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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



SPOŁECZNA AKADEMIA NAUK
UNIVERSITY OF SOCIAL SCIENCES



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Project website	www.beausome.eu

Consortium:



Ειδικό Σχολείο Λευκωσίας



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Introduction

The Professional Development Programme for teachers based on micro-credential design aims to offer flexible learning for educators on VR and game design skills, in order to offer social skills training to children with ASD through digital means, to foster opportunities for professional development and upgrade their skills, keeping always in mind students' individual needs. Educators will be able to acquire a digital badge to foster motivation and encouragement.

This lesson plan aims to provide an extra resource to educators to apply the theory gained through the course in practice.

The main goal of this activity is to introduce students to Scratch, hence improving their digital skills while also targeting key social skills such as problem-solving, creativity and communication skills.

Materials to be used

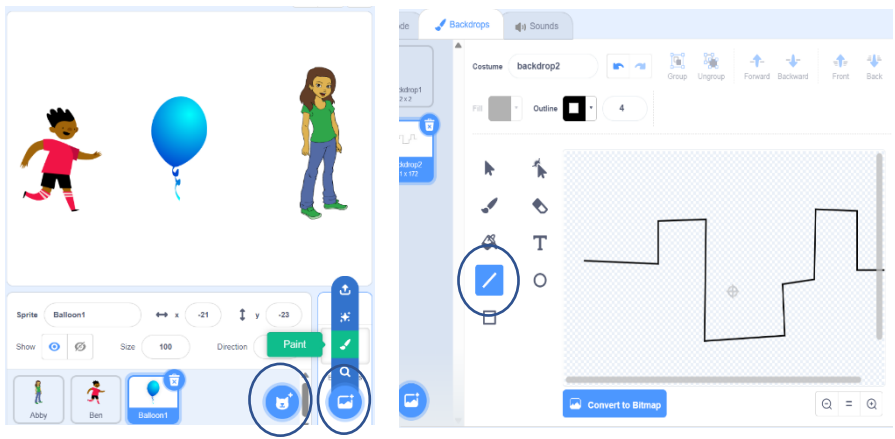
This workshop can be delivered after introducing your students to Scratch and allowing them some time to create accounts and experiment – always keep their individual needs and abilities in mind.

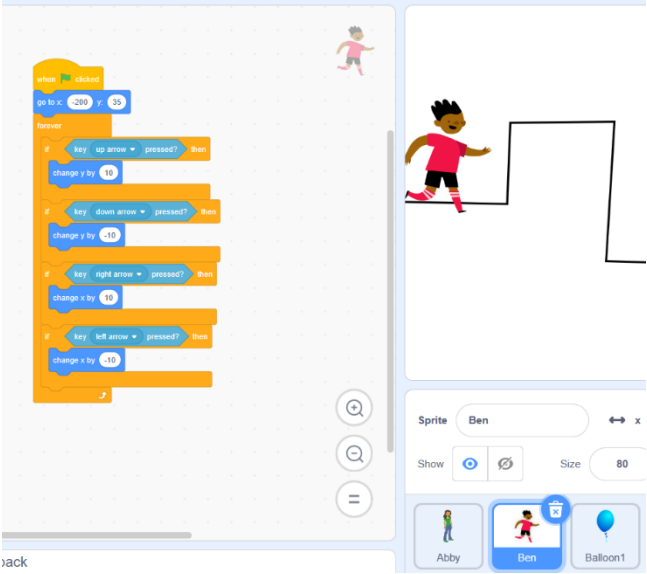
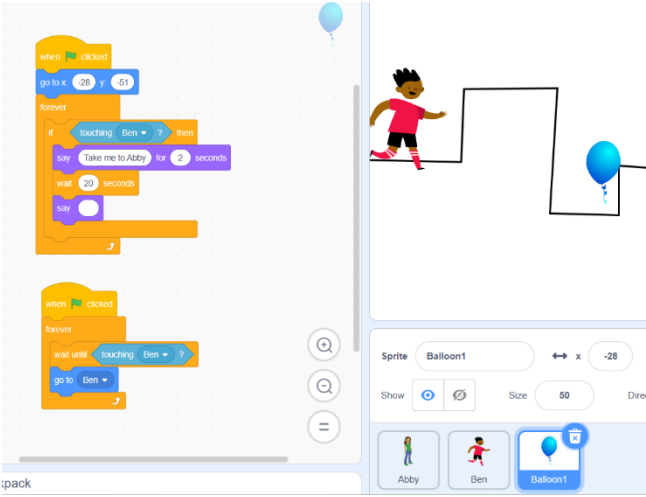
Prior to the workshop, it would be useful for the trainer to:

