

## Play Audiometry Conditioning Sequence




### STEP 1-Conditioning

1. Position child participant on your dominant side for screening
2. Power on AUDIOMETER
3. Set AUDIOMETER to the **RIGHT EAR**
4. Keep the **EARPHONE** on the **TABLE**
5. Set AUDIOMETER to **90 dB**
6. Set AUDIOMETER to **4000 Hz**
7. Set AUDIOMETER to **PULSE TONE**


### STEP 2-Conditioning

1. **Screener says to the child:** "We are going to play a game"
2. **Screener says to the child:** "Listen." **Press tone**
3. **Screener says to the child:** "WOW"
4. You get a block
5. Give the **child** a block  

### STEP 3-Conditioning 3

1. **DO NOT** press the "**BEEP**" in this step
2. Screener **POINT** finger to your ear
3. **Screener says to the child:** "When you hear a 'BEEP,' put the block in the basket" 
4. **Screener** act like you are putting the block in the basket, **BUT DO NOT leave the block in the basket**
5. Screener gives basket to the child

### STEP 4-Conditioning

1. **Screener says to the child:** "Listen"
2. **Press tone**
3. **Screener** puts the block in the basket **FIRST** 
4. **Child** follows after
5. **Screener praises the child:** "Wonderful"

## Play Audiometry Conditioning Sequence




### STEP 1-Conditioning

1. Position child participant on your dominant side for screening
2. Power on AUDIOMETER
3. Set AUDIOMETER to the **RIGHT EAR**
4. Keep the **EARPHONE** on the **TABLE**
5. Set AUDIOMETER to **90 dB**
6. Set AUDIOMETER to **4000 Hz**
7. Set AUDIOMETER to **PULSE TONE**


### STEP 2-Conditioning

1. **Screener says to the child:** "We are going to play a game"
2. **Screener says to the child:** "Listen." **Press tone**
3. **Screener says to the child:** "WOW"
4. You get a block
5. Give the **child** a block  

### STEP 3-Conditioning 3

1. **DO NOT** press the "**BEEP**" in this step
2. Screener **POINT** finger to your ear
3. **Screener says to the child:** "When you hear a 'BEEP,' put the block in the basket" 
4. **Screener** act like you are putting the block in the basket, **BUT DO NOT leave the block in the basket**
5. Screener gives basket to the child

### STEP 4-Conditioning

1. **Screener says to the child:** "Listen"
2. **Press tone**
3. **Screener** puts the block in the basket **FIRST** 
4. **Child** follows after
5. **Screener praises the child:** "Wonderful"

## Play Audiometry Conditioning Sequence




### STEP 1-Conditioning

1. Position child participant on your dominant side for screening
2. Power on AUDIOMETER
3. Set AUDIOMETER to the **RIGHT EAR**
4. Keep the **EARPHONE** on the **TABLE**
5. Set AUDIOMETER to **90 dB**
6. Set AUDIOMETER to **4000 Hz**
7. Set AUDIOMETER to **PULSE TONE**


### STEP 2-Conditioning

1. **Screener says to the child:** "We are going to play a game"
2. **Screener says to the child:** "Listen." **Press tone**
3. **Screener says to the child:** "WOW"
4. You get a block
5. Give the **child** a block  

### STEP 3-Conditioning 3

1. **DO NOT** press the "**BEEP**" in this step
2. Screener **POINT** finger to your ear
3. **Screener says to the child:** "When you hear a 'BEEP,' put the block in the basket" 
4. **Screener** act like you are putting the block in the basket, **BUT DO NOT leave the block in the basket**
5. Screener gives basket to the child

### STEP 4-Conditioning

1. **Screener says to the child:** "Listen"
2. **Press tone**
3. **Screener** puts the block in the basket **FIRST** 
4. **Child** follows after
5. **Screener praises the child:** "Wonderful"

## Play Audiometry Conditioning Sequence




### STEP 1-Conditioning

1. Position child participant on your dominant side for screening
2. Power on AUDIOMETER
3. Set AUDIOMETER to the **RIGHT EAR**
4. Keep the **EARPHONE** on the **TABLE**
5. Set AUDIOMETER to **90 dB**
6. Set AUDIOMETER to **4000 Hz**
7. Set AUDIOMETER to **PULSE TONE**


### STEP 2-Conditioning

1. **Screener says to the child:** "We are going to play a game"
2. **Screener says to the child:** "Listen." **Press tone**
3. **Screener says to the child:** "WOW"
4. You get a block
5. Give the **child** a block  



### STEP 3-Conditioning 3

1. **DO NOT** press the "**BEEP**" in this step
2. Screener **POINT** finger to your ear
3. **Screener says to the child:** "When you hear a 'BEEP,' put the block in the basket" 
4. **Screener** act like you are putting the block in the basket, **BUT DO NOT leave the block in the basket**
5. Screener gives basket to the child


### STEP 4-Conditioning

1. **Screener says to the child:** "Listen"
2. **Press tone**
3. **Screener** puts the block in the basket **FIRST** 
4. **Child** follows after
5. **Screener praises the child:** "Wonderful"




### STEP 5-Conditioning

1. **You** get a block 
2. **Give** the **child** a block
3. **Screener says to the child:** "Let's see how fast you are"
4. **Screener says to the child:** "Listen"
5. **Press tone**
6. Let the **child** put the block in the basket **FIRST (Child will win)**
7. **Screener** put block in basket after the **child**
8. **Screener praises the child:** "Great job, you beat me!" 



