

Test Name: Math Test

Purpose of This Test:

This test is designed to strengthen the following cognitive skills for the patient.

- Alternating Attention
- Math Skills
- Problem Solving
- General Attention
- Visual Scanning
- Visual Processing Speed

The math complexity depends upon the complexity level the patient is in during the test. The math gets harder as the patient moves to higher levels.

Information on types of math problems the patient will see by complexity level:

Complexity Level	Math Problem
1	#+#
2	#+##
3	##+##
4	##+###
5	###+###
6	##-#
7	###-#

8	###-##
9	#x#
10	#x##
11	##x##
12	##x###
13	###x###
14	#x(#+#)
15	#x(#+##)
16	#x(##+##)
17	#x(##+###)
18	x+(###+###)

The math problem may be displayed on the left side, the right side, or across the screen depending upon the Random option selection when the test was set up using the Setup wizard.

There may be a distracter in the form of sound or an image that is discretely displayed on the screen at the same time the patient is working on the math problems.

- This test supports Normal test mode, Streak test mode, and Re-Queue test mode.
 - 1- Normal test mode – This test mode means the patient is progressing thorough each complex level without excessive wrong responses.
 - 2- Streak test mode – This test mode means the patient has

progressed through at least given complex level and is having problems getting through the next higher complex level. The test will move the patient to the previous complex level and while in this level if the patient is responding with a calculated number of wrong or mistake responses, the test will automatically show four consecutive right answers. If the patient successfully responds correctly to these screens then the test returns to the Normal test mode.

-3-Re-queue test mode – If the patient, while in the streak mode makes an incorrect choice, the test will move the patient automatically into this test mode which will move the patient to next lower level, and provide only correct answers for each for this complex level, and then will do the same for the next higher complex level.

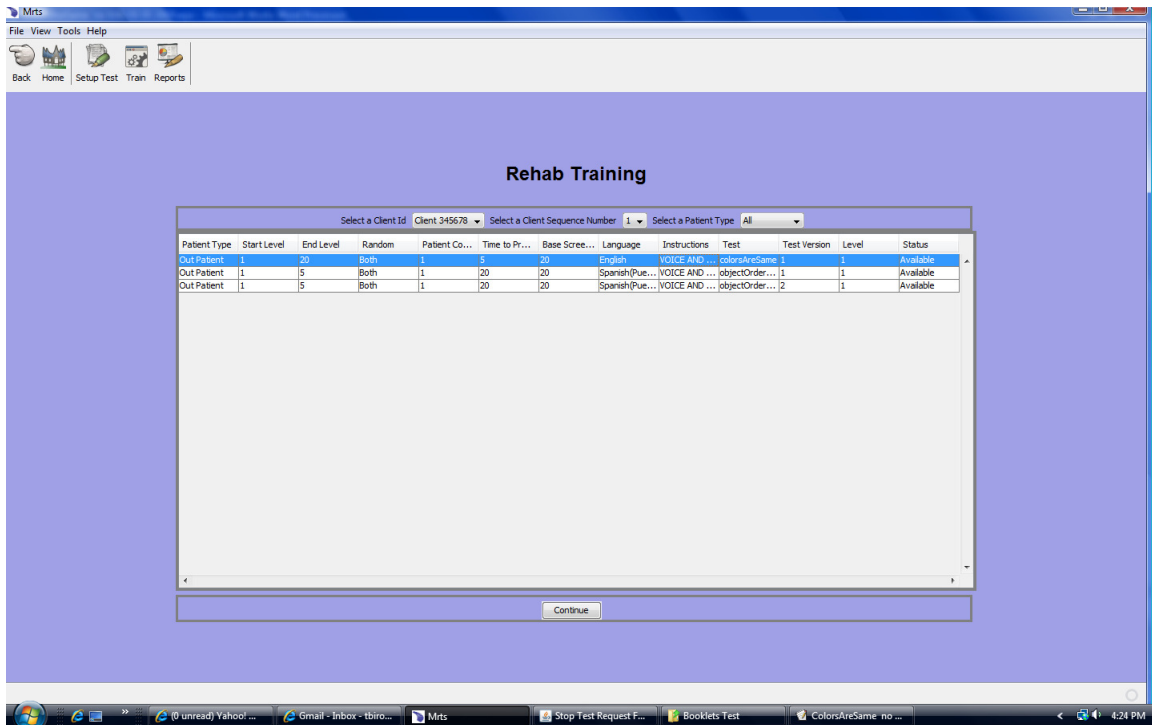
The intent of the distracter is train the patient to ignore sounds and images around them as they use their math skills to complete the test.

