



ARMONI

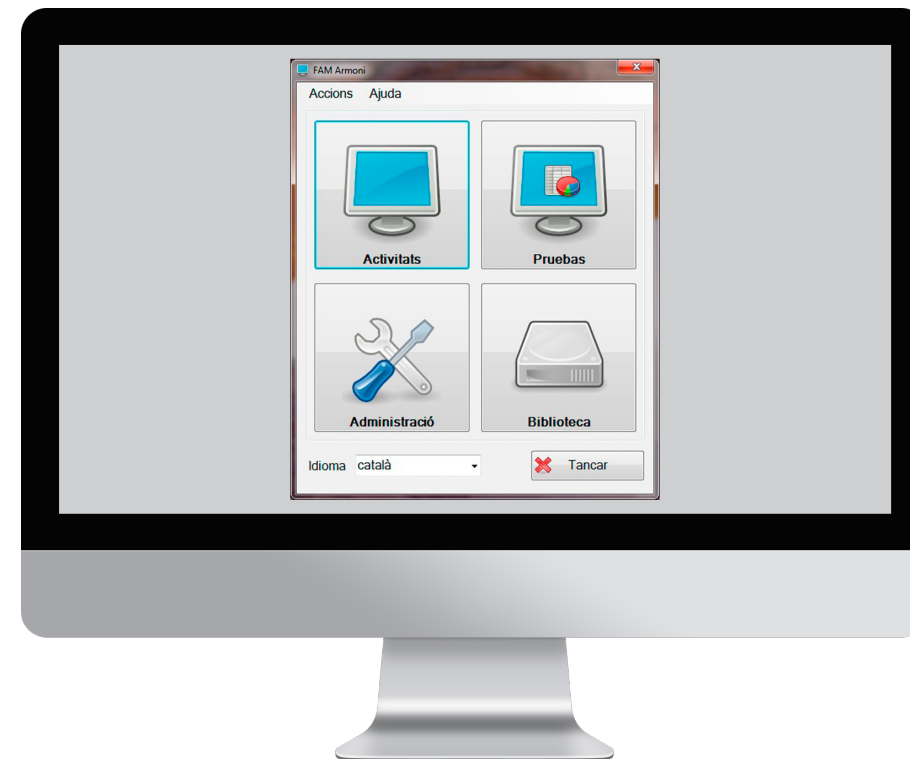
PRESENTATION OF ACTIVITIES

All about the activities of Armoni

They are designed to **maintain and acquire knowledge** based on cognitive, emotional, problem-solving, coordination objectives, as well as cooperative work between different clients/users.

It is a program that is designed to work in educational and residential settings, as well as for complementary use of individual therapies.

It has 38 activities with an attractive appearance, personalized for each user of the program and they have been designed by an interdisciplinary team, all of them professionals trained in the field of Intellectual Disability.



All about the activities of Armoni

The professional can carry out the evaluation battery of the user's cognitive functions whenever an evaluation of the current moment is considered necessary. Generating valuable information to carry out the appropriate interventions for the client/user.

Therapists will be able to access this information whenever they wish, generating action plans appropriate to the current moment and from the necessary intervention scope. Either using the cognitive stimulation program or other complementary or alternative programs.



Activity 1 Find differences

The activity proposes that the user look for the differences between two images that can appear on one or two screens.

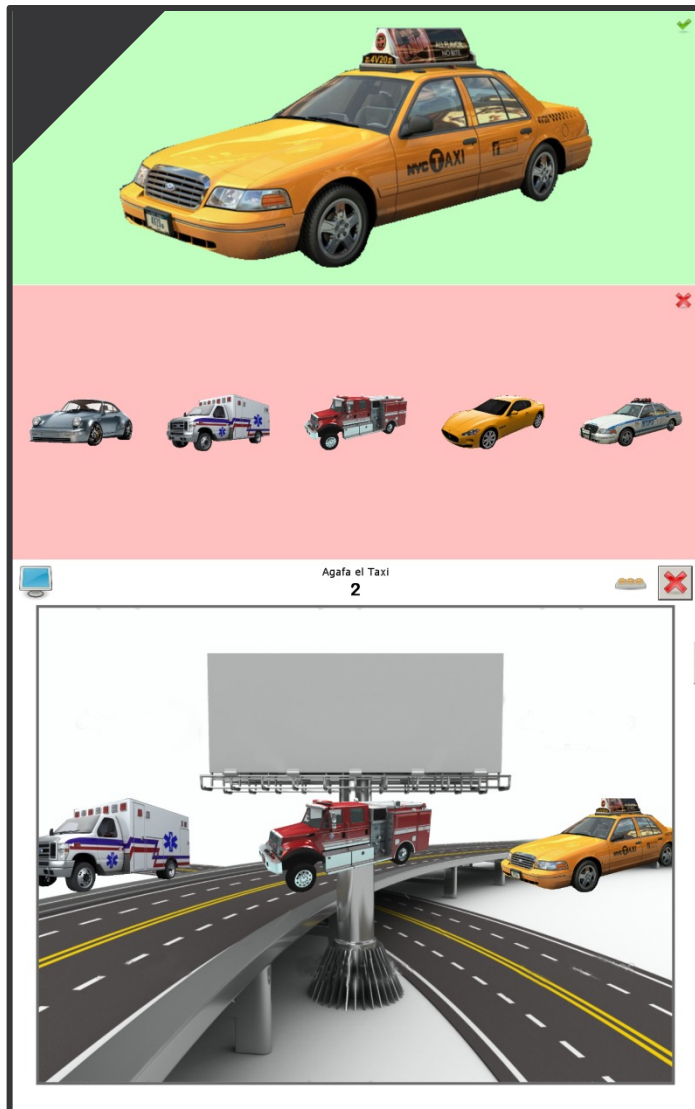
Cognitive functions that it stimulates:

- Visual constructive functions
- Visual memory

Empowering:

- ✓ Attention
- ✓ Discrimination
- ✓ Short term memory
- ✓ Spatial Orientation





Activity 2 Conveyer belt

This activity offers a list of images of moving objects where the user must discriminate the objects between two lists of elements.

Cognitive functions that it stimulates:

- Visual-perceptual functions
- Attention / attentional span
- Long-term memory, visual memory

Empowering:

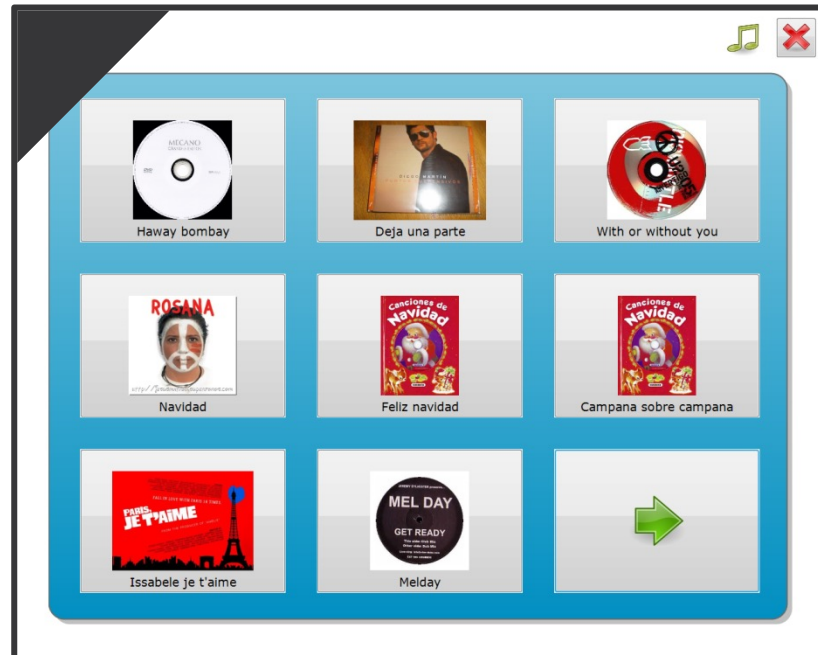
- ✓ Comprehension ability
- ✓ Object discrimination
- ✓ Fine motor

