

What Where Barrier

(Cards for
Inclusive
Learning)

Inspired by the
“[Cards for Inclusion](#)”
game by [Unlimited](#)
which was
conceptualized by Jo
Verrent.

Modified for K-12
educator usage by
Stanislaus County
Office of Education
www.stancoe.org



Instructions

Aim of the game

Find as many solutions as possible to overcome the access barrier(s) to learning.

Set up

1. Place each set of cards (What, Where, Barrier) into piles.
2. Shuffle each pile.
3. Take one card from the top of each pile.

Let's Play

In a group, discuss your three cards. Imagine the student activity (**what**), in that place (**where**) and the **barrier** that is stopping students from taking part.

How many solutions can you find?

Once you have as many solutions as possible, take another three cards and challenge yourselves again. Everyone's a winner!

What



Class Presentation

What



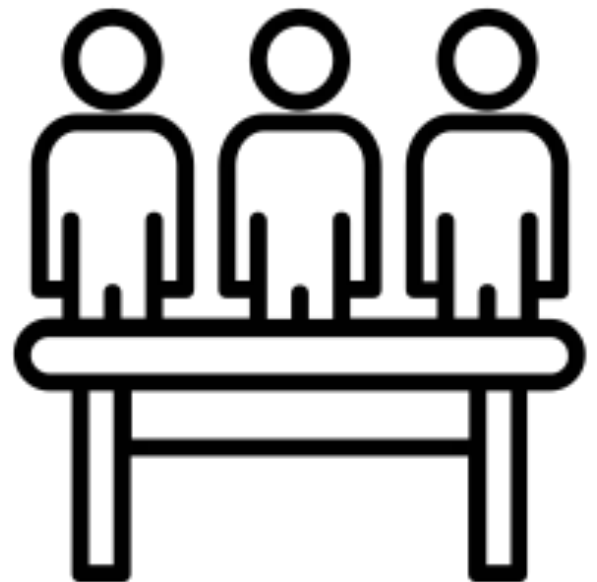
Raising My Hand

What



Group Activity

What



Group Project

What



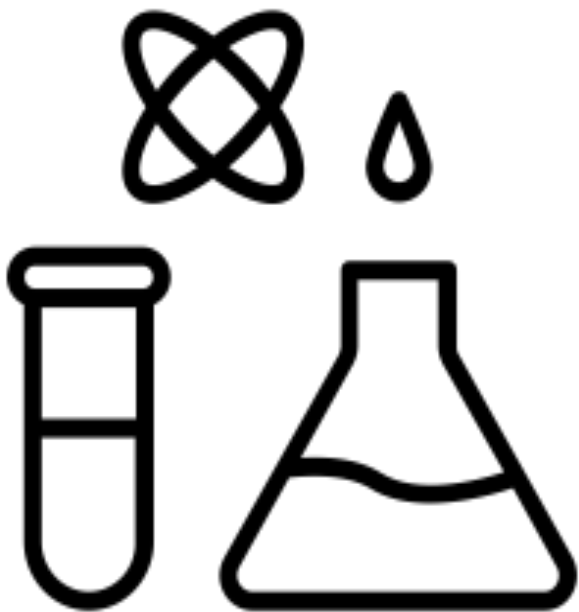
Reading

What



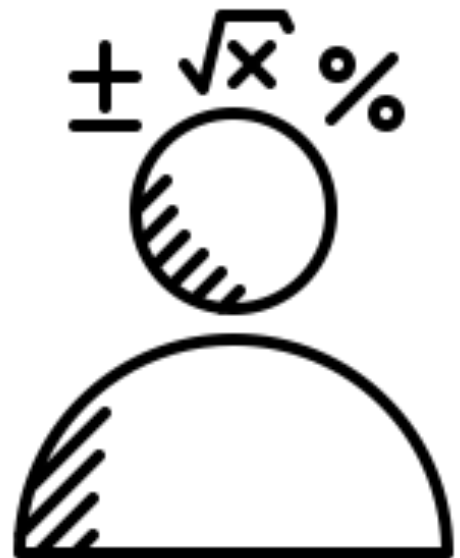
Writing

What



Science Experiment

What



Math Problem

What



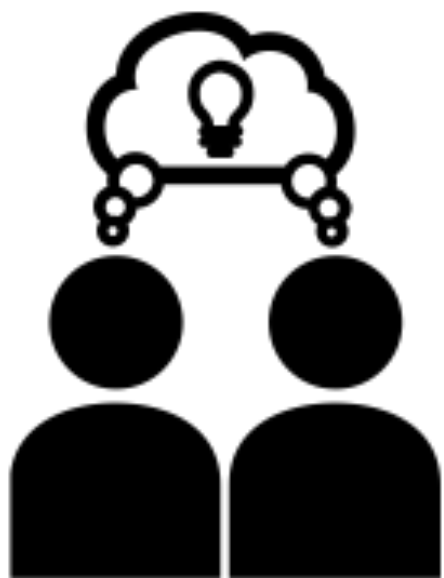
Singing

What



Kinetic Activity

What



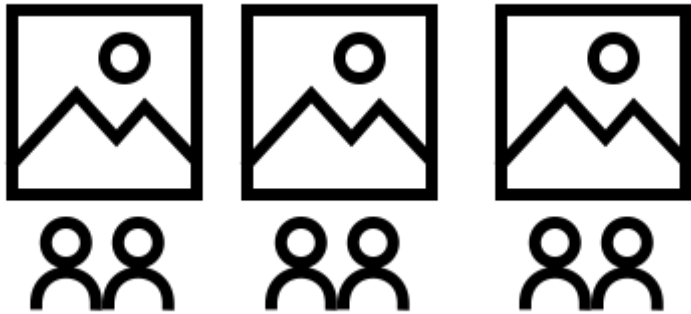
Think / Pair / Share

What



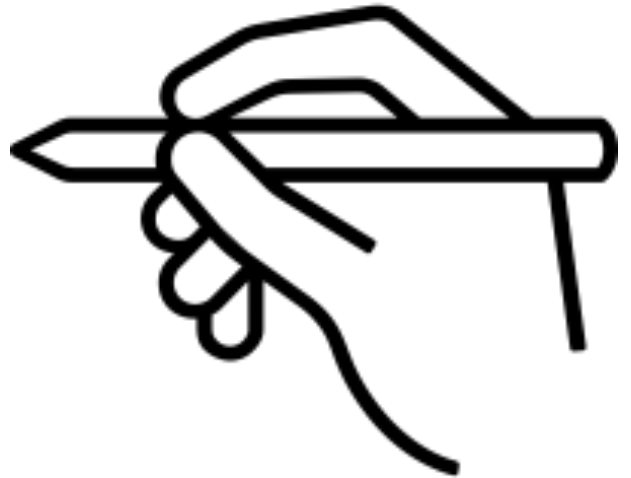
Book

What



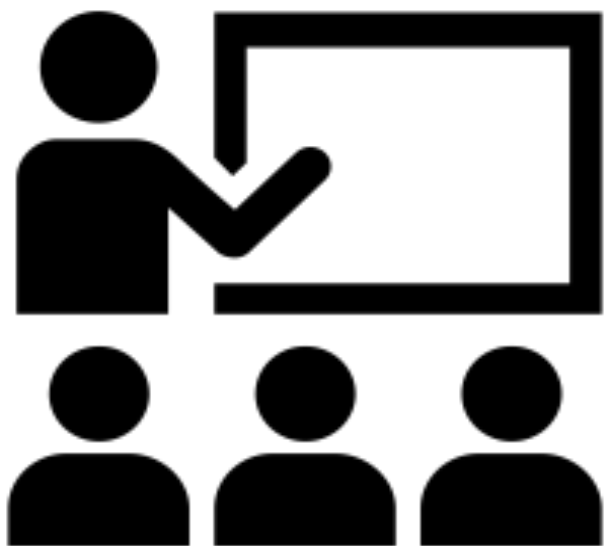
Gallery Walk

What



Guided Drawing

What



Listening to a
presentation

What



