Steps to Play Audiometry

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## PLAY AUDIOMETRY - CONDITIONING of CHILD

1. Position child participant on your dominant side for screening.

2. Power on AUDIOMETER

3. Set AUDIOMETER to the **RIGHT EAR**.

4. Keep the **EARPHONE** on the **TABLE**.

5. Set AUDIOMETER to **90 dB**.

6. Set AUDIOMETER to **4000 Hz**.

7. Set AUDIOMETER to **PULSE TONE**.

### STEP 1-Conditioning
STEP 2

1. Screener says to the child: “We are going to play a game.”


3. Screener says to the child: “WOW.”

4. You get a block.

5. Give the child a block.

STEP 2-Conditioning
STEP 3

1. **DO NOT** press the “BEEP” in this step.

2. Screener **POINT** finger 👁 to your ear. 🎧

3. **Screener says to the child:**
   “When you hear a ‘BEEP,’ put the block 🧸 in the basket.” 🧸

4. **Screener** act like you are putting the block in the basket,
   **BUT DO NOT** leave the block 🧸 in the basket.

5. Screener gives basket to the child.
STEP 4

1. **Screener says to the child:** “Listen.”

2. **Press tone.**

3. **Screener puts the block** in the basket **FIRST.**

4. **Child** follows after.

5. **Screener praises the child:** “Wonderful.”
STEP 5

1. **You** get a block.

2. **Give** the **child** a block.

3. **Screener says to the child**: “Let’s see how fast you are.”

4. **Screener says to the child**: “Listen.”

5. **Press** tone.

6. Let the **child** put the block in the basket **FIRST** (Child will win).

7. **Screener** put block in basket after the **child**.

8. **Screener praises the child**: “Great job, you beat me!”

STEP 5-Conditioning
STEP 6

1. Give the child a block.

2. You do not get a block.


5. Child puts the block in the basket.

6. Screener praises the child: “Good Job!”

STEP 6-Conditioning
STEP 7

1. **Give** the **child** a block.

2. **You** do not get a block.

3. **Set** the **AUDIOMETER** to **50 dB 4000 Hz**.

4. **Screener** put the **earphones** on the **child**.

5. **Screener praises the child**: “You look like a pilot!”

   a. If **child** puts the block in the basket → **start screening** (Page 8).
   b. If **child** *does not* put block in the basket, switch to left ear.
   c. If **child** *does not* put block in the basket, take off earphones & repeat Steps 1-7.
   d. If **child** *still does not* respond after repeating “c” schedule **child** for a Re-screen.

**STEP 7-Conditioning**
PLAY AUDIOMETRY – SCREENING

**Screener:** 1. Position child participant on your dominant side for screening

2. Position AUDIOMETER at 25 dB.

3. Give the child a block.

4. Turn the switch to the **right ear**.

Praise the child each time the child drops the block into the basket.


If no response----Recondition at 50 dB. See RECONDITIONING page 10.

**RIGHT EAR SCREENING**
PLAY AUDIOMETRY – SCREENING

Screener: 1. Switch to the left ear.

   2. Give the child a block.

Praise the child each time the child drops the block into the basket


FINISH: Remove earphones, thank the child. Document Audiogram (page 11).

LEFT EAR SCREENING
1. Complete documentation of audiometric screening results on the audiogram.

2. If child fails:
   A. 1\textsuperscript{st} time, mark on the comment line: \textit{schedule for a re-screening in 2-6 weeks, or according to office policy.}

   B. 2 screenings 6 weeks apart, \textit{you may refer child to CCS.}
PLAY AUDIOMETRY – RECONDITIONING

1. Stay at the **SAME** frequency

2. Change Audiometer to 50 dB


4. Go back to 25 dB to **confirm** result
   - YES BLOCK
   - NO BLOCK

5. Immediately mark fail (-) at this frequency
   - YES BLOCK
   - NO BLOCK

Continue **SCREENING** (25 dB) at the **NEXT** frequency

RECONDITIONING