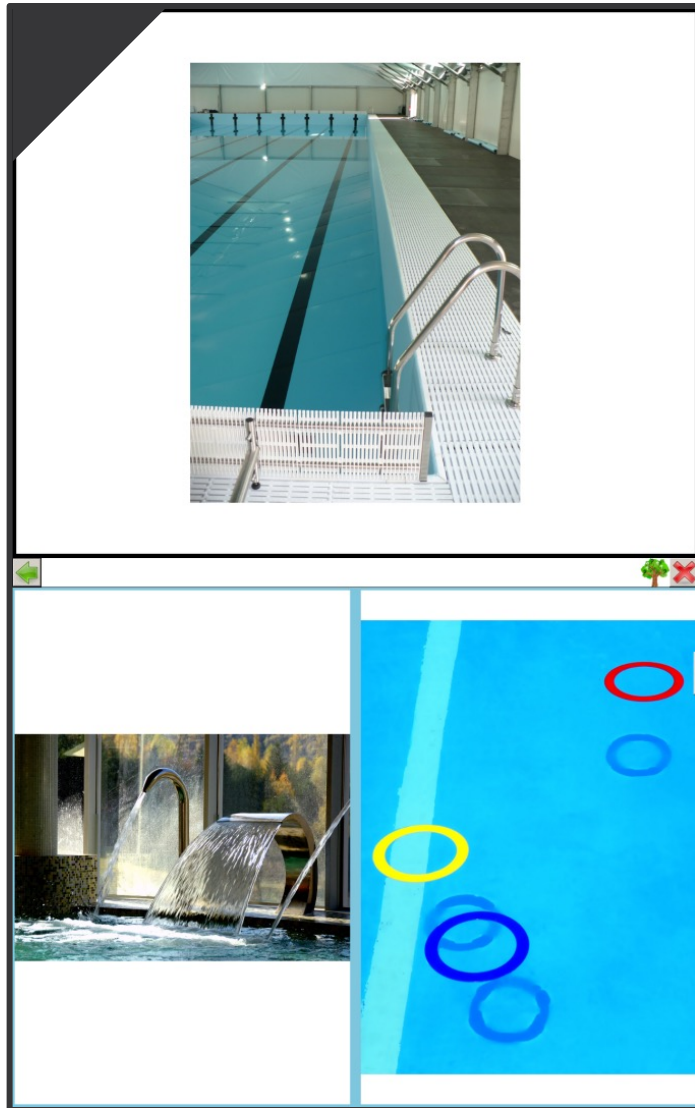
Activity 3 Buttons with music

It is a playful activity that allows the user to choose the pleasant musical environment.

Empowering:

- ✓ Attention
- ✓ Self-determination through the choice of songs and meaningful music
- ✓ Verbal memory
- ✓ Perception





Activity 4 Decisions Tree

This activity allows decisions to be made in a hierarchical manner using the user's agenda of interests.

Empowering:

- ✓ Self determination
- ✓ Self esteem
- ✓ Security and self-confidence

	Pinocho	Pacho grito			el hada azul	
		Gepetto				

5	6	7	8	9
10	11	12	13	14

¿Quién era el papá de Pinocho?

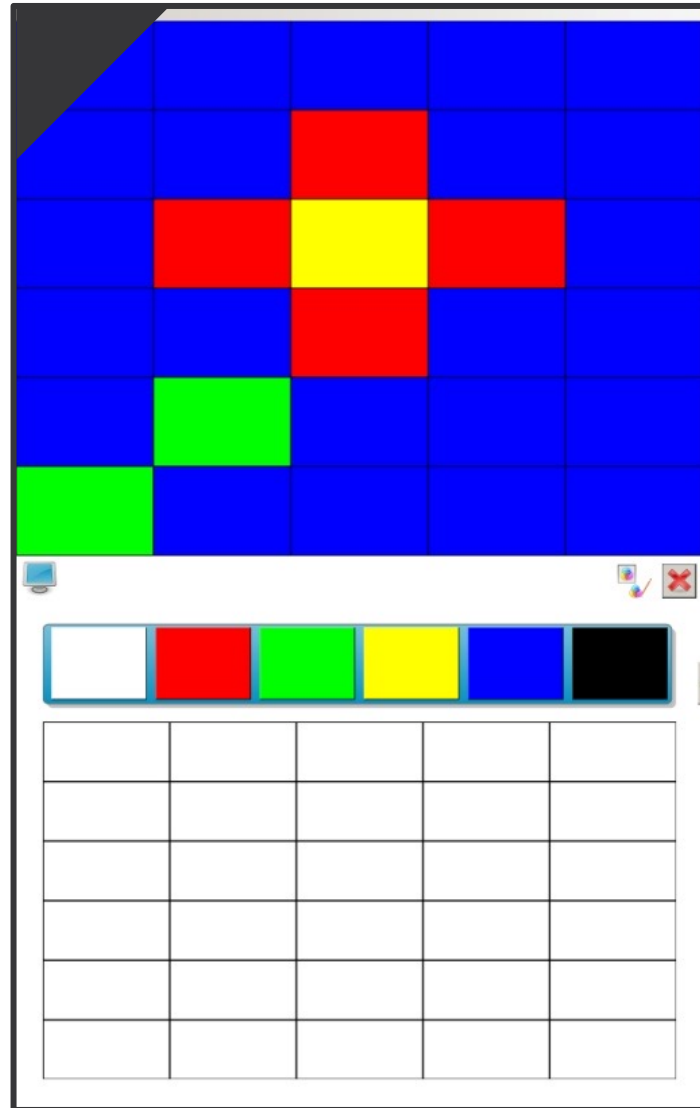
	el hada azul
	

Activity 5 Tell stories

This activity proposes the construction of a previously designed story including tests to overcome to conclude it.

Empowering:

- ✓ Attention
- ✓ Calculation
- ✓ Comprehensive language
- ✓ Expressive language
- ✓ Long term memory
- ✓ Perception

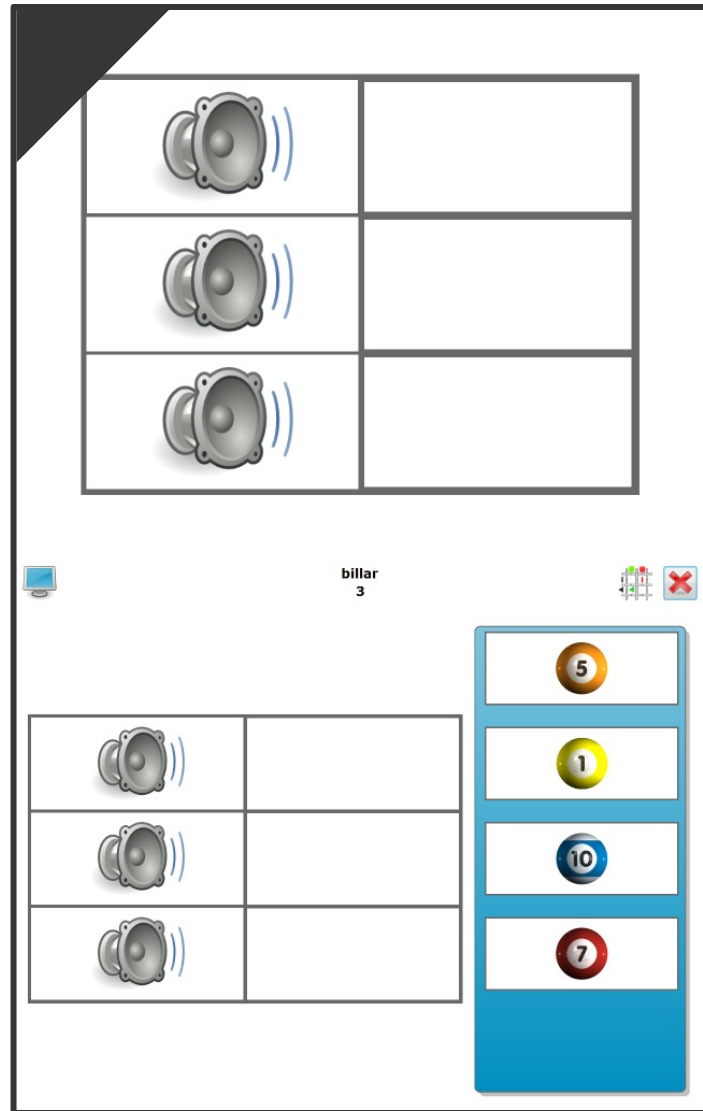


Activity 6 Copy the model

The activity presents a model on the top screen and prompts the user to reproduce it exactly on the bottom screen.

