INCLUDE me

INCLUSIVE DIGITAL ENVIRONMENTS TO ENABLE HIGH-QUALITY EDUCATION FOR DISADVANTAGED AND DISABLED LEARNERS

NEWSLETTER
December 2022

Who we are

INCLUDEME PROJECT

Inclusive education practices across educational, economic, social and cultural contexts

- Inclusive and accessible education
- Envisions technology-enriched interventions that target the specifics of disadvantaged and disabled learners
- Teacher and stakeholder training to equip them with knowledge and skills

1 EACEA/34/2019
Social inclusion and common values: the contribution in the field of education and training

2 Coordinator
Advanced Technology Systems

3 6 Partners
Romania, Germany, Ireland, Greece, Bulgaria, Cyprus
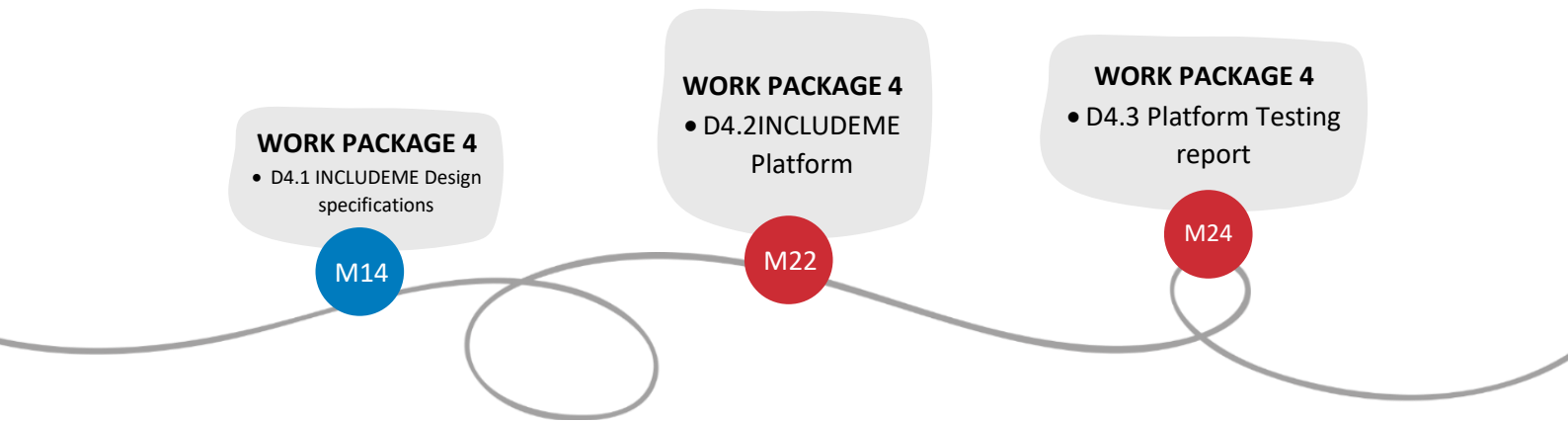
4 2021 - 2024

OUR OBJECTIVES

Community Level

Support communities to be more inclusive, by increasing awareness and equipping the relevant stakeholders with the knowledge, methodologies and tools needed to address social exclusion and equality issues.

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Create synergies among local and European communities that drive awareness, change of perceptions, leading to immediate actions and long-term strategies that support inclusive education.

Empower disabled and disadvantaged learners by improving the quality of their lives through the provision of customizable digital learning environments available in both formal and informal settings.

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Invest in teaching staff skills and optimize teachers' capacity to effectively employ technologies that foster inclusive education.

Individual Level

2022 TIMELINE

Our aims for this year

WORK PACKAGE 4
- D4.1 INCLUDEME Design specifications

M14

WORK PACKAGE 4
- D4.2INCLUDEME Platform

M22

WORK PACKAGE 4
- D4.3 Platform Testing report

M24

OUR CURRENT ACTIVITIES

INCLUDEME Pre-piloting sessions with disadvantaged groups – Roma children, ATS
July - August

Starting from the month of July, ATS has organised face-to face pre-piloting activities with one of the project main target group, disadvantaged learners, specifically Roma children. The group consisted of male and female, with ages between 6 to 13, where 3 of them were no longer enrolled in any form of education. The children participated both in physical activities which included educational worksheets and physical games, but also, they were engaged in digital activities, through the INCLUDEME Platform, where they had the option to choose from over 100 H5P minigames with different subjects and learn through play, and practice reading and writing.

The first 3 sessions were the most challenging ones, as none of the children had the opportunity to use a computer before and their digital skills were non-existent. Short training sessions were provided to teach children to use a computer and they received guidance on what actions they must take to complete the activity. The progress was higher after each session, with improvement towards the end of the summer school for a quarter of the participants.

INCLUDEME at mLEARN Conference
October 10th – 12th 2022, Online

Between October 10th – 12th, 2022 took place the 22th edition of the mLEARN Conference – "World Conference on Mobile, Blended and Seamless Learning", organised in a hybrid version. The INCLUDEME project was presented by ATS within the paper "Constructing Seamless Learning through Game-Based Learning Experiences" which aimed to provide information regarding the Atomic Learning Content (ALM) approach proposed by INCLUDEME platform, which focus on delivering successful learning content, through gamified experiences that implement the ALM and support seamless learning approaches.

