



THE SENSES

# "Tactile-memory visual discrimination"

Ref. 20412



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The game comprises 34 rough-textured round cards featuring illustrations created with a great deal of contrast. They are made from thick, robust, very hard-wearing, high quality cardboard.

Card diameter: 9 cm.

The cardboard used is environmentally-friendly and sourced from sustainable forests. It contains a high percentage of recycled material and is 100% recyclable.

## RECOMMENDED AGE GROUP

Children aged 3 to 8.

This memory game is also ideal for people with visual impairments, whether children or adults, as the cards are rough-textured with highly contrasting illustrations in primary colours (white, black and red) which makes it easier to distinguish between them.

The format and the materials with which they are made encourage the inclusion and participation of all the children, including those with different levels of visual impairment: everyone can play the same game together.

You can use the game for either classical memory or tactile memory games.

## EDUCATIONAL OBJECTIVES

- To develop visual and tactile discrimination skills.
- To work on attention, observation and spatial memory.
- To exercise the visual and tactile memory with images that have different textures.
- To integrate information from different senses in learning about objects.
- To facilitate the inclusion of children and adults with visual impairments through play.



## SYSTEM OF PLAY AND ACTIVITIES

### CLASSIC MEMORY GAME

1. Place all the cards on the table face down.
2. Taking turns, the player turns over two cards. If they match, they keep the pair. If not, they turn them back over in the same place.
3. The winner is the player with the most pairs.

### TACTILE MEMORY GAME

1. Place all the cards on the table face down.
2. Taking turns, the player turns two cards over in this way: the player raises the first card, turns it over, and feels it with the fingers. Before lifting up the second card, the player closes their eyes and has to guess whether the two cards are the same by touch alone.

The other players have to keep quiet to let the player concentrate.

If the player thinks the two cards are the same, they say so and open their eyes to check.

If they are right, they keep the pair, and if not they turn the cards back over again in the same place and the turn passes to the next player.

3. The winner is the player with the most pairs.

