

Touching and understanding Perception of detail



Activity: playing tactile memory

Set-up of the activity

You can create a tactile memory game with carton cards or wooden puzzle pieces that easily attach to each other. Glue clearly tangible details on them, such as buttons, foam stickers, pieces of Velcro, rings and other small objects/ materials from DIY stores.

0-2 2-4

- Give the client several cards or puzzle pieces with the texture facing upwards. Let the client explore these.
- Give the client three cards and ask him to choose two that greatly differ from one another.

4-6

- First give the client three identical pairs of cards with the texture facing upwards and let the client find the pairs.
- Let the client attach the identical cards to each other. If necessary, do this first together.
- Now place multiple cards on the table so that the client can explore all the cards and search for two identical cards. As soon as he finds a pair, he can attach the two cards to each other.
- Play the memory game with at least two people. Place the cards with the texture facing downwards. That way, the client has to remember where each card is located. You might have to play with a grid on which to place the cards. The client may only turn and explore two cards at a time. If the cards don't match, he must put them back and then it's the other person's turn.

Points for observation and focus

- Check whether the client is motivated to look for and explore the memory cards.
- Observe whether the client can systematically look for the cards and remember which identical cards are in the game and which he has already felt.
- Check whether the client can feel details or whether the card game is too detailed and too difficult.

Alternative materials

- Tactile domino or lotto.

Can also be used in the categories

- Tactual exploration (TE)
- Touch strategy (TS)