Empowering:

- ✓ Attention
- ✓ Calculation
- ✓ Short and long term memory
- ✓ Fine motor
- ✓ Spatial Orientation
- ✓ Perception

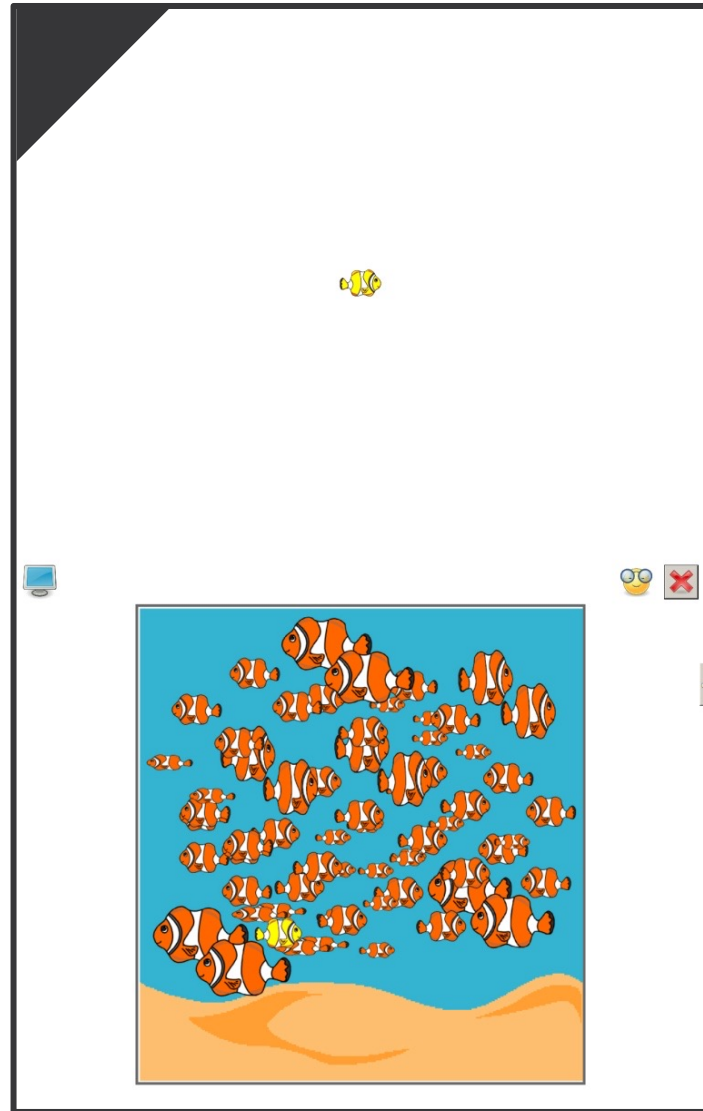


Activity 7 Coordinates

The activity counts two lists of discrete object images located on the x, y axes. The user must establish the relationship of each element of one axis with that of the other.

Empowering:

- ✓ Attention
- ✓ Sight discrimination
- ✓ Short term memory
- ✓ Perception



Activity 8 Where is?

This activity displays an element on the upper screen that must be identified on the lower screen.

Empowering:

- ✓ Attention
- ✓ Language: comprehensive expressive
- ✓ Memory
- ✓ Perception

Activity 9 Fit to image

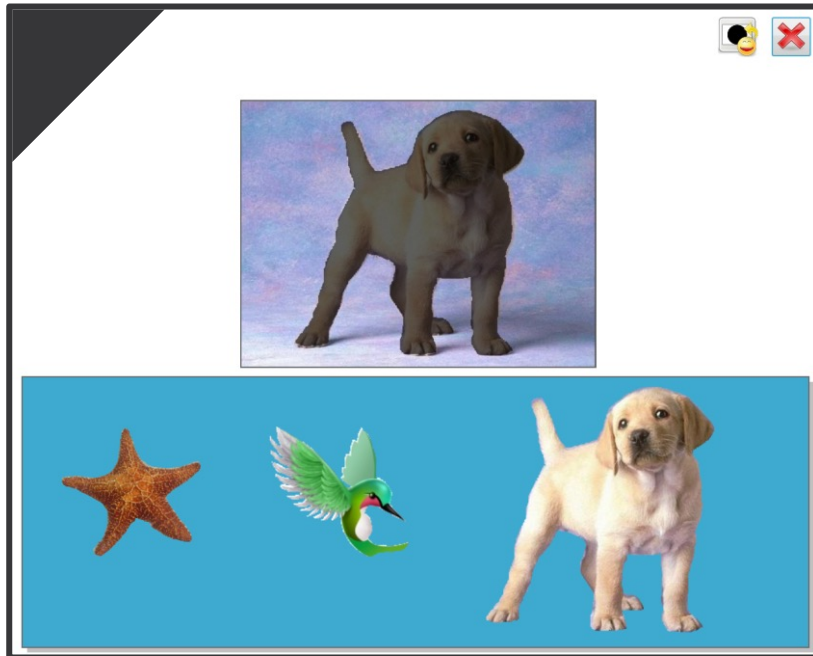
This activity asks the user to choose the corresponding one among three images and fit them precisely.

Cognitive functions that it stimulates:

- Visual constructive ability

Empowering:

- ✓ Attention
- ✓ Fine motor
- ✓ Perception

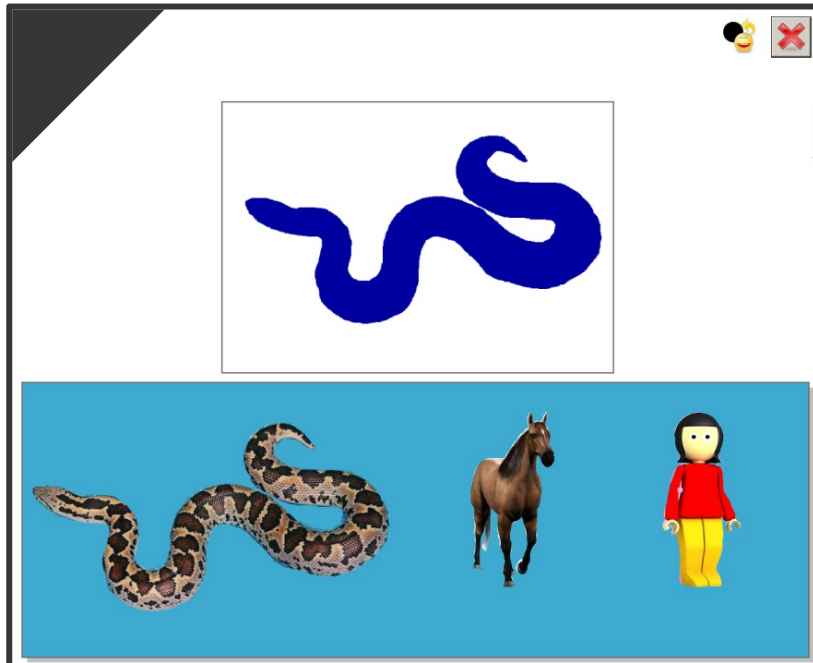


Activity 10 Fit silhouette

This activity consists of the user fitting the silhouette into the corresponding image.

Empowering:

- ✓ Attention
- ✓ Comprehensive language
- ✓ Fine motor skills (precision)
- ✓ Perception

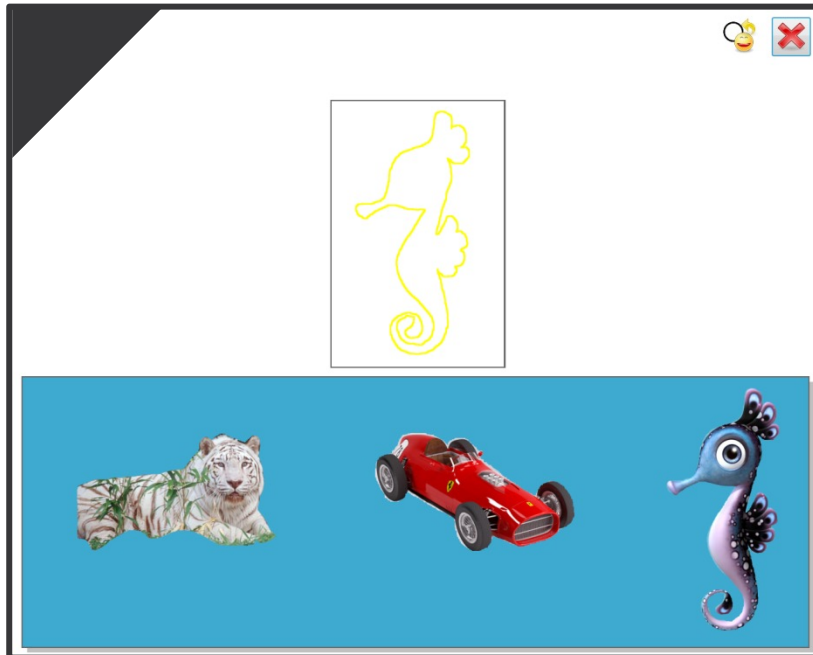


Activity 11 Fit the stroke

This activity asks the user to recognize different images by looking at them and associating the corresponding one.

