

Michelle's Journey...

What do robots, computerized games, virtual reality and kids all have in common? Rehabilitation.

Michelle is a six year old girl with multiple impairments following a motor vehicle accident. Gone are the days of boring, repetitive exercises.*

Robotic devices are now helping her to learn how to control her arm movements while playing a computerized game that is aimed at training her muscles to move properly. Soon she may be able to play games with her sister.

She will be faced with the challenge of meeting many different milestones. In the care of the Glenrose she is accessing world class technology and specialists who will provide unwavering encouragement.

**Note: To uphold patient privacy an alternative image and name is used.*



As she regains her strength, with the guidance of her therapist, she will access a powered treadmill that will safely suspend and support her body, helping to retrain her legs.

Combined with a virtual environment, she can simulate walking as if she was on the grounds of Disneyland. And while Michelle's walking may never be picture perfect, the strength and mobility she will gain will allow her to join other kids on the playground at her school.

And with more integration of technology with rehabilitation, we can help other kids like Michelle to maximize their independence.

Fact: The Foundation's Research Grant program has leveraged over \$.5 million from other research granting agencies within five years. Research continues, including exploring the use of Lego robots to assist children with disabilities learn and improve mathematical skills.



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Courage. Encouraged.

Funds raised impact the rehabilitation journey of each patient cared for at the Glenrose by enhancing patient care through education, research and technology development.

Michelle's spirit deserves your support.

Be an active partner in advancing the quality of specialized rehabilitative care. **Donate** today