Reach & Match® Learning Kit
FUN FOR ALL

Founder & Designer: Mandy Lau
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

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?
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
Activities and games

- Game 11: 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