

Vision Report Card

Name: _____

Date: _____ Age: _____

1) Acuity-Distance: ability to see sharpness of objects at 20 feet distance. This is important in basic visual function and learning because approximately 80% of all new information is learned visually. Problems with visual acuity can lead to misinterpreting words on the board, instructions from the teacher, problems seeing the ball in sports, etc.

2) Acuity-Near: ability to see sharpness of objects at a short distance. This is especially important in reading and computer use (anything within arm's reach). Problems here can cause difficulty reading fluently, have fluctuating vision, and visual strain/headaches/fatigue.

3) Ocular posture: where a person aims their eyes when looking at a target, should be on the target. If the aim is off target, a person must re-adjust repeatedly to maintain fixation. Problems with ocular posture can cause blur, double vision, and/or confusion, especially with reading.

4) Eye Tracking (Pursuits): the ability of the eyes to aim and accurately follow an object (pursuits). This is important in following someone's movements during conversations, tracking the ball during sports, etc. Problems here can cause confusion because some information will be missed.

5) Eye Jumping (Saccades): the ability to quickly change gaze from one target to another. This is important in reading fluently, copying from the board, etc. Problems here can cause someone to lose their place, read the wrong words, reverse letters and words, have reduced comprehension, have headaches/strain/fatigue.

6) Stereopsis: binocular depth perception. This is important in locating objects in space, which is helpful in activities such as parking a car, catching a ball, etc. Problems here can appear as clumsiness, inattention, and laziness (when movement is avoided to not appear clumsy)

7) Accommodation: the ability to focus. This is important in keeping visual targets clear. Accommodation needs to be quick, accurate and easy to be able to learn for extended periods of time without fatigue or strain.

8) Eye-Hand Coordination: the ability to aim and land on visual targets with the hands. This is important for handwriting, catching, throwing, and general coordination.

Notes:

NOTICE: If any problems are found on this report card, please go to www.covd.org to complete the symptoms checklist and search for a developmental optometrist to help with the next step.

Results:

Glasses used: None / Habitual
Right: 20 / _____ Left: 20 / _____
Expected: 20/20

Glasses used: None / Habitual
Right: 20 / _____ Left: 20 / _____
Expected: 20/20

On Target / Behind Target /
In Front of Target
Expected: On Target

Lateral Accuracy: Smooth / Equal /
Other: _____
Vertical Accuracy: Smooth / Equal /
Other: _____
Expected: Smooth and Equal

Lateral: On Target / Undershoot /
Overshoot
Vertical: On Target / Undershoot /
Overshoot
Expected: On Target

Able to see gross stereo: yes / no
Arc minutes: _____
Expected: \leq 40 arc seconds

On target / Behind Target / In front of
Target
Expected: On Target

On Target in all Fields
Off Target in the Following Fields:
Upper Right / Upper Left
Lower Right / Lower Left
Expected: On Target in all Fields