

Look to Learn is software specifically designed for use with eye gaze technology. The software includes games that are designed to help users practice and develop eye gaze skills in a motivating way.

The software is broken into five sections: Sensory, Explore, Target, Choose and Control. These sections have games suited to the skill level of the student e.g. Sensory games are designed to teach cause and effect and are suited to users at Key Levels 1 and 2 whereas Choose games are designed to support failure free choosing for students at Key Level 4A.



Expansion software called Scenes and Sounds is available with an additional 26 activities focusing on interactive scenes, music and sound.

An unlimited trial version of Look to Learn can be downloaded which provides 3 free games. A trial version of Scenes and Sounds can also be downloaded with 4 free games. Look to Learn can be bundled with Scenes and Sounds when purchasing.

This software has a workbook available that includes information to support goal setting and data tracking. The workbook can be found here: [https://thinksmartbox.com/wp-content/uploads/2015/07/L2L-Workbook\\_digital.pdf](https://thinksmartbox.com/wp-content/uploads/2015/07/L2L-Workbook_digital.pdf).





The Look to Learn manual provides information on customisation options within the software. The manual can be found here: <https://thinksmartbox.com/wp/wp-content/uploads/2018/11/Look-to-Learn-Manual-Oct-2018-Web.pdf>.

This resource references the Unlocking Abilities key levels which provide a framework for evaluating a student's eye gaze skills. More information on Keys to Developing Eye Gaze skills can be found here: <https://indigosolutions.org.au>

The following are examples of activities to suit the different Western Australian Curriculum areas:



Customisable to all Curriculum Areas



Activity	Description	Suited to Unlocking Abilities key level	WA Curriculum Content Descriptions
<p><b>Custard Pies</b></p> 	<p>Photos appear on a black screen and students look at each photo to throw a custard pie.</p> <p>Photos can be changed to include themes or targets for a range of learning areas e.g. images of letters to increase exposure to the alphabet or specific targets e.g. letters of the week.</p>	<p>Key 3A: Targeting</p>	<p>ACELA1431a ACELA1433b</p>
<p><b>Cannon</b></p> 	<p>Students look at different areas of the screen to make the paint splat on the brick wall.</p> <p>Background image can be changed to include themes or targets for a range of learning areas e.g. input images of numbers to increase exposure to numbers that are being targeted in mathematics lessons.</p>	<p>Key 2: Making Something Happen</p>	<p>ACELA1431a ACELA1433b</p>
<p><b>Reveal Shapes</b></p> 	<p>Look at the shapes to reveal an image. Background image can be changed to include themes or targets for a range of learning areas e.g. input images of animals the class is learning about.</p>	<p>Key 2: Making Something Happen</p>	<p>ACELA1431a ACELA1433b</p>
<p><b>Reveal Blocks</b></p> 	<p>Look at the blocks to reveal an image. Background image can be changed to include themes or targets for a range of learning areas e.g. input images of body parts that the class is learning about.</p>	<p>Key 2: Making Something Happen</p>	<p>ACELA1431a ACELA1433b</p>



<p><b>Scratch Card</b></p> 	<p>Look at different parts of the screen to scratch away and reveal an image. Images are revealed when 80% is scratched away. Background image can be changed to include themes or targets for a range of learning areas e.g. input images of different shapes that the class is learning about.</p>	<p>Key 2: Making Something Happen</p>	<p>ACELA1431a ACELA1433b</p>
<p><b>Shoot</b></p> 	<p>Students shoot targets to reveal an image. Background image can be changed to include themes or targets for a range of learning areas e.g. input images of words that start with the letter 'a'.</p>	<p>Key 3A: Targeting</p>	<p>ACELA1431a ACELA1433b</p>
<p><b>Video Wall x2 /x4 /x6</b></p> 	<p>Two, four or six videos can be displayed. Students look at the video to make it play, looking away will make it stop. Change the videos to those that target themes or learning areas e.g. counting videos/songs to target learning about numbers, alphabet songs to target letter names and sounds. Videos need to be in flash (.flv) format before you can upload them.</p>	<p>Key 4A: Failure Free Choosing</p>	<p>VCHHK013</p>
<p><b>Opinions</b></p> 	<p>Images are displayed in the centre of the screen. Students look at the green happy face or red angry face to express if they like/don't like the image. Background image can be changed to include themes or targets for a range of learning areas e.g. input images of different foods that are being used in a cooking class.</p>	<p>Key 4B: Finding the Right One</p>	<p>VCHPEP019</p>



