# Braillephun Letters ES0137

# Product Instructions

# General description

This set of 81 chunky, interlocking yellow bricks are ideal for children or adults who are new to, or learning braille.

Each brick displays a letter of the alphabet in both large print and standard size braille, and can be connected to other bricks to form words and even create word searches.

# Activity suggestions

## Spell it

Suggested age range: 4 years upwards; any number of players.

An excellent game to play anywhere, even in the car, which can be kept simple for younger players.

Test your spelling and build words. Each player adds a letter in turn, but if challenged must be able to spell a word using more than the letters set out. You should avoid completing a word that cannot be made longer.

Each player in turn chooses any letter from a central pool and adds it at either end of the word being built. He then passes the ‘word’ to the player on his left. Any player can start first, there is little advantage. The order of the letters once set cannot be changed.

Have a dictionary to hand to be your umpire!

A player must add a letter, or challenge the previous player. When challenged, either:

if that player does not know a word that can be made from the letters so far, plus at least one more letter - the challenger wins the round and a point, or

• That player does know a word and wins the round and a point.

The winner is the player with the most points after 10 rounds. Endings such as plurals or past tenses are permitted.

## Example game with four players:

• Player one: chooses B

• Player two: adds at the end A

• Player three: adds at the end N. Example: Ban makes Band, Bangle, Banquet, Banjo, Banned, etc.

• Player four: adds at the end D. Example: Band makes Bands, Bandage, Contraband, etc.

• Player one: adds at the end O. Example: Bando makes Abandon, etc.

• Player two: challenges as he/she has no idea for a longer word

• Player one: says ‘bando’ is part of ‘Abandon’ and wins one point.

## Spell it - basic

For an easier version for younger children letters can only be added at the right-hand end (at the end of the word).

## Make five

Suggested age range: 4 years upwards; any number of players.

This is a game where the players are each trying to collect the letters needed to make a five or six letter word. When younger players are taking part, making a three or four letter word could be their target, while older players still have to make a longer word to score points.

Put all the letters upside down in the middle so no one can see what they are. Then decide who will be the first player, and take turns in a clockwise direction.

After the first round move anti-clockwise, so that the player to the right starts the next round, and so on.

Each player in turn, starting with the first player, draws a letter, until all the players have six letters.

The players look at their letters, being careful not to show the letters to any other players.

When a player has a turn, he/she will either:

• Show a word of five letters all joined together. This wins the round and scores a point or

• Show a word of six letters, which wins the round and scores three points or

• put one letter back in the centre upside down, and draw a new letter. This ends this player’s turn.

Words may have plurals or past tenses. Names are not allowed. If in doubt, the word counts only if it is in the dictionary. A scorer needs to be agreed and must have a method for keeping score, such as pencil and score sheet or brailling device. A normal game is 10 rounds.

##  Word race

Suggested age range: 4-8 years.

For this game you need a number of small pieces of paper and pencils or brailling equipment. A scorer also needs to be selected.

Each player is given a complete alphabet, and the remaining bricks are placed face up in the middle of the table, so that the letters can be seen.

Every player writes their name and a chosen word on a small piece of paper, and folds it in half, avoiding squashing any braille. The words must all be of a chosen length, which could be three letters for young children, or perhaps five or six letter words for older players. (Note that an adult may have to add braille/print to the pieces of paper to enable braillists and print users to play together).

The folded pieces of paper are placed on the table, and mixed up by the scorer.

Each player draws one of the pieces of paper.

The players then all attempt to find the letters they need for their word and the first to complete the word they are given wins two points. The person who wrote the word also wins one point, but only if it is spelt correctly.

10 rounds makes a good game.

## Anagrams

Suggested age range: 4 years upwards; 2-6 players.

Each player secretly makes a word of a given length, and then muddles up the letters into a nonsense word. For younger players, the words can be chosen and jumbled by an adult. Paper and a pencil or brailling equipment are necessary to keep the score.

On a signal, each player passes their jumbled word to the player on their left, and the player who is first to rearrange their letters into a real word wins two points, providing the word is spelt correctly. If any player has been given a set of letters that do not spell a real word, they receive one point.

10 rounds make a good game, or the winner could be the first to score 12 points.