

# Teaching English to Visually Impaired Learners

## Session 2. Tools and Resources

### Gamification

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Nowadays, a wide number of gamified formative assessment tools are at a teacher's disposal. In these games the speed of answering is taken into account as well as giving the correct answer. This is what makes the game more challenging and motivating for the students.

However, both games using electronic devices and having to give quick responses can be a hurdle for students with visual disabilities as response times will be slower when using a screen reader.

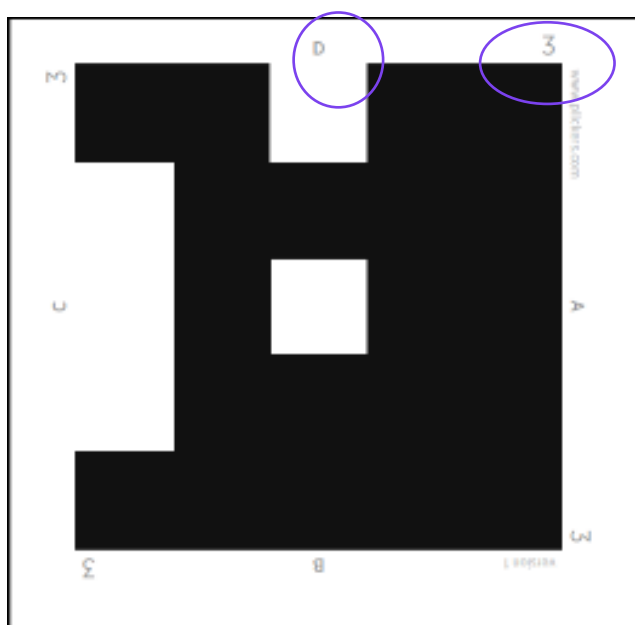
The games described below are not totally accessible, but all of them have features that may be useful for teachers who have a blind or low-vision learner in their classes.

### Plickers

Plickers is a free tool that allows you to create online questionnaires and then ask students the questions in a dynamic and attractive way, obtaining the results of each participant in real time and turning learning into a game.

To complete the questionnaires, it is necessary to register on the Plickers page (<https://get.plickers.com>) with a Google account or email address. Teachers project the questionnaire on the board, in addition to having the application downloaded on their mobile device. Students do not need any electronic device, because the tool itself provides us with cards with individualized codes that teachers print. These codes contain a number and four letters: A, B, C and D.

The letters correspond to each of the options in the questionnaire and are located on each side of the code (different code for each student). While the number corresponds to the student. Each student has their own number and their code with the four letters and each student should be given the correct card. The letters help the student choose the option they think is correct, rotating the code until the one they have chosen is at the top.



Plickers Student Code Image.

In this example, the card belongs to student number (3) and they have chosen option (D) as correct.

It is from here when teachers intervene again. With the app open on their mobile device, they scan all the codes with the camera. We can immediately see the board which participants have already answered, but not which option they have each chosen at this stage. Once the teacher stops scanning, we can see which options the students have chosen, and which are correct. The tool allows students and their answers to remain anonymous but, their names can also be shown if desired.

## Why is Plickers an accessible tool?

For these reasons, Plickers is a great alternative for all students and teachers: the questionnaires continue to be generated online, which facilitates faster creation and variety of activities; the teacher can read the question and the answer options aloud, which makes the game egalitarian. Finally, the letters of the A, B, C, D) can be printed in Braille, so that visually impaired students

can easily read them and show their answers. In addition, each student will be able to take the time they need to respond, and it will be the teacher who decides when to reveal the results.

This app offers the same possibilities as many others that are already used in classrooms while being truly inclusive.

### **Is it accessible for online classes?**

Yes, it is. It is possible to capture images of the students' codes with your mobile phones through their webcams as long as the students have their printed code and can hold it up to show it.