### STEP 6-Conditioning

1. **Give** the **child** a block 
2. **You** do not get a block
3. **Say to the child:** "Listen"
4. **Press tone**
5. **Child** puts the block in the basket
6. **Screener praises the child:** "Good Job! "


### STEP 7-Conditioning

1. **Give** the **child** a block 
2. **You** do not get a block
3. **Set** the AUDIOMETER to **50 dB 4000 Hz**
4. **Screener** put the earphones on the child
5. **Screener praises the child:** "You look like a pilot!"
6. **Screener says to the child:** "Listen" **Press tone**  
  - a. **If child** puts the block in the basket. **Start screening**
  - b. **If child does not** put block in the basket, switch to left ear
  - c. **If child does not** put block in the basket, take off earphones & repeat Steps 1-7
  - d. **If child still does not** respond after repeating "c" schedule **child** for a **Re-screen**




### STEP 5-Conditioning

1. **You** get a block 
2. **Give** the **child** a block
3. **Screener says to the child:** "Let's see how fast you are"
4. **Screener says to the child:** "Listen"
5. **Press tone**
6. Let the **child** put the block in the basket **FIRST (Child will win)**
7. **Screener** put block in basket after the **child**
8. **Screener praises the child:** "Great job, you beat me!" 



### STEP 6-Conditioning

1. **Give** the **child** a block 
2. **You** do not get a block
3. **Say to the child:** "Listen"
4. **Press tone**
5. **Child** puts the block in the basket
6. **Screener praises the child:** "Good Job! "


### STEP 7-Conditioning

1. **Give** the **child** a block 
2. **You** do not get a block
3. **Set** the AUDIOMETER to **50 dB 4000 Hz**
4. **Screener** put the earphones on the child
5. **Screener praises the child:** "You look like a pilot!"
6. **Screener says to the child:** "Listen" **Press tone**  
  - a. **If child** puts the block in the basket. **Start screening**
  - b. **If child does not** put block in the basket, switch to left ear
  - c. **If child does not** put block in the basket, take off earphones & repeat Steps 1-7
  - d. **If child still does not** respond after repeating "c" schedule **child** for a **Re-screen**




### STEP 5-Conditioning

1. **You** get a block 
2. **Give** the **child** a block
3. **Screener says to the child:** "Let's see how fast you are"
4. **Screener says to the child:** "Listen"
5. **Press tone**
6. Let the **child** put the block in the basket **FIRST (Child will win)**
7. **Screener** put block in basket after the **child**
8. **Screener praises the child:** "Great job, you beat me!" 



### STEP 6-Conditioning

1. **Give** the **child** a block 
2. **You** do not get a block
3. **Say to the child:** "Listen"
4. **Press tone**
5. **Child** puts the block in the basket
6. **Screener praises the child:** "Good Job! "


### STEP 7-Conditioning

1. **Give** the **child** a block 
2. **You** do not get a block
3. **Set** the AUDIOMETER to **50 dB 4000 Hz**
4. **Screener** put the earphones on the child
5. **Screener praises the child:** "You look like a pilot!"
6. **Screener says to the child:** "Listen" **Press tone**  
  - a. **If child** puts the block in the basket. **Start screening**
  - b. **If child does not** put block in the basket, switch to left ear
  - c. **If child does not** put block in the basket, take off earphones & repeat Steps 1-7
  - d. **If child still does not** respond after repeating "c" schedule **child** for a **Re-screen**




### STEP 5-Conditioning

1. **You** get a block 
2. **Give** the **child** a block
3. **Screener says to the child:** "Let's see how fast you are"
4. **Screener says to the child:** "Listen"
5. **Press tone**
6. Let the **child** put the block in the basket **FIRST (Child will win)**
7. **Screener** put block in basket after the **child**
8. **Screener praises the child:** "Great job, you beat me!" 

### STEP 6-Conditioning

1. **Give** the **child** a block 
2. **You** do not get a block
3. **Say to the child:** "Listen"
4. **Press tone**
5. **Child** puts the block in the basket
6. **Screener praises the child:** "Good Job! "

### STEP 7-Conditioning

1. **Give** the **child** a block 
2. **You** do not get a block
3. **Set** the AUDIOMETER to **50 dB 4000 Hz**
4. **Screener** put the earphones on the child
5. **Screener praises the child:** "You look like a pilot!"
6. **Screener says to the child:** "Listen" **Press tone**  
  - a. **If child** puts the block in the basket. **Start screening**
  - b. **If child does not** put block in the basket, switch to left ear
  - c. **If child does not** put block in the basket, take off earphones & repeat Steps 1-7
  - d. **If child still does not** respond after repeating "c" schedule **child** for a **Re-screen**