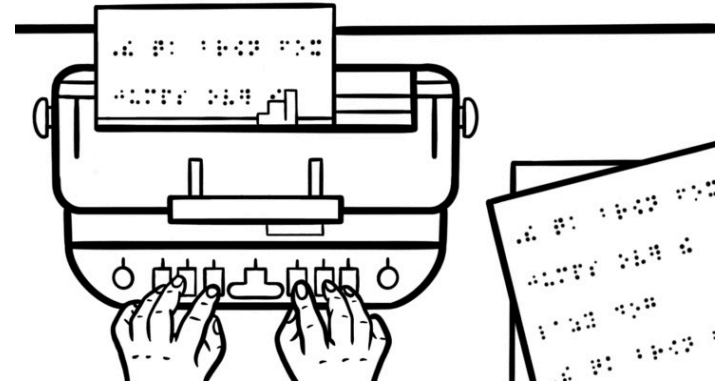


Braille Station

Use a Perkins Braille to write a message in braille!

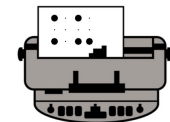


1. Wait for someone to help load paper into braille.
2. Use the cheat sheet to find the letter you want to braille (yes you can use punctuation!)
3. Believe in yourself and have fun brailleing!!

Brailleing on a Perkins Braille

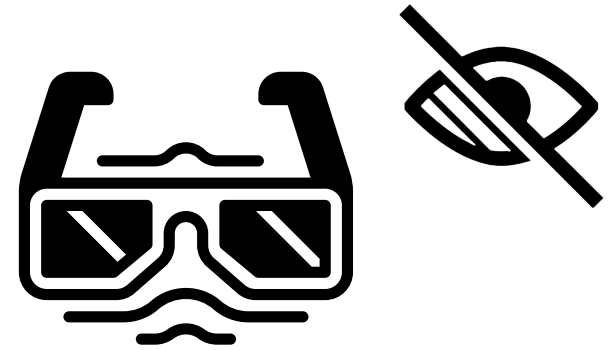
new line	3	2	1	space	4	5	6	backspace
a	k	u						
b	l	v						
c	m	w						
d	n	x						
e	o	y						
f	p	z						
g	q	Number sign						
h	r	Capital						
i	s	Period						
j	t	Exclamation mark						

4. When you are finished, please wait for help removing paper from braille.
5. Share your message and new skill with others!

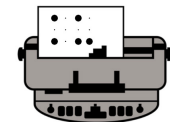


× Low Vision Station ×

Try low vision simulators to view the world a different way



1. Pick a pair of low vision goggles, each goggle has the condition and acuity written on the side
2. Remember this is only a simulation and not the exact way all people with visual impairments view the world
3. Put the goggles on and look around the room, try to send a text, read a sign or poster
4. What do you notice?
5. Try another pair!

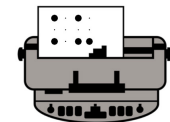


× Activity Kit Station ×

Pick a kit and try the activity!



- **Abacus:** A math tool for the visually impaired. Learn how to count and add numbers using an Abacus
- **Mancala Braille:** Use beads to make braille letters
- **Pop It Braille:** Pop the dots of the cell to form braille letters
- **Low Vision Simulators:** Grab a pair of low vision simulators and see what different fonts look like. See if a line magnifier will help you!
- **Shape Sort:** Sort basic shapes with only your sense of touch!



Tactile Materials Station

Explore materials we use to help our students access their curriculum

- Braille Books

- Tactile Clock



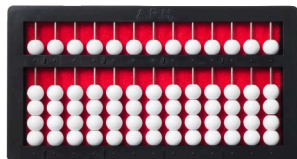
- Braille Playing Cards

- Braille PopIt

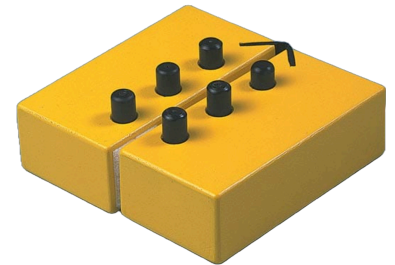


- Tactile Drawing Board (Draftsman)

