|  |  |
| --- | --- |
| **Concepts** |  |
| Vocab up down side forward back stop |  |
| Laterality left right, put it on left, go right |  |
| Parallel/perpendicular on paper, in environ, street |  |
| Time/distance units of length, time to walk block |  |
| **Movement** |  |
| Self propulsion, walking, |  |
| Body alignment |  |
| Turns 90 degree, 180, 270 |  |
| Balance grass, ramps, stairs |  |
| **Single room** |  |
| Familiar POR, cardinality, direction relationships |  |
| Unfamiliar POR, cardinality, direct relationships |  |
| Seating rows and tables |  |
| Locate dropped objects |  |
| **Indoors** |  |
| Hand trailing |  |
| Navigate open spaces |  |
| Doors push pull sliding revolving |  |
| Stairs ascend/descend |  |
| Escalators |  |
| Moving sidewalks, turnstiles |  |
| **Self protection** |  |
| Upper lower hat |  |
| **Guided** |  |
| Human guide |  |
| Walk with another |  |
| Menus |  |
| Get rides |  |
| **cane skills** |  |
| Basic skills |  |
| Grip types |  |
| Constant contact |  |
| Diagonal/diagonal trail |  |
| Two point touch/touch trail |  |
| Touch and drag |  |
| Three point touch |  |
| **Sidewalk travel** |  |
| Walk on sidewalk curbs balance obstacles branch |  |
| Irregular sidewalks |  |
| Veer on sidewalks |  |
| **Street crossings** |  |
| Anticipate time/distance, environ clues |  |
| Maintain LOT |  |
| Alignment, re-establish |  |
| Analyze parallel,perpendicular, type intersection, type traffic control, SOU, sound shadows |  |
| Plus intersections 2 way, 4 way, light |  |
| T intersections 2 way, all way, light, base vs top |  |
| y intersections 2 way, all way, light, arm vs main |  |
| Roundabouts |  |
| offset |  |
| Atypical all way, light |  |
| Channelized right turn lane ID, traffic island |  |
| Veering |  |
| Driver perspectives where they look, shoot gaps, visibility |  |
| **Orientation** |  |
| Cardinality direct corners intersect, relationship to street/building, routes using cardinal |  |
| Landmarks |  |
| Clues |  |
| Indoor numbering system |  |
| Outdoor numbering system |  |
| Grid system L, U, Zigzag |  |
| Divisors/block numbering ID divisors for town 100s |  |
| Transferability |  |
| GPS |  |
| **Public tran** |  |
| Id options |  |
| City bus |  |
| Inter city bus |  |
| Taxi, handiride |  |
| Air, subway |  |
| **Atypical** |  |
| Fences |  |
| Urban fields |  |
| Parks/playgrounds |  |
| Arroyos |  |
| Amusement parks/zoo |  |
| Inclement weather |  |
| **Rural** |  |
| Dangers |  |
| Rural roads |  |
| Arroyos |  |
| Id cattle guard, fences, vehicles |  |
| Rural street cross |  |
| **Vision specific** |  |
| Scan materials |  |
| Scan environ |  |
| Magnifiers |  |
| Monoculars |  |
| Visual traveler |  |
| **Community** |  |
| Comparison shop from home |  |
| Stores |  |
| Fast food |  |
| Cafeteria |  |
| Sit down restaurant |  |