



Braille Bites

Magnet Fishing Game

Introduction

Welcome to Braille Bites, the series where we explore bite-sized ideas and activity recipes to build early braille literacy skills. Building skills in tactile discrimination follows a progression of learning from exploring real objects to eventually reading braille. This magnet fishing game is an example of exploration of an embossed shape with the entire area being raised.

[Check out the video that accompanies this resource on the PRCVI website!](#)

Key ingredients

- A bucket
- Rigid plastic tubing (45 to 50 cm)
- Shoelace (45 to 50 cm)
- Robust magnet
- 12 recipe cards
- Foam stickers or other tactile markers
- Jumbo sized paperclips

Mixing it together

- Build your fishing pole: tie the shoelace to one end of the plastic tubing; tie the other end of the shoelace to the magnet.
- Create pairs of matching tactile recipe cards: clip the top right corner of 12 recipe cards:
 - Make 6 pairs of cards, each pair has a different tactile shape in the centre of the card: square, circle, triangle, star, star/square, circle/triangle.
- Put a jumbo paperclip onto the left end of each card.

Braille Bites early braille literacy recipes are brought to you by





Braille Bites

Topping off the recipe

- Put a pair of cards, along with a single card from a different pair, into the bucket.
- Help your child to go fishing in the bucket to catch all 3 cards. Pull up the rod and remove the fish cards from the magnet.
- Lay the cards on a flat solid surface, make sure the clipped corner is in the upper right, and have your child to find the 2 shapes that are the same and the different shape. Talk about how some shapes have straight edges or rounded edges, corners, and points.
- Make more complex card pairs by using more than one shape on a card. For example: square-circle-square, circle-circle-star, or triangle-square-circle. Help your child to find the matching pair patterns when they go fishing.

Braille Bites early braille literacy recipes are brought to you by

