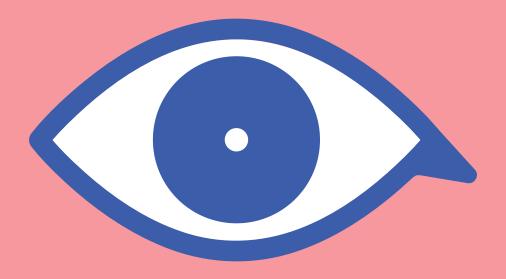
BLINK TO SPEAK



EYE LANGUAGE GUIDE ENGLISH

Quiet people have the loudest minds.

Stephen Hawking

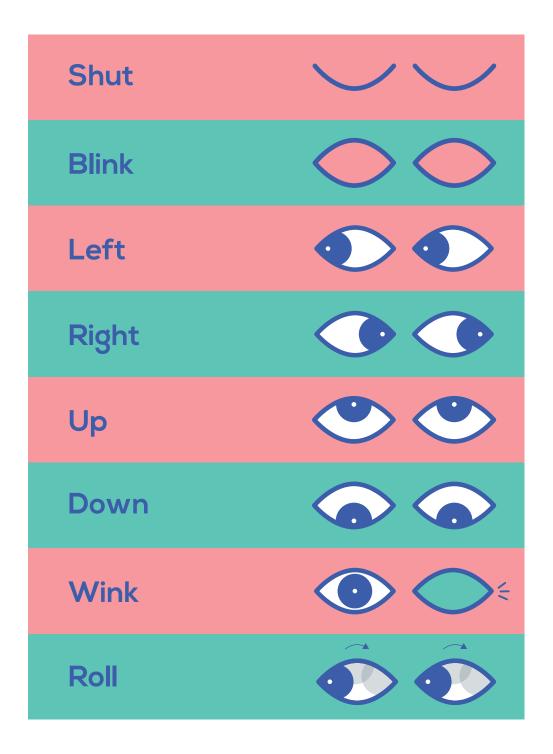
Blink To Speak, the world's first eye language is a simple communication method created to help paralyzed people who have difficulties with speech. It is helpful for patients suffering from ALS / MND (Amyotrophic Lateral Sclerosis / Motor Neuron Disease), spinal cord injury (Quadriplegia – paralyzed below neck), cerebral palsy, head injury, stroke, cerebellar ataxia, multiple sclerosis, parkinson's disease and any other neuro-degenerative disorder. A patient on a mechanical ventilator, with an alert mind, can also use it. These can be patients in an ICU (Intensive Care Unit) or patients with Bi-pap, C-pap or a home ventilator. This language will ease communication between patients and caregivers / family members. It can be a permanent or temporary aid for communication.

To set an appointment with a Blink To Speak Trainer, please reach out to Dr. Hemangi Sane, Founder President of Asha Ek Hope Foundation & Deputy Director of NeuroGen Brain and Spine Institute.

A few steps that will help you Blink To Speak

- 1. There are eight key alphabets in the eye language.
- 2. Various combinations of eye movements have been used to convey the most commonly used messages.
- 3. Always remember to leave adequate time intervals between two eye movements.
- 4. Every sign can be repeated many times to convey the message clearly.
- 5. Start with the first 15 signs in the first month.
 Gradually grow your vocabulary with 25 new signs every month.
- The last page of the book has an Alphabet Page.
 You can use this system for conveying words missing in the assigned signs.
- 7. There are six extra signs for you. Use these to assign personal messages for your loved one.