Reading Aloud

What



Note Taking

What



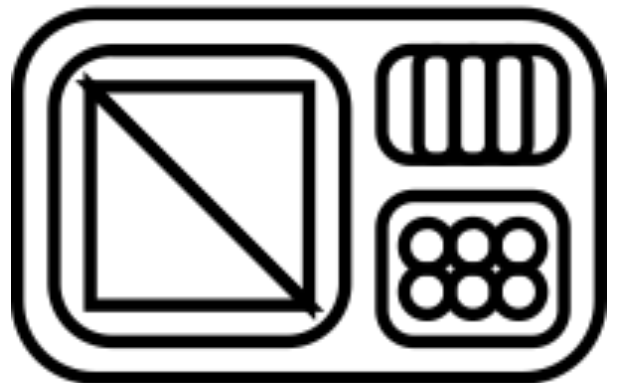
Listening

What



Recess

What



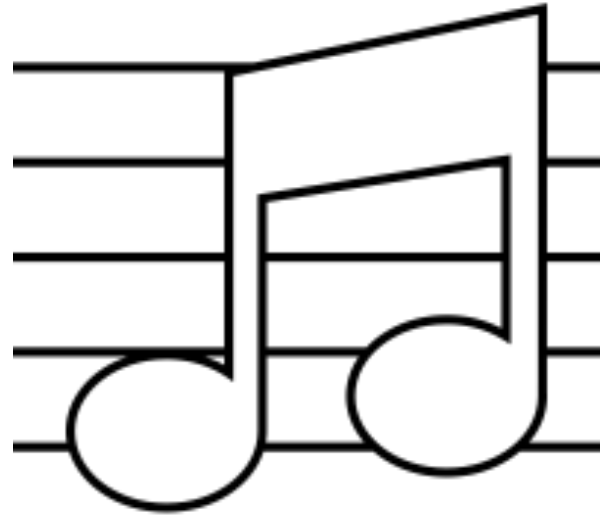
Lunch

What



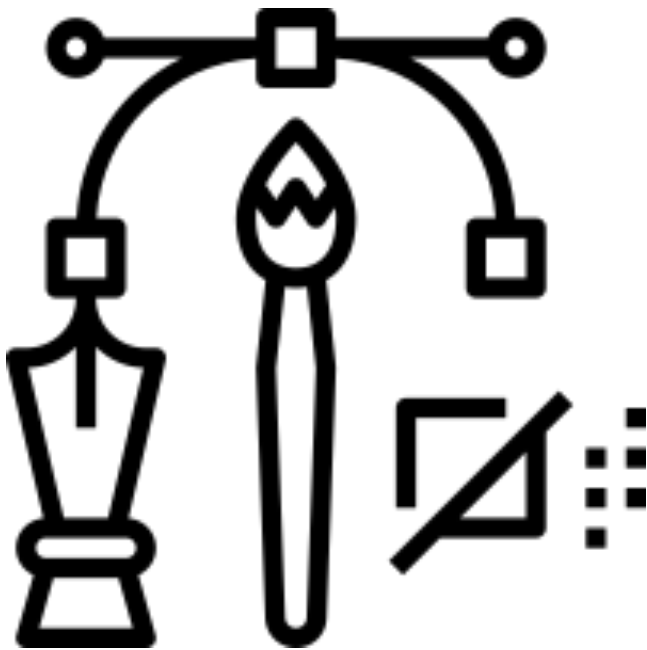
Group Discussion

What



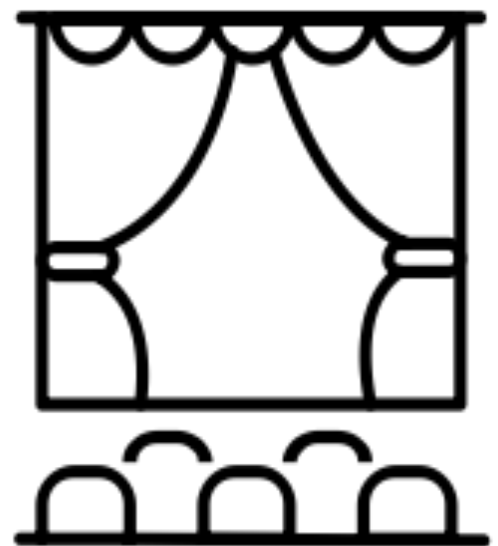
Creating Music

What



Creating Art

What



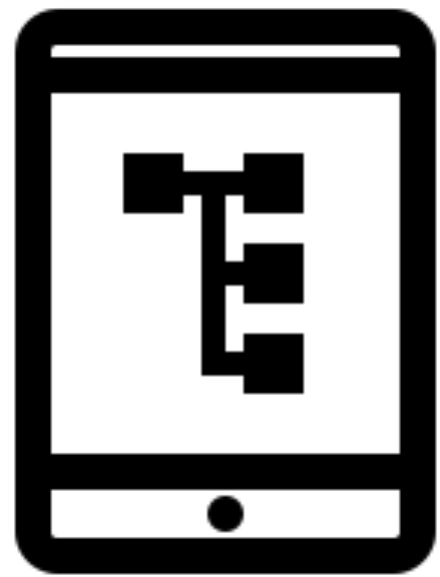
Reader's Theatre

What



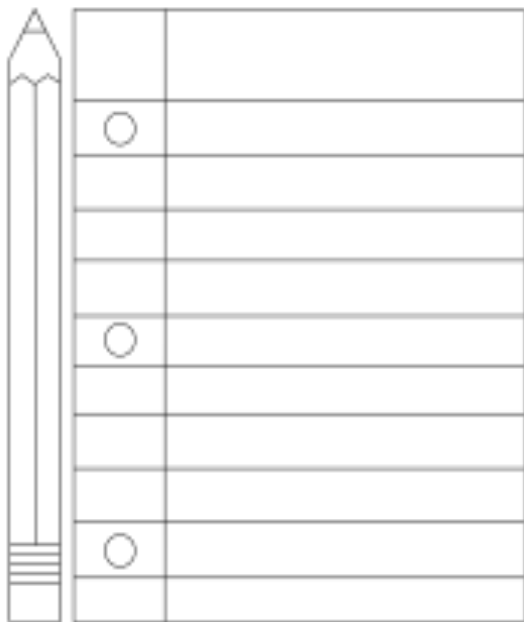
Computer Work

What



Tablet Work

What



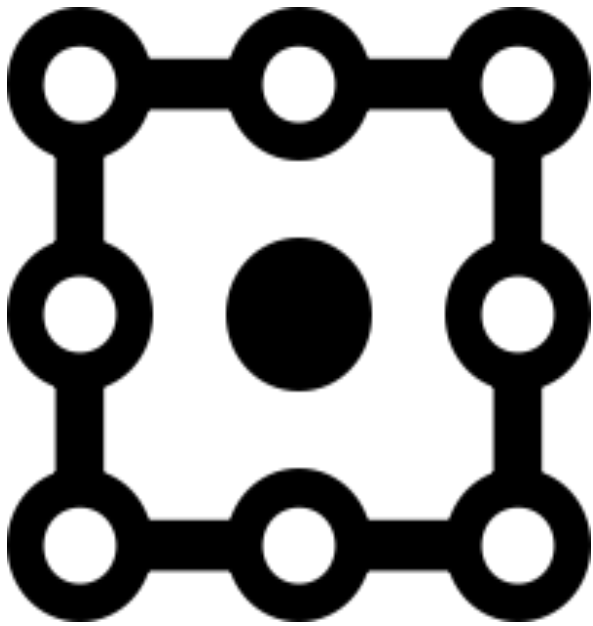
Worksheet

What



Listening Activity

What



Centers / Rotations

What



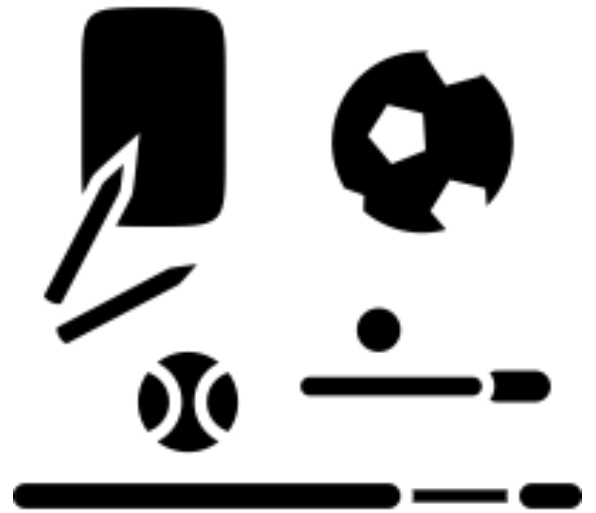
Changing Classes

What



Bell Ringer / Warm Up

What



After School Activity

What



Carpool

What



