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"

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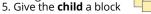
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- 2. Screener says to the child: "Listen." Press tone

3. Screener puts the block in the basket FIRST

5. Screener praises the child: "Wonderful"

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- 4. You get a block
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- 5. Screener gives basket to the child

STEP 4-Conditioning 1. Screener says to the child: "Listen"

4. Child follows after

2. Press tone

STEP 5-Conditioning

- 1. You get a block
- 2. **Give** the **child** a block
- 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! "

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- 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
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STEP 5-Conditioning

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- 4. Screener says to the child: "Listen"
- 5. Press tone
- 6. Let the child put the block in the basket FIRST (Child will win)

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

- 7. Screener put block in basket after the child
- 8. Screener praises the child: "Great job, you beat me!"

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- 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
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 Screener says to the child: "Listen" Press tone
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- 1. You get a block 2. Give the child a block
- 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)
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