**Braille Games for Beginning Braille Readers and Virtual Learning**

**Race to 50, 100, and on Up (Addition Abacus Game)**

Materials: abacus for each player, one tactile die for each player

Directions:

1. Each player will start with a cleared abacus.

2. The players will take turns rolling the dice and will set the number rolled on the abacus.

3. On each successive turn, the player will add the number rolled to their abacus.

4. The first player to reach 50 or 100 (or whatever number is chosen) wins the game!

**Race to 0 (Subtraction Abacus Game)**

Materials: abacus for each player, one tactile die for each player

Directions:

1. Each player will start with the chosen number (50, 75, 100, etc.) on their abacus.

2. The players will take turns rolling their die and subtracting the number rolled from their abacus.

3. The first player to reach 0 wins the game!

**Roll and Read Writing Game**

Materials: one tactile die for each player, braille playing board (worksheet) for each player (customized for game), corkboard and pushpins (or tactile stickers), braille writer and paper

Directions:

1. Write a numbered (#1-#6) list of six contractions or words that the student is working on.

For instance:

1. ed

2. er

3. ar

4. th

5. ch

6. the

2. The players will take turns rolling the die and will write a word (or sentence) with that contraction or word.

3. If the player rolls a number already rolled, they miss their turn.

4. The first player to mark and write all 6 contractions or words wins the game.

Roll and Read Reading Game

Materials: one tactile die for each player, braille playing board (worksheet) for each player, corkboard and pushpins (or tactile stickers), braille writer and paper if desired

Note: Number each row #1-#6. You can write 5-6 words per line if working on words (or more if you are working on letters). You can also write one sentence per line. You can also, of course, make it a math game by writing a problem to solve for each number.

1. The players will take turns rolling the die and reading a letter/word/number from that numbered line (or sentence). Players will mark each letter/word/number read correctly using a sticker or pushpin. If reading sentences, a player will lose their turn if they roll a number they have already read before.

2. The first player to get 4 in a row or column wins the game!

Graph Board Game (Reading or Writing)

Materials: tactile graph paper (1 inch works best) playing board for each player (as many lines as desired), dice, magnetic cookie sheet, magnets for each player (with different APH tactile sticker on each for tactile discrimination)

Note: When making the graph board game, you can use the APH stickers and/or art tape (or other tactile stickers) to make it more interesting:

O: start

X: end

piece of vertical art tape: move to the square above

Two dots: extra turn

Triangle: go back to the beginning of the game board

Example:

|  |
| --- |
| X (end) |
| make ↑ | such | much | child | this ← |
| see → | • • | gone | one | the ↑ |
| my ↑ | we | ∆ | from | come ← |
| 0 (start) → | about | can | either | day ↑ |

1. The players will take turns rolling the dice and moving that number of spaces. The player will read the word (or read the word and write it in a sentence). On lines 1 and 3 (from bottom), you’ll be moving left to right and on lines 2 and 4 you’ll be moving right to left.

2. The first player who reaches the end of the board wins the game.

Math Connect 4

Materials: tactile 4x4 graph paper (or bigger if desired) with answers to problems in each square (each player’s gameboard needs to have the answers in a different order), corkboard and pushpins (or tactile stickers), cards with math problems for each player with a basket or bowl to keep the cards

Directions:

1. Each player takes turns reading their math problem and solving it with the abacus. Then, they find their answer on the playing board and mark it with a sticker or pushpin.

2. The first player to mark 4 answers in a row or column first will win the game!