

PLAY AUDIOMETRY CONDITIONING

A

- 1) Audiometer: 90dB, 4000Hz, right ear, earphones on table.
 - 2) Blocks and basket on table,
 - 3) Present the tone (BEEP) and say "WOW"
 - 4) Repeat # 3.
- Do not ask questions, i.e. Did you hear that beep?

B

- 1) Audiometer: 90dB, 4000Hz, right ear earphones on table.
- 2) Blocks and basket on table.
- 3) Give a child a block, you take a block.
- 4) Instruct the child to put the block in the basket when he/she hears the tone/(BEEP).
- 5) Present the tone.
- 6) you go first, let the child see what is required of them.

C

- 1) Audiometer: 90dB, 4000 Hz right ear, earphones on table.
- 2) Blocks and basket on table.
- 3) Give a child a block, you take a block.
- 4) Let's see how fast you can put the block in the basket when you hear the tone/ put your block in fast.
- 5) Present the tone.
- 6) Let the child win.
- 7) Praise appropriate

D

- 1) Audiometer, 90dB, 4000Hz, right ear, earphones on table.
- 2) Blocks and basket on table.
- 3) Give a child a block, you do not take one.
- 4) Instruct the child, when you hear the beep put the block in the basket.
- 5) Present the tone.
- 6) Child responds alone.
- 7) Praise appropriate response.

E

- 1) Audiometer: 50 dB, 4000Hz right ear, earphones on.
- 2) Blocks and bowl on table
- 3) Give child a block, you do not take one.
- 4) Present the tone.
- 5) Child response alone.
- 6) Praise appropriate response.

Response →

KEY SYMBOLS

dB- decibel (intensity)

Hz-Hertz (frequency)

**N
O

R
E
S
P
O
N
S
E**

Switch ears
Repeat E

Recondition B,C & D
Repeat E

Rescreen 2 -6 Weeks

