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READY TEDDY GO!



Erasmus+ KA2 Project

FINAL LOOK AT TEDDY AVATAR

At the final phase of the RTG project, the TEDDY Avatar, having fulfilled its mission, is now accompanied by a comprehensive Multimedia Guidebook.

This guidebook which is accessible at https://readyteddygo.eu/docs/en/RTG_MultimediaGuidebook.pdf is an invaluable resource for educators working with children with ASD and mild intellectual disabilities. This guide contains eight crafted lesson plans, specifically tailored to provide inclusive and effective learning experiences.

Each lesson plan is thoughtfully structured to utilize the innovative TEDDY Avatar application, serving as a tool for educators in their engagement with autistic children. This Avatar, embedded within the guidebook, offers unique functionalities, which can help children with special educational needs in their everyday life.

What's more, the TEDDY Manual (<https://readyteddygo.eu/docs/en/TeddyManual.pdf>) can help everyone with the use of the application step by step. This guide delves deeply into the application's functionalities, providing detailed instructions and insights into leveraging the TEDDY Avatar's capabilities. You can have access to the application through <http://teddy.roboterapia.eu/>, and give us feedback on its use as a teaching method.

As the RTG project reaches its successful completion, the development team at POLITECHNIKA LODZKA has devoted efforts to implementing advanced scenarios into the application.. These enhancements aimed to expand the application's utility, ensuring it remains an invaluable resource for supporting children with special educational needs (SEN).

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PILOTING PHASE

The partners of the RTG project conducted pilot testing of the TEDDY Avatar, which was specially designed for Special Educational Needs (SEN) students aged 9-14. The purpose of these pilots was to assess how effective, user friendly and relevant the application was. The project partners conducted these sessions online or face to face. Both SEN educators and students were involved in the activities, during which the participants could familiarize themselves with TEDDY and Multimedia Guidebook in order to gather direct feedback from end users.



Each pilot session lasted 45 minutes. Educators were first introduced to the application and its resources followed by hands on sessions with students. Feedback was collected through surveys and direct observations. The focus was on evaluating how easy it is to use the application assessing the relevance of included scenarios and gathering suggestions for improvements. Overall feedback was positive despite some criticism about the levels of particular scenarios and a desire for more diverse lesson plans. Educators appreciated the training provided along with the resources recognizing the impact that the TEDDY Avatar can have on educational experiences of SEN students.

MULTIPLIER EVENTS

The multiplier events were designed to promote awareness of the project's achievements and explore its applications in Special Education. These events served as platforms for stakeholders, including educators, therapists, and families, to engage with the innovative TEDDY Avatar application and understand its potential benefits for SEN students. The sessions typically included presentations detailing the project objectives, target groups, and outcomes, alongside practical workshops that provided hands-on experiences with the TEDDY Avatar, while demonstrating its use in educational settings.



The attendees had opportunities to discuss and exchange views on inclusive education, further enriching their experiences. Promotion through various channels, including social media and direct outreach, ensured wide audience. Feedback from these events was generally positive, with the attendees expressing enthusiasm for the innovative approaches.. These events not only highlighted the practical applications of the Ready Teddy Go! outputs, but also fostered connections among the participants, potentially leading to future collaborations in enhancing Special Education through technological innovations.

FINAL TRANSNATIONAL PROJECT MEETING

The RTG final transnational project meeting (TPM) took place on December 13th and 14th, 2023, in Vilnius, and it was hosted by Vilniaus Viltis in the Vilnius City Municipality meeting hall. This meeting served as a pivotal moment for all project partners to discuss the last pending matters, ensuring a roadmap towards the completion of the project. The agenda included a comprehensive review of the TEDDY Avatar, project progress, an evaluation of the online course, and an assessment of the project quality assurance or risk management strategies. This discussion allowed for a collaborative reflection on the project outcomes and future directions.

The meeting also provided a platform for a conclusive dialogue among all partners, where ideas regarding the sustainability and enhancement of the project impact, as well as potential avenues for its continuation were shared. The second day featured a multiplier event where each partner presented their findings from the pilot phase, highlighted the project achievements and set the stage for future initiatives. This meeting not only marked the culmination of the project activities, but also laid the groundwork for further dissemination and application of the project results in the field of Special Education.



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