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## Baamboozle

(Information from Techlearning.com, By [Luke Edwards](#))

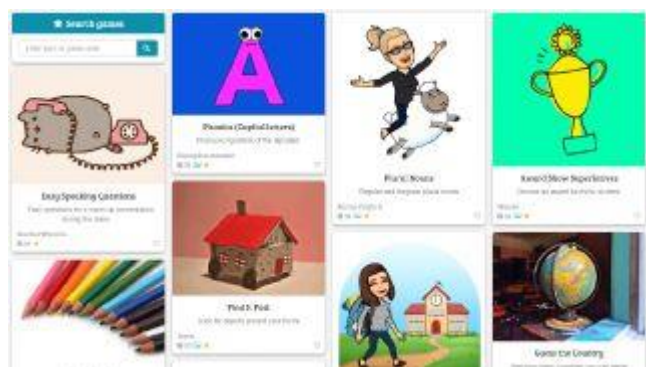
Baamboozle is an online learning tool that offers a simple and fun way to teach using games that are both engaging and specifically designed for students.



Baamboozle logo on yellow (Image credit: Baamboozle)

The games are very easy to play and work through a web browser so students should be able to access it nearly anywhere.

The games are widely varied and thanks to an editing tool, these can be built by the community. As such, educators can make games to teach very specific needs. These are shared with the community, so the resources are growing daily with plenty to pick from and use or edit.



(Image credit: Baamboozle)

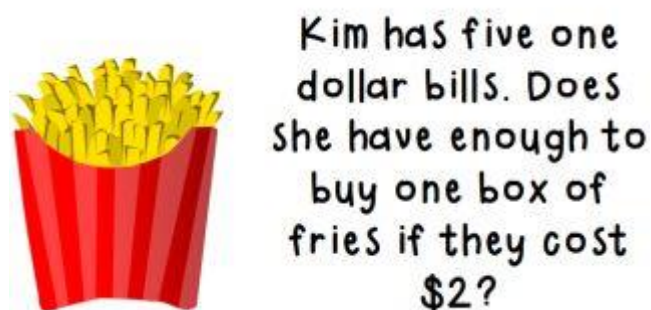
Baamboozle is a good option both for in-class use and remote learning as well as homework. Since students can access it from their own devices, it's possible to game and learn from almost anywhere.

## How does Baamboozle work? (techlearning.com by [Luke Edwards](#))

Baamboozle is normally played as a team game in the classroom, but it can also be played individually or in teams at home.

It is very simple to use. In fact, you can be up and running with a game after just two or three clicks on the homepage - no need for an initial registration.

Of course, if you want to get more in-depth access with features such as assessment tools and creation abilities, it pays to sign-up.



(Image credit: Baamboozle)

Enter a game section and you're given options along the left to "Play," "Study," "Slideshow," or "Edit."

- **Play** gets you right into game options such as Four In A Row or Memory, to name just two.
- **Study** lays out the image tiles for you to select right or wrong on each to suit the topic.
- **Slideshow** does similar but simply shows the images and text for you to scroll through.
- **Edit**, as you may have guessed, lets you edit the quiz as needed.

Teams can be created so you can split the class into two and have the groups compete or have one-on-one competitions. Baamboozle keeps track of scores so you can engage with students as the games go on, without being distracted by scoring.

While "Edit" will let you amend games to suit your needs, if you want to create your own, then you will need to register with your email.

If you want an idea of how to use Baamboozle in your class, check out our **Baamboozle lesson plan**.

## What are the best Baamboozle features? (techlearning.com, by [Luke Edwards](#))

Baamboozle is super easy to use, making it great for a wide range of ages, both as a gaming platform and an opportunity to encourage creativity. Students can make quizzes if you want them to, allowing you a new way to have them work in groups or even to present their work.



(Image credit: Baamboozle)

Time limits are optional, which can be helpful in the classroom, but can also be turned off for those students who may find that added pressure difficult. You can allow students the option to hit pass on questions if you want, taking off additional pressure.

Each game allows up to 24 questions, providing enough range to explore a topic while keeping a time limit that's suitable for class learning.

## Baamboozle best tips and tricks (techlearning.com, by [Luke Edwards](#))

### Assess the class

Make a game as an assessment to be used at the end or after a lesson to see how well students have taken in and have understood what's been taught.

### Creative class

Split the class into groups and have them each take a topic to create a game for, then get them to take each other's quizzes. Assess based on question quality as well as answers so you don't just have one team trying to make the tougher quiz.

### Get projecting

Connect your device to a projector, or run directly using a browser on a large screen, and have the class take part in games as a group. This allows for stops to discuss and expand on topics and terminology.

