. Look through the options and change to favorite colors, videos, or sounds as needed.
- 10 In the Media Library, you can upload media files such as photos of family or videos of pets that might work better to spark the individual's interest.
- 11 See the full guide for more information about Sensory Eye FX2 and how to personalize the stimuli:
<http://qrco.de/sefx2qg>

Other activities for large targets

If you choose not to use Sensory Eye FX2 games for this step, or if you want to try other options as well, use the table below to find activities. It may take time for the individual to realize they are in control of the screen, so repetition with variety will help.

| App/Site/Software | Specific activity | Settings to adjust | Notes |
|--|--|---|--|
|  Boardmaker Bookshelf in the TD Snap Dashboard Requires a free myTobiiDynavox account logged in TD Snap and a free myBoardmaker account.  Requires internet connection initially. Downloaded activities can be played offline. | Emergent Games folder – All games | Ensure eye gaze method is on in TD Snap | Not available in all languages |
|  YouTube Player in TD Snap (add a YouTube link to a button anywhere in TD Snap with custom start/end times)  Requires internet connection | Play a favorite video within TD Snap | Do not require interaction at this step, only attending to videos | Put preferred videos in full screen mode and observe where they look and for how long they attend |
| Onni & Ilona App apps.apple.com/us/app/onni-ilona-happy-shapes/id1347231473 | Simple puzzles | Use the “tap only” setting | Best for young children as content is toddler focused |
| www.theapogeeproject.com/studios  Requires internet connection | Floating Faces, Eye Paint, Visual Scenes, etc. | Will need to use AssistiveTouch | Use Home page to locate Web Browser  Subscription required for games |
| www.helpkidzlearn.com (Inclusive Technologies)  Requires internet connection | Attention and Timing, Cause and Effect games, etc. | Settings available per game Will need to use AssistiveTouch | Use Home page to locate Web Browser  Subscription cost for access to all games but can fill out a request form for a trial |

| | | | |
|---------------------|------------------------|--|--|
| App controlled toys | Remote controlled toys | Size of targets, contrast, dwell speed | Certain toys have apps for iOS that will allow you to control the toy from your TD Pilot |
|---------------------|------------------------|--|--|

Tips for Large Targets Activity



A specific measurement of what is considered large is not given because this will mean something different to everyone based on their visual acuity and other visual considerations. Speak with their OT or vision specialist for suggestions.



Significant repetition with variety (e.g., same activity but with different targets) may be required at this step for the individual to stay engaged and understand that they are controlling the screen.



Observation There are no standardized, formal assessments for eye gaze, so it will be necessary to use observations. In Sensory Eye FX2 you can use keyboard shortcuts (H and R) for heat maps and to record sessions.



Model or demonstrate the activity with your own eyes or by touching the screen with your finger.



Vary the stimuli, background, and audiovisual cues. For example, try a plain black background with bright and noisy targets or a visual scene with moving targets.



The most important aspect is making things fun and motivating. Focus on keeping the activity easy, low stress, and entertaining. Pay attention to which games they like best and what motivates them.



To access Sensory EyeFX 2 and any other eye gaze activities outside of TD Snap, you will use a program called AssistiveTouch. See the Setup Guide in the [TD Eye Gaze Pathway Instructions and Resources](#) document for help setting up TD Control.

What does progress in Step 2 look like?

- 1 Attending to an on-screen activity for longer intervals of time.
- 2 Attending to the screen for more types of stimuli than before.
- 3 Focusing on large targets that they find interesting.
- 4 Tracking an animated target as it moves on the screen.
- 5 Anticipating that something interesting will happen when they look at the screen.

Move on to Step 3 at any time as you can present multiple steps together. 



Step 3: Smaller targets

Activity goals

Choose one or more of these sample goals to address in any order, or create your own.

- The individual will look and find personally motivating targets on a plain screen with no distractions.
- When presented with a visual scene or busy background, the individual will attend to a smaller sized, interesting stimulus with cueing.
- Noted increased selections of smaller targets on various parts of the screen with or without intention.
- Using active exploring, the individual will activate motivating targets with cueing.

