

Math Games and Activities for Home for Students with Visual Impairments – 1st through 3rd grade and Up

Mancala

1st grade and up

Accessible, tactile game. Mancala is one of the world's oldest and best-loved games. Players take turns scooping up the special marbles and counting them out one at a time into the pockets on the board. When they drop a marble into an empty pocket on their side of the board, they capture all the stones in the opposite pocket. It sounds like a simple marble game, but it's got plenty of strategy and it reinforces STEM skills such as counting and strategic planning. The winner is the player who collects most of the marbles.

- [PressmanToy.com/Product/Folding-Wood-Mancala](https://www.pressmantoy.com/Product/Folding-Wood-Mancala)

Crankity Brain Teaser

2nd through 4th Grade

Accessible, tactile game but student could need help with the initial set up. The object is simple: build a puzzle solution between the red gear and the yellow wheel. When the gear teeth interlock, you'll be able to turn the wheel and send the whole contraption spinning! Start by choosing a puzzle of your choice (there are four levels of difficulty so the whole family can play!).

- [FatBrainToys.com/Toy_Companies/Fat_Brain_Toy_Co/Crankity_BrainTease_zr.cfm#Product-Video](https://www.fatbraintoy.com/Toy_Companies/Fat_Brain_Toy_Co/Crankity_BrainTease_zr.cfm#Product-Video)

Qwirkle

2nd grade and up

May be good for some low-vision students. Qwirkle is a simple game of matching colors and shapes. Players score points by building rows and columns of brightly colored tiles that are either all the same color or all the same shape, without creating duplicates; put all six in a row, and you score a "Qwirkle." It's the perfect combination of skill and chance that all ages can play, understand and enjoy!

- MindWare.OrientalTrading.com/Qwirkle-Plus-Free-Bonus-Pack-a2-13791375.fltr

Zeus on the Loose

2nd grade and up

May be good for some low vision students, could add braille to the cards. Catch Zeus if you can! The Greek god has bolted from Mount Olympus and it's up to you to nab this dashing deity. Play cards strategically, adding numbers as you climb up the mythic mountain. Grab Zeus when the total reaches a multiple of 10.

- GameWright.com/Product/Zeus-on-the-Loose

Racko

2nd grade and up

Make your own set of braille or large print cards. The objective is to be the first player to arrange all of the cards in your rack from lowest to highest. Great number sense game. Make your own cards 0 - 60 with braille or large print on index cards. Play open handed or behind a screen. Also, can use cards with integers or fractions. Play with 5 - 10 cards to make the game easier or harder.

- Winning-Moves.com/Product/Rack-O.asp

Head Full of Numbers

2nd grade and up

Use large print or tactile dice (possibly make with 3D printer at a library). Place the three standard dice and three custom dice (with numbers 0, 1, 2, 7, 8 and 9) into the fun dice shaker then roll them out and place them into the dice tray. Set the sand timer and have the score pad ready to record the number of unique, correct equations each player makes using the numbers rolled. Equations can use simple addition or subtraction or include multiplication and division for a more challenging game.

- [LearningResources.com/Head-Full-of-NumbersR-Math-Game](https://www.learningresources.com/head-full-of-numbers-math-game)

Braille Uno - Accessible

2nd grade and up

UNO is a classic card game. Players take turns matching a card in their hand with the current card shown on top of the deck either by color or number. Special action cards deliver game-changing moments as they help you defeat your opponents. These include Skips, Reverses, Draw Twos, Wild and Draw Four Wild cards. You'll find 25 of each color (red, green, blue, and yellow), eight wild cards, three customizable cards and one Special Rule card inside the 112-card deck. If you can't make a match, you must draw from the central pile. And when you're down to one card, don't forget to shout "UNO!" The first player to play all the cards in their hand before their opponents wins. To simplify the game, take out the special cards (skip, reverse, etc).

- [Amazon.com/UNO-Braille-Blind-Vision-Players/dp/B07XF995SP](https://www.amazon.com/UNO-Braille-Blind-Vision-Players/dp/B07XF995SP)

Slapstack Math

2nd grade and up

APH has released a new action-packed math app, Slapstack Math. This iOS app is free and is fully accessible with VoiceOver.

