



THE SENSES

Tactile-visual dominoes

Ref. 20615



TACTILE-VISUAL DOMINOES

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CONTENTS:

The game consists of 28 dominoes and 15 round pieces which are counters for keeping track of how many games each player has won. Made of heavy-duty cardboard, very durable and high quality. The dominoes have high-contrast illustrations on the back, with a rough texture for playing tactile dominoes. The other side has points with a rough texture so you can also play classic dominoes. Size of the pieces: 13 x 6.5cm.

RECOMMENDED AGE AND INSTRUCTIONS:

From 3 to 8 years old.

This domino is also indicated for people with visual disabilities, both children and adults, as the pieces have a rough texture and high-contrast illustrations in the primary colours (white, black and red) and which allows the players to tell them apart more easily.

The format and materials the domino is made with make it easier for all children to get involved, including those with different degrees of visual disability. Everyone can play with these dominoes.

You can play both classic and tactile dominoes.

EDUCATIONAL GOALS:

- To develop visual and tactile perception.
- To allow children and adults with visual disabilities to interact through the game of dominoes.
- To develop attention and observation.
- To improve visual memory and memory.
- To improve psychomotor coordination by handling the pieces and putting them with the others.

GAME AND ACTIVITY SYSTEM:

1. **Dominoes with illustrations:** All the pieces are mixed up and distributed among the players (a maximum of 7 pieces per player). If there are pieces left over, they are left in a pile with the illustrations face down. The youngest player with a double piece starts. At each turn, players have to put down one of their pieces whenever the illustrations match. If the player does not have a piece, he takes one from the pile until he can play again. If there are no pieces left in the pile, they skip a turn. The



first player who runs out of pieces wins. If the game cannot be continued, each player's pieces are counted and the player with the fewest pieces wins.

2. **Classic dominoes:** All the pieces are mixed up and distributed among the players (maximum 7 pieces per player). If there are pieces left over, they are left with the dots facing down in a pile. The player with the pieces containing the highest double starts. For each turn, players have to put one of their pieces down whenever they match. If the player does not have a piece, he takes one from the pile until he can play again. If there are no pieces left in the pile, the turn is skipped. The first player who runs out of pieces wins. If the game cannot be continued, each player's points are counted and the player with the fewest points wins.
3. **Association and classification of illustrations or quantities:** To group the pieces based on one of the two illustrations or quantities that appear on the card. This helps develop visual perceptions.
4. **Association and classification through touch:** Performing the same activity with closed eyes using the sense of touch. To make it easier it is possible to start with only a few chips. Playing in this way helps develop perception and tactile memory.