Communication at this step

Interactions are generated by the learner looking and the communication partner responding. The vocabulary modeled by the communication partner depends on what the learner is looking at and any attempts at communication on the part of the learner should be acknowledged. For example, “you made the cow go moo!” Practice using eye gaze with smaller targets to communicate choices or comments. This can be done with paper-based symbols or on the device.



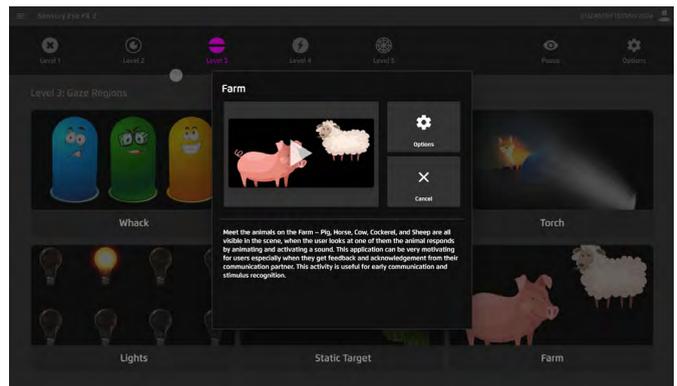
Note

This step requires either Sensory Eye FX2 or another interactive screen-based activity. The options for other activities are found in the table on page 9.

Certain TD Pilot trial devices come with a free trial of Sensory Eye FX2. There is a fee associated with the full version.

Sensory Eye FX2 activity

- 1 Position the individual so they are comfortable and supported.
- 2 Position the device to best suit the individual. See the FAQ in the [TD Eye Gaze Pathway Instructions and Resources](#) document for more information on positioning.
- 3 Keep the dwell time around 1 second in the eye gaze settings menu.
- 4 Ensure the user's eyes are seen in the Track Status Box. This is a good place to try calibration. See page 8 in the FAQ for more information on calibration. You can continue with this step even if the individual is unable to calibrate.
- 5 Decrease distractions in the environment.
- 6 Open Sensory Eye FX2 on their Home page.
- 7 Under Activities, select Level 3 or 4 and pick any of the games that look most motivating for your client.



- 8 Each game has its own Options menu. Look through and change to favorite colors, videos, or sounds as needed.
- 9 In the Media Library, you can Upload Media Files such as photos of family or videos of pets that might work better to spark the individual's interest.
- 10 See the full guide for more information about Sensory Eye FX2 and how to personalize the stimuli:
<http://qrco.de/sefx2qg>

Other activities for small targets

If you choose not to use Sensory Eye FX2 games for this step, or if you want to try other options as well, use the table below to find activities. It may take time for the individual to realize they are in control of the screen, so repetition with variety will help.

| App/Site/Software | Specific activity | Settings to adjust | Notes |
|--|---|---|---|
|  Boardmaker Bookshelf in the TD Snap Dashboard Requires a free myTobiiDynavox account logged in to TD Snap and a free myBoardmaker account | Access Games folder | Ensure eye gaze method is on in TD Snap | Not available in all languages |
| www.theapogeeproject.com/studios  Requires internet connection | Eye Paint Detailed, Free Kick, etc. | Will need to use AssistiveTouch | 💰 Subscription required for games |
| www.helpkidzlearn.com (Inclusive Technologies)  Requires internet connection | Moving Targets and Cause Effect games, etc. | Settings available per game | 💰 Subscription required for games |
| www.eyegazegames.com/carousel Free online games  Requires internet connection | Try Four in a Row, Open Drive, and other games | Basic settings available, will need to use AssistiveTouch | For more information go to www.specialeffect.org.uk/how-we-can-help/eye-gaze-games |
|  Communication software: TD Snap | Create a fun page with appropriate sized buttons or use Photo Albums in the Dashboard | Use software settings needed by the individual | Create a page with photos and recordings with a mix of personalized, fun targets |
| Audiobooks or digital books: Epic Kids (www.getepic.com), Kindle, Audible, or Monarchreader.com | Read digital books or play audiobooks | Will need to use AssistiveTouch | Monarch Reader is free for most digital books that can be used via eye gaze online 💰 Epic has a subscription fee 💰 Kindle and Audible charge for most books |

Tips for Smaller Targets Activity



A specific measurement of what is 'small' is not given because this will mean something different to everyone based on their visual acuity and other visual considerations. Speak with their Occupational Therapist or vision specialist for suggestions. In some cases, it may be appropriate to skip smaller targets and move on to the next step.



