

Reach & Match® Learning Kit

FUN FOR ALL

Founder & Designer: Mandy Lau



reach&match
Keeping in touch



reddot design award
winner 2012

FOUNDATION
JAMES
DYSON



■ INDEX
■ DESIGN
TO IMPROVE
LIFE

Design Awards

1. Milan Well-Tech Award 2013
2. James Dyson Awards 2012, National Winner
3. Red Dot Award: Design Concept 2012
4. Core 77 Design Awards 2012, Social Impact
5. Core77 Design Awards 2012, Strategy & Research
6. Anno Student Design Winner 2011
7. INDEX: Design for Education 2010
8. Vice-Chancellor's Social Inclusion Design Award 2012
9. Melbourne Design Awards 2011



United Nations Innovation Fair

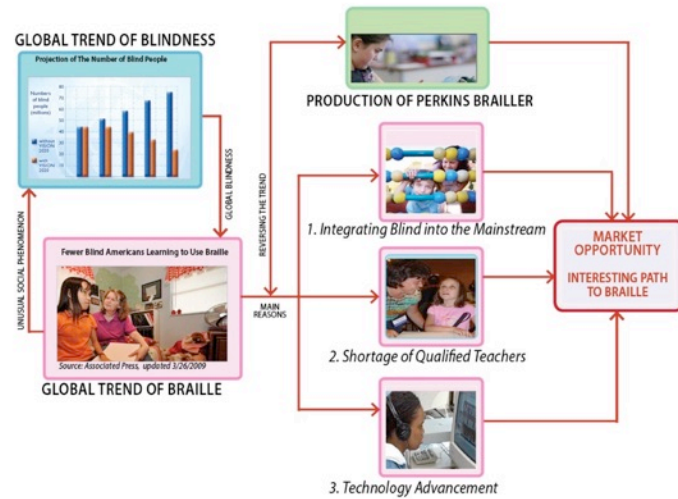
Why I designed it?

- Celebration of braille
- Essential skills for children with special needs
- Social inclusive tool – fun for all

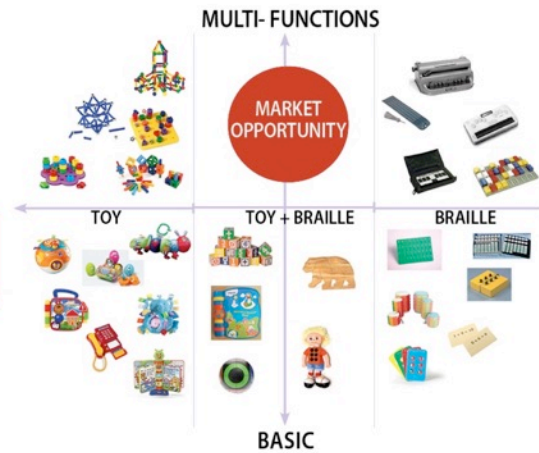


How I designed it?

Background Study



Perception Diagram



OBSERVATIONAL ANALYSIS



1. Tactile Fantasy & Hearing Pleasure

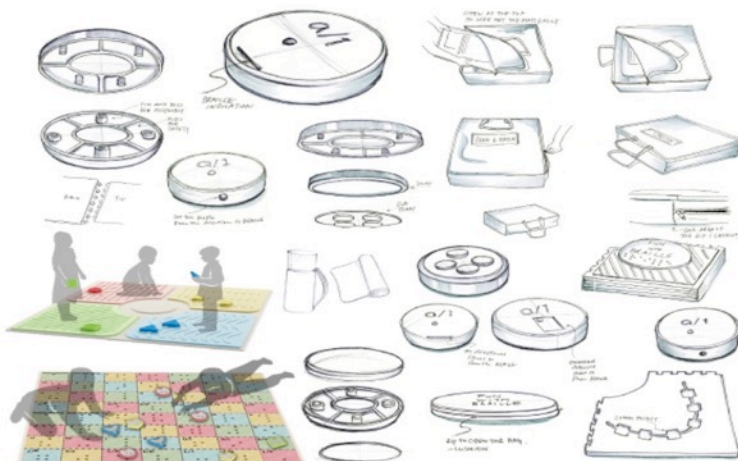


2. Spatial Awareness & Bodily Identification



3. Motor Skills

Ideation



Prototypes



Model Testings



What is it?