The alphabets of Blink To Speak



Long hold of shut eyes

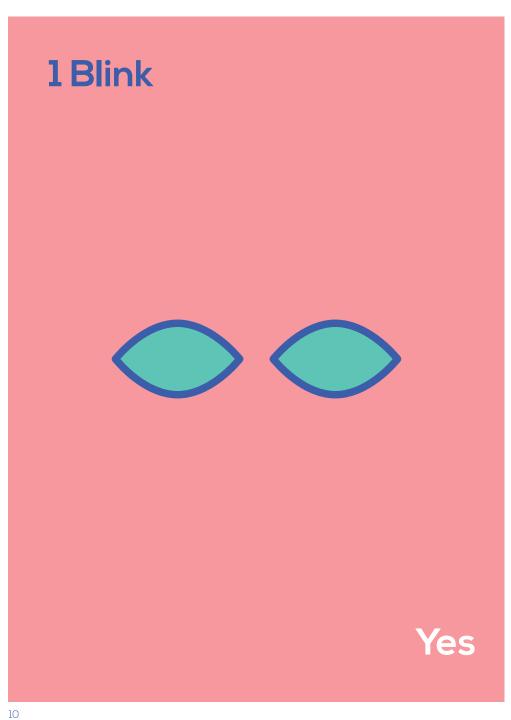


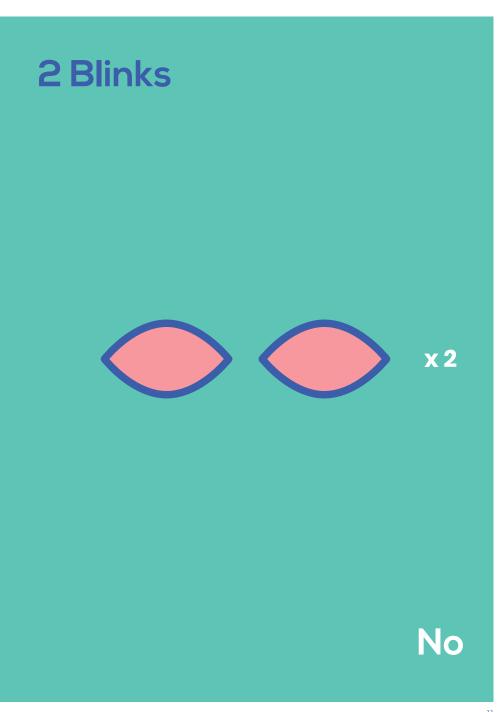
Start Stop

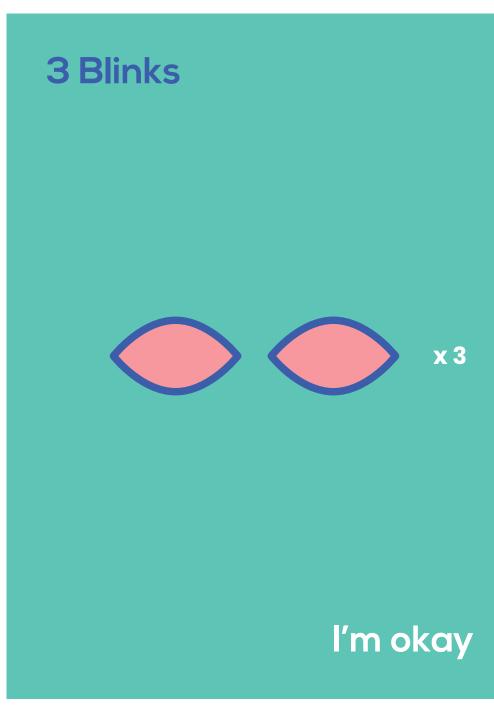
Furious blinking

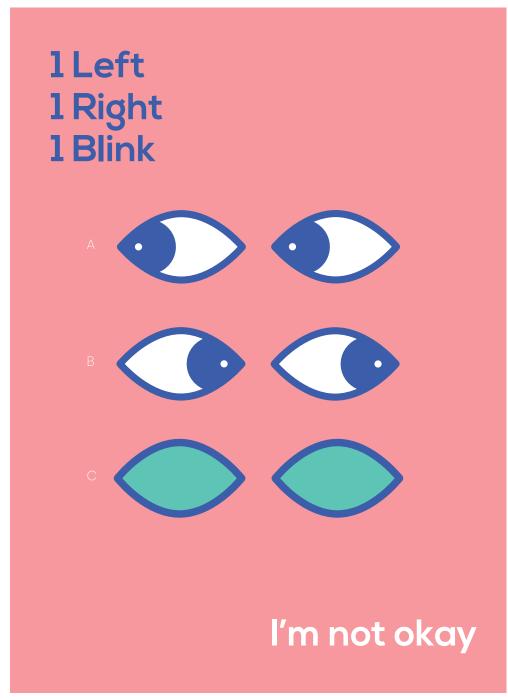


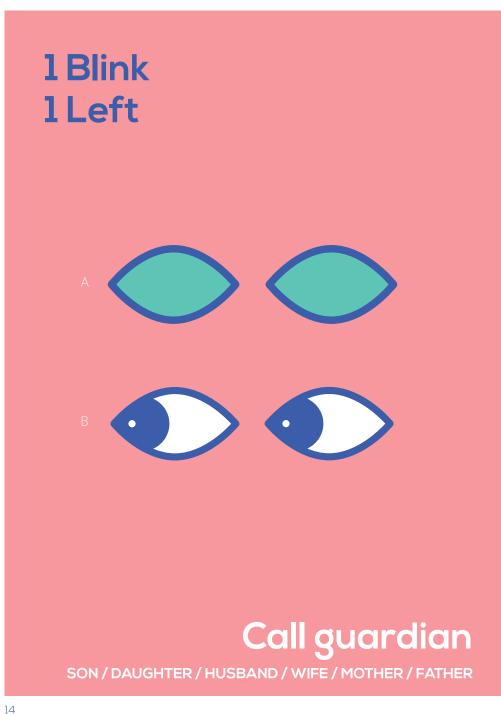
Wrong

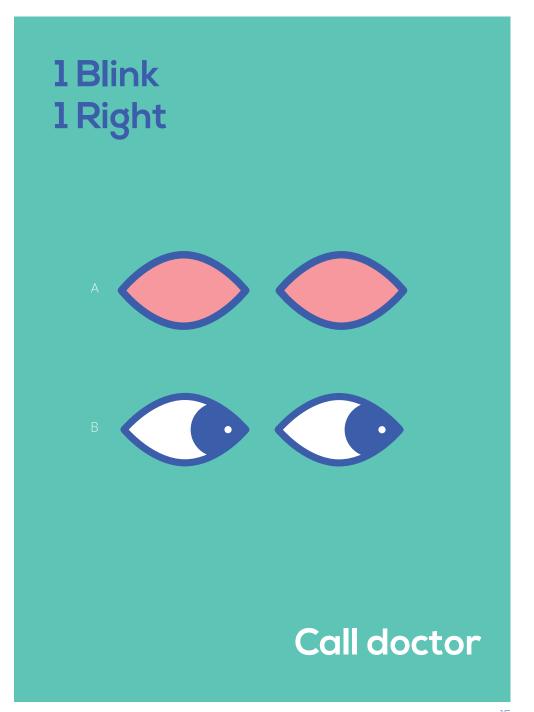














