

# Terms of Use

Thank you for downloading this resource, which is to be used with the Multi-Matrix Brain Game. Downloading this resource, you are agreeing that the contents are the property of Randi Smith and licensed to you only for classroom/personal use as a single user. I retain the copyright, and reserve all rights to this product.

## YOU MAY:

- \* Use items (free and purchased) for your own classroom students, or your own personal use, including a home classroom.
- \* Reference this product in blog posts, at seminars, professional development workshops, or other such venues PROVIDED there is both credit given to myself as the author and a link back to [www.peanutbutterfishlessons.com](http://www.peanutbutterfishlessons.com) or my TPT store included in your post/presentation.
- \* Distribute and make copies of FREE ITEMS ONLY to other teachers PROVIDED there is credit given to Randi Smith and a link back to [www.peanutbutterfishlessons.com](http://www.peanutbutterfishlessons.com) or my TPT store.

## YOU MAY NOT:

- \* Claim this work as your own, alter the files in any way, or remove/attempt to remove the copyright/ watermarks.
- \* Sell the files or combine them into another unit for sale/free.
- \* Post this document for sale/free elsewhere on the internet (this includes Google Doc links on blogs).
- \* Make copies of purchased items to share with others is strictly forbidden and is a violation of the Terms of Use, along with copyright law.
- \* Obtain this product through any of the channels listed above.

Thank you for abiding by universally accepted codes of professional ethics while using this product.

If you encounter an issue with your file, notice an error, or are in any way experiencing a problem, please contact me and I will be more than happy to help sort it out!

**Thank you, Randi Smith**

# Multi-Matrix Data Collection

<b>Symbol Used:</b>					
	Numbers	Letters	Shapes	Dots	
<b>Date:</b>	<b>Number</b>	<b>Set-up</b>	<b>Brain Load</b>	<b>Accuracy/ Time</b>	<b>Notes:</b>

<b>Symbol Used:</b>					
	Numbers	Letters	Shapes	Dots	
<b>Date:</b>	<b>Number</b>	<b>Set-up</b>	<b>Brain Load</b>	<b>Accuracy/ Time</b>	<b>Notes:</b>

# Multi-Matrix Cheat Sheet

## Set-Up of Blocks

**Square grid** (easiest)

**Circle** (encourages use of periphery vision)

**Horizontal Line** (encourages eye movements needed in reading)

**Vertical Line**

**Random** (Hardest)

## Accuracy/Time

Plan the task so child is at least 80% accurate.

In the beginning, you may want to plan the task to take 1-2 minutes, increasing the length of time task takes as the child can tolerate.

Remind child to alternate hands during task.

## **Brain Load Ideas** (feel free to make up your own when comfortable):

### Language:

Name symbol being moved.

Name the color or symbol of the block that the white block is moved from and/or to.

Name a word that starts with the letter that you move.

### Visual:

Use figure ground shape card.

Use visual closure shape card.

### Vestibular:

Spin in between moves (alternate directions).

Place shape card behind child so they have to turn each time to see it.

### Auditory:

Play distracting music or noise.

Have child answer questions while completing task.

Call out names of other symbols.

### Motor:

Place the blocks close together.

Put the big blocks on top of the small ones and move those.

Switch the fingers the child uses each time to grasp the block.

Add a movement to each move.

### Cognitive:

Change rules during task.

### Math:

Add the number being moved to the number on the block it is moved to.

Multiply the number being moved and the number moved to.

Have a different rule for even numbers than odd numbers.