

Learning Collection

D&T day

19.11.2025.



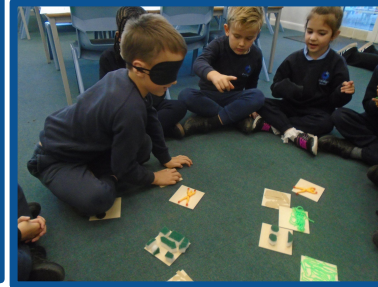
Disability, trust and teamwork



1F



Our Tactile Matching Game!



"I can feel something rough...I think it is glittery cardboard" Ivy

"I can feel something soft, I think it is a long string" Sienna

"I can feel something like a button because it is round" Soleil

"I can feel something soft like string" Dylan

"I can feel something rough and soft, it could be a sponge" Maksim

What worked well?

"It was very fun and I could match them!" Nikolas

"It went well because we could all match it" Ares

"We could help the person with the blindfold" Serwan

Next time I would...

"Next time I would put more sponges because they fell off" Chisom

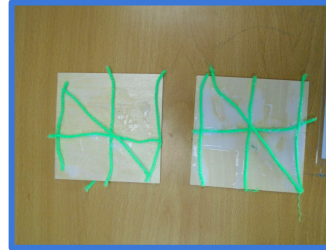
"Next time I would put more glue as some of the materials fell off" Micaiah

1S

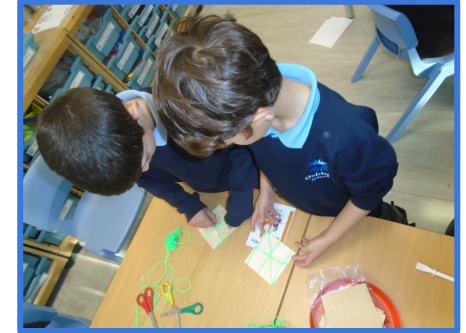
Ruth was kind and helped the scientist Peter so she got a medal.. Like we get a medal in swimming!
Arthur



I can feel something so squishy...
Iasonas



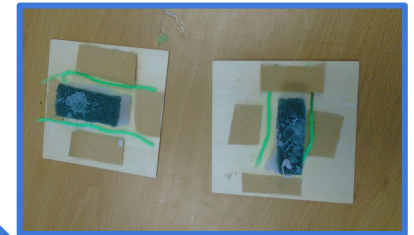
We worked together as a team to make our tiles the same.
Elijah



Teamwork and work together!
Daniel



Next time we can use different shapes or use different materials.
Harper-Grace



I want the wiggly spaghetti please!
Jenesis



"We designed a matching game for blind people" Ikra

MAKE



"The two cards had to be identical and made from the same materials' Maisie



"Blind people use their sense of touch to read" Mikaeel



2B

CREATE



"We used different materials such as plastic, sponge, pipe cleaners and string" Layal



EVALUATE

"I would improve mine by using pipe cleaners instead of string because it is stronger" Enrik

"Next time i would create a more simple shape because it was difficult to make different shapes' Hannah

"Next time I would use more materials because I would like my wood tile to be covered' Tristan



Design. create, evaluate

2L

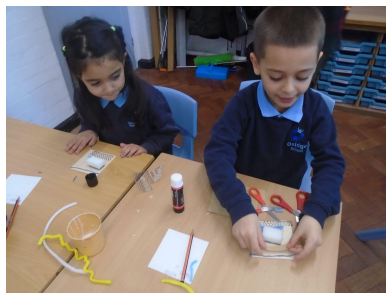
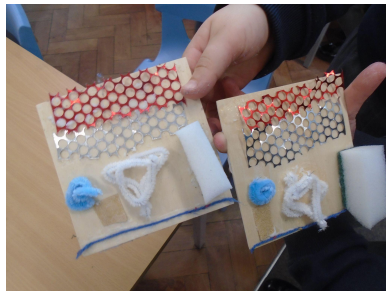


"We designed our game by drawing the same design as our partner on paper." Zara

"We created our game by using different materials and sticking them on the square." Mikey

"It wouldn't work well if my partner sped ahead of me. We had to work together." Ismail

"We played a game where we had to close our eyes and match the cards by using our sense of touch." Mari



How can we work well as a team?