Empowering:

- ✓ Attention
- ✓ Comprehensive language
- ✓ Fine motor skills (precision)
- ✓ Perception

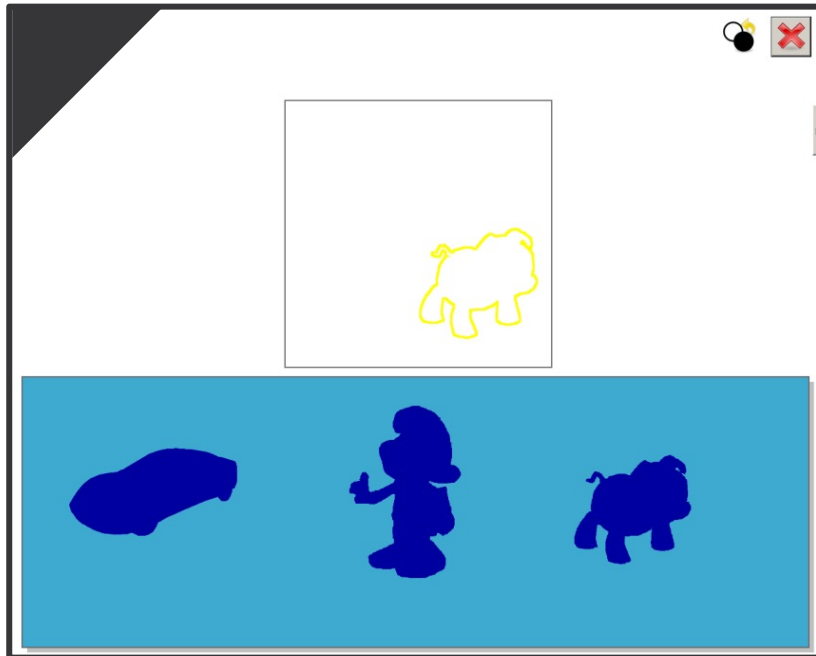


Activity 12 Fit the silhouettes

This activity asks the user to choose between different strokes the corresponding one and fit it precisely.

Empowering:

- ✓ Attention
- ✓ Comprehensive language
- ✓ Fine motor skills (precision)
- ✓ Perception

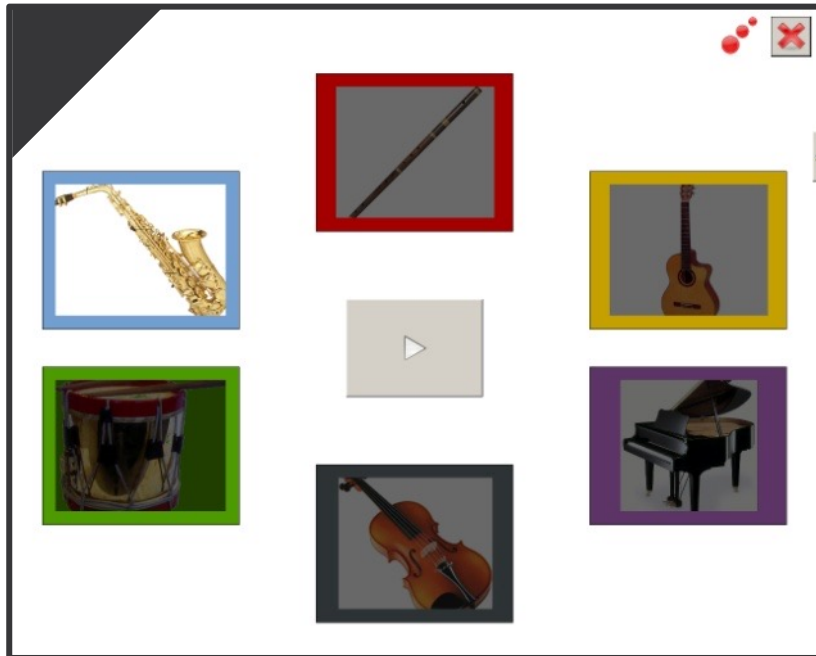


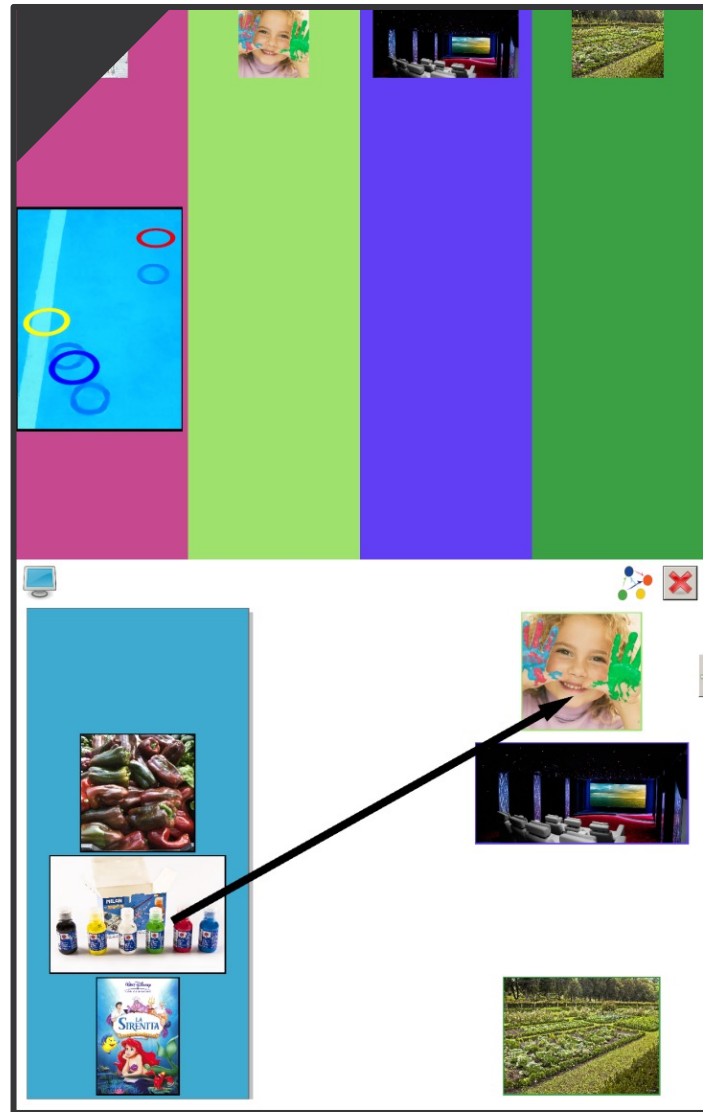
Activity 13 Cursed phrase

The activity shows a series of visual and sound elements. The user must repeat, in an orderly manner, the random sequence that he has just heard.

Empowering:

- ✓ Attention
- ✓ Visual - Motor coordination
- ✓ Short and long term memory
- ✓ Fine motor
- ✓ Perception





Activity 14 Make pairs

In this case, the user must relate the visual elements between two lists correctly.

Empowering:

- ✓ Attention
- ✓ Language: comprehensive expressive
- ✓ Short and long term memory

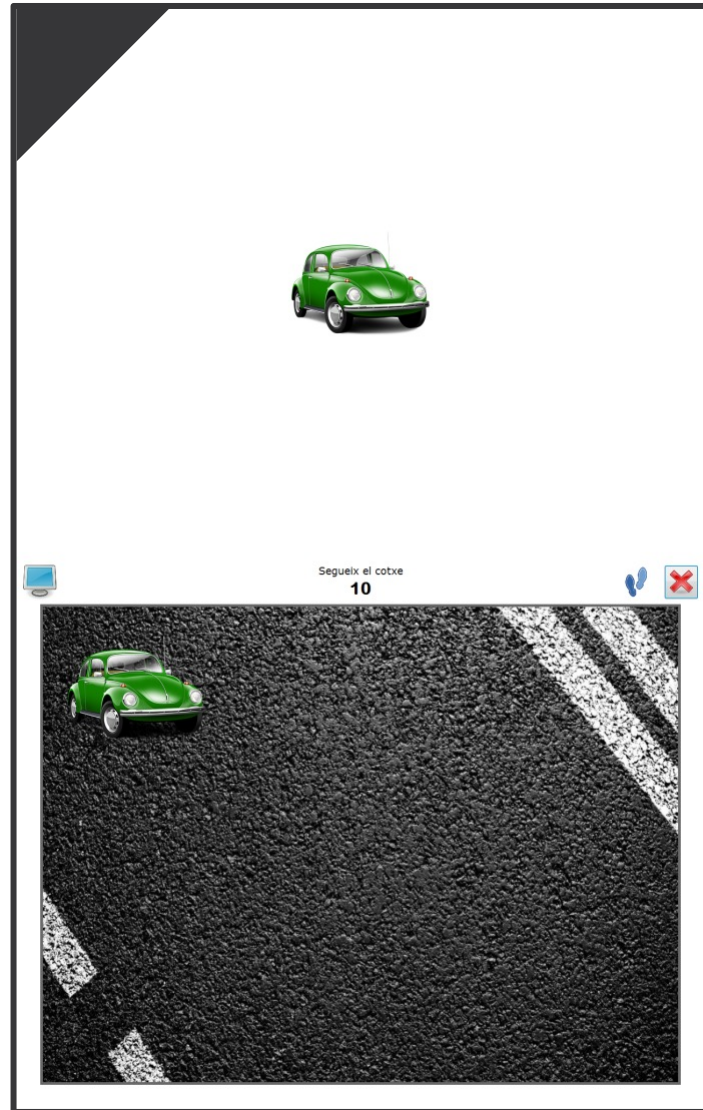
Activity 15 Identify sounds



This activity plays a certain sound and the user will have to find which element on the screen it belongs to.