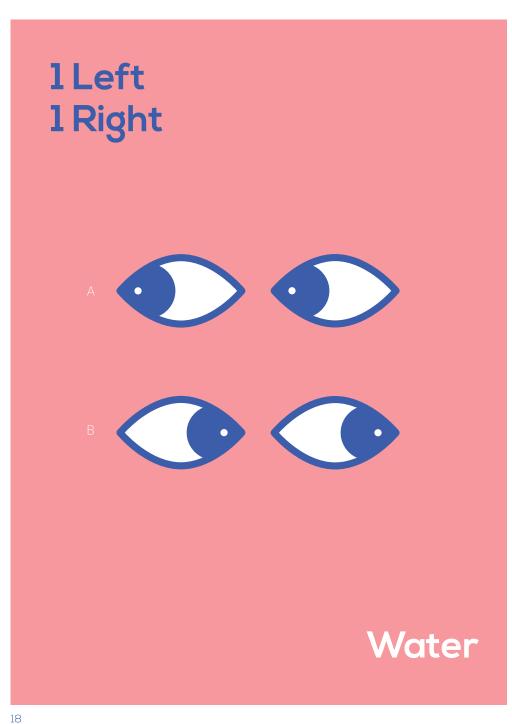


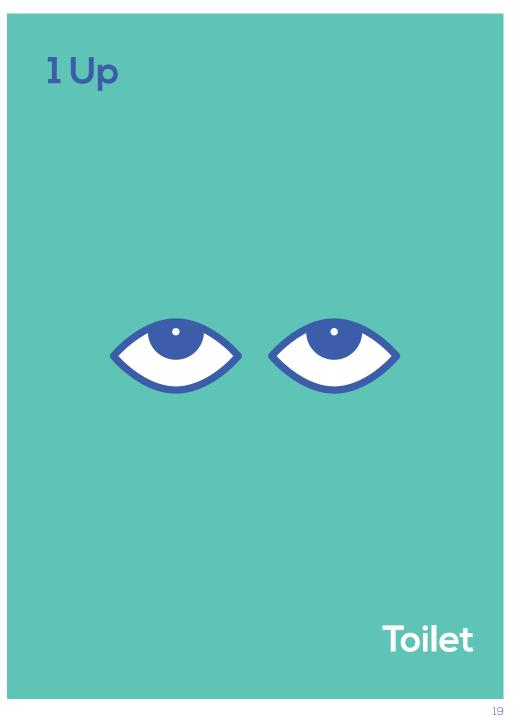
I want to sleep

Keep looking left



Breathlessness





 $8 \,$

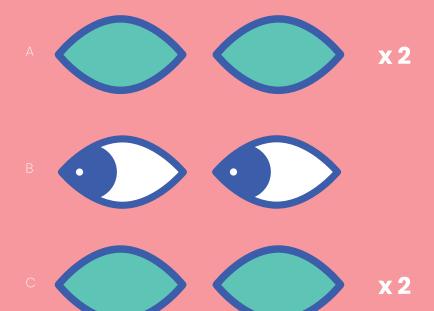
1 Blink 1 Up





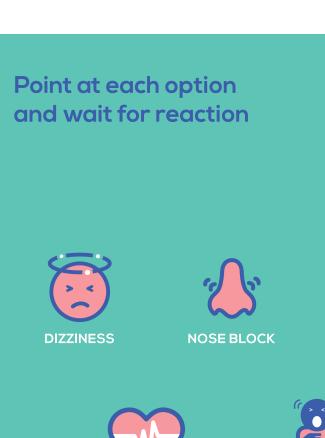
Heartache

2 Blinks 1 Left 2 Blinks



How are you?









