



HIVE

Highlights & Insights from Vision Empower (VE)

MONTHLY NEWSLETTER, EDITION 7

Dear Readers,

Have you wondered how a child with visual impairment would learn the visual mathematical concept of multiples? Well, you will find that out in this edition of our monthly newsletter.

Not only that, but you will also learn to play the fun game of Go Fish using braille playing cards and find some other surprises waiting for you!

We hope you enjoy reading the seventh 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 SESSIONS
CONDUCTED TILL JUL- 753

Yashas' Favourite Game – Go Fish

Project VICT

(Computational Thinking for the Visually-Impaired)



**LISTEN TO
YASHAS!**

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.

Let's hear what is our little friend Yashas' favourite game.

How is it played? The objective of the game is to be able to collect maximum sets of cards. A set refers to four cards of different suites of one particular number put together.

The game starts with 4 players being dealt 5 braille playing cards each. Player 1 asks for a specific card from one of the other players by specifying their name and card details. The player asking should themselves have at least 1 card of the same number. If the other players being requested have the cards, should hand them over to Player 1. If a player does not happen to have the cards being asked, the player must say "go fish" and then proceed to take the chance to ask for a new number card. The player who asked for the card can now draw a card from the draw pile in the centre. When all the sets have been made, the game is over. The sets of cards are counted at the end and the person with the most number of sets wins the game.

TIKs CREATED- 828

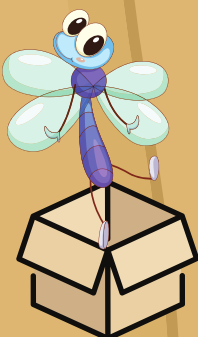
Unboxing a TIK (Teacher Instruction Kit)

As a part of creating learning resources, VE provides Teacher Instruction Kits (TIKs) to teachers teaching students with visual impairment. TIKs are teaching aids that aim to make STEM concepts understandable and accessible for children with visual impairments. So let's unbox a TIK from July 2022 that aims to guide teachers on the concept of multiples using Lego blocks

Materials required: Lego blocks

Prerequisites: Multiplication

Consider that each Lego block has a length of 3 units. Arrange 5 Lego blocks horizontally next to each other on the floor. Then arrange 4 blocks upon 5 blocks, then 3 on top of 4 blocks, 2 on top of 3 blocks and 1 on top of 2 blocks. Now let the students observe the pattern of arranged blocks. This looks like a ladder or staircase. Ask them to find the length of each Lego block from the top to the next Lego block stepwise. Then the length of the block at the top is $3=1$ times 3 units. The length of the Lego block is $3+3=6$ units, which is $6=2$ times 3. The length of the next block is $3+3+3=9$ units, which is $9=3$ times 3. Continuing this way we can express the other length as $12=3+3+3+3=3$ times 4, $15=3$ times 5. We say that the numbers 3, 6, 9, 12, and 15 are multiples of 3. Through this activity, children can easily understand the concept of multiples while having fun.





Work with Partners

(VE collaborates with Enability Foundation)

One of the cardinal challenges faced by students with visual impairment in STEM education is related to comprehension of diagrams which are an essential part of the curricular text. To solve this issue, VE collaborated with Enability Foundation in July 2019. Incubated at IIT Madras by Professor Anil Prabhakar, Enability Foundation is a not-for-profit company that focuses on delivering assistive technology solutions for persons with disability.

Since the collaboration in July 2019, together the teams have created over 500 tactile diagrams for grades 1 to 10, using the Tactograph, which helps the students understand STEM concepts better. The teams have also conducted workshops and experiential learning programmes inculcating skill-building exercises for students with visual impairment. Vision Empower also shares office space with Enability Foundation at Jayanagar, Bangalore.

VE is glad to be working with Enability Foundation and eager to create more accessible STEM materials for students with visual impairment!



VE Achievements

VE Educational Coordinators Jyoti and Devidatta presented two accessible games, Connect & Market Game, as part of the TACT Grand Challenge at the fourth conference on Computational Thinking in Schools (CTiS2022) on the 8th and 9th of July 2022 conducted at IISER, Pune. VE's market game won the TACT Grand Challenge among the 20 best tactile Computational Thinking games.

[WATCH THE CONFERENCE](#)



VE Recommends (InstaReader App)



Did you know InstaReader is an app that converts photos of textbooks, PDF, TXT, DOCX and WebPages into audiobooks instantly? These audiobooks enable people with visual impairment and those with learning difficulties to experience the joy of reading independently. All you got to do is open the app, upload pictures or documents and allow the app to create an audiobook. What makes it even more interesting is that you can also control the audio speed and pitch as well as change the voice of audiobooks to your liking.

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Social Media Highlights



The children from Karnataka Welfare Association for the Blind (KWAB) received hoodies from Vision Empower for participating in the Braille Reading Activity conducted on Hellen Keller Day. The children's reading was assessed through this activity as they were asked to read a passage on Helen Keller using the refreshable braille device- Hexis.

**SEE THE
POST HERE**

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