Double-sided Sensory Play



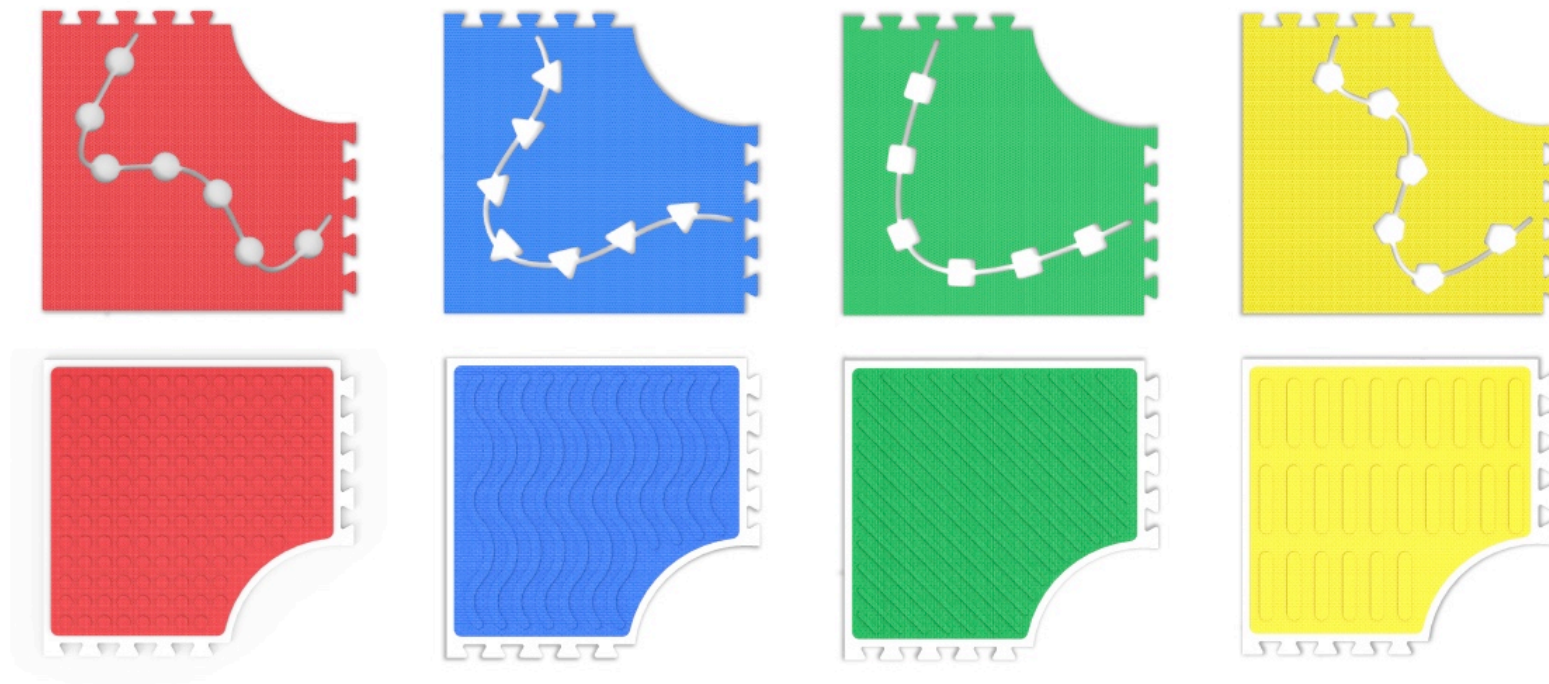
Match side - provides preschoolers Braille learning, motor development, direction and space training.