Field Trip

What



Riding a Bus

What



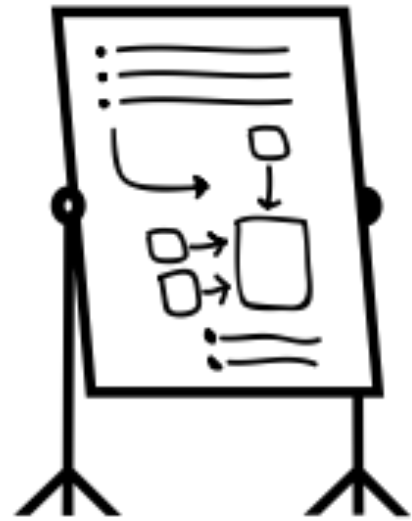
Socializing

What



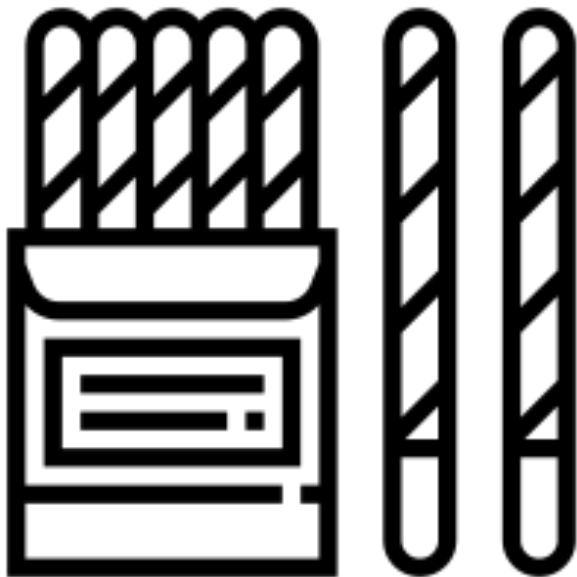
Bathroom

What



Whiteboard Work

What



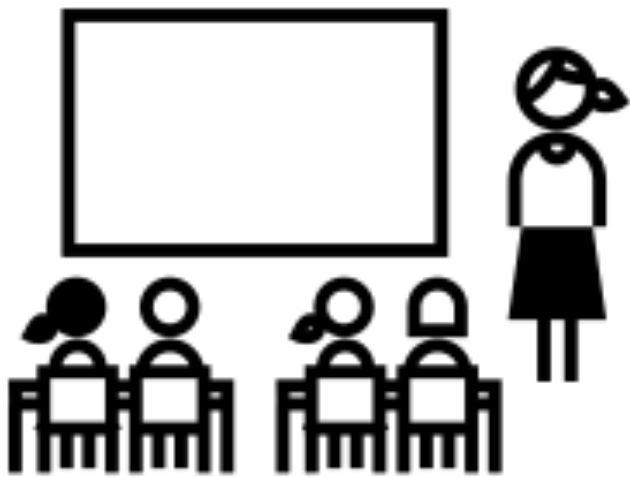
Pick-A-Stick

What



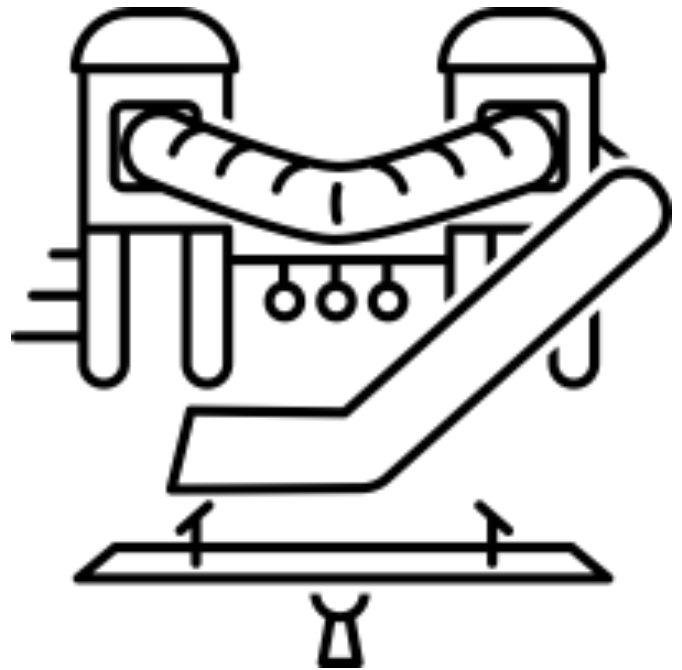
Class Helper

Where



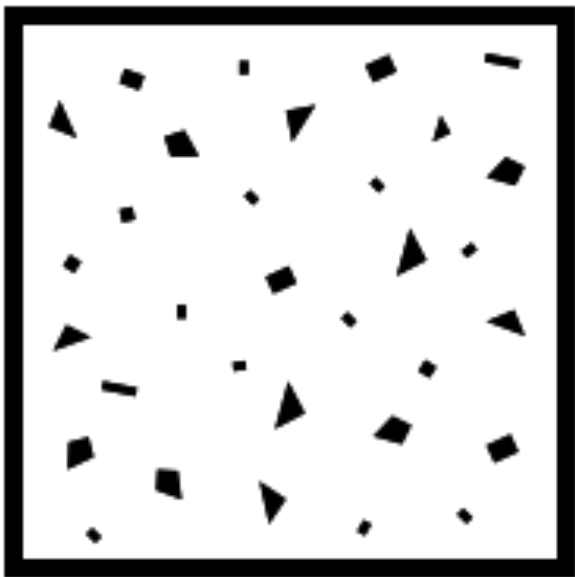
Classroom

Where



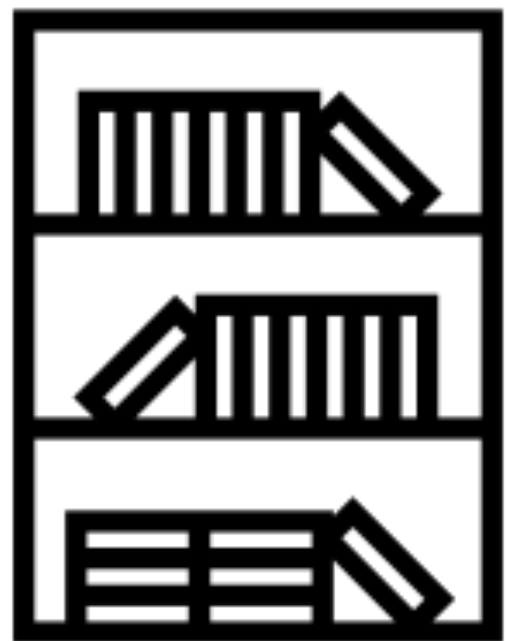
Playground

Where



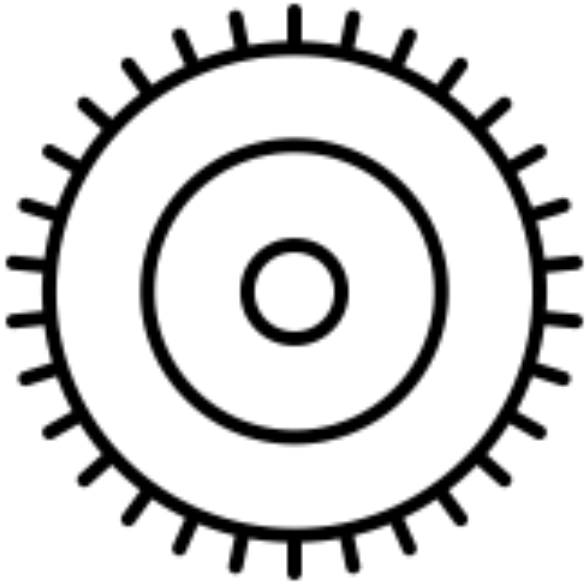
Black Top

Where



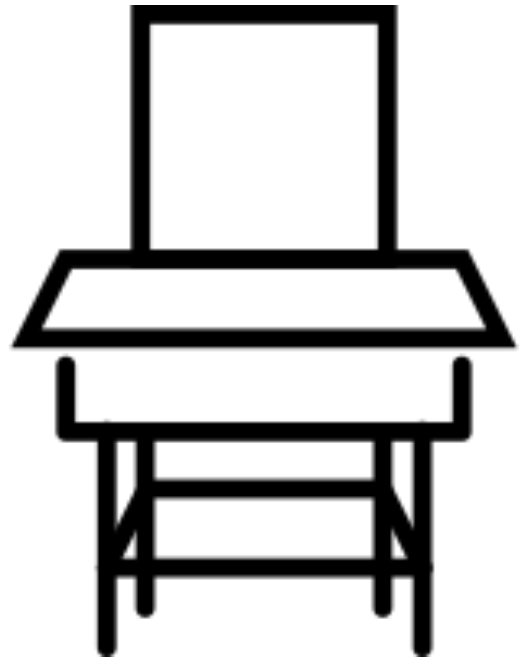
Library

Where



Circle Rug

Where



School Desk

Where



Sink Top

Where



Teacher's Desk

Where



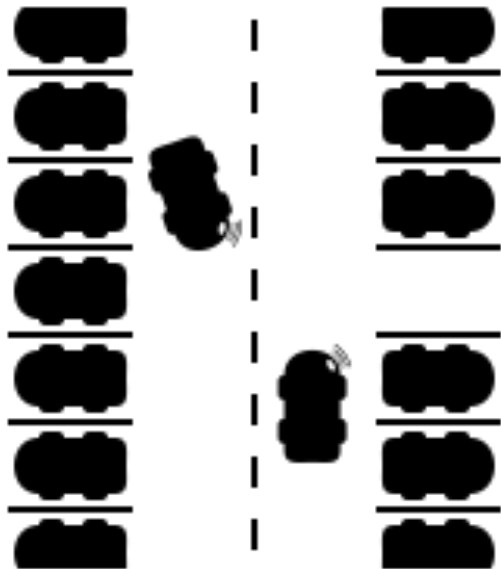
Nurse's Office

Where



School Front Office

Where



