

NAME:

DATE:

APS5

AREA OF INTERVENTION: Alternating A., Inhibition, P.speed and Working memory.

M3

INSTRUCTIONS: Starting at the beginning and going in order, mark the corresponding numbers as quickly as possible according to the rules.

Number LESS than 5: Skip 1 square

Number 5: Skip 2 squares

Number GREATER than 5: Skip 3 squares

0	0	2	3	8	0	3	1	0	
									8
0	1	4	4	6	3	1	9	1	
2									
0	8	9	0	0	8	1	0	3	
									2
7	0	5	9	4	9	6	4	9	
6									
4	1	5	4	1	5	0	7	9	

COMPLETION TIME: