READY TEDDY, GO!

The project

The project Ready Teddy Go! focuses on students with special educational needs who are often excluded from traditional school classes and sent to special classes within the same school or to a special school. Even in cases where they are included in mainstream classes, when they are older, they are discriminated in most aspects of life. In society, they do not have as many friends or as many opportunities to make some, and in their professional lives they do not get as many opportunities as they do in education.

To counter the risks that this discrimination can bring, the project aims to develop these key skills and increase knowledge through an innovative approach. To do this, we will develop a TEDDY avatar equipped with a multi-module system that responds to the diagnosed learning and teaching needs of young SEN students. It will help to develop their skills and strengthen their qualities.

OBJECTIVES

- Promote inclusion and diversity in all areas of education.
- Address digital transformation by developing digital readiness, greater adaptability and capacity among SEN students and teachers/educators.
- Develop social/civic and digital literacy skills of SEN students.

PARTNERS

Politechnika Lodzka

Fundacja Instytut Re-Integracji Spolecznej

Fondazione Istituto dei Sordi di Torino ONLUS

A & A Emphasys Interactive Solutions Ltd.

Associació Programes Educatius Open Europe

e-Nable Greece

Sutrikusio intelekto zmoniu globos bendrija "Vilniaus Viltis"

CONTACT

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TARGET GROUPS

- SEN schools/centres, parents, and educators.
- Municipalities, NGOs, and media.
- NGOs/ associations/ centres that are oriented on using digital tools while working with SEN students
- Children with autism, intellectual disabilities or special learning disabilities.

PROJECT RESULTS

1. **E-Compendium:** a list of existing solutions and practices used in partner countries to promote key competencies of SEN students.
2. **Online training course for SEN teachers /educators** that summarises the conclusions drawn from the practices in the (e-)compendium and includes guidelines and tips for parents.
3. **TEDDY Avatar:** an app aimed at fostering the growth of social, civic, and digital skills in SEN students aged 9 – 14. Specific features of the tool related to the support of diagnosed educational needs can be coded by the teacher.
4. **E-platform:** providing learning and teaching materials, tools, methods, methodologies, and collection of all project results and other resources, with an interactive space for users to share experiences and best practices.