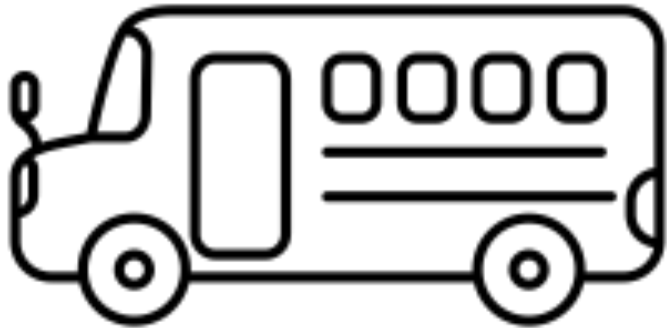
School Parking Lot

Where



Carpool Lane

Where



School Bus

Where



Bathroom

Where



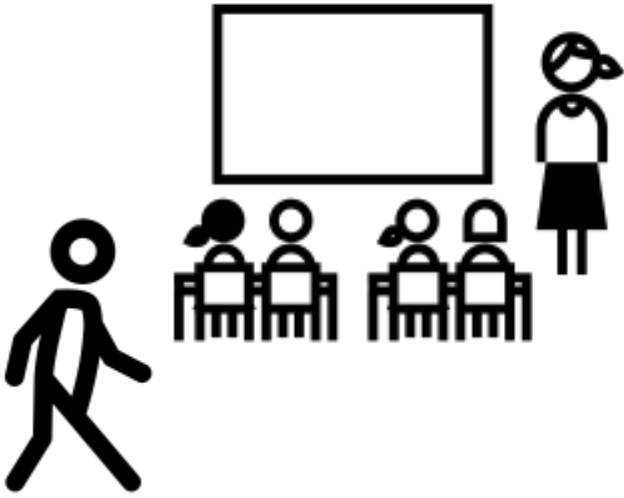
Locker Room

Where



Field Trip

Where



A classroom different
from my classroom

Where



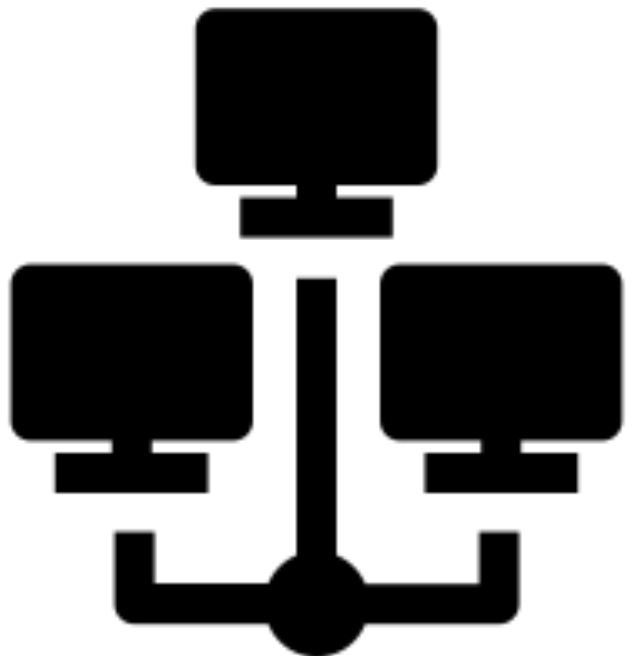
School Hallway

Where



Assembly

Where



Computer Lab

Where



Science Lab

Where



Reading Nook

Where



Art Class

Where



Physical Ed Class

Where



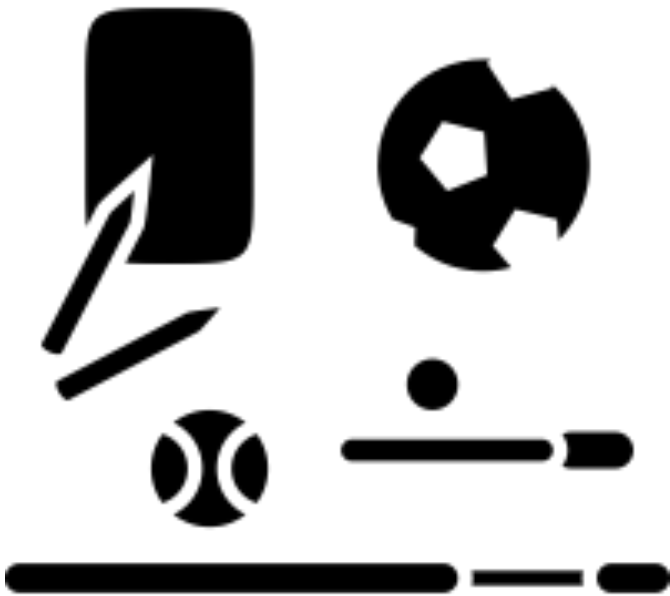
Music Class

Where



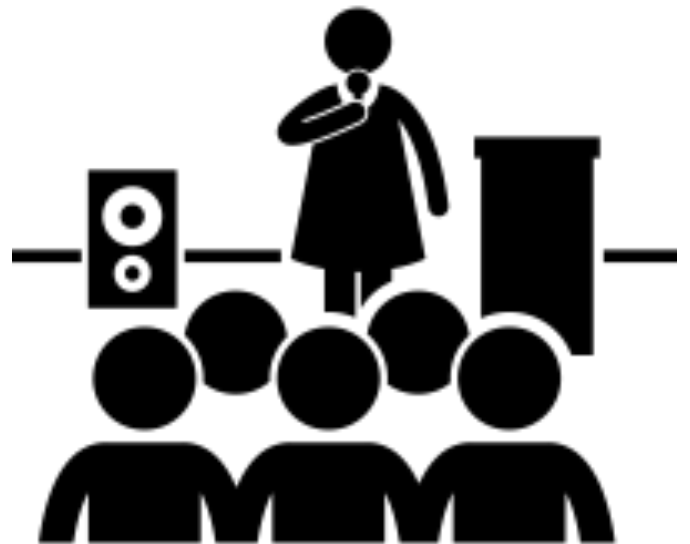
Drama Class

Where



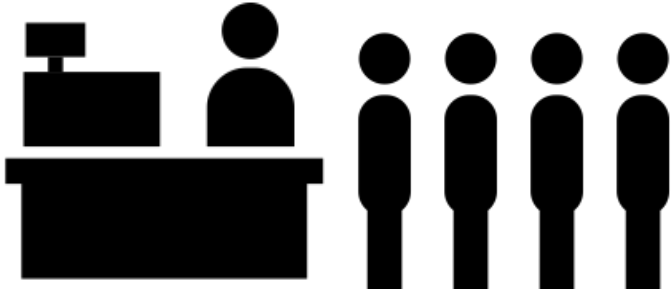
After School Activity

Where



School Performance

Where



Lunch Line

Where



Lunch Table

Where



Counselor's Office

