

Wheel of Fortune Game

Using vocabulary from the current text or theme being studied

Student Population: First grade/Second grade

Content: Contracted braille

Learning Objectives:

- Reading – reading words in braille, reinforcing new vocabulary
- Math – counting and addition for keeping score and forming numbers in braille
- Turn taking/teaming – basic socialization skills of team play, taking turns, collaborating
- Inclusion- offering printed vocabulary to allow for play in a mainstream classroom

Materials List:

- Contracted braille reader – ex: *The Cat in the Hat*, by Dr. Seuss
- Contracted word list- ex: mother, day, these, had, little, out, something, another
- Cardboard or wooden circle
- Cardboard or poster board for arrow. Tactile or electric tape
- Marker
- brad
- Assorted washers and/or nut as needed
- egg carton per player
- (12) Black and red rocks per player
- Adhesive (double-sided tape or super glue)
- Braille or slate and stylus for brailleing

Construct the game:

Create or purchase a cardboard or wooden circle, about 12-16" in diameter. Cake circles can be purchased at a craft store in the baking area to remove the need to cut a round shape.

For low vision players, use yellow poster board for a high contrast yellow/black color scheme. Separate the wheel into 6 or 8 sections, one section for each vocabulary word. Use tactile tape to divide the wheel so that students can feel the separations of sections.

Cut an arrow shape out of cardboard or poster board. The arrow needs to be large enough for small

hands to spin, and sturdy enough to withstand a lot of play. You may also consider using a plastic arrow from a commercial board game.

Cut a hole in the center of the arrow and circle to affix them together. Use a standard-sized brad to attach the arrow to the wheel. Experiment with washers or nuts to lift the arrow off the board a centimeter or two. This reduces friction with the wheel itself and allows for better spin.

Use a braille or slate and stylus to braille selected vocabulary words from the reader. Each section of the wheel will contain 1 vocabulary word. Use double-sided tape or other adhesive to attach the words to the wheel. Additional words can be switched out using double-sided tape or Velcro. To reuse the wheel for other readers and words, use Velcro to attach brailled words to the wheel. Use the marker to write the word in print in the section as well.

For a longer-lasting game, use a wooden wheel or lazy Susan with a Velcro surface that allows you to easily switch out a library of themed discs.

Score Board Instructions:

Cut each egg carton in half to create a replica of the braille cell (two cells wide, 3 cells long). Cut the side tab and the top off each carton. Use a Perkins Braille or Slate and Stylus and braille the word "top" two times. Cut each word "top" out separately.

Affix the word "top" to each half-egg carton to identify the correct position. The upper left corner works well for this, as it is a flat surface area. Be careful not to put any adhesive under the braille dots, as this affects them and squishes the cells down.

Use rocks or similar tokens to simulate the dots. They should be large enough for children to handle confidently, and irregular shaped so they cannot roll or bounce away from the play area. Gather 12 braille "dots" for each score board. Although your student will not need all of their rocks, it is good to give your student the opportunity to display their understanding of each answer with as many options as possible.

You now have everything you need for your student to keep score. The first egg carton is used to create the number indicator; the second carton is used to create the point value of the score.

How to Play

Player 1 spins the arrow on the wheel. When the arrow stops, the player will tactually read the braille word in the section where the arrow points.

The player will score one point for correctly identifying the word. The player places a single rock in cell one of their scoreboard to represent 1 point.

Play moves to the next player.

As the players accumulate points, they update their score boards by adding and shifting rocks to reflect their totals. For example: on a second point, a player places a second rock in cell 2, to represent 1-2, or 2 points. Three points is represented by rocks in cells 1-4, and so on.