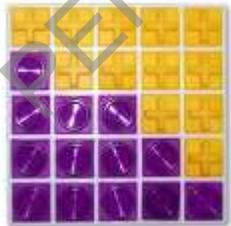


Games and toys for children with visual impairments



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Tabletop games and toys



Tactile dominoes

The game set is designed for the development of tactile sensations, tactile and visual perception, constructive praxis. With the help of this set, ideas are formed about the texture of objects, the shades of colors, and the spatial arrangement of objects.



"Crosses-zeros"

The game develops attention, memory, clarity of movements, spatial orientation of children with visual impairments, promotes the development of fine motor skills of the hands.



Chess

The black and white fields of the chessboard are at different levels. The black field is above the white. White and black figures have different skirts: for white - edging with a groove, for black - just a skirt.

Tabletop games and toys



It is a cylinder divided into 5 sections. Each section consists of moving blocks of different colors. The color is indicated by the corresponding letter of the Braille alphabet from A to N. Moving the blocks and rotating the sections in a circle, you can collect lines of the same color, complex patterns. The game develops fine motor skills.

Puzzles with Braille



This is a set of 12 wooden geometric bodies: a cube, a ball, an ellipsoid, a cylinder, a truncated cone, a hemisphere made of wood. The game develops sensorimotor skills and introduces geometric bodies.

Touch pouch



All the figures are made of materials that are tactile in form and texture. They are attached to the main field by the "Velcro" principle. The set includes: 216 geometric details on Velcro: circle, semicircle, rectangle, square, isosceles and right triangle.

Constructor "Geometry"

Talking games and toys



Talking panel Animals

The panel has a cognitive function: by clicking on an image of an animal, the child will hear what sound it makes. Thus, acquaintance with the surrounding world takes place in a game form.



Panel musical instruments

The acoustic panel develops tactile, visual and acoustic sensations. On the surface of the panel there are various musical instruments: tambourine, xylophone, bells, as well as educational toys and tactile elements of different shapes and colors. When you touch the panel, the child opens up new sensations and gets to know different sounds.

Talking games and toys



The sound card "Talking multiplication table" helps the child to learn the multiplication table. The poster itself will tell you how to use it, how to turn it on and off, how to solve an example, what button to press for the exam.

Talking multiplication table

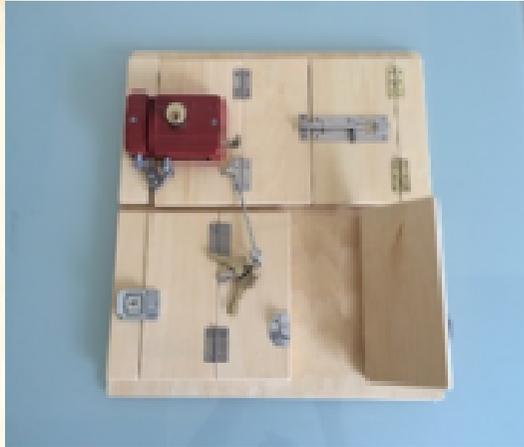


This electronic sound poster, which helps to learn about the planet Earth and its inhabitants, will acquaint you with the continents and the oceans.

On the poster there are touch buttons. Pressing these buttons next to animals or geographical objects, you can hear the names and sounds that animals make.

Speaking card

Tactile game panels



The panel consists of a set of small doors, as well as locks and latches. Used to develop fine motor skills, tactile skills and open / close. Material - wood. Fastened on the wall.



In the tactile panel with decorative elements are combined many objects of various shapes and sizes, made of a variety of materials: wood, fabric, metal, plastic.

Tactile game panels



The manual is designed for children with visual impairment of traffic rules. All the figures are made of materials that are tactile in form and texture. They are attached to the main field by the "Velcro" principle. The designer is a model of the terrain with road markings, signs, people, cars, buildings, etc. With their help, you can create various game situations.

Constructor "Rules of the road"

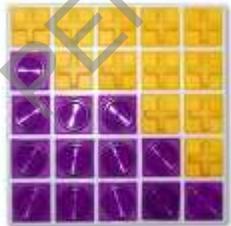


Play-theater



All the figures are made of materials that are tactile in form and texture. They are attached to the main field by the "Velcro" principle. Characters and additional elements can be placed anywhere in the playing field. Due to this, the child can lose the full story story. Heroes seem to come to life and move around the field, creating a realistic plot. The main goal of this game is to help a blind or visually impaired child in studying, exploring and perceiving the world around him.

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