

Good practices

INCL_403ABC_EN

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Description of the problem/exercise: **Tactile puzzles**

Type: Games in which blind people can participate on an equal footing with other players.

Three different Poly-UNiverse sets are used. One of the players deals all the elements and each player gets the quarter of the elements. The goal is to make as many big shapes as possible (from the three basic elements 'triangle', 'square' and 'circle'). Each shape should consist of 4 different basic elements of the same Poly-UNiverse family set. The player can assemble the big shapes working individually or, when it is their turn, they can ask for help by asking the others for the missing elements. The winner is the person who plays his last element and does not have any unfinished basic shape.

Variations

- a) If there are few players, the game can be played by using one or two different sets.
- b) With a slightly different goal, players might have the task to assemble a complex 'image' (built of Poly-UNiverse elements) which is given to each of them, instead of basic shapes.
- c) The variation of the task b) mentioned above: players have to assemble the complex 'image' axially symmetrical to the given 'image'.

- *Why this exercise is good:* Competences which are developed and knowledge which is deepening: empathy for other people, creativity, problem solving, communication skills, collaboration skills and organizational skills
- *Which level is recommended:* Primary and secondary school
- *School subject(s):* Independent from subjects
- *Comments:* For ages over 5 years