



HIVE

Highlights & Insights from Vision Empower (VE)

MONTHLY NEWSLETTER, TENTH EDITION

Dear Readers,

In the month of October, VE extended its reach by conducting a teacher training workshop in Hyderabad, Telangana.

Read this edition to learn another CT game, get to know about an accessible labelling device, get a sneak peek of the Volunteering Day VE celebrated with its partner Microsoft and so much more. Let's unwrap the buzz at VE that took place in October.

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

Volunteering Day

VE Recommends

Pebble Game (Grouping)

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.

Let's hear what our little friend Bhadra, studying at the Aluva School for the Blind (Kerala), has to say about her favourite game.

How is it played? The game starts by giving a particular number of pebbles to the players and then asking them to make as many groups as possible using those pebbles. The players are challenged to make as many combinations as they can for that number value. For example: If 8 pebbles are given to the players, then the possible combinations could be 1+7, 6+2, 4+4, and 3+5. Children will get to know that the number of groups differs according to the number of pebbles given.



[LISTEN TO
BHADRA](#)

Trained to Teach (Pragya Teacher Training at Telengana)

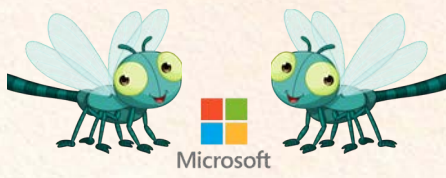
On 19 October 2022, VE conducted its first in-person Pragya Teacher Training at the Devnar School in Hyderabad, Telangana. A total of 10 Science & Math subject teachers attended the one-day training. The training was facilitated by VE Coordinators Meghna Chowdury, Nibin Mathew, Rajeswari Pandurangan and Shiladitya Datta.

As this was VE's first interaction with the teachers of Devnar School, the session started with a brief overview of Vision Empower's aim to make StTEM education accessible for children with visual impairments. This was followed by presentations on VE interventions like Project VICT (Computational Thinking for Visually Impaired), Learning Resources, Subodha and Hexis- Antara.

The teachers were introduced to various VICT games along with hands-on experience in using the Hexis, Refreshable Braille Device.



[READ MORE ABOUT
THE TRAINING](#)



Celebrating Volunteering Day

with Microsoft

As part of celebrating the giving month of October, employees from our partner organisation Microsoft India celebrated 'Volunteering Day' with Vision Empower on 28th October 2022.

The volunteering event was conducted at IIIT-Bangalore where 12 Microsoft volunteers interacted with 10 children from Karnataka Welfare Association for the Blind (KWAB), a special school VE works with.

Through the tactile diagrams and Computational Thinking games, the volunteers and students exchanged a lot of knowledge and smiles. We are truly grateful to Microsoft for its commitment towards the cause of inclusion and accessibility.

SNAPSHOTS OF VOLUNTEERING DAY

A large, stylized wooden signpost with a dragonfly character perched on top. The signpost has a central panel with text and a megaphone icon on the right side.

VE Achievements & Highlights

> Vision Empower participated in the fifth EMPOWER Conference conducted by IIIT-Bangalore at IIT Madras Research Park, Chennai from the 13th to the 15th of October 2022.

VE AT EMPOWER CONFERENCE

VE Recommends

(Sonic Labeler)

Did you know that Sonic Labeler from Saksham's Saktek (Assistive Technology Online Store) is a pen-like accessible labelling device used for identifying objects?

The Sonic Labeler comes with a booklet of reusable labels of different sizes which can be tagged with the required information in the audio format. Once a message is recorded and tagged to a label, the pen plays the corresponding audio file every time it is brought closer to that label.

The best part is that it is a rechargeable device with an internal memory of 4 GB and external memory of 8 GB.



[KNOW MORE ABOUT SONIC LABELER](#)



Social Media Highlights

As a child with visual impairment, everyone discouraged VE's co-founder Vidhya Y to study subjects like Science and Maths. On International Girl Child Day, hear Vidhya Y sharing her story of following her passion to make STEM education accessible for children with visual impairment.

[WATCH THE VIDEO](#)

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