Yes = 1 Blink

No = 2 Blinks

CRAMPS

1 Long close Furious blinking





Danger

Point at each option and wait for reaction



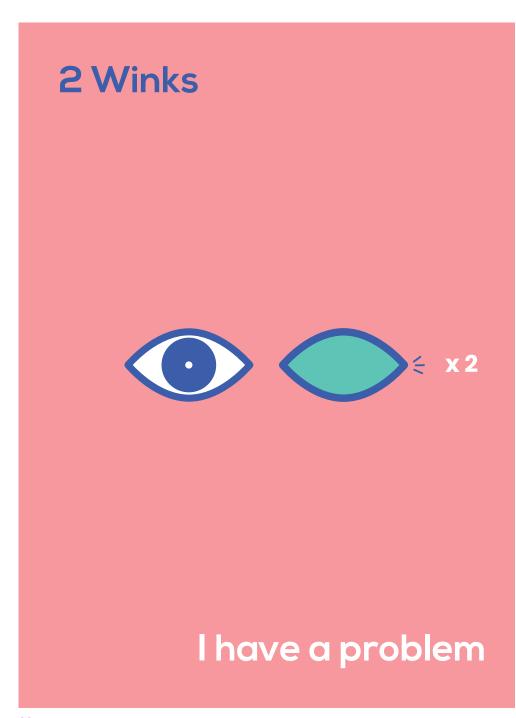


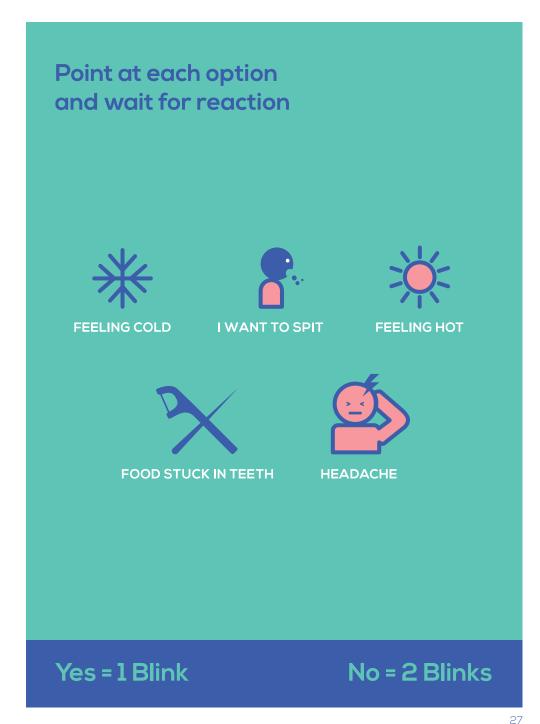




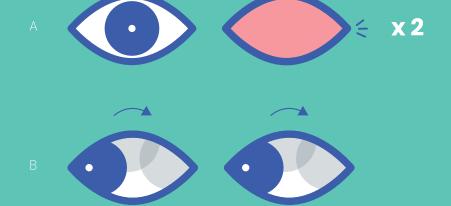
Yes = 1 Blink

No = 2 Blinks





2 Winks 1 Roll



Transfer

Point at each option and wait for reaction





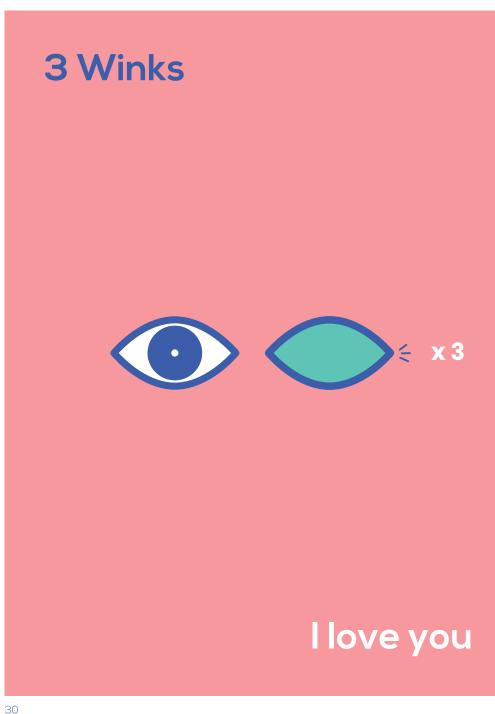
SOFA

WHEELCHAIR

DINING TABLE

Yes = 1 Blink

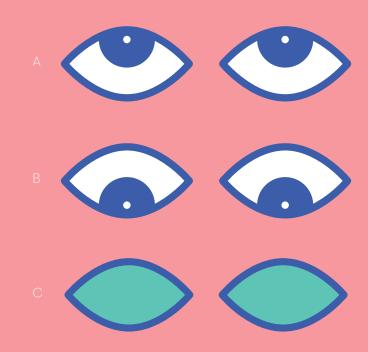
No = 2 Blinks





1 Right Wink 1 Left Wink 2 Blinks Thank you

1 Up1 Down2 Blinks



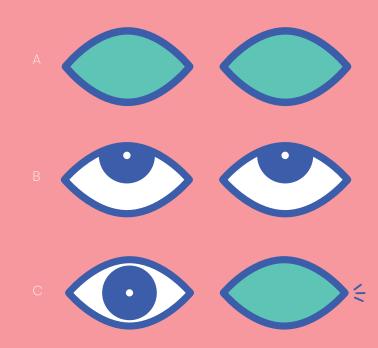
I need a hug



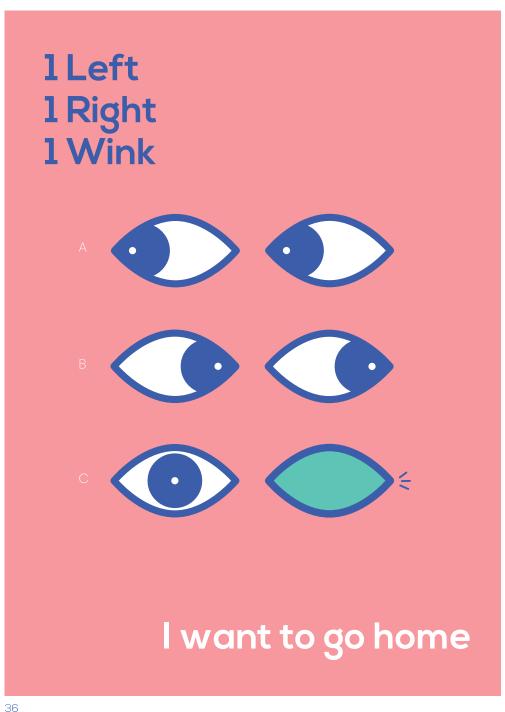


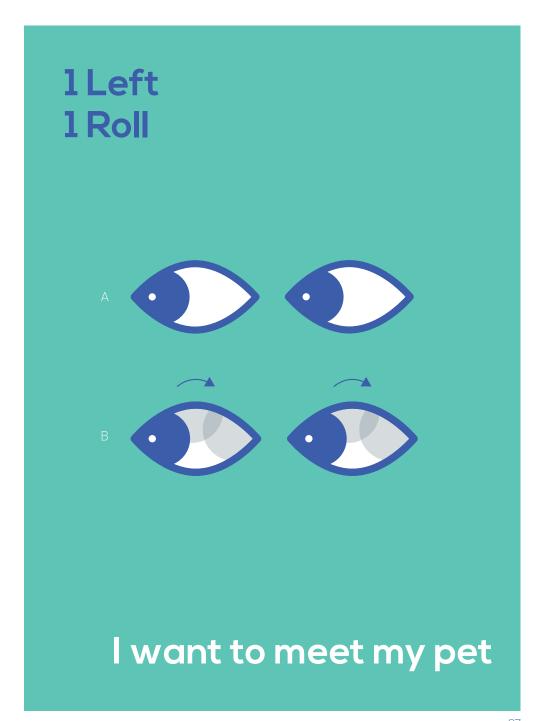
Let's talk

1 Blink 1 Up 1 Wink

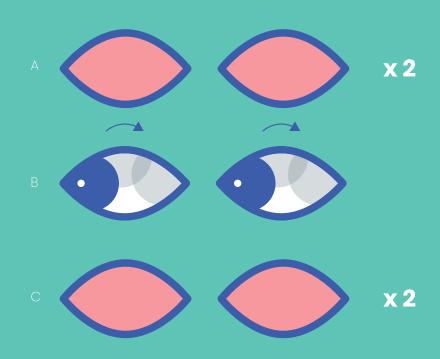


Let's go out in the open



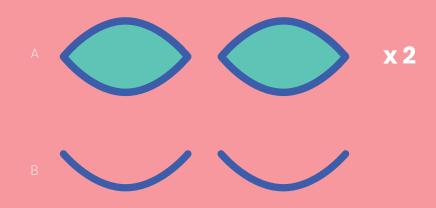


2 Blinks 1 Roll 2 Blinks



Congratulations!