Where



Collaborative Groups

Where



Centers / Rotation

Where



Water Fountain

Where



Vending Machine

Where



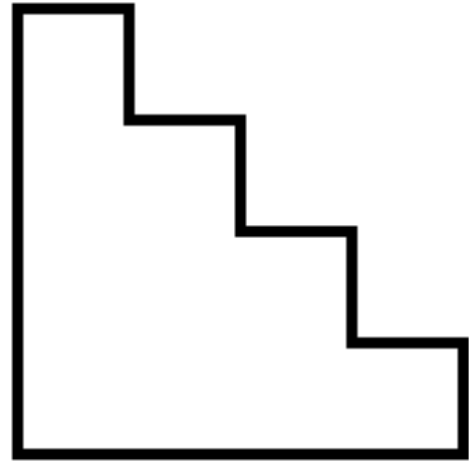
Study Hall

Barrier



We need to look at it

Barrier



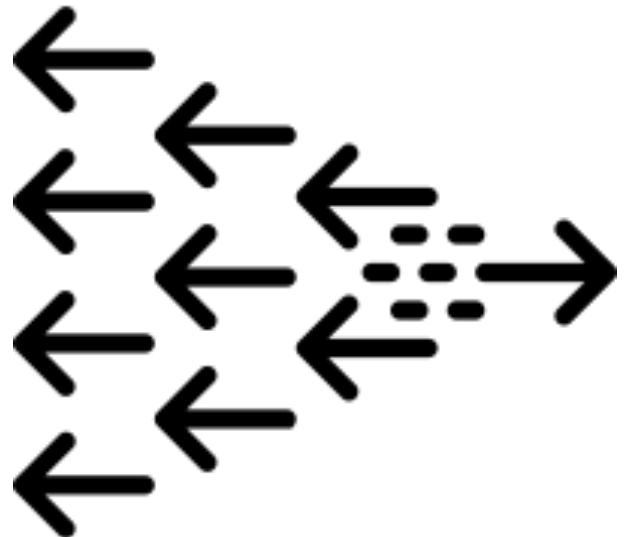
Steps or Uneven ground

Barrier



People think disabled people cannot do things

Barrier



Change is hard

Barrier



We need to listen to it

Barrier



Money or funding

Barrier



People don't have
experience with
disabled people

Barrier



Access is not a priority

Barrier



People think disability is embarrassing

Barrier



Disabled people kept separate

Barrier



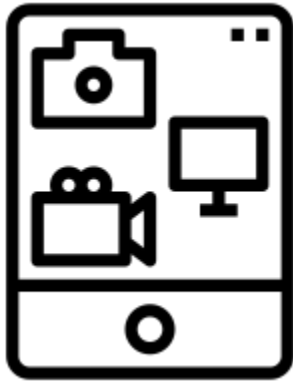
We need to speak

Barrier



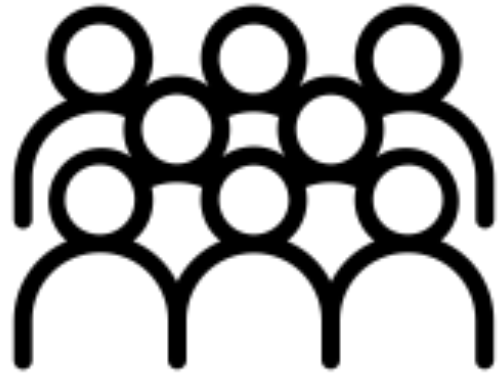