The number of distracters presented at any given complexity level on any given screen during the test is managed by the doctor. The doctor can set a maximum of two distracters, one an image and one a repeating sound, to be presented on the screen for any complexity level for the test. The distracters can become more intense as the complexity level of the test increases.



There are three icons:

To have the client take the test press the Train icon at the top of the home menu. And the following menu is displayed.



The Rehab Training menu will show you, by client id, all the tests that have been set up for the client.

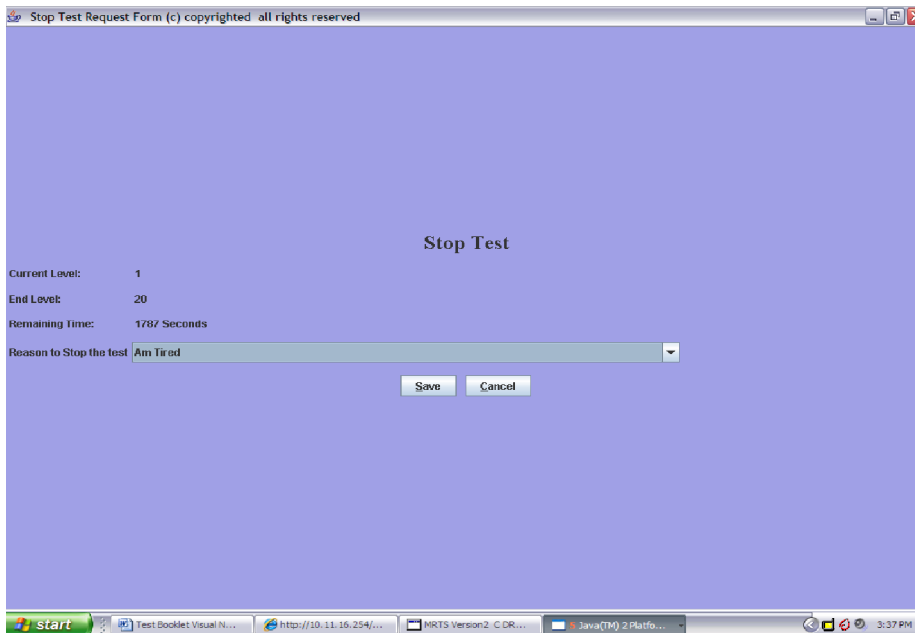
Select a Client Id from the drop down.

Select a Client Sequence Number - The default is 1.

Select a client Type - From the drop down select the available client types.

The client that was selected has only been set up to take the test as an outpatient.

