SPARK: Simple Play Adaptations to Reference for Kids

Six Dots, Game of Cards

(Early Literacy Braille Manipulatives – EC COE)

Description:	Image:
Play by touch! Six Dots Game of Cards offers a fun approach to learning braille numbers. The design of the game, allowing it to be played among family members and with peers, provides rich opportunities for social inclusion and spreading braille awareness. Six Dots Game of Cards offers 42 colorful tactile cards belonging to one of seven different texture "families" (corrugated blue cardboard, soft orange fur, fuzzy green "grass", smooth magenta cardstock, dotted brown areal pattern, rough black sandpaper, purple woven cloth.). Within each family are 6 unique cards, each with a single textured Dot in numbered positions modeled after the arrangement of dots in a braille cell. The goal is to collect all six Dot cards needed to form a complete family.	 Purchasing Information Demo Video

Who Might Benefit?

Those who…

- Have low vision or are blind.
- Learn best through tactile exploration or need additional sensory cues to learn early literacy skills, such as letter recognition.

Why Use?

Provides an opportunity to…

- Learn about the structure and dot numbers of a braille cell.
- Develop tactile discrimination skills.
- Develop understanding of one-to-one correspondence.
- Practice counting the numbers 1-6.

Instructions for Use:	Adaptation Ideas:
Environmental Considerations • Can be used during large group activities, small group activities, and one-on-one instruction. • Can be used at school, home, or the community. **Positioning** • Six Dots Game Cards can be used in any position; seated, standing, on the floor, etc. **Alternate Positioning** • Alternate positioning of side-lying, Tummy Time position (prone), supine (lying on the back), kneeling, etc. may also be possible. **Basic Play/Use** • Learn the dot numbers that make up a braille cell. • Learn the orientation of a braille cell. • Identify cards as the same or different based on tactile discrimination. • Practice turn taking skills. • Play the game with peers or family members. Instructions included in the game box. **Extended Play/Use** • Practice counting numbers 1-6. • Sort the cards by color. • Lay out a group of cards with the same dot showing and one that is different. Have the child feel the cards and see if they can find the one that's not the same. • Give the child a set of 2-3 different cards to explore, have them find a specific card in the group (e.g. practice finding the card that shows dot 3 or practice finding the smooth texture). • Play a memory game. Use pairs of matching textures to create a memory game. Place cards texture side down. Take turns flipping two cards at a time, trying to find a matching textured pair.	**Optional Additional Materials/Supplies** • Dycem **Stabilize It** • Place Dycem under the cards to create a non-slip surface, helping keep them in place for children who might accidentally push them away while exploring with their hands. • Consider using a card holder to help manage holding multiple cards at a time. **Simplify It** • To simplify the game, reduce the number of families included in the deck. Each "family" consists of a set of related cards (e.g., cards with the same color/texture). To make the game shorter or more accessible—especially for younger players or beginners—remove one or more complete families from the deck before starting. This decreases the total number of cards in play, making the game quicker and easier to manage while still maintaining the core mechanics. • Use hand under hand guidance to assist younger children in exploring the cards using the correct orientation. **Contain it** • Use a tray with raised edges—such as a baking sheet—to spread the cards out while maintaining a clearly defined space to explore them. This is especially beneficial for students who are blind, as it allows them to more easily locate and organize materials like cards within a contained area. • Store the cards in the game box. **Add Sensory Cues** • Add a tactile cue to the cards so a student who is blind or low vision knows the correct orientation of the cards when exploring and playing with them. **Communication Support** • For students with some vision, provide a communication board with vocabulary

- Use the cards to practice making patterns with either the colors or textures.

Play/Use with Others

- Six Dots Card Game is a fun and inclusive tactile card game designed especially for children who are blind or have low vision. It's the perfect way for families and friends to come together and play on equal ground. Players use their sense of touch to identify, match, and collect sets of cards—creating an engaging and accessible experience for everyone at the table!
- Including visual and tactile stimuli enables and encourages students with low vision or blindness to play with peers.

appropriate (e.g. touch, top, bottom, more, color selection vocabulary, shape vocabulary, etc.) for the child to engage with the Six Dots Game of Cards.

Alternative Uses

- Use cards individually to practice identifying the 6 dots of a braille cell.
- Use the cards to play other simple card games like Go Fish or Memory.

DIY Alternatives

- Make cards similar to those in the game out of different colors of cardstock. Use puffy paint or other art supplies to make the circles to represent the braille dots. Find items of different textures to mark the dot to represent each texture family. Ideas for different textures include velcro, cardboard, vinyl, leather, buttons, puffy stickers, etc.

