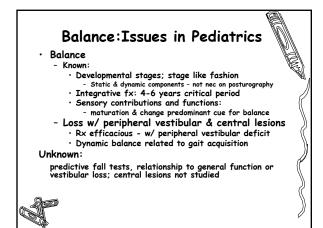


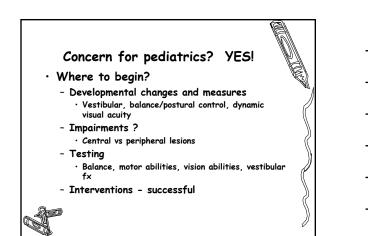


# Balance Deficits in Children – what is known?

- CNS lesions
- Head trauma motor function deficit;
  unknown vestibular or postural control
- Cerebral palsy or general motor delay
  Motor and balance deficits
- unknown vestibular or postural control mechanisms • Vestibular deficits
  - Peripheral and central increasingly identified (OME, BPPV, Meniere's, Migraine, neuritis)
  - Known balance, postural control deficits
  - Very little research in pediatric balance needed!!

#### What we know about balance adults • Balance = complex process, multi-sensory & integration + motor • Neurological, vestibular or orthopedic problems • Static and dynamic balance issues • Tests Functional Integrative process - posturography Predictive of falls Validity for vestibular involvement Fall risk: meds, CNS, weak, incoordination Balance impairment is NOT always indicative of vestibular deficit



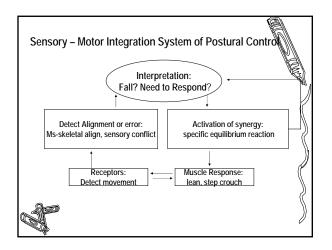


### Balance vs Postural Control

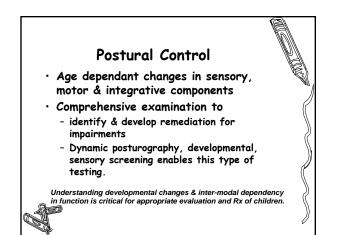
• Balance =

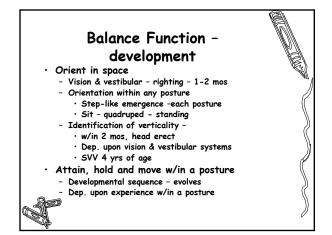
- The ability to maintain COG/COP within the base of support = static
- Control movement of COG to maintain a posture = dynamic
- Postural Control =
  - The sensory, motor & integrative mechanisms, substrates & processes required for balance

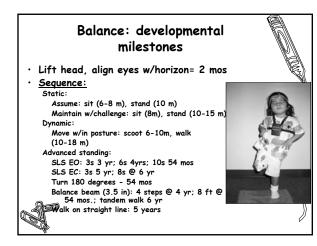
To appreciate balance – how develop & deficits – must know the determinants = identity deficits in postural control