We need to read it

Barrier



Provides limited opportunities for multiple media for communication

Barrier



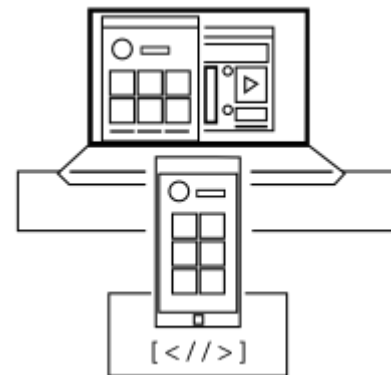
Crowds

Barrier



Provides limited options for physical action

Barrier



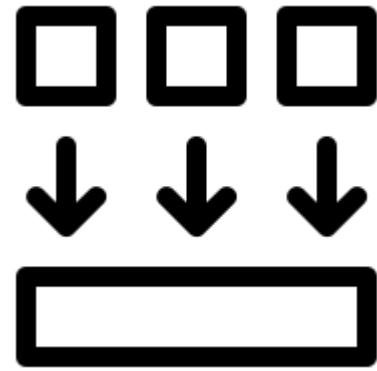
Provides limited access to tools and assistive technology

Barrier



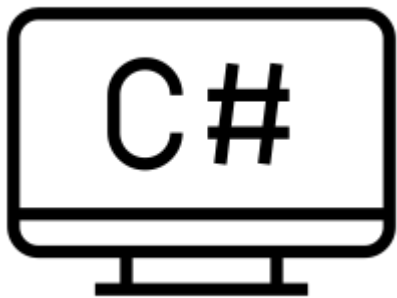
Doesn't activate background knowledge

Barrier



Limits generalizations and information transfer

Barrier



Doesn't promote opportunities across language (symbols, charts, etc)

Barrier



Limits opportunities to obtain information through multiple media

Barrier



Little to no
alternatives for
auditory information

Barrier



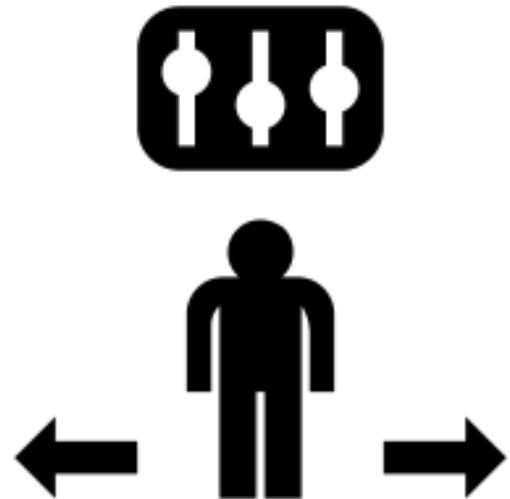