Reach Side - provides toddlers pre-braille learning, learning mobility symbols and identifying tactile patterns.

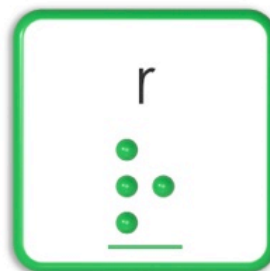
What is it?

Double-sided Sensory Mats



What is it?

Double-sided Sensory Tiles



What is it?



How to play?

Scenario Creation

-MATCH SIDE-



Cognitive Skills

- Colour sorting
- Shapes learning
- Pattern recognition



Sensory Integration

- Bodily awareness
- Tactile exploration
- Hearing pleasure



How to play?

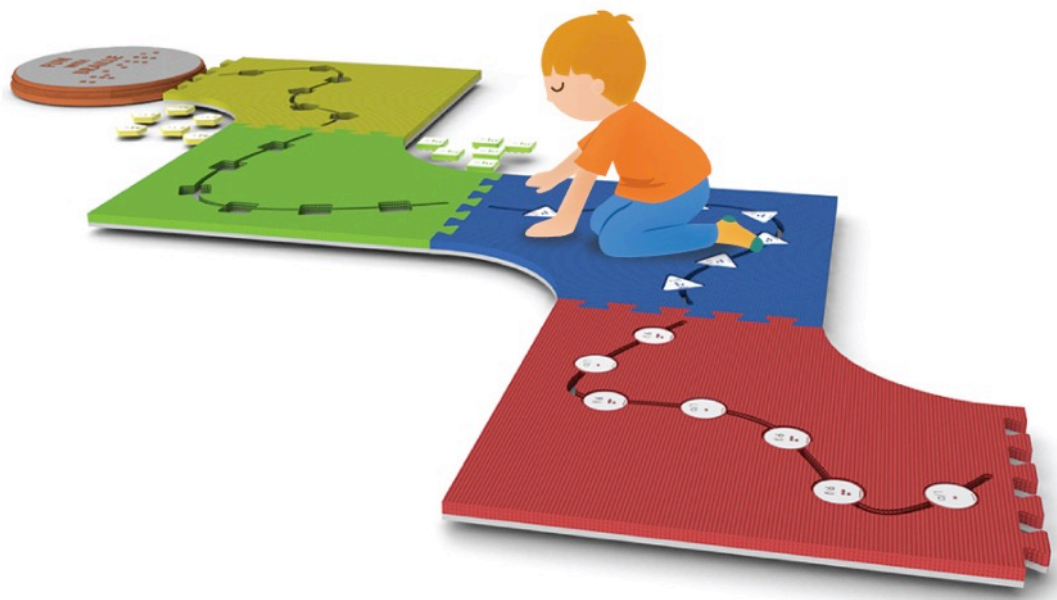
Scenario Creation

-REACH SIDE-



Sensory Integration

- Bodily awareness
- Tactile exploration
- Hearing pleasure



How to play

Scenario Creation

-REACH SIDE-



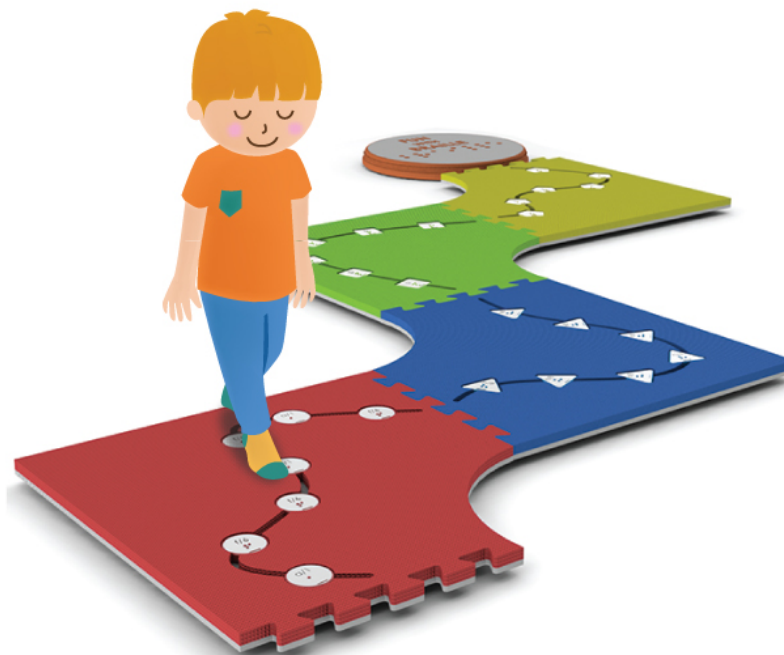
Sensory Integration

- Bodily awareness
- Tactile exploration
- Hearing pleasure

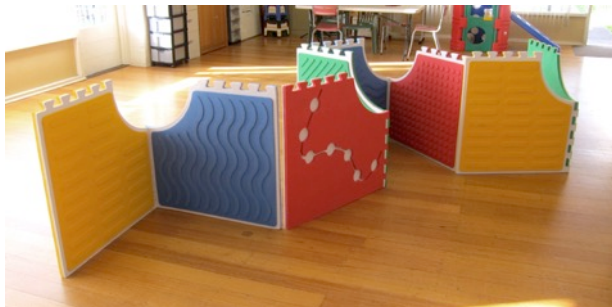


Body Movement

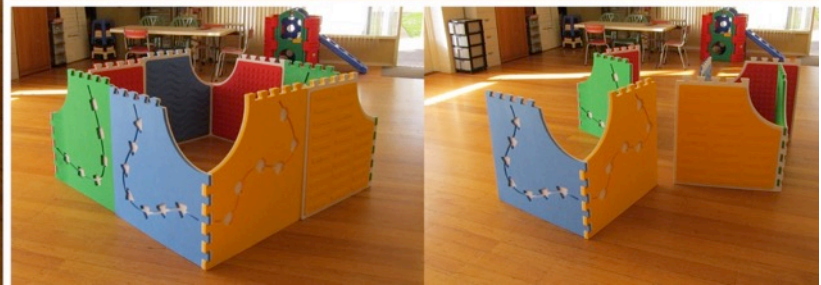
- Fine and large motor skills
- Finger manipulation



