NEWSLETTER

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

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

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.

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

Farm counting

A fantastic math skills game promoting basic adding skills, visual recognition and concentration. The students must count how many animals appear on the screen, after which they have to click on the correct number to move to the next level.

Dino hunt

It's a visually rich timing game, for acquiring coordination skills, creativity and reaction speed. The students must move the character to different areas to find the treasure chest. Each level becomes more and more difficult, as the student progresses in the game.
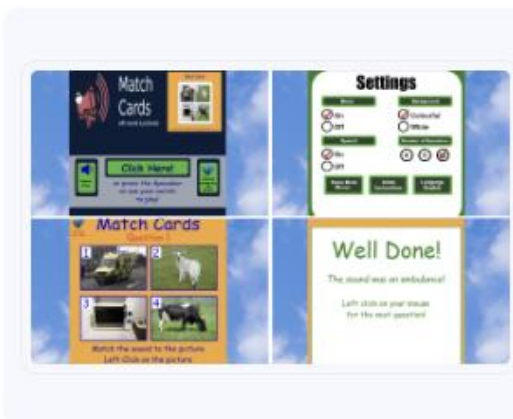
Match the cards

It is a game for acquiring skills audio and visual recognition as well as for stimulating thinking and creativity. The game is based on 4 different cards, matched with a corresponding sound. The student must match the sound with correct image to move to the next one question.

CHECK THE MINIGAMES

CHECK OUR VIDEO TUTORIALS AND PLAY THE H5P ACTIVITIES

H5P

A content type template which allows authors to create great language learning resources.

COURSE PRESENTATION

DESIGN
A STORY-BASED ACTIVITY
WITH ASSESSMENT UNITS

Course Presentation
Create a presentation
with interactive slides

1:14

Domestic animals - Find the intruder

Play

Combine the colours

Play

Geometry - The circle

Play

Numărați cu mine - Albine

Play

An ordinary star

Play

Auf zum Einkaufen ... mit Schätzung!

Play

Count with me from 1 to 10

Play

Решете събиранията

Play

VISIT OR WEBSITE

A SNEAK PEEK OF OUR PLATFORM

H5P

ACCESS THE PLATFORM

Improve your digital skills with the INCLUDEME Platform

TIME TO PLAY!

Resource center   Minigames   Public activities

mdl.includeme-project.eu

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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

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

P COLLEGE
EXECUTIVE BUSINESS SCHOOL

ASOCIAȚIA CULTURAL-EDUCATIVĂ AMBASADORII PRIETENIEI
TÂRGOVIȘTE

HFC IRELAND
BIBA GERMANY
ATS, AAP ROMANIA
SWU BULGARIA
UTH GREECE
PAC CYPRUS

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