



GENERAL OPTOMETRY CHILDREN VISION VISION THERAPY CONTACT LENS SPORTS VISION

Approved 7/15/2011

Purpose: To identify and catalog any Apps that can be played on an I-device will help to develop visual skills necessary for learning and success in the classroom.

Important: This is NOT a replacement for vision training/therapy program.

Apps are more appropriate if played on the iPad device (but can be played iPhone, iPad and iTouch).

Apps are appropriate for all ages unless otherwise noted.

* = 14+ years old

**= 18+ years old

(B) = Beginner

(I) = Intermediate

(A) = Advance

General list of visual skills for multiple applications

Central Vision

Peripheral Vision (Awareness of surrounding environment)

Eye Movement Control (Pursuit, Saccade, Fixation)

Find the Ball (B)

Kinetic Visual Acuity (B)

MatchMatch (B)

TetroMatch (B)

VectorBall (Marsden Ball-like) (B)

Touch Hockey FS5 (I)

Wooden Labyrinth 3D (I)

Ballywoo* (I)

Visual Spatial Skill of Laterality and Directionality

Monkey Preschool Lunchbox (B)

Visual Motor Integration, Fine Visual Motor

Touch the Numbers (B)

Slice it (B)

Smack Gugl (B)

DartShooter (B)

Modification: pick up arrow and circle intended target once before taking wind speed and location into account.

Moving Day (B)

OPTOMETRIC CENTER FOR FAMILY VISION CARE AND VISION THERAPY

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Simultaneous/Sustaining Focus at Near, Simultaneous/Sustaining Alignment at Near, Depth Awareness

Magical Stereograms* (A)
Perfect Vision (eccentric circle)* (A)

Color Perception

Zotz! (B)

Visual Perception

Visual Discrimination

Slice it (B)
MatchMatch (B)
Smack Gugl (B)
TetroMatch (B)
Zotz! (B)
A Kindergarten Pattern Recognition Game (B)
Ready, Set, Spot (B)

Visual Memory

VisualF2Lite(B)
AniMatch: Animal Pairs and Sounds Matching Game (B)
Princess Pony Memory Matching Game (B)
Whirly Word* (I)
Eye Training Visual Edition (I)

Visual Sequential Memory

Splash n' Dash (B)
Simon Says... – Put your memory to the test (B)
MemoryBlock (B)
Eye Training Visual Edition (I)

Visual Spatial Relations, Visual Form Constancy, Visual Figure Ground

Attention Plz (Spot the Difference)** (B)
My first Tangrams (B)
Monkey Preschool Lunchbox (B)
LookAgain (I)
Zentomino (I)

Visual Closure

Animals - Guess Who (B)
Guess who it is* (B)
Guess Who! Lite** (B)
Lego Creationary (B)

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Shape Puzzle – Word Learning Game for Kids (B)

Zentomino (I)

Visual Integration

Matching Auditory

AniMatch: Animal Pairs and Sounds Matching Game (B)

Simon Says... – Put your memory to the test (B)

Visual Patterns, Spatial Planning

A Kindergarten Pattern Recognition Game (B)

Checkers (B)

Glass Tower2 (B)

Paper Train (I)

Rush Hour (I)

Cat Physics (I)

Shape Shift (I)

Unblock Me (I)

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