Little to no
alternatives for visual
information

Barrier



Limited opportunities
to develop coping
strategies

Barrier



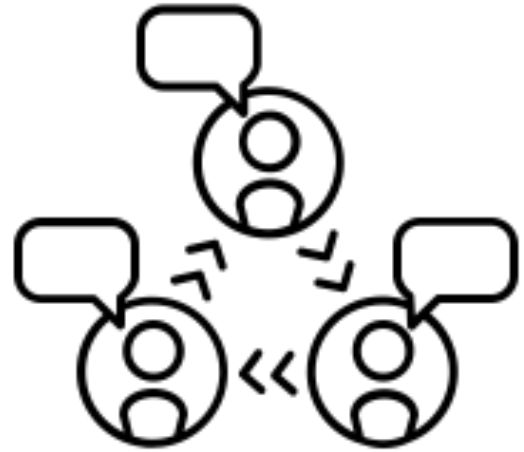
Limited opportunities
for self-regulation

Barrier



Activity does not foster community

Barrier



Activity does not foster collaboration

Barrier



There is not a clear goal

Barrier



Activity is threatening or distracting

Barrier



Activity is not relevant

Barrier



Activity is not authentic

Barrier



Limited opportunities for choice

Barrier



Information only presented in one modality

Barrier



Limited opportunities
for goal setting

Barrier



Limited opportunities
for monitoring
progress

Barrier



Limited motivation

Barrier



Unwelcoming
environment