We are teaching the individual to track objects on the screen and use their eye gaze to reach desired targets, but this is errorless practice. There is no right/wrong.



Throughout this pathway, vary your stimuli and background along with visual and auditory cues. For example, try a plain dark background with bright and noisy targets or a visual scene with moving targets.



Continue to make it fun. Focus on keeping things easy, low stress and make it a game or entertainment for the individual.



On new activities, continue to demonstrate activities with your own eyes or by pointing to the screen, being careful to touch the screen or get in the way of the camera.



To access activities outside of TD Snap, you will use AssistiveTouch. See the Setup Guide in the [TD Eye Gaze Pathway Instructions and Resources](#) document for help setting up TD Control.

What does progress in Step 3 look like?

- 1 Beginning to look for specific targets.
- 2 Enjoying activities that require look and find actions.
- 3 Focusing on smaller targets that they find interesting.
- 4 Tracking a small target as it moves on the screen.
- 5 Anticipating that by gazing at a small target, something interesting will happen.

Move on to Step 4 at any time as you can present multiple steps together. 



Step 4: Choice making

Activity goals

Choose one or more of these sample goals to address in any order, or create your own.

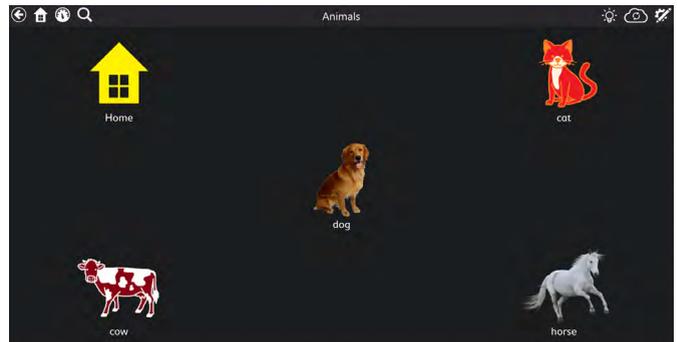
- The individual will select motivating targets via eye gaze with dwell time or switch.
- The individual communicates preferred choices by gazing at motivating targets.
- The individual makes intentional selections during an interesting activity on various areas of the screen.
- The individual will look at and dwell to produce a desired effect or communicate a choice.

Communication at this step

Communication can become two-way at this step including functional choices made by the individual. The choices made within a visual scene, communication grid, or game lead to full two-way communication, where the communication partner responds appropriately to the choices made by assisting with the action or request said by the learner. Choice making can go beyond requesting, you can also work on communicating thoughts, questions, or opinions.

Setup

- 1 Ensure proper positioning of both the device and the individual. Complete calibration if not done already.
- 2 See the FAQ in the [TD Eye Gaze Pathway Instructions and Resources](#) document for more information on calibration.
- 3 Increase dwell time slightly if accidental selections occur. Start around 1 second.
- 4 Decrease distractions in the environment.
- 5 Open their preferred communication software.



Note

If you do not have a communication software determined yet, or if you prefer to do a different activity, see the table for other suggestions.

Activity: Choice Making

- 1 You may need to modify a page and hide choices or change the background. Note the screenshot above is from the CVI Sample Pages in Pageset Central for TD Snap.
- 2 Add real photos using web search or fun symbols to improve the individual's motivation. Use vocabulary and targets that are of special interest to them.
- 3 Model with your own eyes or touch with your finger before beginning the activity.
- 4 Do not quiz or test, (e.g., Find the ___), instead model how you could use the symbols to make choices, for example, "I looked at the horse because I want to turn that horse video back on."
- 5 Adjust the targets, settings, and interaction as needed to keep it functional, while responding to all communication attempts, (e.g., "you told me to throw the slime!")

Tips for Choice Making Activity



This is a great step to introduce more independent use and exploration of the AAC system. Start with concepts and vocabulary that the individual is familiar with, and motivated by, to minimize the activity's cognitive demands (e.g., animal sounds, types of trucks, 90's rock stars).



Performance can still be variable day to day or even hour to hour at this step. Keep sessions short and on days where this is harder, try something easier or move on to something new.



