



Developing the cognitive skills critical for learning

41 cognitive skills developed:

BrainWare Safari:

- **A neuroscience-based program that helps students become the best learners they can be.**
- **An engaging video-game format that kids of all ages enjoy.**
- **Supported by published research demonstrating an average of over 4 years of intellectual growth.**
- **An award-winning program developed by an award-winning company:**
 - **2006 Parents' Choice Award**
 - **2007 EdNet Rookie of the Year**
 - **2007 & 2008 Software and Information Industry Association Codie Award Finalist**



Web Weaving and Bear Shuffle, two of the 20 games in BrainWare Safari.

Because learning without cognition is like flying without wings

Cognitive skills are the basic mental processing skills that support our ability to understand, interpret and apply information in the world around us. Underdeveloped cognitive skills get in the way of processing, retaining, and using information.

Well-developed cognitive skills are essential for anyone to perform well academically or in a work environment. When basic cognitive skills, such as visual processing, attention, and memory, operate at an automatic level, they enable an individual to engage more effectively in higher-order thinking and knowledge acquisition.

Improving students' mental skills helps raise their learning potential, leading to gains in intelligence, self-esteem, and the ability to learn subjects like math and reading.

Attention Skills (6)

- Visual Sustained Attention
- Auditory Sustained Attention
- Visual Selective Attention
- Auditory Selective Attention
- Divided Attention
- Flexible Attention

Visual Processing Skills (9)

- Visual Discrimination
- Visual Figure Ground
- Visual Form Consistency
- Directionality
- Visual Span
- Visual Simultaneous Processing
- Visual Sequential Processing
- Visualization
- Visual Processing Speed

Auditory Processing Skills (3)

- Auditory Discrimination
- Auditory Sequential Processing
- Auditory Processing Speed

Sensory Integration Skills (5)

- Oculomotor Skills
- Visual-Motor Integration
- Auditory-Motor Integration
- Timing-Rhythm
- Visual-Auditory Integration

Memory Skills (10)

- Visual Short-Term Sensory Memory
- Auditory Short-Term Sensory Memory
- Visual Short-Term Immediate Memory
- Auditory Short-Term Immediate Memory
- Working Memory
- Visual Spatial Memory
- Long-Term Memory
- Visual Sequential Memory
- Auditory Sequential Memory
- Visual Simultaneous Memory

Thinking Skills (8)

- Logic
- Reasoning
- Planning
- Problem Solving
- Strategic Thinking
- Visual Thinking
- Conceptual Thinking
- Decision Speed

BrainWare SAFARI

Evidence Based

BrainWare Safari looks like a video game – and children love playing it – but unlike video games, it is founded in science and rooted in decades of clinical experience.

In one study, BrainWare Safari was used for 11 weeks at home by students in 1st through 7th grades. Another group of students in the same age range from the same school 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, showed:

- **4 years and 2 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.

This study has been published: “A study of the effectiveness of cognitive skills therapy in a video-game format,” Volume 38, Issue 1 of *Optometry & Vision Development*, 2007.

In another study, BrainWare Safari was incorporated into the curriculum for two classes of 4th and 5th 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**.



“During the 2005-2006 school year, we allowed students with records of poor discipline from our Indianapolis Public Schools’ Boys Academy to work with BrainWare Safari. According to the teachers, the results were simply amazing... It had a tremendously positive impact and enabled them to demonstrate high measurable achievement through enhanced cognitive skills, visual awareness, auditory skills, thinking skills, and memory enhancement. I urge you to give this software your highest consideration.”

Dr. Eugene White
Superintendent, IPS
President, American Association of
School Administrators



Using BrainWare Safari:

- **BrainWare Safari is recommended for ages 6 and up.** The graphics were designed to appeal to children ages 6 to 12, but the exercises (kids call them games) will be challenging for almost any age.
- **Compatible with MAC (OSX) or PC (Windows 98 or higher).**
- **Requires an Internet connection.**
 - Not computer dependent.
 - May be used at school and at home.
 - Enables remote review of progress by teachers and administrators.
- **Recommended use:**
 - 30 to 60 minutes
 - 3 to 5 times per week
 - 8 to 12 weeks

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