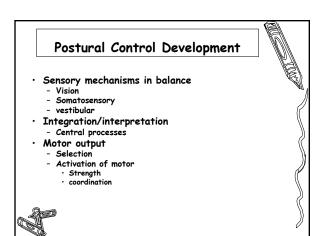


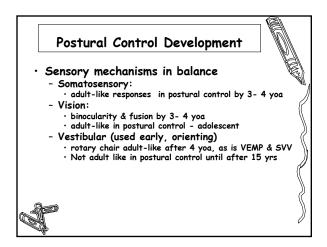


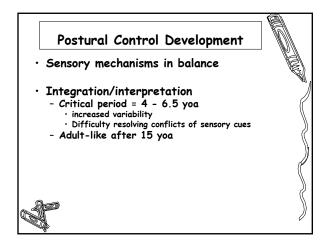


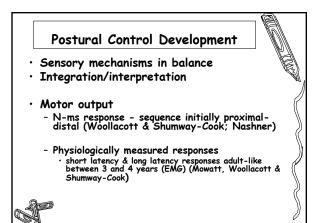


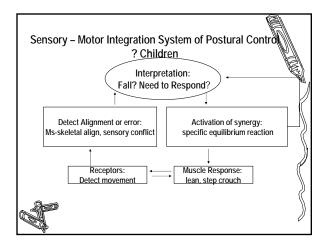








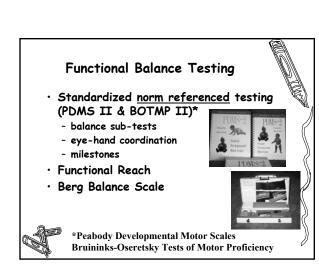


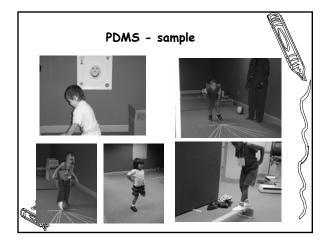


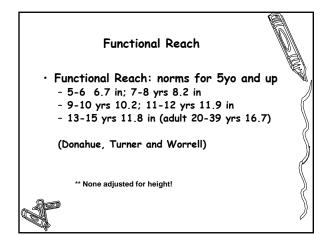


#### Testing Components for Children-How to identify the problem?

- Functional Balance Abilities
- Mechanisms
  - Postural control integration measures
  - Vision & oculomotor test/screen
  - somatosensory/motor screening
  - Vestibular testing





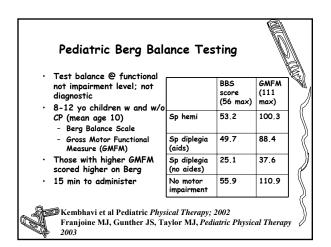


#### Functional Reach – Control ht & arm position Adults & children

- Measure:
  - Center of pressure (COP), kinematics and reach @ shoulder & pelvis
- UE crossed and not · Results: adjusted for height/arm position:
- over 7yoa & adults similar
  - To correlate w/COP, UE crossed, measure from pelvis (adult) or shoulder (child)

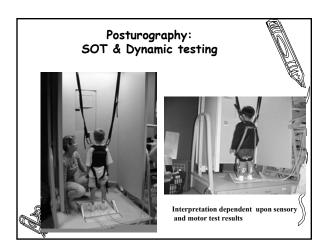


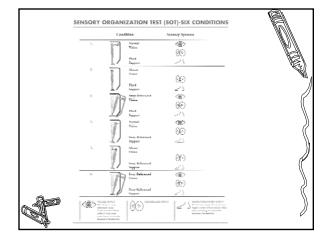
Correlate with gait - children with CP (Rine & Moore, 2005; Moore & Rine 2007, 2009 ISPGR)

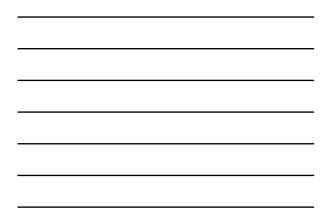




#### 

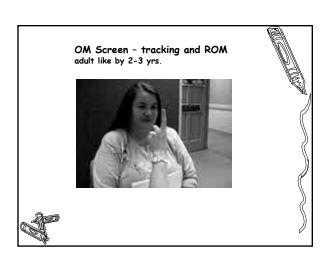


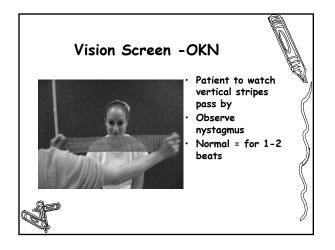


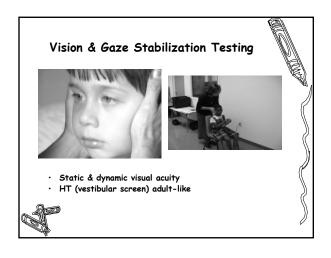


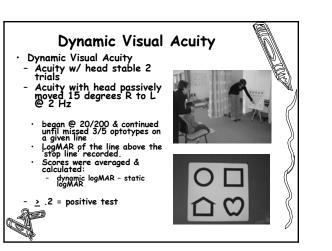
### Testing Components for Children

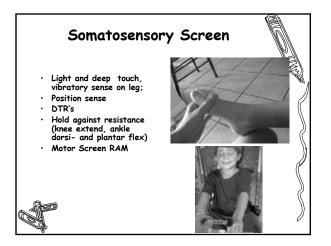
- Functional Abilities
- Postural control measures
- Vision & oculomotor testing, somatosensory/motor screening
- Vestibular testing