"Be respectful" Alice

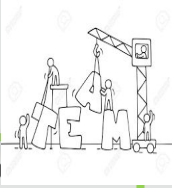
"Be kind and patient." Cindy

"Agree on things" Razaan

"Show perseverance with your partner." Philip

"Be positive." Joseph

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What is a disability?

A disability is something somebody can't do.

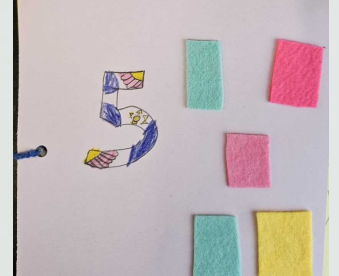
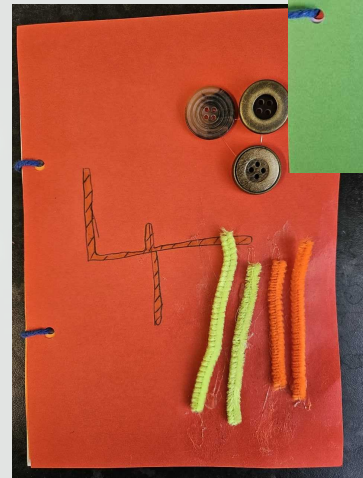
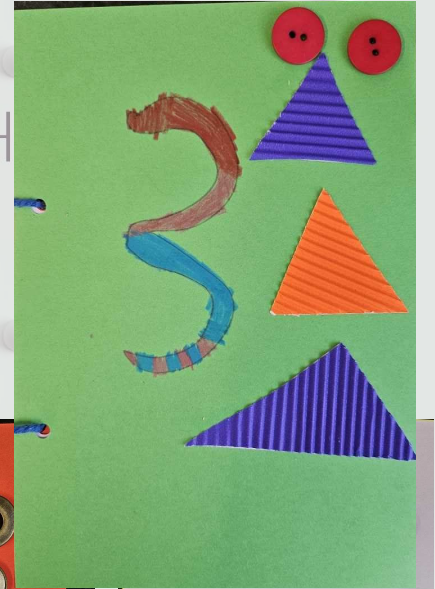
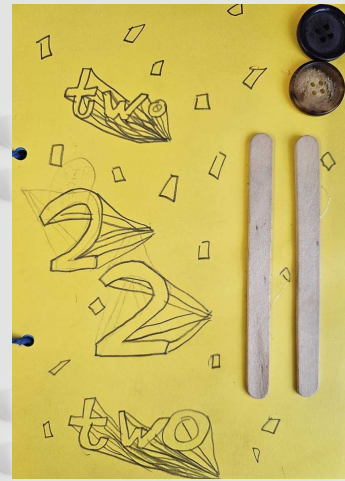
- Kemal

When you're not able to do something that others can do.

- Jasmine

When you can't do something but the doctor says you can't do it right now.

- Aashin



D

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P

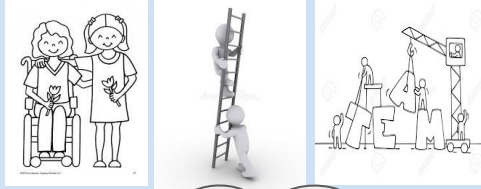
V

W

X

3R

Braille Number Books

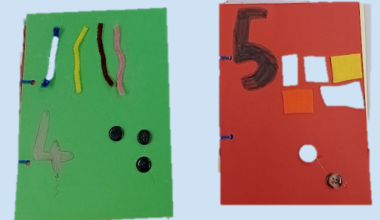
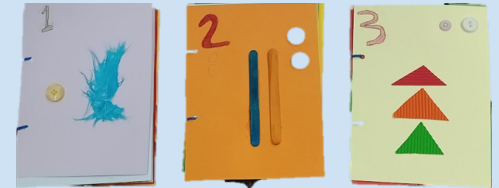


In 3R we made braille books to help people that are blind to be able to read different numbers - Lidia



Having a disability is when someone may not be able to do the same things as others - Ellis

A disability is someone that can still do things but a little differently - Zuhaib



