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**Promoting teachers' professional  
development and inclusion through  
the integration of emerging  
technologies in the teaching of  
children with autism**

**WP2-A2: Professional Development  
Programme Material for Educators**

**Leading partner**



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<b>Grant agreement</b>	2022-1-PL01-KA220-SCH-000086733
<b>Programme</b>	Erasmus+
<b>Action</b>	KA220-SCH-Cooperation partnerships in school education
<b>Project acronym</b>	BeAusome
<b>Project title</b>	Promoting teachers' professional development and inclusion through the integration of emerging technologies in the teaching of children with autism
<b>Project starting date</b>	01/11/2022
<b>Project duration</b>	30 months
<b>Project end date</b>	30/04/2025
<b>Project website</b>	<a href="http://www.beausome.eu">www.beausome.eu</a>

## Consortium:



## Ειδικό Σχολείο Λευκωσίας



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## Introduction

Professional Development Programme for teachers based on micro-credential design aims to offer flexible learning for educators on VR and game design skills and teaching social skills to children with ASD through digital means to foster opportunities for professional development and upgrade of skills of teachers to integrate digital technologies in the learning of students with ASD and be able to design online games based on student-individual needs. Educators will be able to acquire a digital badge to foster motivation and encouragement.

This document aims to guide the trainers to complete this training and apply its solutions into their teaching.

## Materials to be used

1. HTC Vive goggles
2. HTC Vive Headphones
3. HTC Vive controllers
4. HTC Vive Lanterns
5. A laptop capable of running the goggles or a PC. In the case of a computer PC it will be possible to connect a video projector (recommended for better the effect of simultaneously displaying the image from the goggles on a large screen)
6. Free space 1.5 x 2 meters
7. Paper towels for wiping goggle sponges
8. Glasses wipe to wipe the lenses of the goggles

## Optional equipment and materials

1. Video projector
2. Additional speakers (for better effect and range)
3. Board (about 30 cm wide and 150-200 cm long)
4. Air conditioning. The use of goggles leads to an increase in body temperature

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due to increased movement, emotions and the placement of a heat source near the face

user.

5. Water for goggle users - they will get thirsty during the game

6. Participant recording equipment

## Special Request

VR game Defeat Saber

## Lesson Plan Template

MODULE XX	
<b>Lesson xx</b>	Movement fun with the use of VR
Duration	120 min.
<b>Short description</b>	Learning digital literacy is important in the teaching profession. That is why this project provides for improving the skills of digital techniques in working with students.
<b>Learning Outcomes</b>	Knowledge: Experience of working with the use of VR glasses. Learning how to function and work with the use of VR. Getting to know your body, limitations and getting to know the feelings of a person using VR
	Skills: Participants have basic competencies in the use of HTC Goggles Live. <ul style="list-style-type: none"> <li>• Participants have basic information about virtual reality.</li> <li>• Participants are able to navigate the virtual world in at least one application.</li> <li>• Participants are interested in modern technologies.</li> </ul>
	Attitude: openness, courage, perseverance, stimulus delivery, proprioception, learning to compete
<b>Key vocabulary</b>	Social skills, delaying gratification, emotional control, compete
Activities	
Activity 1	A 1.1.1
Aim of the activity	Launching the Beat Saber app
Equipment (if needed)	described in: Materials to be used
Duration	20 min.
Type of Activity	Presentation of health and safety rules a. if the player becomes sick or wants to remove the goggles, he should inform the instructor of this. Then it's best to close your eyes

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	and wait for the goggles to be removed, b. if the player sees a virtual wall, grid, red line, it means that he has reached the end of the field of play and should take a step back
Teaching Objectives	Familiarization with the principles of safe use of applications and VR Learning to open the right VR app.
Resources	safe use of VR, implementation of work with RV
Activity 2	A 1.1.2
Aim of the activity	Application control explained and show
Equipment (if needed)	described in: Materials to be used
Duration	30 min
Type of Activity	<p>Beat Saber rules (all players should know):</p> <ul style="list-style-type: none"> <li>○ The player's goal is to cut through the incoming cubes (blue to the beat of the music and red) using arrow or dot symbols.</li> <li>○ The player cuts the cubes with two lightsabers (blue and red), which he controls by swinging the controllers.</li> <li>○ It is important that the controllers are in the right hands: blue in the right, in real life</li> <li>○ The player cuts the cubes that are flying in the direction of the arrow. If there is an up arrow on the cube, it must cut up from the bottom.</li> <li>○ Swords must be waved to score a point.</li> <li>○ If there are dots on the die, it can be slashed in any direction, but still swinging the sword, otherwise the point will not be counted.</li> <li>○ The color of the dice determines which sword to use - red dice - red sword, blue - blue sword.</li> <li>○ Red walls are avoidable, you can step aside or crouch down.</li> <li>○ Beware of bombs. You have to avoid them and don't cut them.</li> </ul>
Teaching Objectives	Getting to know the application. The rules of having fun and moving around in the VR world
Resources	Music helps to create a positive atmosphere and can encourage observers to join in.
Activity 3	A 1.1.3

Aim of the activity	Start of the game by the participants
Equipment (if needed)	described in: Materials to be used
Duration	about 5 min x a number of max 12 participants= 60 min
Type of Activity	<p>1. After launching the application, select the mode: solo and decide what song you want.</p> <p>Important: songs can have different difficulty levels and durations. For one game, it is worth choosing one song for all participants in the competition.</p> <ul style="list-style-type: none"> <li>• At the very beginning, it is worth starting with the simplest level</li> </ul> <p>2. Next, we put on the glasses</p> <ul style="list-style-type: none"> <li>• We show you how to start the song by pointing your sword at the trigger. We remind you that you must not click anything until the end of the song.</li> </ul> <p>3. Finish - the player's score is displayed on the screen.</p> <ul style="list-style-type: none"> <li>◦ When entering the competition, the results can be written with a marker on the board.</li> </ul> <p>4. After all players have finished playing, the competition is announced.</p>
Teaching Objectives	Competition increases students' motivation to participate in activities. It is a way to spend time in an interesting way and to integrate the group and work with shame and self-control.
Resources	relaxation of the body, anti-stress effect, overcoming shame and fear
Activity 4	A 1.1.4
Aim of the activity	class summary
Equipment (if needed)	Marker, flip chart
Duration	10 min
Type of Activity	Write on the board what made the participants happy. Indicating the features that the VR application develops and engages. Summary of participants' current well-being
Teaching Objectives	It also provides a friendly and warm contact with other people, while guaranteeing great fun. Ability to observe and empathize while observing others.

Resources	Openness to new experiences, physical contact, overcoming shame and fear
<b>Further Reading</b>	
Resource 1 title	
Resource 2 title	

### References

[https://store.steampowered.com/app/620980/Beat\\_Saber/](https://store.steampowered.com/app/620980/Beat_Saber/)

List your resources here. To keep consistency, we strongly recommend using APA style: <https://libguides.murdoch.edu.au/APA/all>