Empowering:

- ✓ Attention
- ✓ Language: comprehensive expressive
- ✓ Short and long term memory
- ✓ Fine motor
- ✓ Perception



Activity 16 Dancer image

The activity shows an object on the upper screen and the user will have to touch this image on the lower screen, as many times as the counter indicates. (indicating how many items remain to hit).

Empowering:

- ✓ Visual - Motor coordination
- ✓ Fine motor
- ✓ Perception

Activity 17 Labyrinth

The activity displays an image where a start point and an end point are shown. The user must drive the element from one point to another.

Empowering:

- ✓ Visual - Motor coordination
- ✓ Fine and gross motor skills
- ✓ Perception



Activity 18 Pitcher

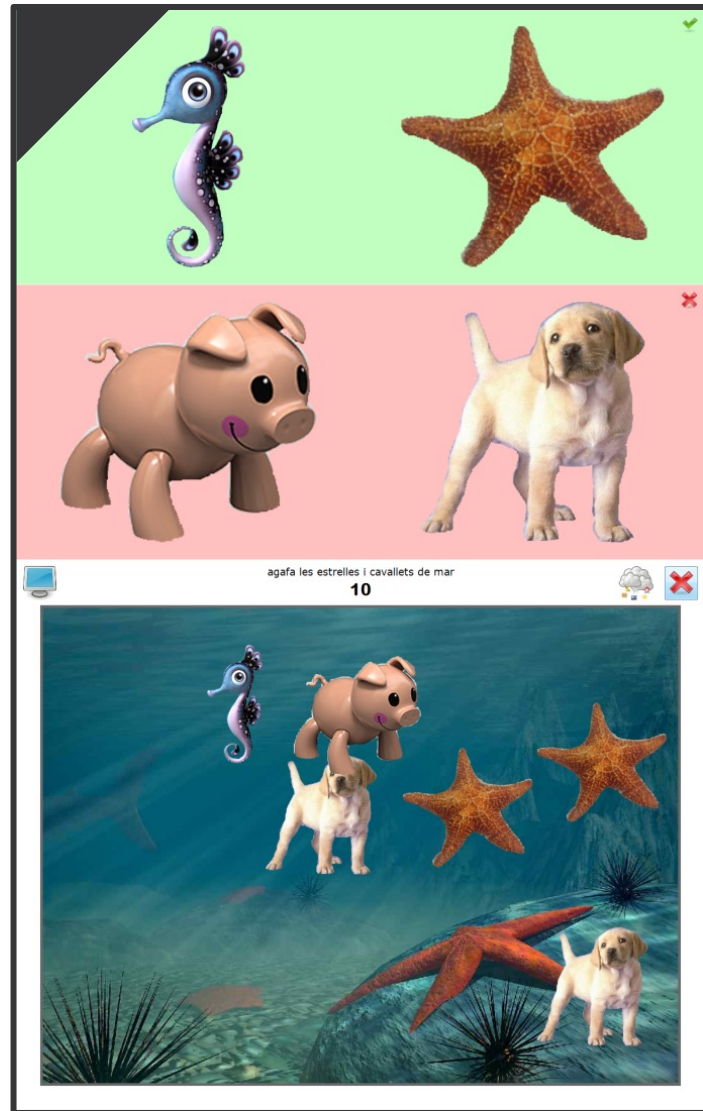
The activity enables the use of other programs verified and considered of interest for each institution, within the system, without leaving the environment of harmony; expanding the range of stimulating, educational and / or recreational offers.



Activity 19 Flash launcher



The activity enables the use of other external links verified and considered of interest for each institution, it allows connecting to the internet, without leaving the environment of harmony; expanding the range of stimulating, educational and / or recreational offers of its own with those of the network.



Activity 20 Rain of objects

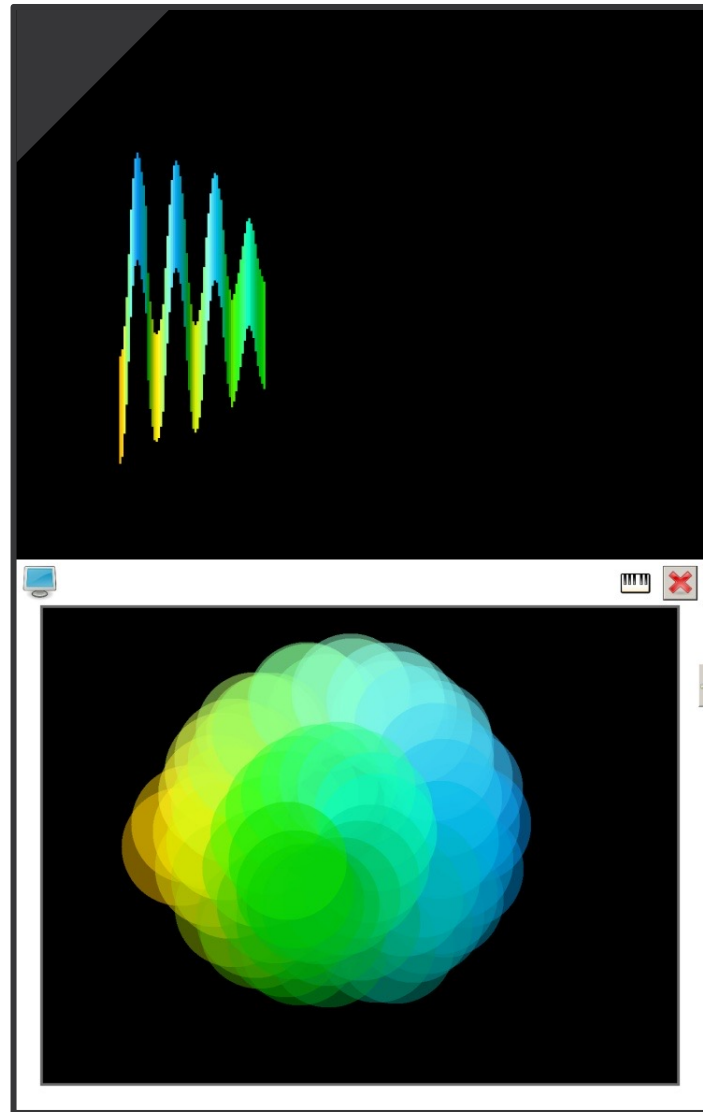
The activity displays on the top screen two lists of objects, one valid and the other not; the user must recognize and choose in the lower screen the objects presented in the valid list.

Cognitive functions that it stimulates:

- Viso - Constructive functions
- Immediate verbal memory
- Visual memory

Empowering:

- ✓ Attention
- ✓ Visual - Motor coordination
- ✓ Language: comprehensive and expressive
- ✓ Short term memory
- ✓ Fine motor
- ✓ Perception



Activity 21 Mellotron

Armoni proposes a free expression activity where the cause-effect relationship is worked on, with images and sounds.