2 Blinks 1 Long close



I'm proud of you

1 Wink 1 Blink

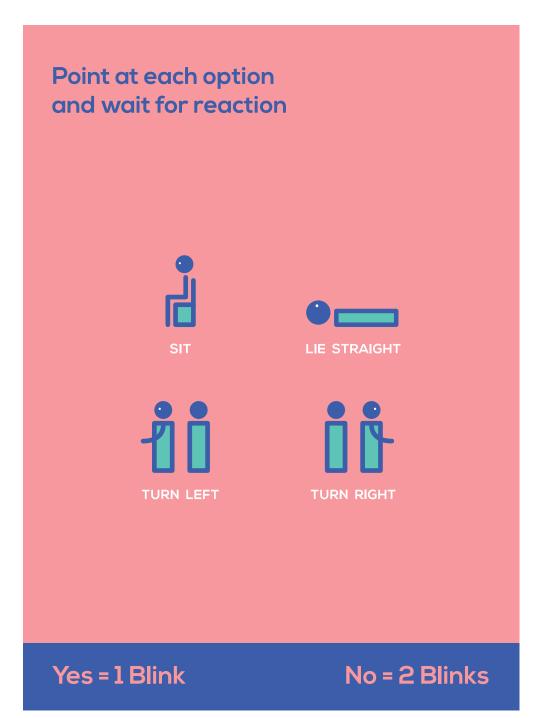




I'm in pain

Point at each option and wait for reaction **FRONT BACK** No = 2 Blinks Yes = 1 Blink