We are starting to look for purposeful intent when selecting a choice or target out of a field of other selections. Use play and purposeful interactions, not quizzing and testing. For example, instead of saying, "look at the dog." Try saying something like "I wonder which animals you like."



Vary your activities and avoid tasks that involve language skills. For example, do not play a game that requires word identification if you are not yet sure they can read at word level. Also, do not ask questions with specific answers if you have not yet assessed comprehension and language.



Continue to make learning eye gaze fun and exciting! Focus on keeping things easy, and low stress while continuing to work with motivating and interesting activities.



To access activities outside of TD Snap, you will use Apple AssistiveTouch. See the Setup Guide in the [TD Eye Gaze Pathway Instructions and Resources](#) document for help setting up AssistiveTouch.

What does progress in Step 4 look like?

- 1 Beginning to communicate preferred choices and avoid non-preferred options.
- 2 Activating targets of various sizes with various backgrounds.
- 3 Focusing on items around the screen and moving their eyes to locate them.
- 4 Intentionally selecting choices in a variety of activities or games.
- 5 Beginning to understand that by activating a target, they are communicating a choice or controlling an action.

Move on to Step 5 at any time as you can present multiple steps together. 

Additional activities for choice making

If you choose not to use communication software for this step, or if you want to try other options as well, use the table below to find activities.

| App/Site/Software | Specific activity | Settings to adjust | Notes |
|---|---|--|---|
| Sensory Eye FX2 App (has built-in eye tracking) | Level 5 Games Memory Grid | Colors/Sounds/ Personalize Stimuli and Background (import photos or videos) | If needed, turn on recording feature to see exactly where they are looking Requires purchase once trial runs out for full version |
|  Boardmaker Bookshelf in the TD Snap Dashboard | Bookshelf for Books, Access Games folder | Ensure eye gaze access method is on in TD Snap | Not available in all languages |
| www.theapogeeproject.com/studios  Requires internet connection | Treasure Hunts, Trick Shot, Walk Through games | Will need to use AssistiveTouch |  Subscription required for games |
| www.helpkidzlearn.com (Inclusive Technologies)  Requires internet connection | Introduce Choice Games | Settings available per game |  Subscription required for games |
| www.eyegazegames.com/carousel Free online games  Requires internet connection | Othello, Checkers, Snakes and Ladders, etc. | Will need to use AssistiveTouch | More information: www.specialeffect.org.uk/how-we-can-help/eye-gaze-games |
| TD Snap Photo Album in Dashboard in TD Snap | Create a photo page with preferred and non- preferred choices | Use software settings needed by the individual (e.g., text size) | Create a book of photos and recordings with a mix of personalized, fun choices |
| Streaming Video Sites like YouTube Kids or Netflix  Requires internet connection | On a page of preferred and non-preferred videos, make selections and control play/stop | Will need to use AssistiveTouch | To create success, close all pop-ups and try to hide advertisements to improve access to targets |



Step 5: Expanding use

Activity goals

Choose one or more of these sample goals to address in any order, or create your own:

- The individual independently activates desired targets via eye gaze with dwell time or switch.
- The individual can utilize tools like scroll or click and drag.
- The individual utilizes tools like Pause/Resume eye gaze as needed in specific activities.
- The individual modifies their settings or modes with assistance to improve eye gaze accuracy.
- The individual reports feeling efficient when using eye gaze as an access method.
- The individual actively participates in troubleshooting with their eye gaze device as needed.

Setup

- 1 Complete calibration if not yet completed.
If the lighting or position of the individual has not changed, calibration does not need to be redone.
- 2 Understand eye gaze modes in AssistiveTouch for advanced functions.
See the next page for more TD Pilot resources.
- 3 Have additional information on other eye gaze programs available for caregivers and support staff if needed. See the next page for more information and resources.

Tips for Expanding Use Activity



You may still need to consider the size of targets on the screen to ensure success in the functional activities.



Involve the individual when deciding what specific skills to target at this step.



Use this step to ensure all caregivers or support staff are confident with setup, use, and with troubleshooting any eye gaze related issues.



Ask the individual what programs they would want to add to their communication device. Use this time to practice making phone calls, sending texts, reading emails, shopping online, etc. Ensure they have access to those apps and can return easily to their communication software.

