

# BrainWare SAFARI

*Teachers can't control which students walk into their classrooms, but schools can ensure that each student develops the capacity to learn and to benefit from good teachers and good curriculum.*

BrainWare Safari is an award-winning software program that incorporates decades of proven clinical approaches to cognitive skills development into an engaging video-game format.

The program contains 20 exercises comprising 168 progressively challenging levels that develop and strengthen 41 cognitive (mental processing) skills. The 41 skills fall into six categories:

- Attention
- Memory
- Visual Processing
- Auditory Processing
- Sensory Integration
- Thinking

Scientific research has demonstrated that the brain is plastic (it can change) and that the right kind of training develops new and stronger neural connections. Research is also showing the importance of skills like working memory, visualization and visual-auditory integration to academic and life success.

BrainWare Safari does not teach reading or math or any subject matter. Rather it trains the underlying skills that enable students to learn. The skills developed in BrainWare Safari were selected because they are critical in the learning process.

While the purpose of the program is serious and challenging, BrainWare Safari is designed to provide the inherent engagement and motivation of a video game.

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## Students who have used BrainWare Safari:

- Have improved attention span and focus
- Make fewer careless errors
- Grasp concepts more quickly
- Experience less frustration with difficult tasks
- Are better able to follow instructions
- Exhibit enhanced thinking and problem-solving ability.

## BrainWare Safari:

- Improves cognitive ability by an average of **4 years in just 12 weeks** of use.
- Develops 41 cognitive skills in a **comprehensive and integrated** manner.
- Incorporates **clinically grounded** methodologies.
- Is supported by **published peer-reviewed research** on the program.
- Integrates the development of skills the way the brain works, in a **cross-training** approach.
- **Enhances any curriculum** or other learning program.
- Delivers a **fun and entertaining** video-game experience.

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*"Almost nothing I have seen has the ability to develop the cognitive skills that kids need to be able to think and plan. When I saw BrainWare Safari, I was really impressed. I am endorsing it wholeheartedly because it works and because I think it is what we really need for our kids."*

*-- Pat Wolfe, EdD, Author of [Brain Matters](#)*

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Recommended by teachers, clinicians, parents and kids.



Best Education Game or Simulation



Teachers' Choice Award



Association of Educational Publishers Distinguished Achievement Award



Parents' Choice Award



Mom's' Choice Award

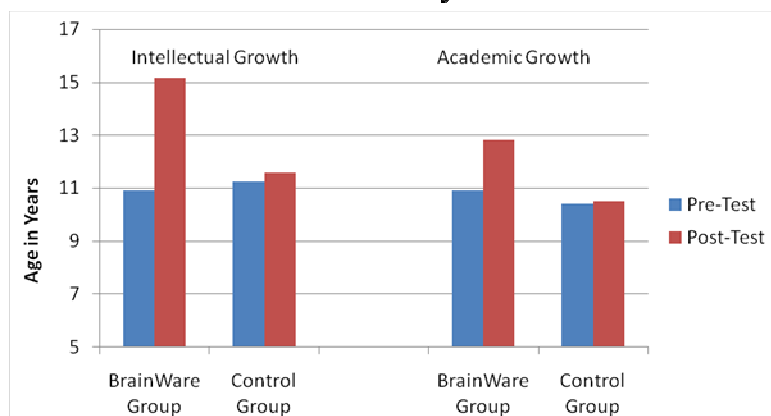
## Supported by Published and Ongoing Research

In a study published in a peer-reviewed scientific journal\*, BrainWare Safari was used for 11 weeks by students in 1<sup>st</sup> through 7<sup>th</sup> grades. Another group of students served as a control and simply followed their normal routines. Outcomes, as measured by pre- and post-testing with the Woodcock-Johnson III Cognitive Battery and Academic Achievement Tests, showed:

- **4 years and 3 months** average improvement in cognitive skills, compared to **4 months** improvement for the control group.
- **1 year and 11 months** average improvement in tests of achievement (reading and math) compared to **1 month** for the control group.

The results of the study have been independently confirmed in a school setting (Harbor Beach, MI).

### Published Study Results



**At-risk students:** BrainWare Safari was incorporated into the curriculum for two classes of 4<sup>th</sup> and 5<sup>th</sup> grade boys in an Indianapolis public school. The students had previous behavior/discipline issues and pre-tested almost 3 years behind their chronological age. After 11 weeks of using BrainWare Safari, their average performance on the Woodcock Johnson III Cognitive Battery **improved by 6 years**.

**Cognitive skills and academic performance:** BrainWare Safari was used with students from disadvantaged backgrounds. Test results showed a clear relationship between improvement in the underlying attention, memory and other mental processing skills developed by BrainWare Safari and performance on academic tests. Improvement in the middle grades (6, 7, 8) was greater than in the lower grades, although gains were also seen in the younger. The data suggest that cognitive deficiencies have a cumulative effect over time. Thus older students, once those deficits were lessened, were able to quickly realize more substantial academic gains.

**Students qualifying for gifted program:** When 2<sup>nd</sup> grade students in a South Carolina school used BrainWare, the school went from no students qualifying for the gifted program to six students qualifying (with three more eligible for additional testing). 60 of 64 students improved their results on the CogAT test over the period during which they used BrainWare Safari with average increases in composite scores of 11 points (Nonverbal – 8 points, Quantitative – 9 points, Verbal – 12 points). The number of students scoring in the top three deciles doubled following their use of BrainWare Safari.

Because BrainWare Safari develops underlying cognitive skills, it can help improve student performance across populations:

- At-risk
- General population
- Title I
- Special education
- Response to Intervention
- ELL/ESL
- Gifted

The program has been designed to be flexible in its implementation:

- Classroom
- Computer Lab
- Before/After School Programs
- School to Home

### Implementation Considerations

#### Recommended Use:

- 3 to 5 times per week
- 30 to 60 minutes per session
- 12 weeks

Frequency and intensity are critical for cognitive growth.

Extensive teacher training is not required. 90 minutes of web-based training is provided with most license packages. More extensive professional development programs covering brain research relevant for educators is also available.

#### System Requirements:

**PC:** Windows® 98 or higher, Pentium III or higher, 600 MHz or faster.

**MAC:** OSX required, 600 MHz G3 or faster.

**All:** 200 MB available hard disk space. Internet connection. Computer speakers.

#### For more information:

[www.MyBrainWare.com](http://www.MyBrainWare.com)

[www.YouTube.com/BrainWareSafari](http://www.YouTube.com/BrainWareSafari)

877-BRAIN-10 (877-272-4610)

[BrainWare@LearningEnhancement.com](mailto:BrainWare@LearningEnhancement.com)

\* "A study of the effectiveness of cognitive skills therapy in a video-game format," Volume 38, Issue 1, *Optometry & Vision Development*, 2007