About mLEARN Conference

includeme-project.eu   facebook.com/includemeproject   twitter.com/includeme_eu

INCLUDEME teacher training sessions SWU
October 17th 2022, Bulgaria

On October 17th, the **partner South West University "Neofit Rilski" - SWU** has organised a teacher training session with one of the project main target group, *Teachers from Gymnasium, High school and Higher education*. During the session, the INCLUDEME platform and the HP4 activities developed in Bulgarian language were presented. The feedback received from the participants was that the content needs to be adapted for each different case but it is also important to ensure that all teachers have the same goals for every student with special needs. Was recommended the creation of activities which use more colours, music and audio.

INCLUDEME teacher training sessions, PAC
October 19th 2022, Cyprus

On October 19th, the **partner PA College Limited - PAC** has organised a teacher training session with one of the project main target group, *Special Education Teachers from high-schools and universities*. During the session, the INCLUDEME platform and the HP4 activities developed in Greek language were presented. The feedback received from the participants was that the learning activities must be closely aligned with the learning materials/curriculum and the particular disability, they have to be short and for certain disabilities they must not include a wide range of stimuli.

INCLUDEME 7th Transnational Meeting
November 4th – 5th 2022, Bremen, Germany & Online

Between November 4th – 5th, 2022 was organised the 7th Transnational Meeting of the project, in a hybrid version, both face to face in Bremen, Germany and online, via Skype. During the meeting it was discussed the INCLUDEME Platform and presented the H5P activities and the accessible minigames created by HFC partner, with a focus on how to use them during the upcoming teacher training sessions, piloting session and how to apply them in the exploitation strategies, that the project will propose.

An important objective of the meeting was to define the strategy for the next year activities which will focus on the encouragement of the teachers during the training sessions and piloting session to contribute to the content creation of H5P activities and customization of existing H5Ps, to train teachers to create their own content according to the needs of their students, to providing the resources needed for the creation of such content, but also to help them and making the authoring process as easy as possible.

INCLUDEME teacher training sessions, ATS
November 28th 2022, Romania

On November 28th, the **coordinator Advanced Technology Systems - ATS** has organised a teacher training session with one of the project main target group, *Special Education Teachers from.* The training sessions involved 74 teachers, managers, experts and school inspectors. The objectives of the project and the role of the INCLUDEME platform were presented and discussed. Key examples of H5P activities were presented and details were provided on how to create new activities, reuse and customize them. Each participant received credentials to access the platform, to test the existing content and to customize and/or create new activities.

INCLUDEME at GALA Conference
November 29th – December 01sh 2022, Tampere, Finland

Between November 29th – December 01st, 2022 took place the 11th edition of the GALA Conference – "Games and Learning Alliance Conference", organised in Tampere, Finland. The INCLUDEME project was presented by ATS within the poster "Constructing Gamified Learning Experiences" which aimed to provide information regarding a case study conducted in order to analyse content models of various lengths and intensity and determine which models are most suitable to be integrated into gamified experiences, and which can conduct to the best outcomes.

About GALA Conference

INCLUDEME teacher training sessions, UTH
December 01st 2022, Greece

On December 01st, the **partner University of Thessaly - UTH** has organised a teacher training session with one of the project main target group, *Teachers from Vocational education*. The event was attended by 15 vocational education teachers from the 2nd Evening Vocational Lyceum of Volos. During the session, access to The INCLUDEME platform was provided to all the participants and they had the opportunity to test HP4 activities developed in English and Greek languages, such as word discovery, pattern recognition using images, physics exercises such as recognizing planets, math exercises such as solving equation systems, and interactive videos for learning.

INCLUDEME teacher training sessions, ATS
December 09th 2022, Romania

On December 09th, the **coordinator Advanced Technology Systems - ATS** has organised a training session with one of the project indirect target group, *representatives from public authorities*. The objective of the training session has been digital accessibility in the context of the INCLUDEME Project. Web accessibility standards, the Web Accessibility Directive (Directive (EU) 2016/2102), the AccessAngel tool and the best practices regarding digital accessibility were presented and discussed.

CHECK OUR GOOD PRACTICES FOR
DIGITAL ACCESSIBILITY

Good Practice 1	Good Practice 2	Good Practice 3	Good Practice 4	Good Practice 5
Access Angel	**Word**	**PowerPoint**	**PDF**	**Images**

Our platform is available!

Contact us for access!

OUR TEAM

We represent Industry, R&D and NGOs

COORDINATOR

ATS
ADVANCED TECHNOLOGY SYSTEMS

hands free computing
improving working life

BIBA

UNIVERSITY OF THESSALY

ASOCIAȚIA CULTURAL-EDUCATIVĂ
AMBASADORII PRIETENIEI

SOUTH-WEST UNIVERSITY "NEOFIT RILSKI" BLAGOEVGRAD
KNOWLEDGE FOR THE FUTURE

P&J COLLEGE
EXECUTIVE BUSINESS SCHOOL

TÂRGOVIȘTE

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