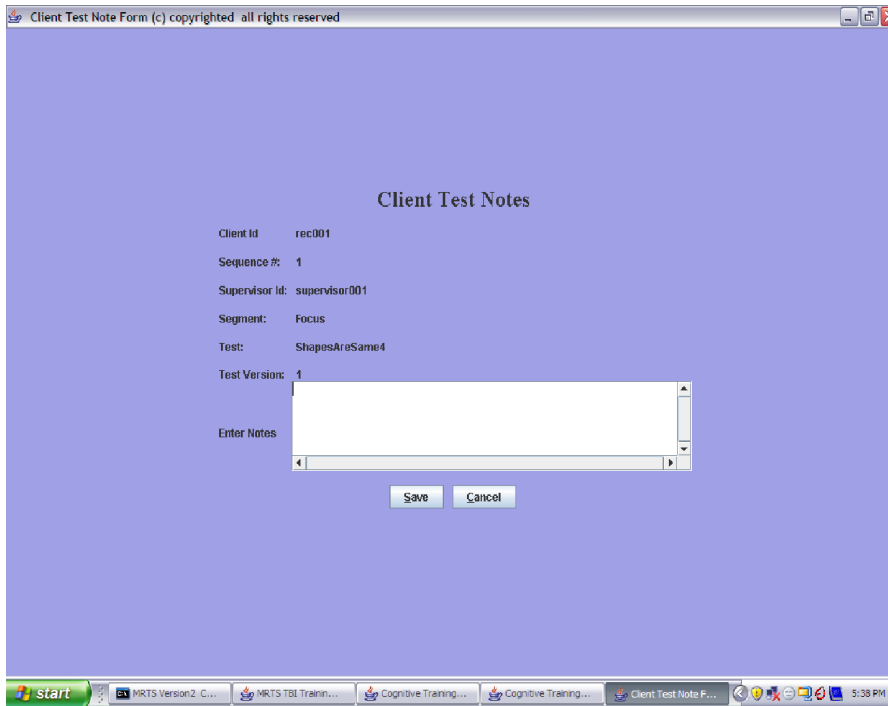
If the patient wishes to stop the test, press the Stop button at the bottom of the screen and a drop down of reasons will be offered. Once the reason is selected and the Save button is pressed, the test status is recorded and the test is stopped.



When the patient takes the test again the test will start on the same difficulty level the test was on when it was stopped but on the first frame for the difficulty level.

All of the instances of stopping and starting the test are appropriately recorded and reports may be obtained regarding these events.

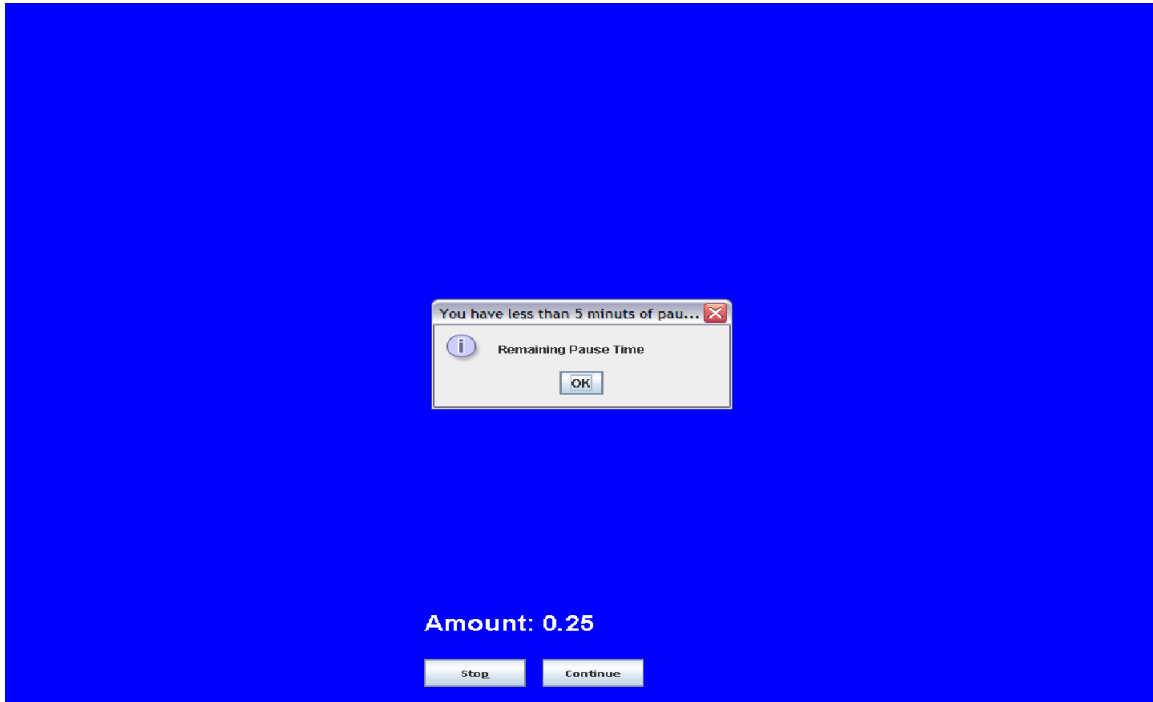
Whenever the test completes, a note box is provided for the patient to send a note to the doctor. This note is recorded in the appropriate file and may be obtained via report.



