

## How Cognitive Skills Relate to Delaware Student Testing Program Questions



### Reading:

Cognitive Skill	Application to DSTP Questions	BrainWare Safari Exercises Developing the Skill
<p><b><i>Sustained Attention</i></b> – the ability to stay on task for a sustained period of time.</p>	<p>Reading a passage for comprehension requires sustained attention. If attention is not sustained, parts of the passage may not be processed or understood.</p>	<p>Most BrainWare Safari exercises work on sustained attention, including <b><i>Iguana Lookout, Jungle Labyrinth, Rhythm Ribbet, and Slithering Symbols.</i></b></p>
<p><b><i>Visual Sequential Memory</i></b> – the ability to recall a sequence of bits of information in the same order as originally received.</p>	<p>After reading an instructional paragraph on how to make a sandwich in numbered steps, “Which step tells how to put the sandwich together?”</p>	<p><b><i>Arrow Point Bridge, Bear Shuffle, Rhythm Ribbet and Slithering Symbols</i></b> are exercises that work on visual sequential memory.</p>
<p><b><i>Conceptual Thinking</i></b> – the ability to recognize a collection of features that go together to create an idea or category of ideas.</p>	<p>After reading a short passage, a question which asks, “This passage would most likely be in a book called —”</p>	<p><b><i>Ancient Logic and Reasoning and Llama Logic</i></b> help develop conceptual thinking skills.</p>

There are many cognitive skills involved in learning as well as being tested on what one has learned. This document provides examples of how the Delaware Student Testing Program places demands on cognitive skills. This is not meant to provide a complete perspective on cognitive skills or a thorough analysis of the DSTP. These are simply examples for illustration. BrainWare Safari is a product of Learning Enhancement Corporation. It is a comprehensive program that develops 41 cognitive skills in a fun and entertaining video game format. For more information, contact Learning Enhancement Corporation at [www.BrainWareforYou.com](http://www.BrainWareforYou.com) or 877-BRAIN-10 (877-272-4610). Examples taken from released DSTP test items grades 3 and 5 (Math/Reading) and Grades 4 and 6 (Science).

## How Cognitive Skills Relate to Delaware Student Testing Program Questions



### Mathematics:

Cognitive Skill	Application to DSTP Questions	BrainWare Safari Exercises Developing the Skill
<p><b>Visualization</b> – the ability to recall an image of what has been seen and to mentally manipulate and change aspects of that image in the mind.</p>	<p>“A piece of paper is folded in half and then is folded in half again. A hole is punched in the corner nearest all folds. Which picture shows how the paper will look when it is unfolded?”</p>	<p>Most BrainWare Safari exercises develop visualization skills. Such exercises include <b>Cave Comparisons</b>, <b>Piranha Pass</b>, <b>Web Weaving</b>, and <b>Whispering Waterfall</b>.</p>
<p><b>Oculomotor</b> – the ability to use the eyes efficiently to read and gather information from the environment.</p>	<p>Shown a shaded figure and a series of fractions, “Which fraction represents the shaded part of the figure below?”</p>	<p><b>Iguana Lookout</b>, <b>Jungle Labyrinth</b>, <b>Piranha Pass</b>, <b>Sky Scanning</b> and <b>Turtle Recall</b> address oculomotor skills.</p>
<p><b>Working Memory</b> – the ability to hold information in the mind while performing a mental operation on it.</p>	<p>“Alice and Richard are coloring eggs and putting them back into the egg cartons. Alice colored 21 eggs and Richard colored 18 eggs. (There are 12 eggs in a carton.) How many cartons will they need to hold all the eggs?”</p>	<p><b>Bear Shuffle</b>, <b>Cave Comparisons</b>, <b>Memory Mountain</b> and <b>Tree Tic-Tac-Toe</b> are among the exercises that improve working memory skills.</p>

There are many cognitive skills involved in learning as well as being tested on what one has learned. This document provides examples of how the Delaware Student Testing Program places demands on cognitive skills. This is not meant to provide a complete perspective on cognitive skills or a thorough analysis of the DSTP. These are simply examples for illustration. BrainWare Safari is a product of Learning Enhancement Corporation. It is a comprehensive program that develops 41 cognitive skills in a fun and entertaining video game format. For more information, contact Learning Enhancement Corporation at [www.BrainWareforYou.com](http://www.BrainWareforYou.com) or 877-BRAIN-10 (877-272-4610). Examples taken from released DSTP test items grades 3 and 5 (Math/Reading) and Grades 4 and 6 (Science).

## How Cognitive Skills Relate to Delaware Student Testing Program Questions



### Science:

Cognitive Skill	Application to DSTP Questions	BrainWare Safari Exercises Developing the Skill
<b>Visual Discrimination</b> – the ability to distinguish differences.	Shown a picture of a pond, a question which asks, “Identify at least three living and three non-living things in the picture.”	BrainWare Safari exercises that develop visual discrimination include <b>Cave Comparisons</b> , <b>Jumping Jaguar Flash</b> , <b>Sky Scanning</b> and <b>Volcanic Patterns</b> .
<b>Reasoning</b> – the ability to form concepts and solve problems using unfamiliar information.	Shown a diagram of a simple circuit and various items, a question which asks, “Which of these items would you attach to the wires in this picture to make the light bulb light up?”	<b>Ancient Logic and Reasoning</b> and <b>Piranha Pass</b> are two of the exercises that develop reasoning skills.
<b>Logic</b> – the ability to reason and think rationally and analytically.	A question which asks, “Why does a stone fence last longer than a wooden fence?”	<b>Llama Logic</b> and <b>Tree Tic-Tac-Toe</b> are two of the exercises that develop logic skills.

There are many cognitive skills involved in learning as well as being tested on what one has learned. This document provides examples of how the Delaware Student Testing Program places demands on cognitive skills. This is not meant to provide a complete perspective on cognitive skills or a thorough analysis of the DSTP. These are simply examples for illustration. BrainWare Safari is a product of Learning Enhancement Corporation. It is a comprehensive program that develops 41 cognitive skills in a fun and entertaining video game format. For more information, contact Learning Enhancement Corporation at [www.BrainWareforYou.com](http://www.BrainWareforYou.com) or 877-BRAIN-10 (877-272-4610). Examples taken from released DSTP test items grades 3 and 5 (Math/Reading) and Grades 4 and 6 (Science).