1 Roll 1 Wink Change position









I feel like eating

Point at each option and wait for reaction











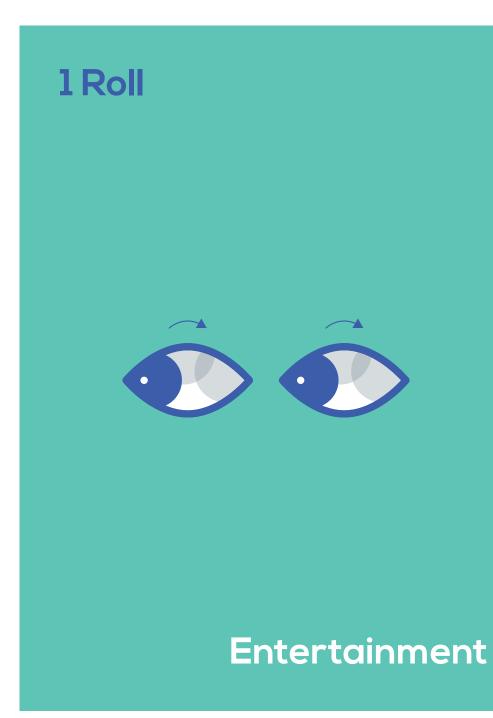


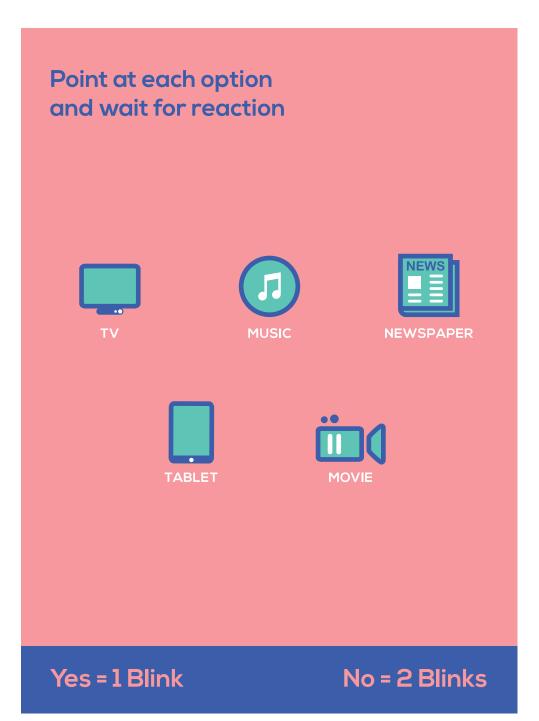


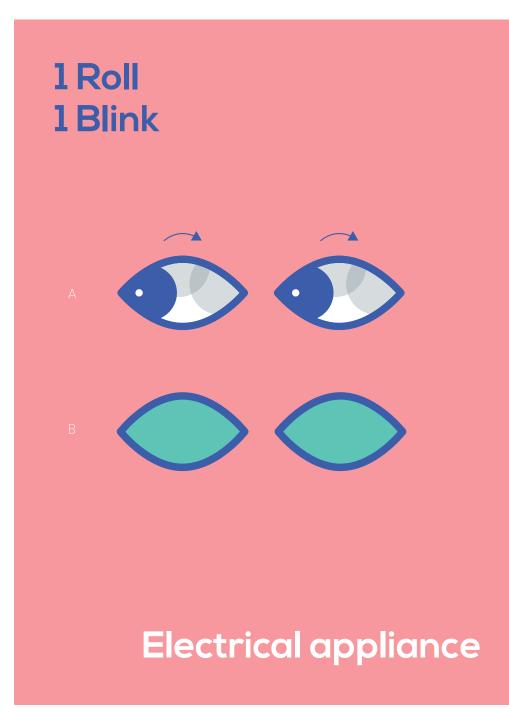
Yes = 1 Blink

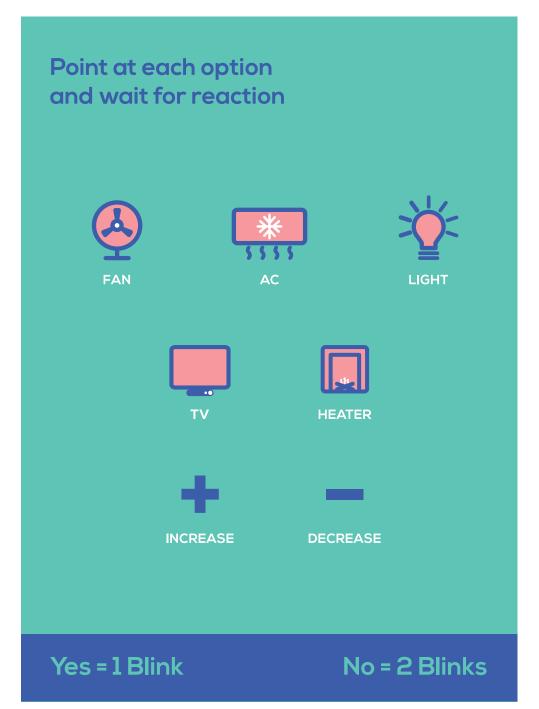
No = 2 Blinks

45









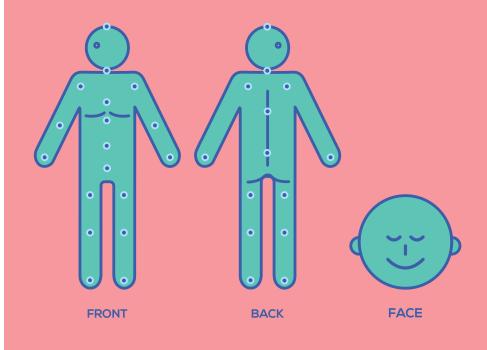
2 Left winks 2 Right winks





Wipe

Point at each part and wait for reaction



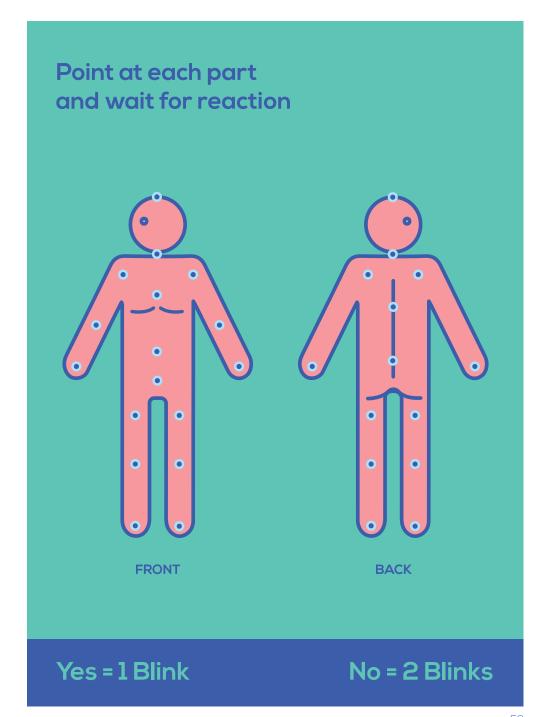
Yes = 1 Blink

No = 2 Blinks

Keep looking right



Move



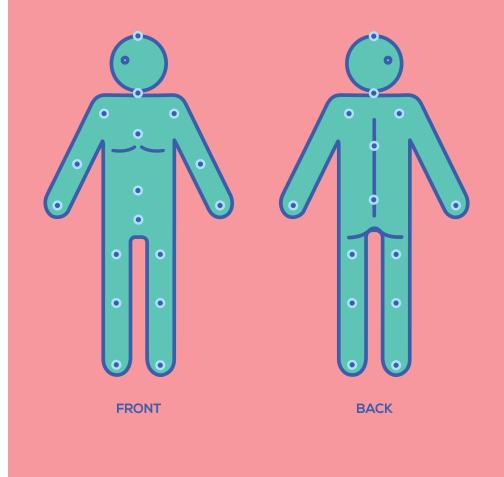
1 Wink2 Blinks





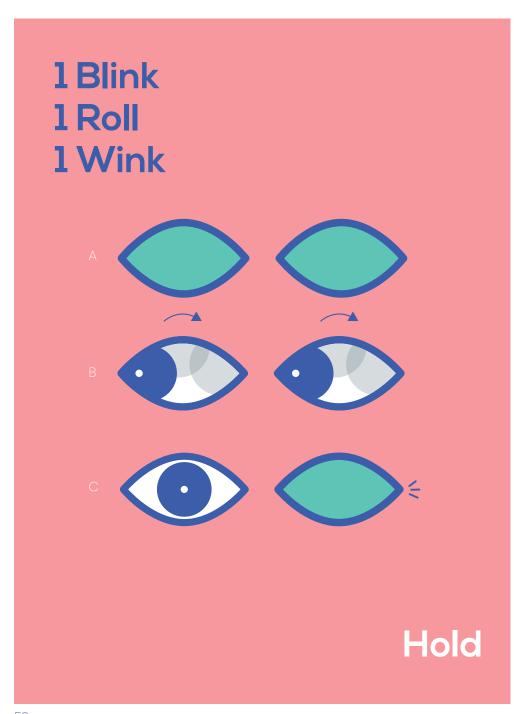
Massage

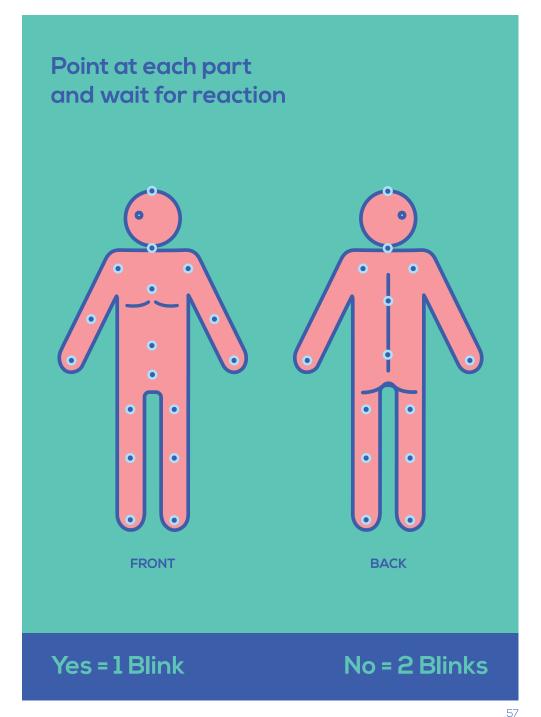
Point at each part and wait for reaction