Empowering:

- ✓ Attention
- ✓ Self determination
- ✓ Visual - Motor coordination
- ✓ Fine motor

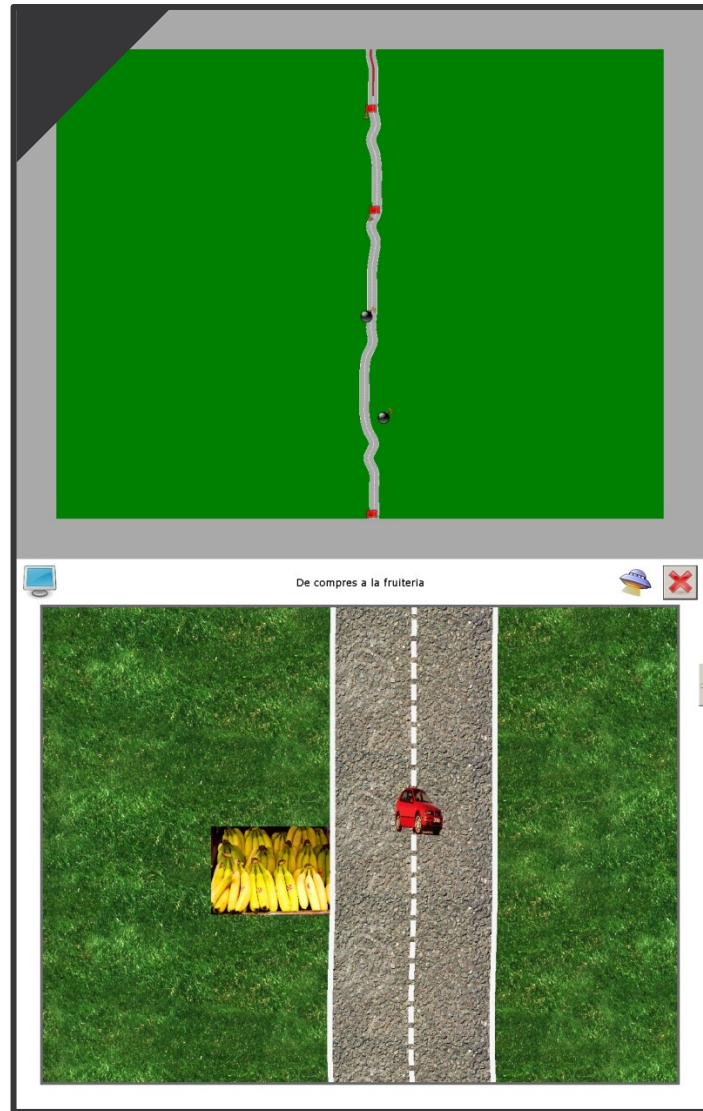


Activity 22 Memory

On the lower screen a series of "covered cards" are shown that the user has to uncover and find the corresponding pair and that is when they are shown on the upper screen.

Empowering:

- ✓ Attention
- ✓ Visual - Motor coordination
- ✓ Short and long term memory
- ✓ Fine motor
- ✓ Perception



Activity 23 Fine motor

This activity tries to follow a path, reflected in the upper screen. In the lower screen the user has control of the element to direct. Also, tests and/or traps can be included along the path.

Empowering:

- ✓ Attention
- ✓ Visual - Motor coordination
- ✓ Short and long term memory
- ✓ Fine motor
- ✓ Perception



Activity 24 Sort by layers

The activity presents, on the upper screen, an image with different elements placed. The user will have to copy on the lower screen the elements in the image in the same way that they appear on the upper screen. The configuration allows to do it in a hierarchical or free way.

Empowering:

- ✓ Attention
- ✓ Short and long term memory
- ✓ Fine motor

Activity 25 Sort sequences

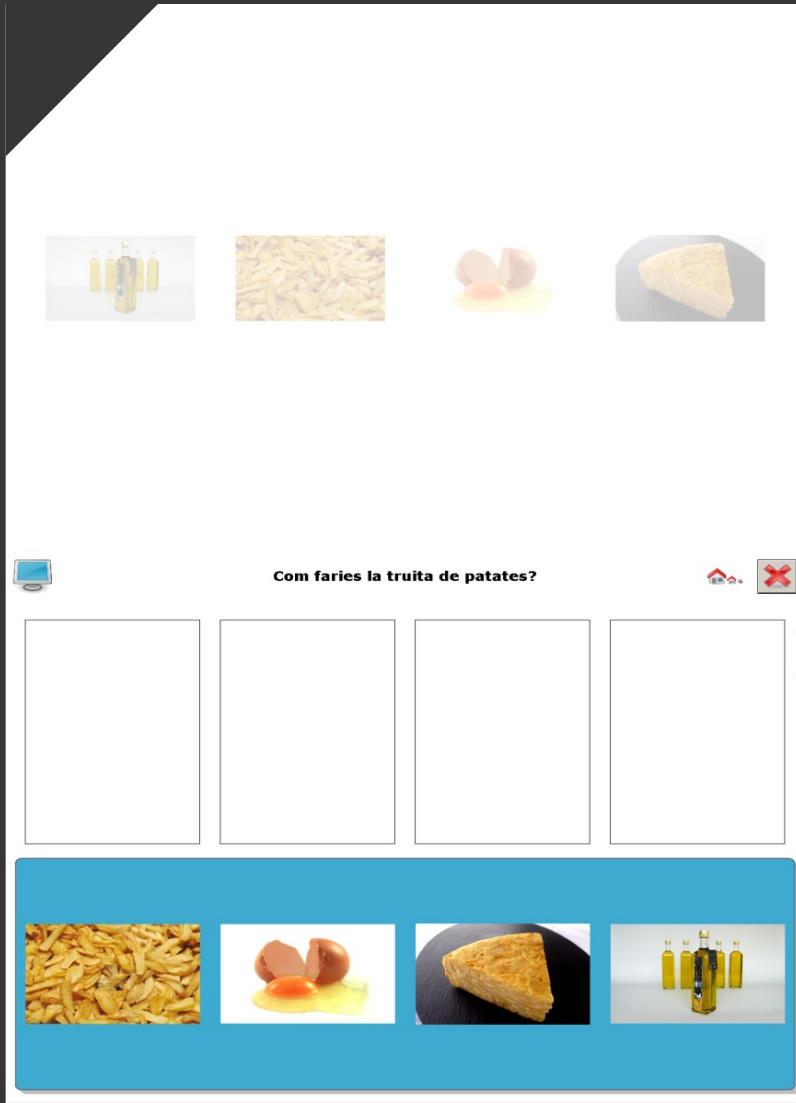
In this activity it is proposed to correctly reproduce a certain series.

Cognitive functions that it stimulates:

- Visual constructive ability
- Verbal memory

Empowering:

- ✓ Attention
- ✓ Short term memory
- ✓ Fine motor
- ✓ Perception



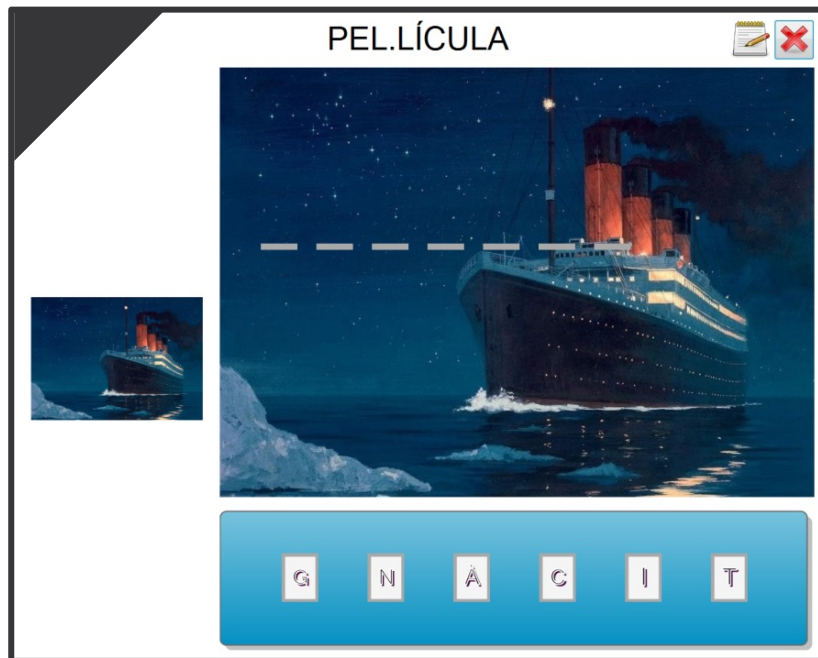
The screenshot shows a digital activity interface. At the top, there are four small images: a set of oil bottles, a pile of almonds, a cracked egg, and a slice of potato. Below these is the question "Com faries la truita de patates?" (How would you make potato omelette?). There are four empty rectangular boxes for the user to place items. At the bottom, there is a blue bar containing four larger images: almonds, a cracked egg, a slice of potato, and a set of oil bottles. A small computer icon is on the left, and a home icon and a red 'X' icon are on the right.

Activity 26 Words

On the lower screen, alphabetic characters are shown in a disorderly way that the user has to order based on the different clues that appear on the upper screen.

