

“Finally, Play Attention brings hope to the thousands of children who have failed to meet their potentials.”

Dr. Jean Guertin, Ph.D.

“I have been in Special Education for more than 20 years. This is the best scientifically based intervention that I have seen to address attention issues.”

Dr. Sam Dempsey, Executive Director
Exceptional Children's Programs
Winston-Salem Forsyth Co. Schools

“This is the first behavior-based system that helps the child to understand and control both positive and negative habits on their own.”

Dr. Jean Guertin, Ph.D.
Educational Psychologist

“Play Attention® proved to be a positive and reinforcing experience to reclaim the skills to learn.”

Dr. Smith Goodrum, Ph.D.
Clinical Psychologist

“Play Attention® puts students in control of themselves.”

Dr. Robert McGrattan, Principal

To Make an Appointment, Contact:

Judy Keith, Ed.D.

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Play[®] Attention

Learning Centers



Now there's Help for Students
with Attention Problems

Increase Time on Task

Reduce Impulsive Behaviors

Play[®] Attention

Learning Centers

At last, there's an effective, success based system that combines tested teaching methods and proven technology to help students improve attention skills, increase time-ontask and reduce behavior problems.

Play Attention measures brain waves and presents feedback in a video-game format. It improves student skill with attention-training techniques similar to those developed by NASA and the Air Force. Research shows this type of feedback significantly increases attention and response control. Play Attention will generate detailed reports reflecting your child's progress!

Behavior Management

Once the student masters the software, the coach may focus on behavioral goals. With the assistance of the coach, users can learn to control self-distracting or disruptive behaviors, such as calling out and fidgeting. Behavior management materials are also included to reinforce skills at home and school.



I have a hard time concentrating, but I am not unteachable.

Improves Student Learning
Increases Concentration Skills
Reduces Impulsivity and Disruptive Behavior
Trains Students to Stay On-Task
Research-Based and Educator-Developed
Proven Feedback Technology
Fun and Motivational Video Game Format

Level I: Learning to Focus & Lessen Distractibility:

The different activities in Play Attention's educational protocol teach the student to sustain attention for longer periods of time. The student starts by making a bird fly or a fish swim simply by focusing on the screen.

Level II: Visual Tracking: Students who lack visual tracking have a hard time attending to a teacher moving around the classroom. In this level, the student moves a character around the screen by focusing on it. To score well, the student must maintain attention while watching the screen character's movements.

Level III: Time On-Task: Many individuals with attention difficulties cannot stay on-task for very long. In Level III, the student tries to increase time on-task while building a tower of blocks. By focusing on the blocks, the student carries them across the screen to build the tower. If the user falls offtask, the blocks stop or move backward. The student tries to complete the task within a given time parameter.

Level IV: Short-Term Memory Sequencing: To activate this exercise, the student must focus on the blocks that light in increasingly longer sequences. Using color and sound cues, the user must repeat each sequence by touching the corresponding arrow keys on the keyboard. The goal is to increase shortterm memory.

Level V: Discriminatory Processing: This level puts the student at the controls of a cyber starship. While maintaining a high level of focus, the student must deflect only the white asteroids that fly toward the ship. The student must process information while reducing impulsive strikes.

How Does Play Attention Work?



Play Attention utilizes Edufeedback™ technology. Edufeedback teaches the student to control his or her attentive state in real time. The system features a special helmet with built-in sensors that measure the brain waves associated with focus and cognitive processing. The brain waves are translated by the Play Attention Interface Unit so students can control educational video exercises through attention alone.



With coaching, the student learns to maintain this focused awareness, and learns what behaviors detract from it. Gradually, students learn to transition their focused awareness to educational objectives like reading and attentive listening in class. Each level focuses on a different educational objective, so students can learn the skills they need to succeed in the classroom.

Play Attention is recommended for users ages 7 to adult whose primary difficulty is paying attention. Results can be seen in as little as 15 hours, but it takes an average of 40 to 60 hours of training before results become permanent.

You'll Receive:

Attention Training with Cutting Edge Technology
Nurturing Academic Environment
Certified Professional Instruction
Behavioral Management Plan
Detailed Progress Reports