How to play



How to play



Learning outcome



Braille
Learning



Cognitive
Skills



Sensory
Integration



Sense of
Satisfaction



Language
Enrichment



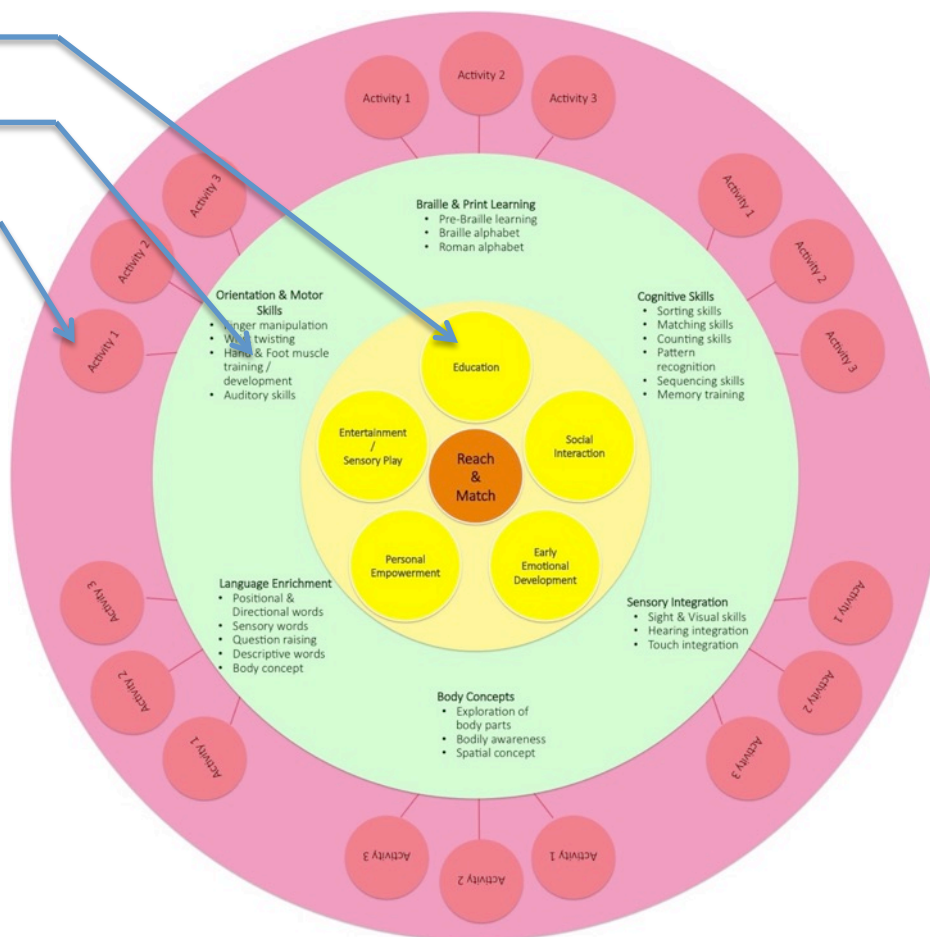
Body
Movement



Social
Interaction

Activity Manual

- Learning objectives
- 7 Learning outcomes
- 20 Activities & exercises
- 16 Game ideas
- Your own ideas
- Collaboration