Empowering:

- ✓ Attention
- ✓ Comprehensive language
- ✓ Expressive language
- ✓ Fine motor
- ✓ Perception

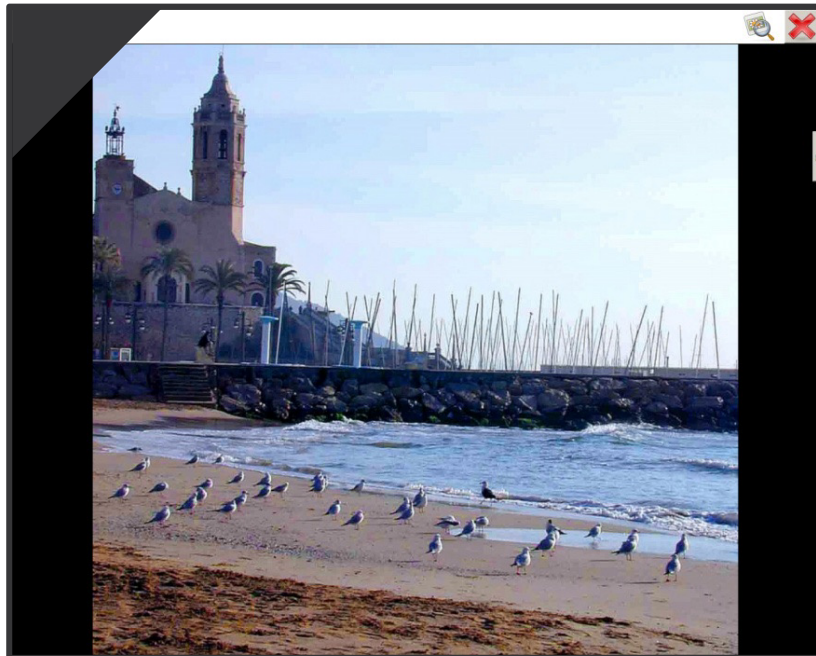


Activity 27 Pass photos

This activity presents an album of personalized images offering the possibility of therapeutic and/or playful use.

Empowering:

- ✓ Attention
- ✓ Comprehensive language
- ✓ Expressive language
- ✓ Long term memory
- ✓ Perception

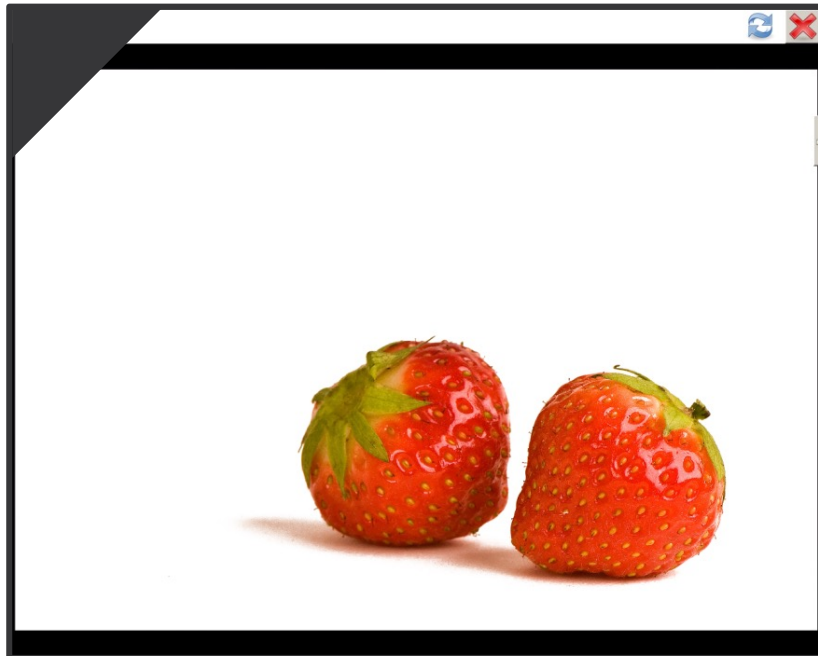


Activity 28 Pass and action

This activity works on the concept of cause and effect, using images and/or sounds.

Empowering:

- ✓ Attention
- ✓ Calculation
- ✓ Comprehensive language
- ✓ Short term memory



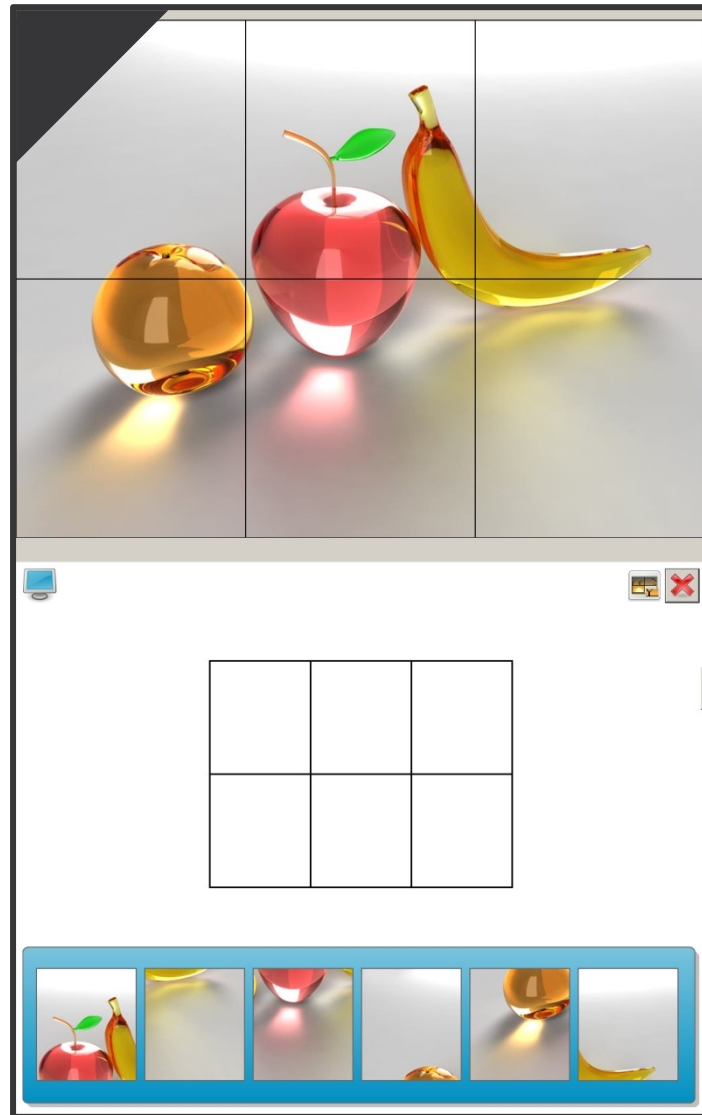
Activity 29 Paint

This activity offers us to choose colors and brush thicknesses and paint. It can be used therapeutically and/or recreationally.

Empowering:

- ✓ Attention
- ✓ Free expression
- ✓ Fine motor
- ✓ Perception





Activity 30 Puzzle

On the upper screen you can see an image and on the lower screen a number of variable fragments of this image appear that have to fit into a mosaic.

Cognitive functions that it stimulates:

- Visuo - Perceptual ability
- Visual constructive ability
- Language: denomination

Empowering:

- ✓ Attention
- ✓ Short term memory
- ✓ Fine motor
- ✓ Perception

Activity 31 Follow the trace

This activity asks the user to run their finger over an image. You can choose the color and thickness of the trace.

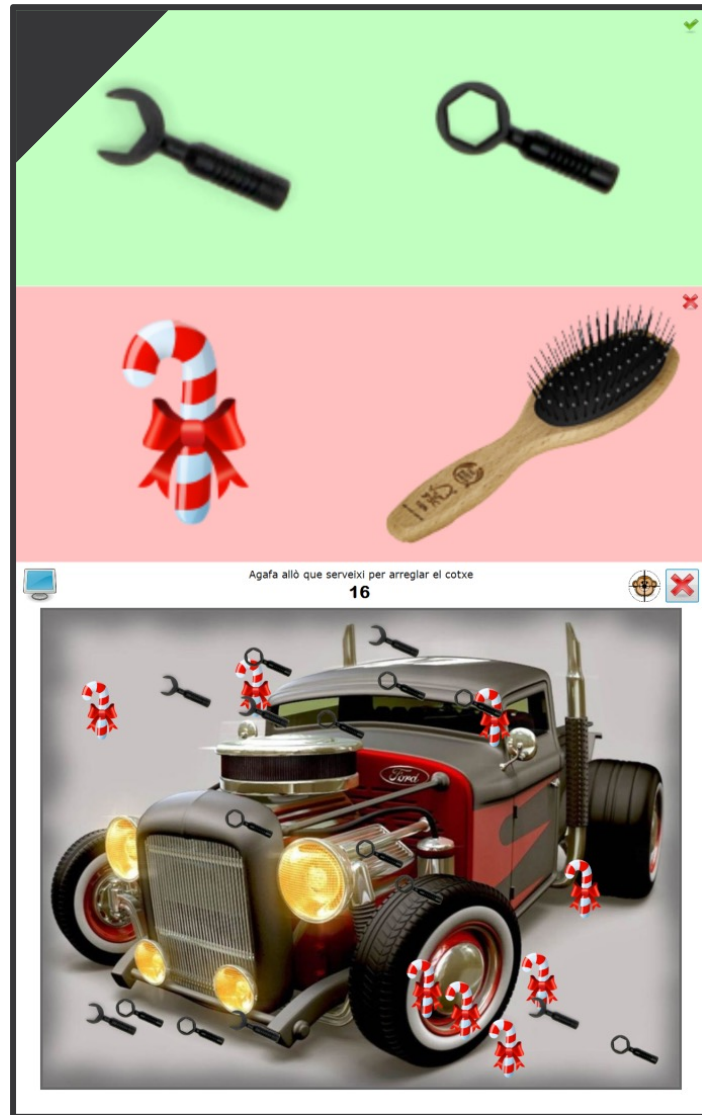
Cognitive functions that it stimulates:

