



1. Name of the product

Memory Tactile – Everyday Life

2. Product code

25501481

3. Colour

As illustrated



4. Short description

This textures memorie, is on a large size and with real images from daily life. There are different textures on the playing stones, which stimulates the sense of touch, making the game suitable for visually impaired people. Memorie with which you can work on the visual memory, but also the visual and tactile insight.

5. Content

- 34 x photo cards

6. Sensory stimulations

Sight and feeling

7. Instructions

Classic pairs:

Step 1: Place the cards face-down with the groove on the underside facing towards you.

Step 2: Take turns to turn two of the cards over

Step 3: If they are the same, leave them upturned.

Step 4: If they are not the same, turn them face-down again and place them back in the pile.

Step 5: The winner is the player that ends up with the most card pairs.

Tactile memory:

Step 1: Place the cards face-down with the groove on the underside facing towards you.

Step 2: Take turns to turn two cards over in the following way: the player turns the first card, lays it face-up and touches it with their fingers. Before turning the second card, the player closes their eyes and, through touch, attempts to guess if both cards are the same. → At that moment, the rest of the players stay silent to allow the player to concentrate.

Step 3: If the player thinks that both cards are the same, they will say so and open their eyes to confirm this.

Step 4: If the player has guessed correctly, they can keep the card pair, and if they have guessed incorrectly, they leave the cards face-down where they are and the next player takes a turn.

Step 5: The winner is the player with the most card pairs.

Recognise an Image:

Step 1: Choose 4 of the 34 game cards.

Step 2: Familiarise yourself with the textures of each card chosen.

Step 3: Shuffle the cards and place them face-down.

Step 4: Close your eyes and take one of the 4 cards.





Step 5: Guess which card you have chosen by feeling it and by using your sensory memory. → You can make the game more difficult by adding more cards.

Vocabulary:

Name the images that appear on the cards.

Language structuring:

Form sentences using the images shown on the cards.

Association and classification:

Form associations and classifications by focusing on any of the characteristics or textures that appear on two or more images.

8. Additional information

Purpose:

- To develop concentration and observation.
- To exercise visual and tactile memory through real-life images containing different textures.
- To integrate the information from various senses to learn about the objects.
- To use tactile differentiation to recognise different textures.
- To enrich the vocabulary relating to environmental objects.

9. Technical information

Size: 9 x 9 cm

For more information, you can visit our website www.nenko.com