Yes = 1 Blink

No = 2 Blinks





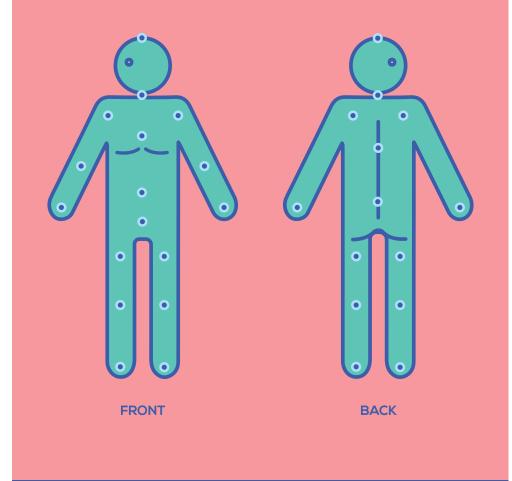
2 Blinks 1 Up





Lift

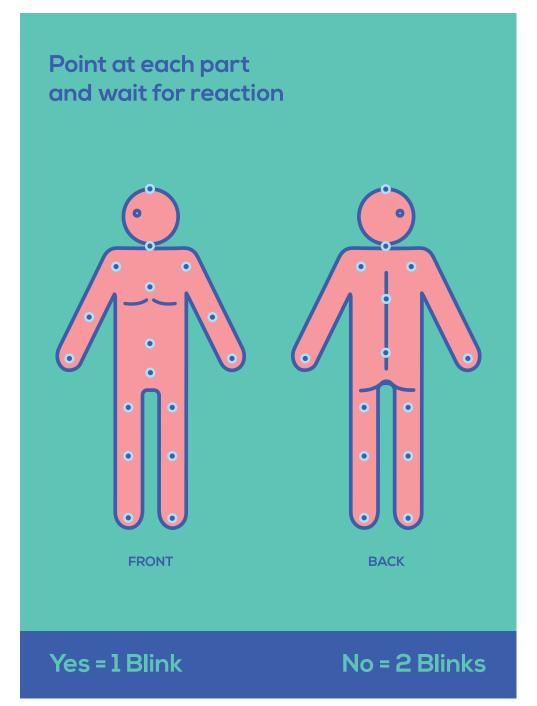
Point at each part and wait for reaction