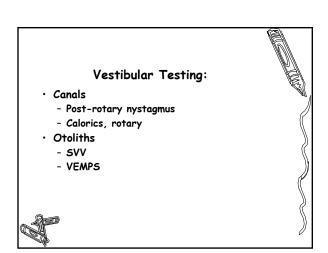


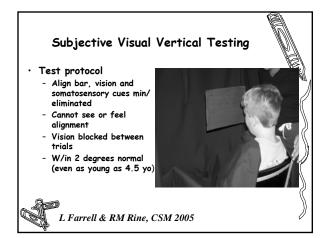


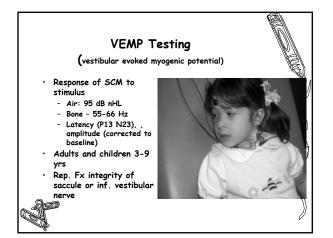


#### Testing Components for Children

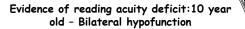
- Functional Abilities
- Postural control measures
- Vision & oculomotor testing, somatosensory/motor screening
- Vestibular testing







Differential Diagnosis: (what if motor or vision?)			
Tests:	Peripheral V	Central V	motor
Sensory	+	-	-
Motor synergy	- (+ for acute /B Ves)	+ or -	+ (weak,abs ent)
SOT	+ selective	+ 4-6	+ ALL
Vestib- nystagmus	+	-	-
Subjective	Spinning Dizzy; cannot walk	Not dizzy; ?off bal.; rx's delay; not safe	Not dizzy; cannot stay up, not off bal.

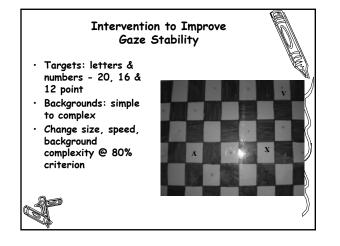


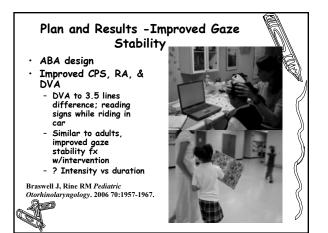
•

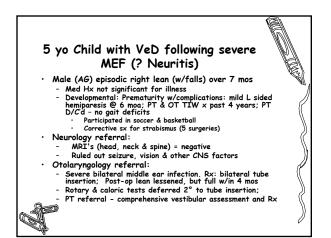
- Typical development to 1.5 yrs Diabetic coma w/resultant hearing loss, VeD, no other functional loss. Severe/profound SNHI (implant @ 3yrs) No referral, struggle in school, parent fighting for mainstreaming Exam & Evaluation: CN (not VIII), DTR, motor development negative HT and HS positive bilaterally DVA 6.5 line difference Reading acuity below norm Intervention: 18 sessions 3X/wk for 6 wks

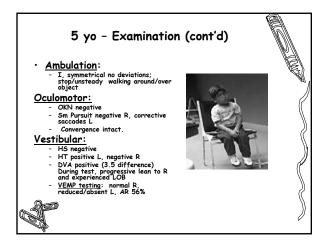
•

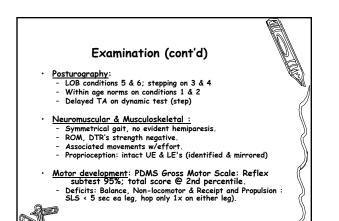
- 18 sessions 3X/wk for 6 wks
  focus: improve visual system & substitution visual focus w/head and/or target mov't

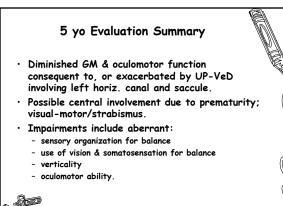


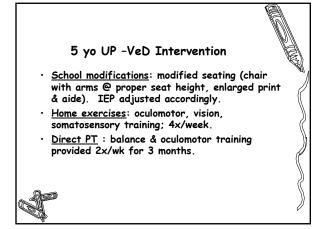


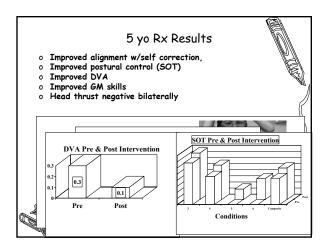












# Vestibular Related Impairments in Children with OME

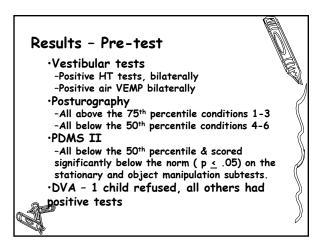
• Plan:

