

Making your activities inclusive

Free training

Is the training for me?

This training is for anyone who delivers services for children and young people. You might be a youth worker, volunteer or anyone working directly with children and young people. We'd like to work together with you to promote equality, inclusion, and diversity so that VI children can access the same activities as their sighted peers.





Who are we?

RSBC is a national charity, dedicated to visually impaired children and their families, as well as the professionals that support them.

What is the training about?

This training is a free interactive, online, 2½ hour course, where you'll gain the practical knowledge and confidence to be able to include visually impaired (VI) children and young people in your services.

What will You Learn?

You'll learn about common eye conditions, and their impact on the person. You'll also receive practical guidance relating to how to adapt activities and make your sessions inclusive for young people with vision impairment. This will help you to create inclusive activities that everyone attending your provision can enjoy.



What are the other Benefits of the Training?

Taking part in this training will give you the opportunity to achieve the RSBC "VI friendly and accessible activity provider" kitemark.

How do you Achieve the Kitemark?

Your trainer will let you know more about how to achieve this, and then we can share the news on our website that you are now inclusive for VI children and young people and children and families will know where to find you! There's more about our kitemark here.

What if I cannot Attend the Live Training?

If you are a volunteer or have limited time, we also offer free video training providing the essential information to start making your activities more inclusive. You can find out more and sign-up for the video training here.

How do I register for the training?

Click below to find your session

Register for sessions in England

Register for sessions in Wales

