

CATAPALLOVR

From the therapy room to the real world.

Skills practiced on a worksheet rarely transfer to the real grocery store or the real interview. CORE gives neurodiverse learners immersive VR practice in environments that mirror reality — with their own clinician coaching in real time, until the skill generalizes to life.

THE FOUR CORE PILLARS

C

COMMUNICATION & SOCIAL SKILLS

- Conflict resolution
- Friendship building
- Self-advocacy
- Bullying prevention

O

OCCUPATIONAL READINESS

- Job interviews
- Workplace etiquette
- Customer service
- Financial literacy

R

READY TO LIVE (ADLS)

- Hygiene routines
- Kitchen & stove safety
- Meal preparation
- ATM transactions

E

EMOTION REGULATION

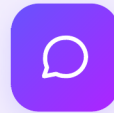
- CBT-informed curriculum
- All 10 cognitive distortions
- Coping strategies
- 20+ guided meditations

Safe exposure. Guided practice.



IMMERSIVE PRACTICE

Learner faces a realistic scenario in VR



CLINICIAN COACHES

Real-time guidance and structured debrief



SKILL GENERALIZES

Procedural muscle memory for real life

THE OUTCOMES



SKILLS THAT TRANSFER

VR practice generalizes to real-world settings.



DEEPER ENGAGEMENT

Learners want to do CORE — more reps, faster gains.



NO OUTING RISK

Practice in the headset — no transport or liability.



DEFENSIBLE RECORDS

Progress documented for IEP and treatment plans.

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