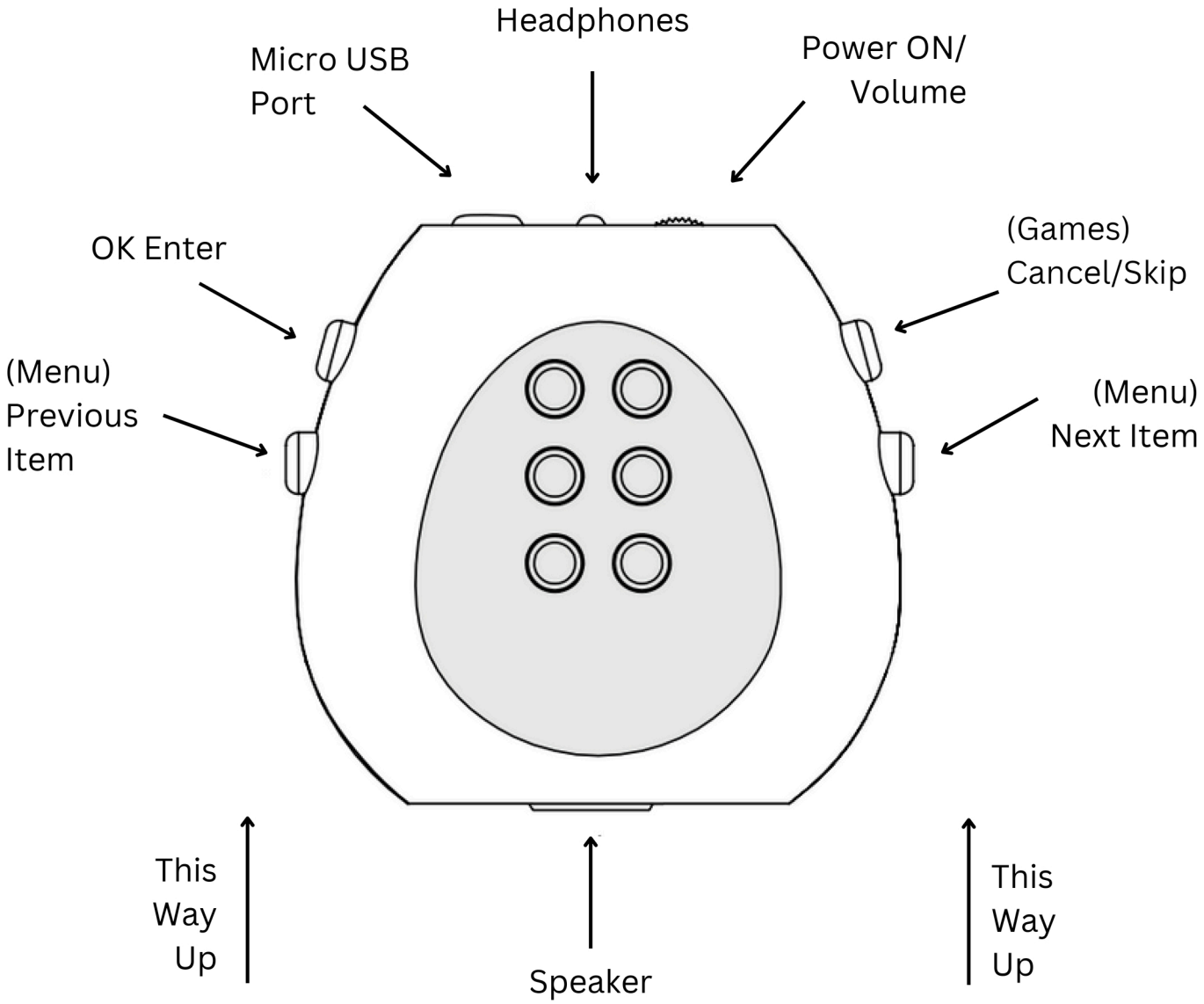
BrailleTeach- User Guide



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General information about the device

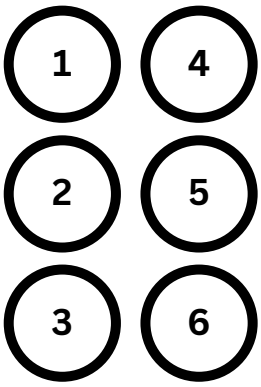
Games are played using the front face, which features the six dots that represent the Braille 6-dot code.

Starting Position:	All dots must be pressed down - the surface must be flat.
Letter/Number Position:	Raise dots by pressing them according to the Braille 6-dot code

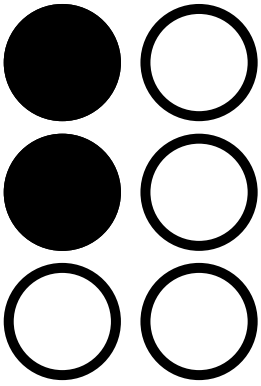
A 0.5 second delay has been programmed into the device. This decreases the chance of accidentally double-pressing the buttons and affecting the outcome of the games.

The dots are allocated with the numbers 1-6 in the formation known as the Braille Cell:

The Braille Cell



For example, to create the letter b, the dots 1 and 2 must be raised up and dots 3,4,5 and 6 must be flat.



The 4 side buttons (2 on left, 2 on right) are used for menu and game controls.

Top left (Games) Cancel/Skip	Single click to skip an action, double click to exit game/settings
Top right #Confirm/OK	Single click to confirm an action, and enter a menu
Bottom left (Menu) Previous Item	Click to navigate between menu items
Bottom right (Menu) Next Item	Click to navigate between menu items

Menu Structure

- Welcome message
- How to use
- Letter Games — the device contains 4 games to teach the letters

1. I will read the letter — the device will tell you which letter you have created when you raise the dots

2. Learn how letters are written — the device will announce a letter and teach you the correct 6-dot combination

3. Guess the letter — the device will announce a letter and you must enter the right combination of raised dots; if you make an error, the device will prompt you to try again. If you raise the combination of dots correctly, you will automatically move to the next random letter

4. Guess the letters within the time limit — the device will announce letters and you must enter the correct 6-dot combinations within one minute

- How to Use
- Number Games — the device contains 4 games to teach the numbers & symbols

1. I will read the number and symbols — the device will tell you which number/symbol you have created when you raise the dots

2. Learn how numbers and symbols are written — the device will announce a number/symbol and teach you the correct 6-dot combination

3. Guess the number — the device will announce a number/symbol and you must enter the right combination of raised dots; if you make an error, the device will prompt you to try again. If you raise the combination of dots correctly, you will automatically move to the next random number/symbol

4. Guess the numbers within the time limit — the device will announce numbers/symbols and you must enter the correct 6-dot combination within one minute

- Settings

  -Choose language
  -How to use
  -About the device

How to recharge the device

The devices works with a built-in LiPo rechargeable battery. You must charge the device using the USB cable included to the box. Keep the charging cable connected for full charge until the red light will turn off. Full charge takes approximately 60 minutes

Contact us

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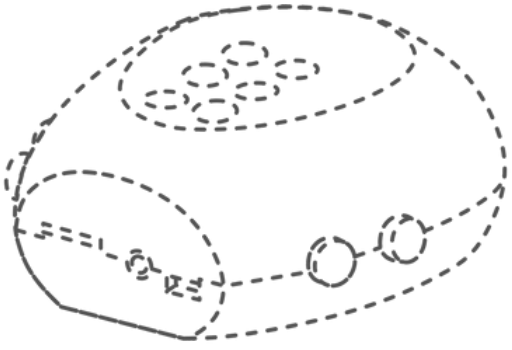

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