## The Arts

Activity	Description	Suited to Unlocking Abilities key level	WA Curriculum Content Descriptions
<b>Musical Squares</b> 	Look at the musical instruments to make them start and stop playing.	Key 2: Making Something Happen	VCAMUE001 VCAMUP003 VCAMUP004
<b>Magic Squares</b> 	Looking at different parts of the screen will make the musical squares appear. Looking at the same squares will change the sound and colour of the squares.	Key 2: Making Something Happen	VCAMUE001 VCAMUP003 VCAMUP004
<b>Graffiti</b> 	Choose a colour and use the can to spray paint on the wall.	Key 2: Making Something Happen  Key 3A: Targeting (choosing colours, size of spray and clearing the screen)	VCAVAE001 VCAVAP003 VCAVAR004 VCAVAE005
<b>Guitar</b> 	Students can strum the guitar to make music by looking at the guitar strings.	Key 2: Making Something Happen	VCAMUE001 VCAMUP003 VCAMUP004
<b>Drum Kit</b> 	Play the drum kit to make music, or contribute to a class band.	Key 2: Making Something Happen	VCAMUE001 VCAMUP003 VCAMUP004



<p><b>Xylophone</b></p> 	<p>Students look at the keys to play the xylophone.</p>	<p>Key 2: Making Something Happen</p>	<p>VCAMUE001 VCAMUP003 VCAMUP004</p>
<p><b>DJ Star</b></p> 	<p>Look around the turntable and change the track and make music.</p>	<p>Key 2: Making Something Happen</p>	<p>VCAMUE001 VCAMUP003 VCAMUP004</p>
<p><b>Rock Band</b></p> 	<p>Students can play different instruments and make music by looking at the band members.</p>	<p>Key 4A: Failure Free Choosing</p>	<p>VCAMUE001 VCAMUP003 VCAMUP004</p>
<p><b>Captain Barry</b></p> 	<p>Learn about the sounds different instruments make by making choices for Captain Barry to play in his one man band.</p>	<p>Key 4A: Failure Free Choosing</p>	<p>VCAMUE001 VCAMUP003 VCAMUP004</p>
<p><b>Happy Birds</b></p> 	<p>Students can sing a song by looking at the different birds around the screen.</p>	<p>Key 4A: Failure Free Choosing</p>	<p>VCAMUE001 VCAMUP003 VCAMUP004</p>



Curriculum Area	WA Curriculum Content Descriptions	
English	ACELA1431a	Respond to images, objects and the spoken word
	ACELA1433b	Recognise and attend to images in texts and on the screen
The Arts	VCAMUE001	Exposure to sound and silence and ways of using voice, movement and/or instruments
	VCAMUP003	Be involved in music performances
	VCAMUP004	React to music
	CAVAE001	Experience creation of visual artworks
	CAVAP003	Experience the display of artworks
	CAVAR004	React to visual artworks
	CAVAE005	Explore materials to create visual artworks
Health and Physical Education	VCHPEP019	Express their feelings, needs, likes and dislikes
Humanities and Social Sciences	VCHHK013	Experience the use of technology in their lives

School Curriculum and Standards Authority. (2014). *Western Australian Curriculum*. Retrieved from <https://k10outline.scsa.wa.edu.au/home/teaching/curriculum-browser>

