## **Reach & Match Creative Learning to meet Educational and Therapy Goals**

### (Endorsed by the Australian Government DFAT)

Presenter: Mandy Lau, Social Designer, Master of Design (Industrial Design), BENG(Hons) Product Analysis with Design

**Reach & Match website:** **www.reachandmatch.com**

### Background of Reach & Match® Learning Kit

Reach and Match® is a multi-award winning wholistic learning program that has been designed through focused research and user testing to support early childhood learning outcomes and the inclusion of children with vision impairment and disabilities in mainstream Early Childhood Education (ECE) services and preschools.

Reach and Match was developed by founder Mandy Lau through her Master's research for children with sensory impairment and multiple needs to develop braille and print early literacy and social skills through tactile strategies and play-based activities. Research into braille literacy, early intervention and inclusion in education informed the design of the Reach and Match learning kit and was developed with a range of educators and specialises utilising a user-centric methodology and co-design approach. Reach & Match program supports children to build the foundational physical, cognitive, language and social-emotional skills that support a child's wellbeing and learning journey.

Reach and Match has received a number of prestige awards in assistive technology, education and social inclusion, including the 2018 OpenIDEO MIKTA Education in Emergencies Challenge, the 2016 Good Design Award and the 2012 James Dyson Award Australian Winner. In 2019, Australian Government Department of Foreign Affairs and Trade has endorsed the Reach & Match Inclusive Learning Program as effective educational tool for early intervention.

### Presentation Outlines

● Project objective: Inclusive Play for all children.

● Reach & Match® Learning Kit features and new development in program training.

● Reach & Match® Inclusive Learning Program and 7 Learning Outcomes.

● Reach & Match® Learning Outcomes support Core Curriculum and Expanded Core Curriculum.

● Activities examples and video will be showcased to demonstrate how the Reach & Match activities support the  
**Core Curriculum and Expanded Core Curriculum:**

● Literacy

● Mathematics

● Orientation and Mobility

● Sensory Efficiency

● Social Skills