Once the note is typed pressing the Save button will store the note.

If the patient wishes to Pause the test for any reason they should press the Pause button.

When the Pause button is pressed the button will toggle to continue and wait a maximum of 15 minutes. After 15 minutes a pop up menu will be displayed informing the patient and others that in 5 minutes the test will be stopped.

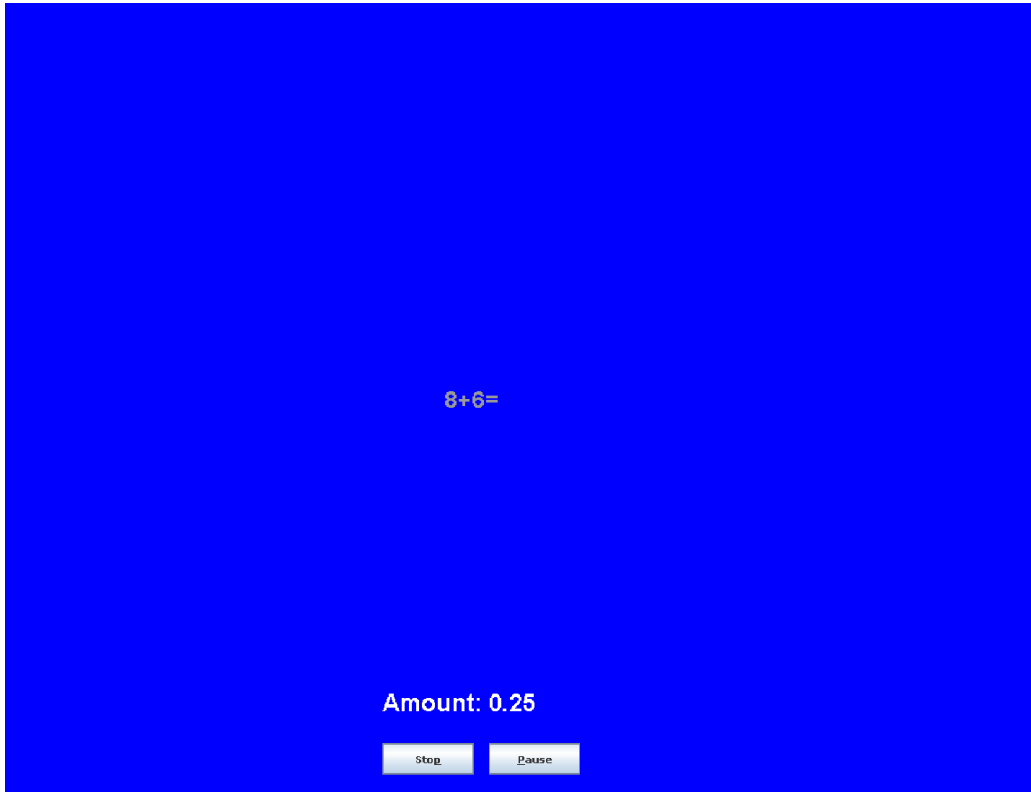


If after 5 minutes the test is still in the Pause state the test will be stopped with the reason for stopping set as “Pause limit expired”.

If the test is stopped due to excessive pause time, the test may be restarted at any time from the REHAB TRAINING menu. The test will start in frame 1 for of the difficulty level in which the test was at the time it was stopped due to the Pause condition.

When you press the Continue button it will toggle to Pause and the test will continue.

The following are examples of what one might see during the math test.



The patient would enter the correct number which in this case would be 14 and then press the mouse or enter key on the keyboard and then the next screen is displayed. The Random parameter on the Patient Rehab Plan setup menu selected the option Both so the math equation will be displayed in the middle of the screen.