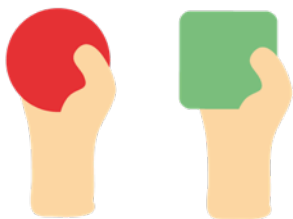


Activity Manual

Bodily awareness



Hearing integration



Cognitive skills

Touch integration

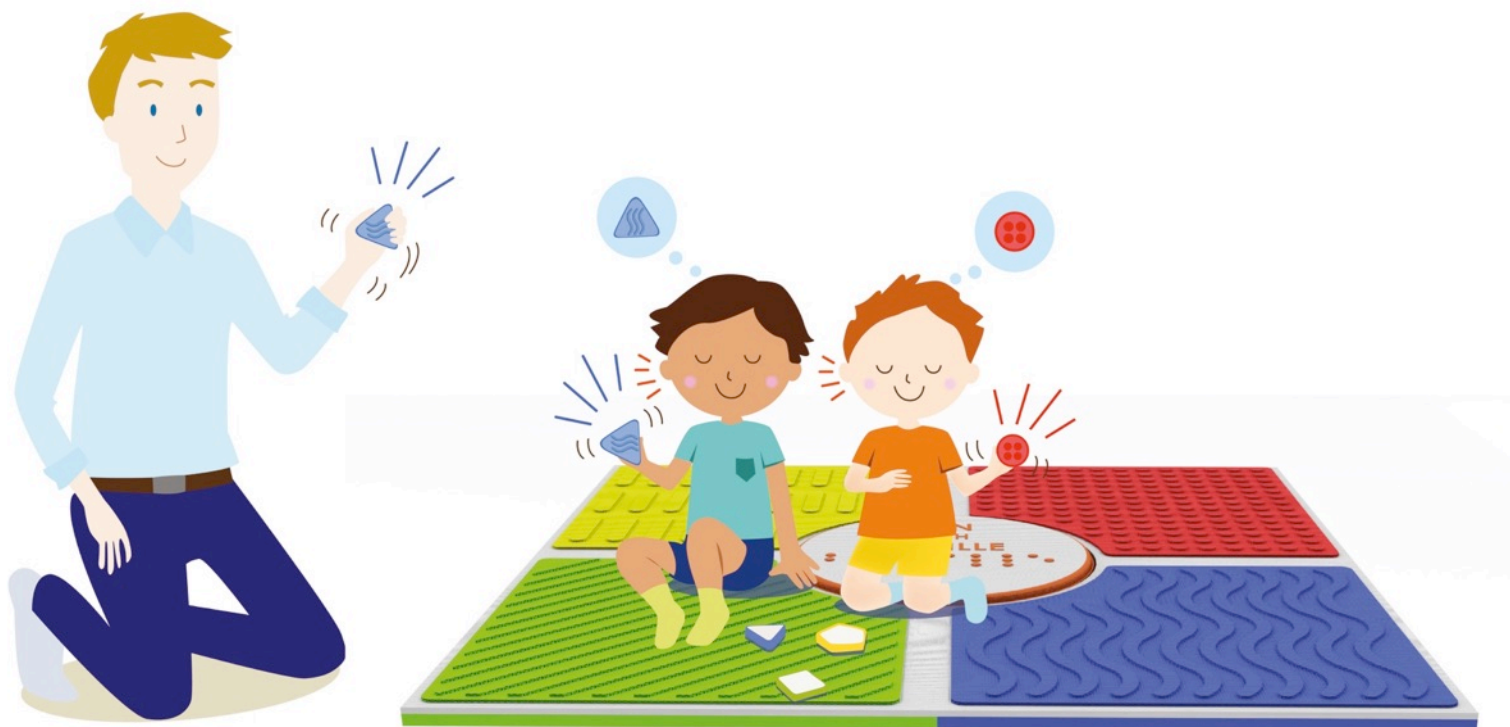
Exploring body parts

Sight & visual skills

Activity Manual

Activities and games

-Game4: shake, Shake, Shake it



Activity Manual

Activities and games

-Game11: Relay Run



Activity Manual

Activities and games

-Game11: River crossing



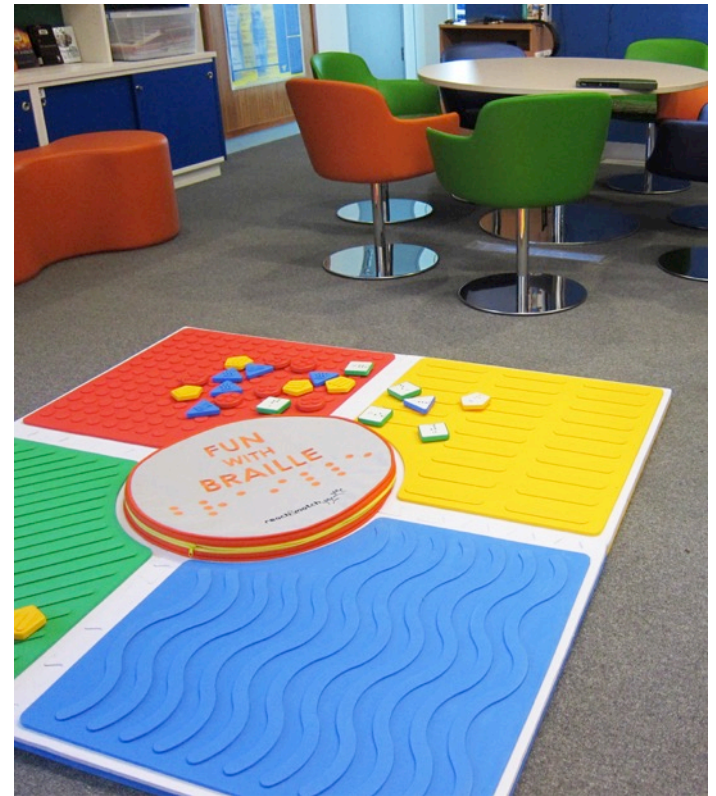
Clients

- Guide Dogs Organizations
- Vision Australia
- Specialist schools in Australia
- Toy libraries



Clients

- Monash University (Faculty of Education)
- Overseas organisations
 - Schools
 - Organisations
 - Eye centres





Thank You!

www.reachandmatch.com