4S



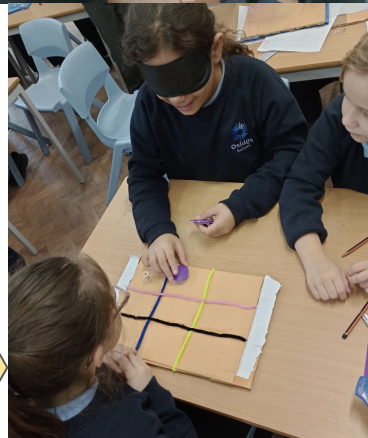
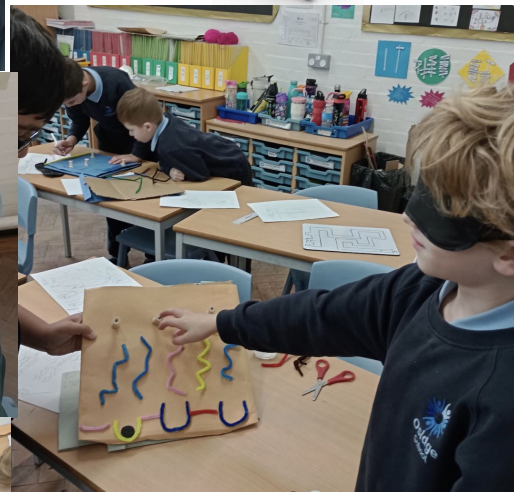
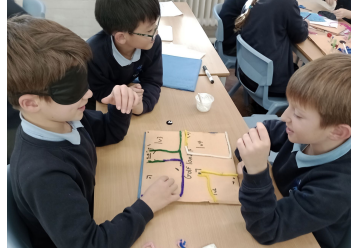
Tactile board games

We tried on a blind fold to find out what it means to be without sight. You needed help from other people.

We planned our board games in groups thinking about how you can use the sense of touch.

Then, we made them using tactile materials like pipe cleaners and buttons.

We asked people from other groups to test our games.



We worked in teams which meant we had listen to each other,include everyone and decide what worked best for our game.

Our game was like connect 4, you had to place 4 counters either straight or diagonally. The stripey texture made it easy to place the dots.

We made a game called money drop where a fluffy ball went down different paths to different shaped cups. As a blind person you could choose them by size.

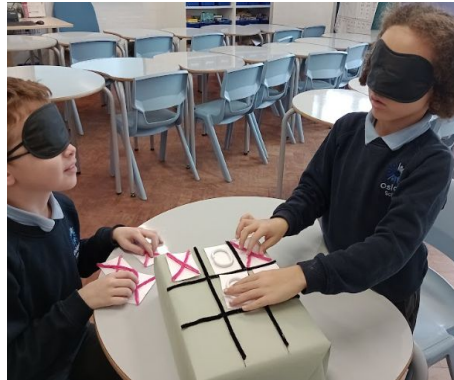
4T - We made tactile board games!



Racing game

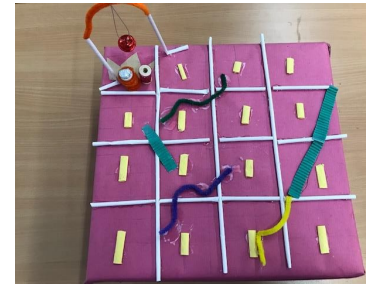


Noughts and crosses



Testing tactile games was interesting but hard because I realised I could only use a sense of touch. Mehmet

Snakes and ladders



We played trust games. It was hard to walk around the classroom without being able to see. Not everyone is the same. There are different types of disabilities. We need to treat everyone equally. Selena

Braille was invented for blind or visually impaired people so they can have better access to learning and communication. Selena



Making a tactile game was hard because I realised that a visually impaired person can play it using only a sense of touch or hearing. Fox

We realised how important communication is in team work. Fox

When we were creating tactile games we needed to focus on texture and not colour. Kai Rui



5J

We put on blind folds to understand what life would be like if we were blind - Harry