Additional Considerations:

Recommended for ages 5+

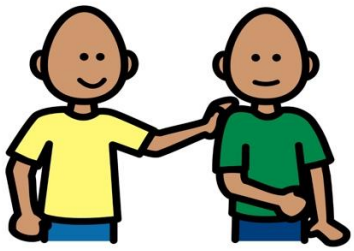
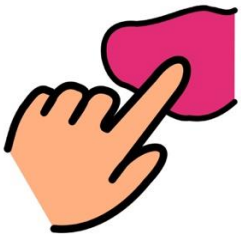
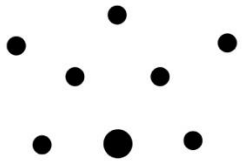
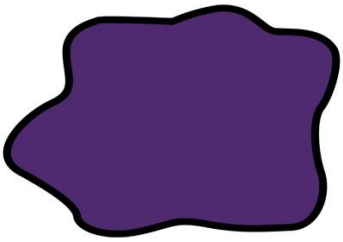
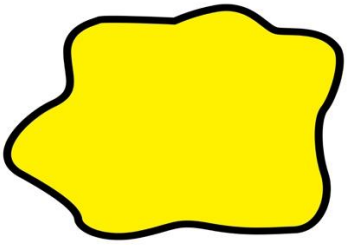
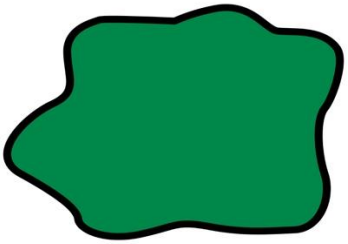
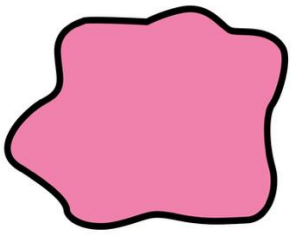
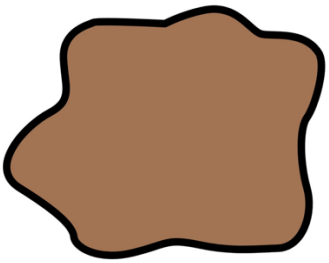
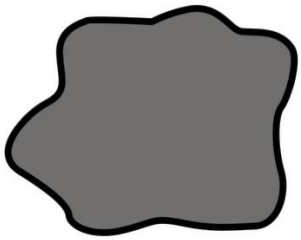
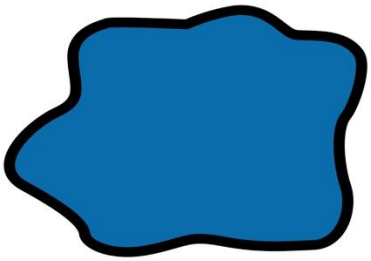
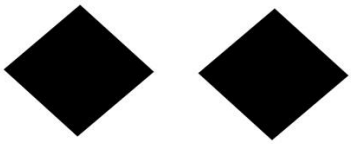
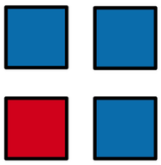
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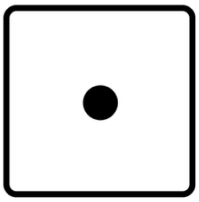
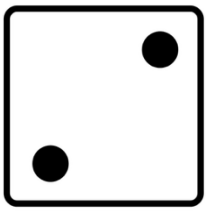
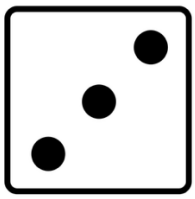
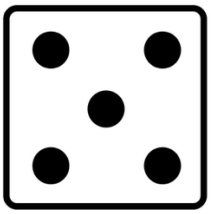
- Watch this Braille Song on YouTube to learn more about Braille!
- Learn about more braille activities for children.
- Read more about hand under hand guidance and technique.

Ohio Early Learning Standards

- AL: Engagement and Persistence: Engages in new and unfamiliar experiences and activities. (1.a.).
- CO: Memory: Develops the ability to recall information about objects, people, and past experiences. (1.a.).
- MA: Number Sense: Develops understanding of the stable order of the counting sequence and learns to recite numbers in order. (1.a.).
- MA: Number Sense: Develops understanding of one-to-one correspondence and cardinality. (1.b.).
- MA: Measurement: Develops the ability to sort. (3.b.).
- MA: Measurement: Develops the understanding of patterns. (3.c.).

Words to Encourage Play/Use

Touch 	Feel 	Dots 
Purple 	Yellow 	Green 
Pink 	Brown 	Gray 
Blue 	Same 	Different 

One	Two	Three
		
Four	**Five**	**Six**
		

Adapted from: Haugen's Modes for Adapting Toys based on materials from the "Let's Play" Project at the University of Buffalo

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