

Grid Jump

Aimed jumps to named squares

NAME

DATE

PARENT / TEACHER

SACCADIC ACCURACY

VISUAL SEARCH

WORKING MEMORY

THE STRATEGY ON THIS SHEET

Find the square before you move your eyes to it: read the coordinate, locate the column, then jump. A jump that lands and then corrects itself has cost you two movements.

- 1 Go to each square in this order and write down the letter you find: **F6 · E7 · B8 · B7 · F6 · D6 · F7 · A6 · C4 · A7 · H4 · F4**

	A	B	C	D	E	F	G	H
Row 1	f	r	s	k	o	a	s	v
Row 2	q	y	b	x	c	o	b	q
Row 3	v	u	o	v	e	n	f	x
Row 4	k	c	h	f	p	d	v	r
Row 5	a	a	c	f	f	j	o	y
Row 6	u	j	j	b	w	a	k	z
Row 7	h	w	i	h	c	p	r	h
Row 8	o	h	i	k	l	o	e	b

LETTERS CORRECT
___ / 12

TIME TAKEN
__ : __

PERSONAL BEST
__ : __

Trains: saccadic accuracy, visual search

Accuracy first; speed is what accuracy buys you

Answer Key

LOS-6.2 · Grid Jump · for the adult marking

 Squares visited

THE TWELVE SQUARES

	A	B	C	D	E	F	G	H
Row 1	f	r	s	k	o	a	s	v
Row 2	q	y	b	x	c	o	b	q
Row 3	v	u	o	v	e	n	f	x
Row 4	k	c	h	f	p	d	v	r
Row 5	a	a	c	f	f	j	o	y
Row 6	u	j	j	b	w	a	k	z
Row 7	h	w	i	h	c	p	r	h
Row 8	o	h	i	k	l	o	e	b

THE LETTERS, IN ORDER

F6 → a	E7 → c	B8 → h	B7 → w	F6 → a	D6 → b	F7 → p	A6 → u	C4 → h	A7 → h
H4 → r	F4 → d								

A letter taken from the right column but the wrong row is the commonest error, and it is the same failure as losing your line in a table of numbers.