



HIVE

Highlights & Insights from Vision Empower (VE)

MONTHLY NEWSLETTER, EDITION 4

Dear Readers,

After a long time of staying in front of the computer screens to carry out the various interventions, Team VE finally stepped out to conduct an in-person Teacher Training in Tripura. Read this edition to know more about the training, learn how Mohammed's favourite CT (Computational Thinking) game is played and so much more.

As a non-profit working to make STEM (Science, Technology, Engineering and Mathematics) education and CT (Computational Thinking) accessible for children with visual impairment, let's unwrap the buzz at VE that took place in April.

Enjoy reading this edition of HIVE 2022.



Graphic Description- A schoolboy wearing black glasses is walking with a cane in his left hand. He is carrying a school bag and holding two books in his right hand.

CT Game in Focus

Trained to Teach

Work with Partners

VE Achievements

CT GAME SESSIONS
CONDUCTED - 509

Sorting Pebbles with Mohammed

Project VICT

(Computational Thinking for the Visually-Impaired)

To introduce numeracy concepts and computational thinking to children with visual impairment, VE's Project VICT (Computational Thinking for Visually Impaired) follows a play-based approach. During, what we call, "CT Game Sessions" the VE educational coordinators play games that are curated to learn CT concepts with children with visual impairment.



[LISTEN TO
MOHAMMED](#)

Let's hear what our 8-year-old student Mohammed, studying in the Aluva School for the Blind (Kerala), has to say about his favourite game.

How is it played? This game can be played with more than two players. Each player will get different types of edible items such as cashew, almonds, raisins or pulses such as Rajma, chana (5 of each variety) on a tray and bowls to sort the given items.

In a given time, those who sort the maximum number of items are the winners or the one who could sort all the items first is the winner of the game.

ONE ON ONE PRAGYA- 60
WHOLE GROUP PRAGYA- 17

Trained to Teach (Pragya Teacher Training at Tripura)

"I am sure teaching science to the students using the Braille books along with the tactile diagrams would be very helpful for them", said one of the teachers who attended the training.

After a long time of conducting numerous online teacher trainings, Vision Empower revived its on-site training with a three day Pragya Teacher Training Workshop at Tripura.

The three-day training, starting from 30th March to 1st April 2022, was conducted by VE facilitators Devidatta Ghosh, Meghna Chowdhury, Sudipta Ray Chaudhury and Rajagopal N. It was attended by seven teachers.

Through various interesting sessions, the VE team equipped the teachers with Digital Literacy, Math and Science teaching-learning processes using various resources such as Tactile Diagrams, Geometry kits, Braille books integrated with diagrams and the Hexis-Antara usage.



[READ MORE ABOUT
THE TRAINING](#)



Work with Partners

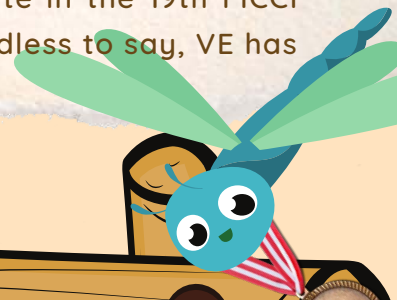
(VE collaborates with Microsoft Research)

Microsoft Research (MSR) brings together scientists, researchers, and engineers with interdisciplinary backgrounds to develop solutions that impact and empower society. The collaboration between VE and MSR India began in 2018 when our co-founder Vidhya Y was working as a research fellow under the mentorship of Dr Manohar Swaminathan, Principal Researcher at MSR.

With the mission to make Computational Thinking (CT) available to all the children with visual impairments, VE and MSR along with IIT Bangalore entered into a formal collaboration to implement Project VICT (Computational Thinking for the Visually Impaired). This partnership has achieved various milestones. Some of which are:

- Making the existing CT curriculum accessible to children with visual impairments.
- Training teachers and students on CT using a play-based approach called Ludic Design for Accessibility, developed by researchers from MSR.
- Reaching out to teachers and students of more than 83 schools.

In November 2021, Project VICT won the Jury Commendation Certificate in the 19th FICCI CSR awards under the category of Inclusive Development of PwDs. Needless to say, VE has gained a lot from this fruitful partnership.



VE Achievements & Highlights

- > The Better India features VE's co-founder Vidhya Y's story and the work VE does.

**ARTICLE BY THE
BETTER INDIA**

- > VE announces the TACT Grand Challenge, in partnership with CS Pathshala and Ludic Design for Accessibility. Join in the challenge and submit entries for the design of accessible games or challenging activities using tactile materials!

**TACT GRAND
CHALLENGE**



VE Recommends

(Ludic Design for Accessibility)

Did you know Ludic Design for Accessibility (LDA) builds solutions that help people with disabilities (PwDs) negotiate the world better and overcome numerous barriers in every aspect of their lives? LDA keeps play and playfulness central to all their solutions.

One such project of LDA is the Computational Thinking Project which aims to introduce computational thinking and learning to children who are blind or have low vision. By using various toys and games, the LDA approach introduces numeracy concepts among children.

[KNOW MORE
ABOUT LDA](#)



Social Media Highlights

Celebrating World Book Day!

As a part of celebrating World Book Day on 23rd April, VE ran a week-long social media campaign on #MakingBooksAccessible. The aim of the campaign was to raise awareness about the need for making books accessible and what VE has done in achieving so.

One of VE's salient contributors, Aishwarya Othena also shared a video on the importance of access to reading Braille!!

[WATCH THE
VIDEO](#)

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