Yes = 1 Blink

No = 2 Blinks





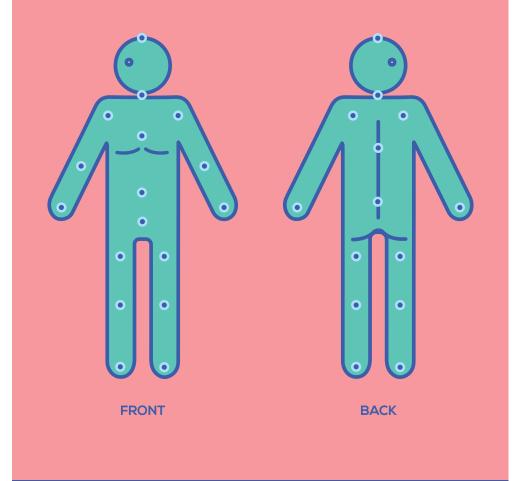
2 Right winks 2 Left winks





Scratch

Point at each part and wait for reaction



Yes = 1 Blink

No = 2 Blinks

63







Change

Point at each option and wait for reaction









Yes = 1 Blink

No = 2 Blinks

2 Winks 2 Blinks





Adjust

Point at each option and wait for reaction







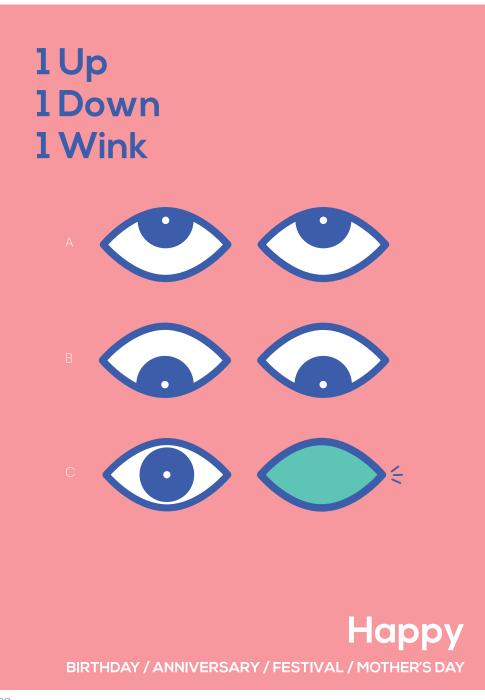


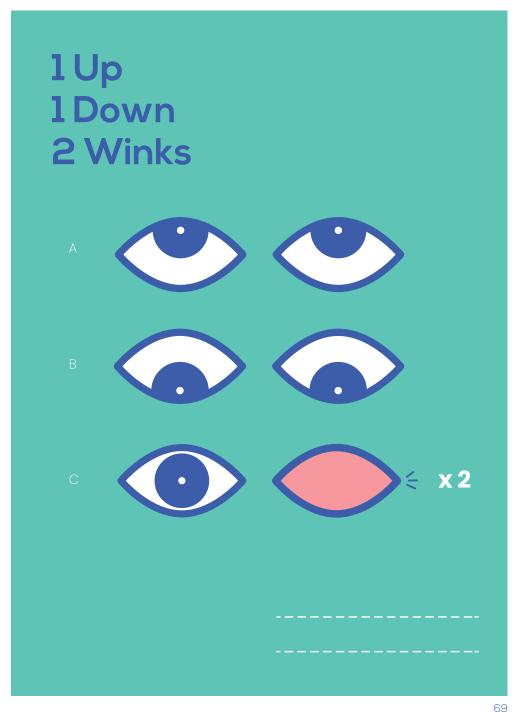


Yes = 1 Blink

No = 2 Blinks

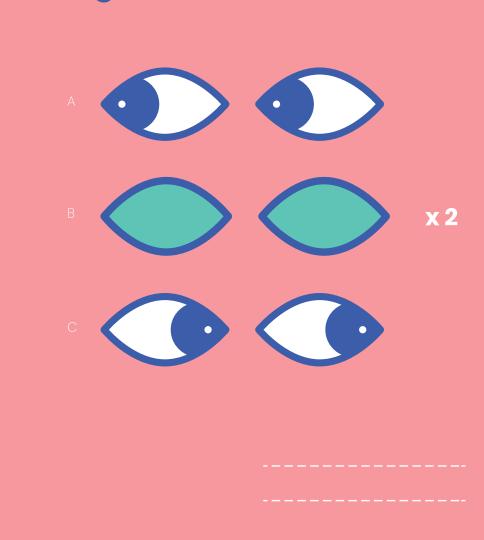
67

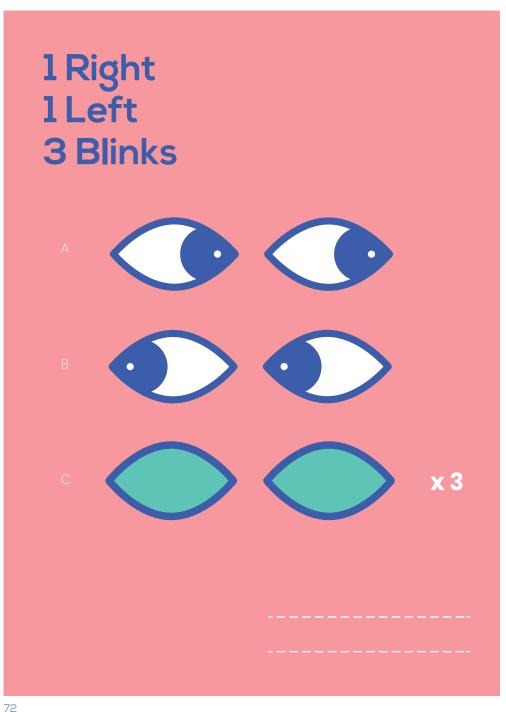


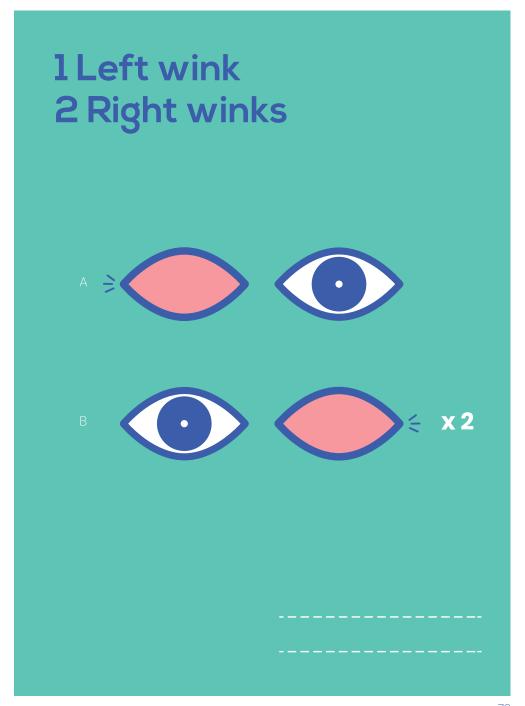


1 Roll 1 Blink 1 Roll 1 Wink

1 Left 2 Blinks 1 Right







 $^{\prime 2}$

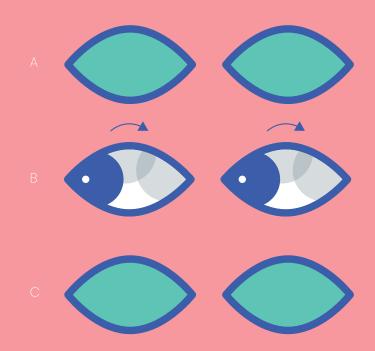
2 Left winks 1 Blink 2 Right winks





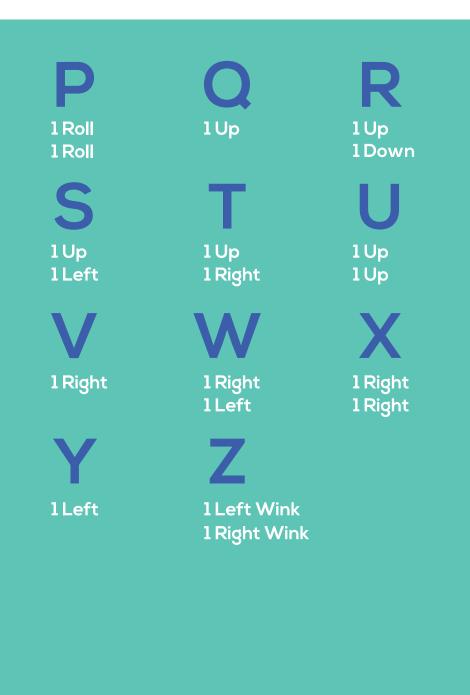


1 Blink 1 Roll 1 Blink



Alphabet page





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Please get in touch

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