- Motor functions: manual dexterity
- Visuo - Perceptual ability
- Visual constructive ability

Empowering:

- ✓ Attention
- ✓ Visual - Motor coordination
- ✓ Fine motor





Activity 32 Target shooting

This activity asks the user to run their finger over an image. You can choose the color and thickness of the strokes in this activity, the lower screen shows a series of elements, in motion. The top screen shows a list of "good" objects and a list of distracting objects. The user should be able to touch the say only "good" objects.

Cognitive functions that it stimulates:

- Verbal comprehension
- Visuo - Perceptual ability

Empowering:

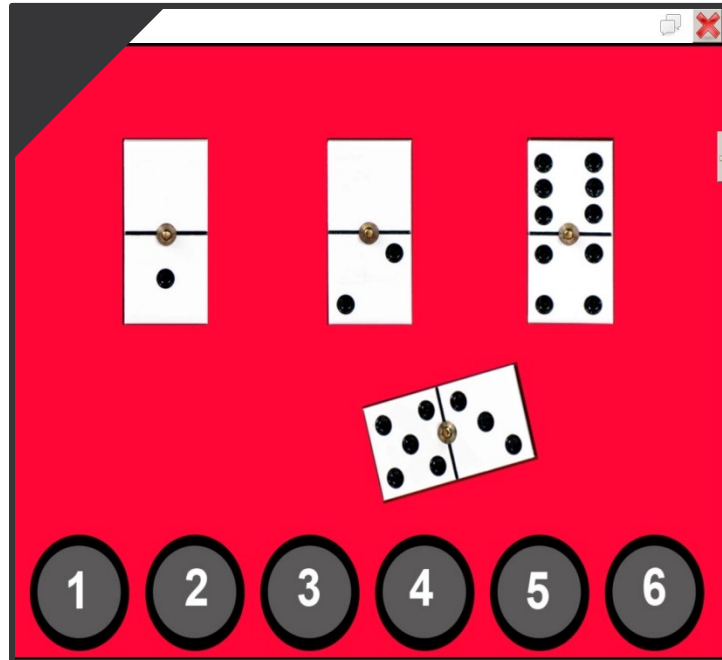
- ✓ Attention
- ✓ Visual - Motor coordination
- ✓ Fine motor

Activity 33 Hot spots

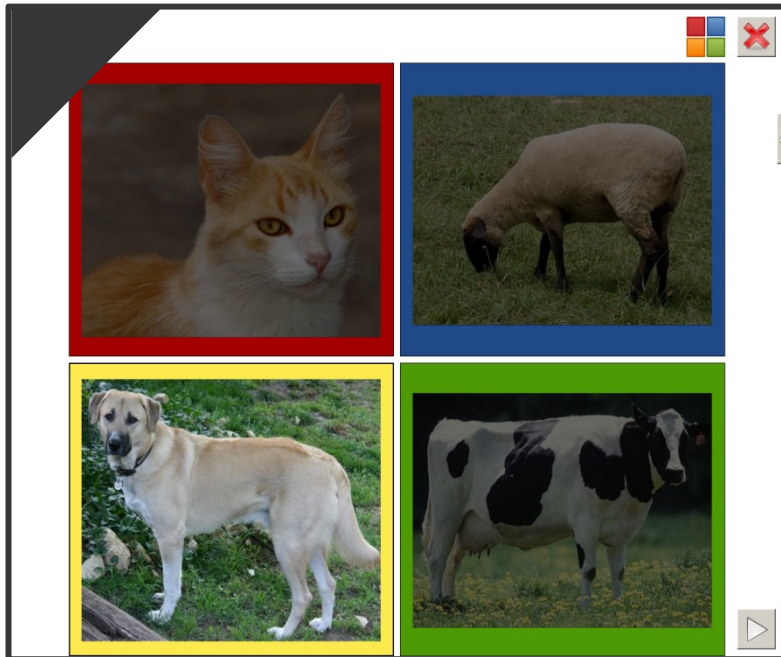
In this activity the educator defines parts of the screen as "sensitive" and associates a sound with each one of this area.

Empowering:

- ✓ Attention
- ✓ Comprehensive language
- ✓ Perception



Activity 34 Simon

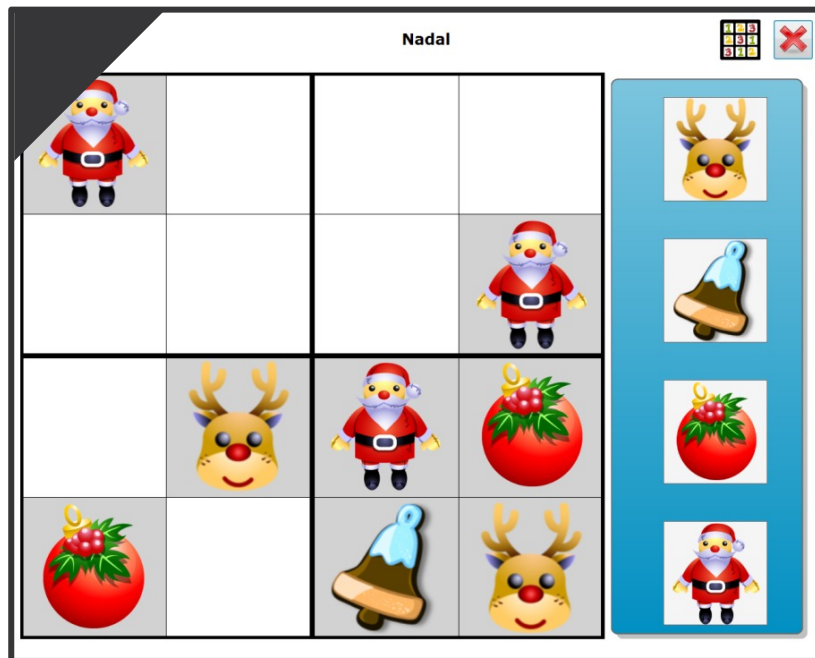


The activity presents a screen divided into images, where each of them is associated with a certain sound. This sound is played in a sequence that the user must repeat.

Empowering:

- ✓ Attention
- ✓ Visual - Motor coordination
- ✓ Short term memory
- ✓ Perception

Activity 35 Sudoku



The activity reproduces the well-known playful activity "Sudoku". The purpose is to fit elements inside the counter, without repeating any card on the horizontal or vertical axis.

Empowering:

- ✓ Attention
- ✓ Visual - Motor coordination
- ✓ Short term memory
- ✓ Fine motor
- ✓ Perception



Activity 36 Hunt items

In this case we have on the lower screen a series of "good" and "bad" elements that move around the screen. The upper screen shows us as a guide / support, the two differentiated lists. The user will have to touch and drag the good elements to a destination predetermined by the educator.

Empowering:

- ✓ Attention
- ✓ Calculation
- ✓ Visual - Motor coordination
- ✓ Short term memory
- ✓ Fine motor
- ✓ Perception



Activity 37

Remember objects

The proposal, in this case, shows a series of covered "cards" on the lower screen, which will be shown for a certain time and then will be covered again. The support images for the user appear on the upper screen. The user must memorize the supporting images, and touch the corresponding letter on the lower screen with their finger.

Empowering:

- ✓ Attention
- ✓ Calculation
- ✓ Visual - Motor coordination
- ✓ Short term memory
- ✓ Fine motor
- ✓ Perception

Activity 38 Touch board

This activity shows an image by region accompanied by sound and the user has to guess it.

Empowering:

- ✓ Attention
- ✓ Visual and/or auditory discrimination
- ✓ Long term memory

