

COACH'S CHECKLIST



PREPARING FOR FLOREO



● Learning Space

Quiet space with a swivel chair or your Learner's preferred seating are ready before they enter room

○ Devices + Equipment

Make sure both devices, iPad and iPhone, are fully charged and ready to go.

Both iPhone and iPad must be connected to WiFi.

Set phone volume to desired level.

DURING FLOREO TIME



● Learner Check-In

Ensure your Learner is feeling well and is ready for VR. If they are sick or seem agitated, use your best judgement regarding running or skipping the session.

○ Headset is Fitted, Image is Clear

iPhone should be centered in headset and headset should fit comfortably on your Learner's head.

Lenses must be clean and adjusted for the Learner. The two buttons on the top of the headset slide left and right. They move the lenses to help focus the image displayed on the iPhone.

● Monitor Behavior

Monitor for signs of discomfort or motion sickness - changes in breathing, sweating, holding their hands to their head, verbally communicating discomfort, increase in self-soothing behaviors. Use your best judgement and discontinue VR if needed.

WHEN FINISHED WITH FLOREO



● **Remove Device + Close Apps**

Remove the headset from your Learner. Remove the Phone from the headset and force quit the app. (If you skip this step, the app will continue to run until the battery dies.

● **Learner Check-In**

After your Learner has finished using Floreo, it's crucial to check in with them to ensure they're not experiencing any discomfort such as dizziness, nausea, headaches, or any other distressing symptoms. Provide visual aids to assist, as needed.

● **Post-Floreo Activities**

It may take several minutes for your Learner's eyes to readjust after they have finished using Floreo. It's best to engage your Learner in an activity that does not use a screen to help their eyes readjust.

Try some of these or another activity outside-of-VR that your Learner enjoys:

- Coloring, drawing, peeling and placing stickers
- Building blocks, legos
- Hand games, clapping games
- Tossing a beanbag or ball
- Sensory toys, sensory box
- Jigsaw puzzles, shape sorters, and simple board puzzles
- Rolling, squishing, and molding playdough into different shapes
- Simon Says