The SOUNDSRITE Program



Auditory Checklists

MILD - MODERATE AUDITORY DIFFERENCES

These auditory differences are indicated by the following symptoms which are particularly noticeable in the young or when they first begin to occur.

If many of these points apply to you or your child then you could benefit from the Soundsrite Program.

Please check as many as apply to your situation.

- A history of hearing loss and ear infections.
- Difficulty following conversation and verbal directions.
- The tendency to mishear letters and words, misunderstanding what has been said.
- To rely on lip-reading, gestures, context or guessing to understand what is being said.
- The need to frequently ask other people to repeat what they have said.
- ♦ Speech and language problems.
- Dyslexia.
- Learning difficulties like Attention Deficit Hyperactivity Disorder (ADHD).
- Auditory Processing Disorder or difficulty understanding words spoken in a noisy environment.
- Hyperacusis, a hypersensitivity that makes specific sounds such as those made by vacuum cleaners and even other people eating, painful to listen to.

MILD - MODERATE AUDITORY DIFFERENCES continued:

- Episodes in which they lose their temper, often for no apparent reason.
- ♦ Trouble sleeping and be awakened easily.
- Difficulty taking notes in school and in lecture halls.
- An inability to sing in tune with others, often lagging behind everyone else.
- ♦ The ability to notice sounds before others do.

Some may dislike or avoid:

- Social situations.
- ♦ Concerts.
- Crowded restaurants, playgrounds, social halls and other noisy places.
- being startled by sudden sounds or movements.

Some may enjoy:

- Quiet spaces.
- Onstant activity.

SEVERE AUDITORY DIFFERENCES

Severe auditory differences are indicated by the following symptoms which are particularly noticeable in the young or when they first begin to occur.

If many of these points apply to you or your child then you could benefit from the Soundsrite Program.

Please check as many as apply to your situation.

- Be initially considered deaf.
- Seem to ignore sounds and speech while recognizing the rustle of candy wrappers, etc.
- Experience slow speech development or little speech development.
- Suddenly or gradually have their speech deteriorate or even disappear.
- Speak clearly but infrequently or mispronounce words.
- ♦ Talk loudly and incessantly.
- Have echolalia, a condition in which they repeat noises and phrases they hear.
- Speak in a monotone, too loudly or too softly.
- Be capable of only carrying out a single task or none when given two instructions at the same time.
- Demonstrate their dislike of specific noises by putting their hands over their ears, moving away, showing visible distress or retreating to a world of their own.
- Wake easily and be light sleepers.

SEVERE AUDITORY DIFFERENCES continued:

- be frightened of dogs, cats and other animals.
- Notice noises other people don't perceive such as the hum of fluorescent lights and breathing sounds.
- Can often identify distant noises (before others hear them) or can overhear distant conversations such as both sides of a telephone conversation not on speakerphone.

Some may dislike or avoid:

- Bathing, haircuts, shaving and teeth cleaning because of the noises that the water, scissors and razors make.
- The sound of a toilet flushing.
- Sounds associated with people eating, making mealtimes difficult.
- Shopping, crowded situations, rainstorms, wind and the seaside.

Some may seek out or enjoy:

- Quiet surroundings in which they can concentrate and learn more easily.
- Loud, rhythmic noises produced by washing machines and vacuum cleaners.
- Playing with running water, flushing the toilet and being in control of noisy objects.
- Handling objects that make a noise such as squeaking toys, tearing paper and banging doors. Because they are in control the noise becomes predictable and helps them block out more unpredictable noises.

CAUTION

Please consult a doctor before using this course if:

- Your hyperacusis is due to an accident
- You have epilepsy that is induced by sound or noise