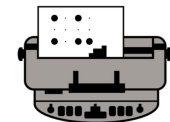
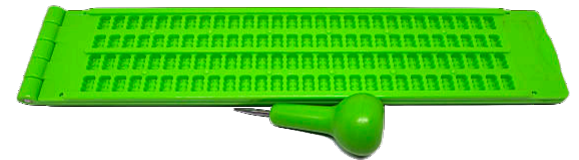
- Abacus



- Swing Cell



- Slate and Stylus



Draftsman Tactile Drawing Board

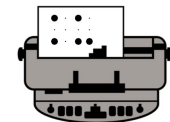
This versatile tactile drawing board is used in combination with special film and a stylus to create instant raised-line drawings.

Use the stylus to draw something and then feel your work!

The Draftsman Tactile Drawing Board is the perfect tool for:

- producing simple raised-line graphics
- demonstrating math concepts and tasks
- demonstrating science concepts
- practicing handwriting skills
- playing games, such as tic-tac-toe, etc
- facilitating tracing activities
- creating art drawings

Simply clamp a sheet of drawing film onto the board, and you're ready to use the stylus or a ballpoint pen to create the perfect raised image!



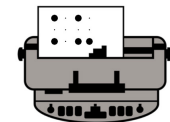
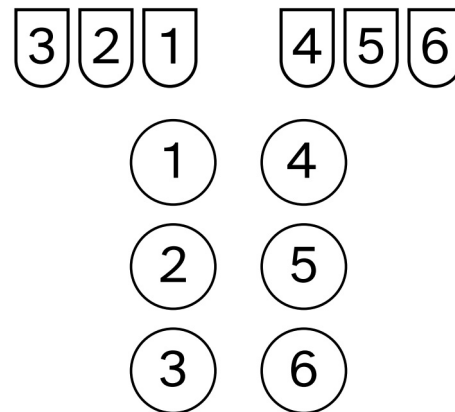
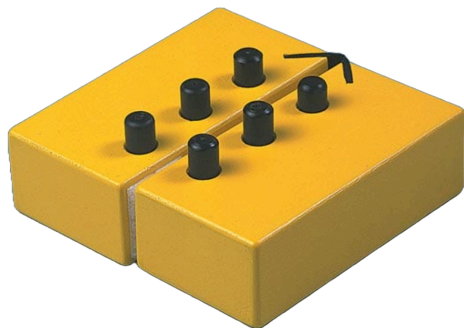
× Swing Cell ×

Device helps students understand the relationship between the braille cell and the keys on a braillewriter.

A Swing Cell helps students understand the relationship between the braille cell and the keys on a braillewriter.

In the closed position, the removable pegs inserted into the blocks represent the dots in a braille cell.

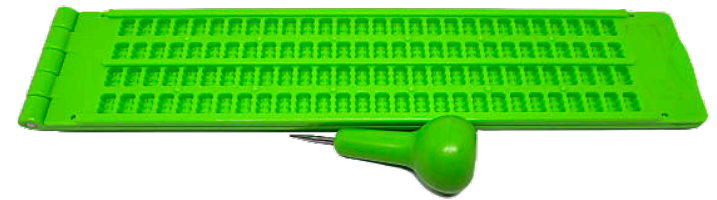
In the open position, the pegs represent the keys on a braillewriter that correspond to each of the braille dots.



Slate and Stylus

The slate and stylus is designed to punch (emboss) raised, tactile bumps or dots onto a page.

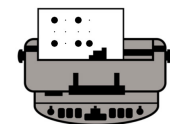
A stylus is a pointed tool that is used to press on the slate and make the indentations for the braille. When using the slate and stylus an individual writes from right to left.



So, each braille letter is written "backwards".

This tool can be used for quick notes, grocery lists and more!

Braille or Notetaker		Slate and Stylus	
a dot 1	⠠	a dot 4	⠠
b dots 1-2	⠡	b dots 4-5	⠡
c dots 1-4	⠢	c dots 1-4	⠢



Abacus

An abacus is a math tool used for people who are blind or visually impaired.

Numbers are "set" when they are recorded and "cleared" when they are removed or erased.

This tool can be used for:

- Counting
- Place value
- 1:1 correspondence
- Addition
- Subtraction
- Multiplication
- Division
- And even Fractions and Decimals!