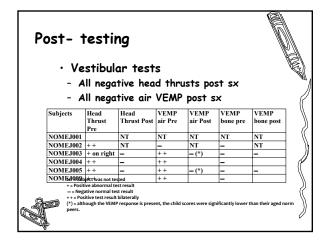
- Recruited children with OME
   <u>Exclusion criteria</u>: any known or identified
   musculoskeletal abnormalities of the legs or
   spine, neuromuscular disease/condition,
   diminished sensation of the legs, significantly
   impaired vision, or developmental delay
- Test vestibular function (pre & post sx) Head thrust for canal, VEMP for otolith
   Test Fx: motor development, postural control, dynamic visual acuity (pre and post-sx)

#### **Central Hypothesis**

- Children with chronic MEE or SNHI have concurrent vestibular dysfunction (VeD), which is reduced with tube insertion
- VeD in this groups results in impairments of gaze stabilization, balance and postural control



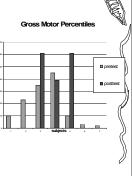


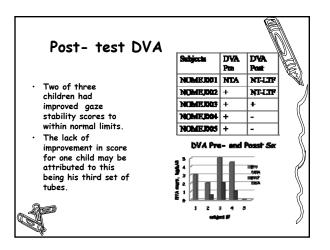




## Post Tests - PDMS-II

- Two improved to above the 60<sup>th</sup> percentile
- T-test results support that improvement was significant: stationary and object manipulation p = .05; locomotion p=.12.
- Due to small sample size, power limitations affect these results.





#### Conclusion: In children w/OME

- Significant deficits of motor development, dynamic visual acuity and postural control
- $\cdot$  Sx intervention improves status, but to norm
- Suggests need to examine efficacy of physical therapy intervention
- Additional study is needed to
- Increase # tested
- Compare to control group of OM recurrent

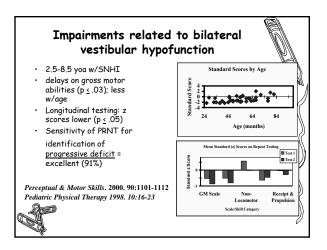
Study supported by UNF Brooks Professorship & Nemours Children's Clinic

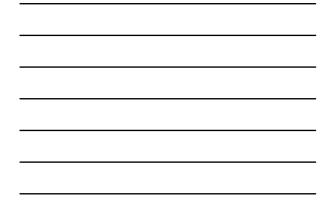
#### Effect of Exercise Intervention on Motor & Postural Control of Children with vestibular hypofunction

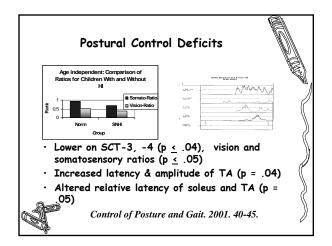
- Subjects: 24 children with SNHI since birth
  - . Contartern with SINHI since birth <u>Exclusion</u>: cognitive, orthopedic or other neurological impairment <u>Screening</u>: DTR's, cranial nerve, coordination and vision

  - Random assignment to 1 of 2 groups matched for vestibular function & motor development level

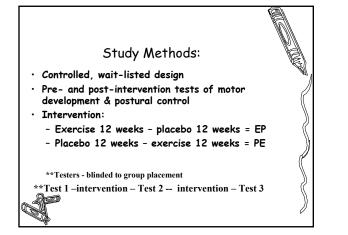
Supported by NIH grant # HD37820-02 and Foundation for Physical Therapy

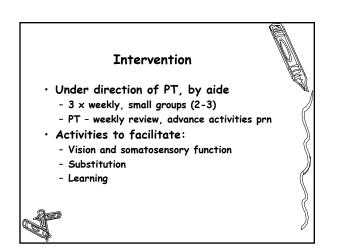


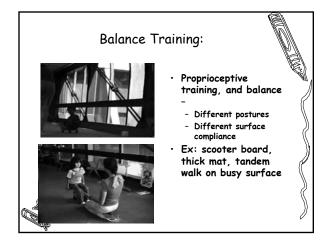












#### Visual -motor training

- Adaptation & habituation: vestibular rehab
- Visual stabilization w/head and/or object movement
- Increase complexity of object, background
   Ex: Swing sway boards
- Ex: Swing, sway boards, pics on balloons