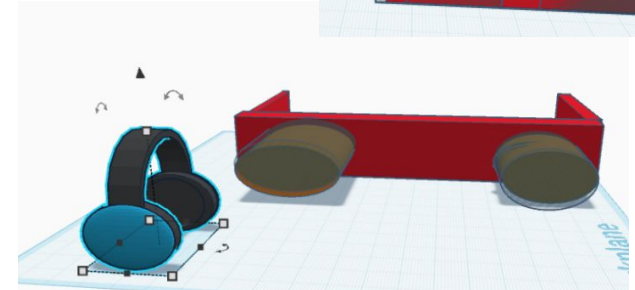
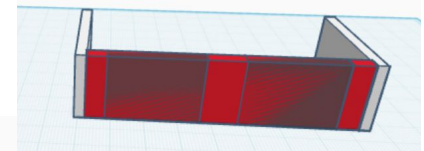
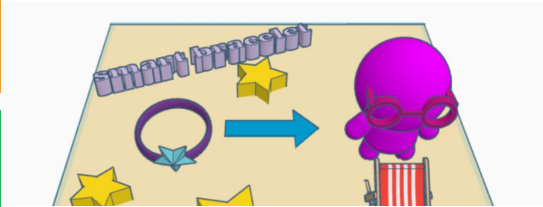
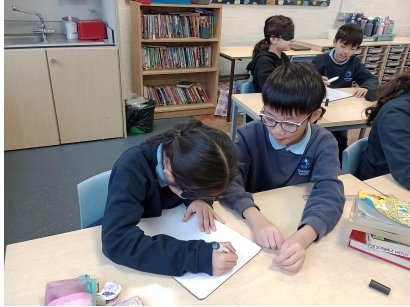
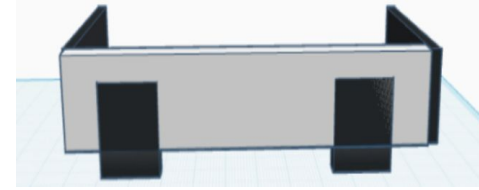
When our partner was wearing the blindfold, we had to instruct them how to move the pen to draw a house - George

We appreciate that life might be challenging for people who are blind or visually impaired - Diya

We used Tinkercad to design our own devices that could help people who are visually impaired - Shuyi

On Tinkercad, we could use different shapes and connect them together to make our 3D creations - Nafas.

We created a range of different ideas, including AI glasses - Anthony



5R

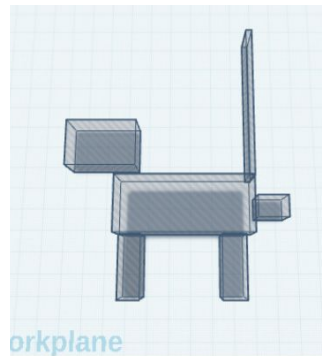
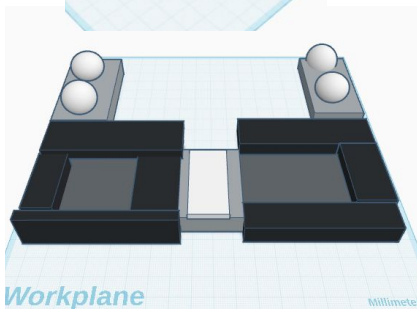
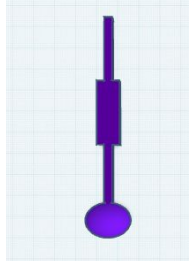
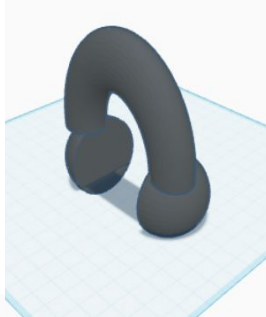


"We put blindfolds on and drew things on the whiteboard." Sena

"Your team gave you instructions." Athena

"The instructions weren't clear because they didn't tell you where to place it or how to place it." Ali

"We learnt that people who are blind or visual impaired found daily tasks hard so had to have glasses to tell them where objects were located." Zavian



"On D&T day we have to create things to help blind people using technology." Kelsey

"We used Tinkercad to design things to help people who were visually impaired" Catarina

"I made glasses on Tinkercad" Albie

"You could rotate your design and work on the front then work on the back." Emma

"Once you'd finished you could make it into blocks or lego." Srikar