



INTELed: Interactive multi-sensory techniques and Embodied Education for SEN students

Dear teacher,

Would you like to **integrate interactive multi-sensory techniques** for learning and assessment **in your classrooms**? Do you need to be supported in your daily work with **SEN children**?

The INTELed: INnovative Training via Embodied Learning & multi-sensory techniques for inclusive EDucation project was born:

- to help you **acquiring knowledge and skills** about the use of **multi-sensory technology** for addressing the needs of **Special Education Need (SEN) children** in inclusive education contexts;
- to supply a **methodological framework for training teachers** based on **embodied cognition**, research on **embodied learning** and the premise of **multi-sensory technologies**.

In turn, the overarching goal of the project is the **integration of these techniques in the school classrooms**, thus contributing in **students' academic, social and emotional development**.

Key innovative characteristics of the INTELed project:

- to push from theoretical assumptions to practical experiences in **complex classroom realities** where **children of different levels of ability and disability coexist**;
- to stimulate **audio-visual, kinesthetic and playful learning** driven by research on **embodied learning**;
- to adopts a **holistic approach to the education of SEN children** with a focus on academic goals as well as emotional and

social aspects;

- to create a **community of practice** and realization of the need for an upgrade for the current **teacher training programmes**;
- to build on **the extensive expertise** of the consortium on **innovative pedagogical approaches in SEN and inclusive education**.



Co-designing embodied learning games with in-service teachers at the Cyprus Interaction Lab

On 24th March and 31st March two co-design meetings were held at the [Cyprus Interaction Lab](#) of the Cyprus University of Technology, with a local group of in-service teachers.

During the first co-design meeting **the teachers were introduced to the INTELed project**, its goals and its philosophy. In addition, the teachers were also introduced to a set of **two prototypes of embodied digital games** developed by the Cyprus Interaction Lab for the purposes of the INTELed project and were asked to participate in a sequence of activities for providing their feedback.

In particular, during the first meeting **the teachers had the opportunity to test the embodied digital games, taking the role of learners**, as well as to provide their suggestions for the games' further improvement and integration into **inclusive educational settings**.

During the second co-design meeting the teachers were asked to **work on reforming the traditional curriculum and developing two integration**

scenarios (one scenario for the integration of each embodied digital game in inclusive educational settings). As part of this meeting the teachers resulted in the **development of a coherent lesson plan structured around each embodied digital game for addressing the needs of both their general and special education students** for the promotion embodied and motion-based learning in inclusive education.

Overall the co-designs meetings were characterized of high motivation and we owe a special thank you to our INTELed in-service teachers at Cyprus.



Human computer interaction and educational technology: First Partner meeting

The first meeting between the partners of the INTELed project that took place at the Cyprus University of Technology on the **20th and 21st November**.

The kickoff meeting began with an introductory speech by **Prof. Panayiotis Zaphiris** presenting the Social Computing Research Center, which is the multidisciplinary research center of social computing of the Cyprus University of Technology.

Next, **Dr. Andri Ioannou** gave an introductory speech presenting the Cyprus Interaction Lab, which is the first lab of its kind in Cyprus dealing with topics in **human computer interaction and educational technology**.

In addition, the four partners had the opportunity to define the project's framework as well as the timelines of the project, while they also discussed and exchanged their views, focusing on the best accomplishment of the INTELed project's goals.

The kickoff meeting concluded with the partners' visit at the Cyprus Interaction Lab. During the visit, the CIL staff guided the partners at the CIL premises, while also demonstrating the available technologies and equipment.



Methodological approach model for the teacher training: Second partner meeting in Greece

The 2nd INTELed project meeting was successfully hosted by the [University of Piraeus Research Centre](#) at Piraeus (Greece) on the 7th and 8th May 2018.

In this context, partners discussed the **INTELed Pedagogical Framework for SEN Education** and the **Methodological approach model for the teacher training**.

In addition, they collected their plans in relation to the **INTELed teachers' recruitment process**, the **teacher training events** and the **school pilots** that will be take place **from September 2018 onwards**.

Moreover, partners will develop the **INTELed Community of Practice** to share the **best practices in applying the INTELed pedagogical and training method**. The meeting concluded with the **demonstration of one kinect-based game** developed by the [Cyprus Interaction Lab](#) to **promote students' understanding in geometry, within inclusive educational settings**.

WHAT'S NEXT?

A **Collection of good practices in applying the INTELed method** based on the pilot studies conducted by each partner will carry out in secondary schools and evaluation results.

At least **two good practice from each partner country will be documented** in the form of Interactive Multimedia with text/narration and video elements.

These good practices will be the testimony of the Piloting phase carry on and shared experience.

The next project meeting is planned for January 2019 in Palermo.

Do you want to be involved in the teacher training on multi-sensory movement game-based learning approach and to make your daily work with students more effective?

[Visit our website and contact us](#)

About the Project

[INTELed](#) is co-funded by the Erasmus+ Programme, KA2: Cooperation

for innovation and the exchange of good practices – Strategic partnerships for school education.

The project partnership holds together 4 organisations:

- [Cyprus University of Technology](#) (Cyprus);
- [University of Valladolid](#) (Spain);
- [University of Piraeus Research Centre – UPRC](#) (Greece);
- [CESIE](#) (Italy).



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