Links for learning more about eye gaze tools for iPadOS

Quick Guides

For more information on apps and browsing, check out these Quick Guides.



Choosing the Best Apps for your TD Pilot: Quick Guide

qrco.de/bf3YLS



Online Browsing Tips for TD Pilot: Quick Guide

qrco.de/pltblrs

Learning Hub Course

All Access Life has partnered with Tobii Dynavox to create a course about using AssistiveTouch in more depth. First, log into the Learning Hub, then select the following link to access the course.



Tobii Dynavox Learning Hub

Log in to the Learning Hub to access courses.

learn.tobiidynavox.com



TD Pilot: Top Tips for AssistiveTouch from All Access Life

qrco.de/lhpaal

AssistiveTouch Menu

In this step you may want to introduce the full AssistiveTouch Menu. For information on customizing that menu see “AssistiveTouch - Using Apps” and “AssistiveTouch - Practice Ideas” in the TD Talk Training Cards.



TD Talk for iPadOS and AssistiveTouch Training Cards

qrco.de/bdzoal

What does progress in Step 5 look like?

- 1 Accessing apps outside of their communication software via eye gaze.
- 2 Independently pausing and resuming eye gaze as needed.
- 3 Utilizing different activation purposes (e.g., click and drag, right click, scroll).
- 4 Focusing on items around the screen and then selecting the desired item.
- 5 Using eye gaze independently to participate in all functional activities outside their communication software, (computer access, educational activities, environmental control).

Activities for expanding use of Eye Gaze

Focus on what is motivating to this specific individual. Use the table below to find activities that can be used during this step.

| App/Site/Software | Specific activity | Any settings to adjust | Notes |
|---|---|--|--|
| Taking photos and using PhotoBooth App | Use Assistive Touch and Snap To Item features to access camera, save photos, & choose photo filters | Modify Assistive Touch menu depending on user's needs | For a more advanced step, download apps to use photos to create albums or artwork |
| Online shopping through Safari or apps | Go on a preferred site to practice scroll/tap | iPadOS offers a wide variety of settings under Accessibility | While in outside apps, practice using the Home button in Assistive Touch to get out of applications and return to communication software |
| www.eyegazegames.com/carousel Free online games | Solitaire, Chess, etc. | Basic settings available, will need to use AssistiveTouch | More information: www.specialeffect.org.uk/how-we-can-help/eye-gaze-games |
| Social Media and Entertainment apps like Spotify, Netflix, or TikTok | Practice using scroll, tap, and volume adjustments | Ensure the AssistiveTouch menu includes scrolling | Ask the individual which social media or entertainment apps appeal most to them and start there |

TD Eye Gaze Pathway progress tracker instructions

- 1 Fill in the date of the session and step number that you are working on.
- 2 Write the goal you are working on and the activity or activities you are using.
- 3 Use the Data and Observations section as you choose, such as:
 - Write observations of the individual's behaviors or facial expressions
 - Note time spent with the activity or preferred stimuli
 - Use numbers or +/- to indicate whether the skill was observed or not
 - Indicate cues required for skill demonstration



Note

Each step will give you examples and ideas on how to note progress.

The TD Eye Gaze Pathway is not a fixed progression. An individual can be working in different steps at once and may need to take a step backward or forward at times to consolidate skills.

See the sample below for an example of how to use this data sheet:

| Date and Step # | Goal Addressed | Activities Used | Data | Observations |
|--|--|--|----------------------------|--|
| 02/02/2024 Step 1 - Spark Interest | More than fleeting glances at the screen | Colorful flares and Firetruck with siren | 5 out of 10 7 out of 10 | Activity 1: 3 times independently, 2 times with verbal cue Activity 2: 2 times independently, 5 times after screen tap, noted bigger smile with firetruck |
| 03/01/2024 Step 2 - Large Targets | Locate personally motivating targets on an otherwise empty screen. | TD Photo Album with his sister's photo | + + + - - + | Sister's photo in black background worked best noted happy vocalizations each time he looked up and saw it |

TD Eye Gaze Pathway progress tracker

Participant's name: _____

Dates covered: _____

Name of observer: _____

| Date and step # | Goal addressed | Activities used | Data | Observations |
|-----------------|----------------|-----------------|------|--------------|
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Additional notes and observations