- PerkinseLearning.org/Technology/Posts/Slapstack-Math-Review-IOS-App

Blindfold Games on iPhone or iPad

3rd grade and up

Blindfold Games creates audio games for people who are blind or visually impaired, with dozens of games for the iPhone, iPad and iPod. The suite includes over 80 games such as casino games like Blackjack and Bingo, card games like Crazy Eights and Rummy, puzzle games like Simon and Color Crush, TV games similar to Wheel of Fortune and Word Ladder, and sports games like Bowling, Pong and Pinball. Games are free with in-app purchases.

- Apps.Apple.com/US/App/Blindfold-Games/id1456544613#See-All/Developer-Other-Apps
- PerkinseLearning.org/Technology/Posts/Want-More-Educational-Apps-Are-Accessible-Blindfold-Games

Qwixx

3rd grade and up

Play with tactile die, use brailled cards number 1-10 in place of paper, student can toss a card out instead of crossing out the number on the card. Qwixx is simple to play but each decision is crucial - the more numbers you cross off, the more points you score. With no downtime between turns you'll have a chance to gain from each and every roll. Reinforces math facts, probability, strategic thinking.

- GameWright.com/Product/Qwixx

Pig

3rd grade and up

Use large print or tactile dice. The goal in Pig is to reach 100 points as quickly as possible with the winner being the first one to do so.

- DiceGameCentral.com/index.php/Dice-Game-Central-Home-Page/Pig-Scoresheets-Rules-Free-Download-Printable-2

Yahtzee

3rd grade and up

Use large print or tactile dice. Yahtzee is a classic dice game played with 5 dice. Each player's turn consists of rolling the dice up to 3 times in hope of making 1 of 13 categories. Examples of categories are 3 of a kind, 4 of a kind, straight, full house, etc. Each player tries to fill in a score for each category, but this is not always possible. When all players have entered a score or a zero for all 13 categories, the game ends and total scores are compared.

Simplify the game by playing with fewer categories.

- Amazon.com/Hasbro-Gaming-00950-Yahtzee/dp/BOOTLEMRKM

Farkle

3rd grade and up

Use large print or tactile dice. Farkle is a slightly more involved/complicated game of Yahtzee.

- PlayMonster.com/Product/Farkle

3 Rolls to Make 100

3rd grade and up

Use large print or tactile dice. Players attempt to create 3 numbers that will add to 100 or as close as possible to 100. Students use lots of different skills as they choose their numbers and add them. Sometimes working out who is closest to 100 creates a great discussion with more skills required to calculate this.

- [Games4Learning.com/5-Minute-Math-Games](https://www.games4learning.com/5-minute-math-games)

Mastermind for Kids

3rd grade and up

Can use tactile shapes in place of colored pieces. Kids test their code-cracking prowess with the classic game of Mastermind made especially for kids! The Codemaker sets a secret code, then the Codebreaker tries to match the code using logic, deduction, and maybe even a little bit of luck. After each move, the Codemaker gives clues to the Codebreaker. With lots of possible code combinations, every game is guaranteed to be a brainteaser! Three levels of play make this a game that kids can play for years and years. Players take turns setting secret codes and solving the codes. Uses STEM and STEAM principles—players use deductive reasoning and logic

- [Amazon.com/Mastermind-Game-Strategy-Codemaker-Codebreaker/dp/B00000DMBF](https://www.amazon.com/Mastermind-Game-Strategy-Codemaker-Codebreaker/dp/B00000DMBF)

Shut the Box

3rd grade and up

Add Braille labels to numbers, use tactile dice. Each player tries to close the most numbers on the box by rolling a pair of dice and using math operations. This can be played with paper and pen or a deck or brailled playing cards also.

- [Amazon.com/AMEROUS-Players-Instructions-Classics-Tabletop/dp/B07XDTHNQY/ref=sr_1_17?keywords=Shut+the+Box&qid=1584316044&s=Toys-and-Games&sr=1-17](https://www.amazon.com/AMEROUS-Players-Instructions-Classics-Tabletop/dp/B07XDTHNQY/ref=sr_1_17?keywords=Shut+the+Box&qid=1584316044&s=Toys-and-Games&sr=1-17)