## Why is Baamboozle an accessible tool?

- To make Baamboozle a truly accessible tool the teacher or sighted student will have to always read out loud:
- The question
- The answer
- The numbers available to pick from
- The score
- What's behind the special squares (i.e.: swap points, lose points, etc.).
- As you can edit the games, you can introduce clear images, big and well contrasted letters to make it more accessible for low vision learners.
- You can introduce sounds to make it more accessible for blind learners,
- Even it is more difficult and takes more time for blind students to reach the correct answer, the teacher can select to quit the time counter, so the pressure to answer in time disappears and each student can play in their own time.
- When playing in groups, a classmate can read out loud the question and the answers and the blind student can participate as the others in responding to the question.
- When the game is used to assess a content, remember to quit the time counter.
- It has hotkeys to let the blind student use the game by themselves. In Annex 1 you have the hotkeys to let the blind learner access and play the game.

## Is it accessible for online classes?

Yes, it is accessible for online classes, taking in considerations the terms appointed above.

The teacher has to read the questions out loud. Don't forget to click 'share sound' if on Zoom and add sound effects to let the blind student know if the answer is right or wrong.

And remember, you can use it as an individual homework, also in online classes.

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## Kahoot!

Kahoot! is a free platform that allows the creation of evaluation questionnaires (available in App or web version <https://kahoot.com/>). Students choose their alias or username and answer a series of questions using a mobile device, tablet or computer. There are 2 game modes: group or individual.

The teacher can create questionnaires according to the topic they want to work on or select one already created from those shared on the web. You can modify the countdown time, the possible answers and you can add photos or videos. Finally, whoever gets the most points wins.

However, this score does not depend only on correct or incorrect answers, it also depends on how quickly the questionnaire is answered. This feature is frustrating for a visually impaired student to participate in group mode.

### Is Kahoot! an accessible App?

Students with visual impairments require a screen reader (in the case of blindness) or a screen magnifier (in the case of severe visual impairment) to participate in a Kahoot! session, whether on mobile, tablet or computer. In this case, the App is accessible since the screen reader allows you to see and move around the page. However, this screen reader will read the question first and then each of the answer options along with the corresponding symbol, while the student who uses his or her sight will generally be faster when reading the question and options by themselves.

**So, it is possible to affirm that, Kahoot! is accessible when browsing the app, however it can be demotivating for those students who need a screen reader or a screen magnifier.** Therefore, the best option to use this App with students is as an individual or group questionnaire without using the timer option. In this way, all students will be on equal terms.

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## Annex: Hotkeys to use Baamboozle

Reading order for Jaws with tab key: (with Chrome and Jaws 2020 and up)

- Team 1; then your score; Team 2; then your score.
- The next button says “Link”: pressing enter, the program will be closed.
- The next button says “Button”. Pressing Enter it opens an edit box to change the name of the teams: write the name in each corresponding edit box, using the tab key to move. If they already have scores, it will say those too. Then, move to Okay, and press enter. The next time you go through “Team 1” or “Team 2”, it will say the names you have entered, but if you refresh the screen, the game will start again and neither the names you have entered nor the scores they have already achieved will be saved.
- The next “Button” is used for the game itself to read the question aloud or to keep it silent while you read it with Jaws.
- Then press the down arrow to start the game.
- There are a number of 4, 6, 8 or more boxes, each one with a question or an action (for example, choose points to give to the opposing team, or take your turn, etc.).
- You can go through the entire game with the down arrow. When you reach the last box, if you continue pressing, it does not return to the beginning, so you will have to go back with the up arrow.
- Press the down arrow until you reach the number you want, and then press enter. Jaws will read the question. By clicking the down arrow, you can read it again.
- Think what your answer is and continue moving with the down arrow to “Check” and press Enter. A success or error sound will appear. To read the response, press the up arrow. It will read the question to you again and, with the down arrow, the right answer.
- Then, with the down arrow, select, depending on whether you got it right or not, the Oops or Okay option. The result will be reflected in your team's score, and you will return to the main game page to select another question with the cursor arrows.
- If you click again on a question that was already answered, the question will appear with the answer, and you will be able to read it, but it will no longer score points.

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