

PROJ. NO: 2021-1-PL01-KA220-SCH-000027809

READY TEDDY GO!

Co-funded by the
European Union

Erasmus+ KA2 Project

OUR PROJECT

Brief summary

The main objective of the 'Ready, Teddy, Go!' project is to train teachers working in the field of special education to use modern technology solutions in the classroom setting. Thanks to the multifunctional TEDDY Avatar application, which presents a silhouette of a friendly teddy bear and which is equipped with voice or movement commands, pupils will be more motivated and willing to acquire basic skills and competences. As a result, they will strengthen their communication competences and problem-solving skills, while overcoming their own weaknesses.

OUTPUT 1

E-compendium

Our first output is now ready! The E-compendium is a list of existing therapeutic solutions, practices and methods that can enhance and improve the recommended therapeutic pathway and educational process for children with intellectual disabilities. The publication also includes 12 case studies, which were developed through close collaboration between partner organisations, parents, practitioners, special education teachers and experts. A key element of the publication is the description of selected therapies, often supported by scientific evidence, obstacles or challenges faced by the family of a child with a disability.

You can find E-compendium [here](#).

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TRANSNATIONAL PROJECT MEETINGS

2nd project meeting – Turin

On 6-7 June 2022, the partners participated in a transnational project meeting in Turin, Italy. Together with the host organisation, Istituto dei Sordi di Torino, we set the project milestones and analysed the partners' tasks for Output 2, within which the partners will create teaching materials for special education teachers. The Special Guide aims to strengthen their competences and knowledge of the variety of techniques while working with autistic, or reinforcement of the parental role, so that the child's social and communication competences develop even more effectively.

The partners also deliberated on the functionality of the TEDDY Avatar, its form of presentation and facial expressions.



3rd project meeting – Reus

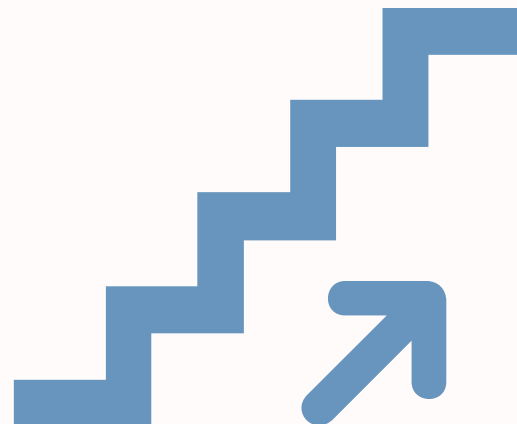
On 14-15 November 2022, the third transnational project meeting coordinated by Open Europe, took place in Reus, Spain. The main focus was placed on the further development of Output 2 - the Guide and how the teaching material is to be tested by special education teachers. The progress with the TEDDY Avatar application, the content of the project website, e-platform (IO4), dissemination and ongoing evaluation of the project were also discussed.



OUR FURTHER STEPS

Output 2 – Online training course

Output 2, an online training course, is dedicated to educators, social workers, parents and special education teachers. As part of the training course, the partners will prepare teaching materials and then translate them into their native languages. During the pilot phase, these materials will be evaluated by five practitioners in each partner country. Based on the feedback received, the resources will be refined, and placed on the e-platform.



Teddy Avatar



The TEDDY Avatar app aims to develop social, civic and digital competences among pupils with special education needs aged 9-14. The individual features of Avatar can be coded by teachers. The app design is now complete. At this stage, the friendly teddy bear expresses emotions and can also count. The next step is to create a tool that will enable educators to develop their own lesson plans.

OUR PARTNERS:



MORE ABOUT OUR PROJECT

Website: <https://readyteddygo.eu/en>



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