- Develop their skills through the BEAUSOME professional development course!
- Prepare a sheet with the instructions and screenshots as shown in the lesson plan below.
- Prepare an appropriate environment with access to the internet and a Laptop/ Tablet.

Special Request

- If required, plan a prompting/ motivational system based on students' needs in order to maintain their engagement through the activity.
- Keep in mind the needs and abilities of your students i.e. high/ medium/low functioning, learning difficulties, and challenging behaviours and plan accordingly – for example, instructions might be provided using visual aids for some students.
- In a group with mixed abilities students, an extra person might be needed to support the delivery, as some students might need further individual support.

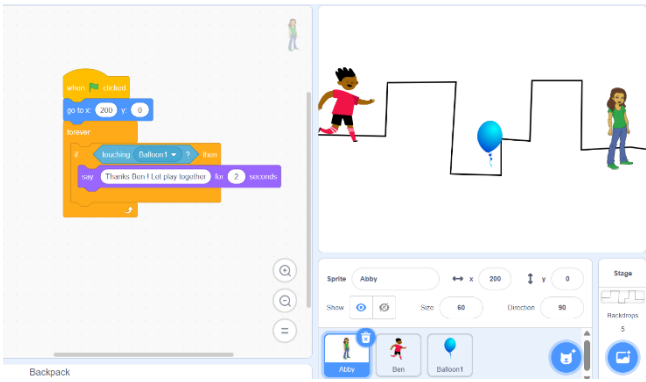
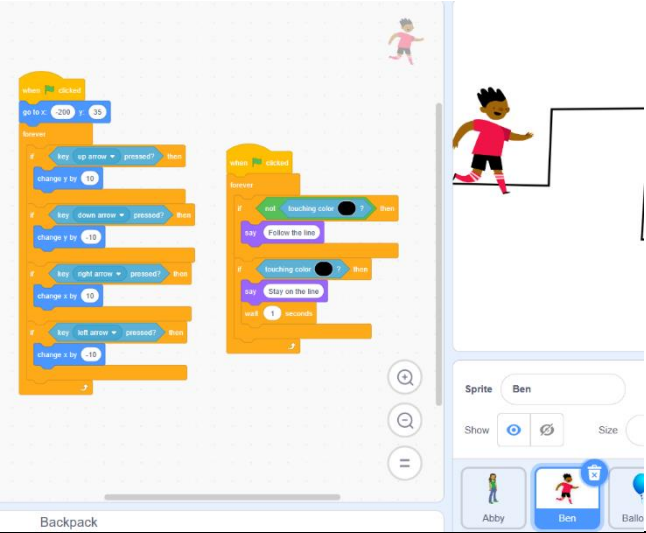
	
Aim of the activity	To design the environment of the game
Equipment (if needed)	Internet, Scratch online software
Duration	10 minutes
Type of Activity	Hands-on activity
Teaching Objectives	To know how to add sprites and design the backdrop with a line
Resources	BeAusome material
Activity 2 – Adding Movements	A 1.1.2:

	<ul style="list-style-type: none"> • Make the sprite Ben to start form a specific place and then move up, down, left and right  <p>The code for Ben's movement starts with 'when clicked', followed by 'go to x: -200 y: 35'. A 'forever' loop contains four 'if' blocks: 'if key up arrow pressed? then change y by 10', 'if key down arrow pressed? then change y by -10', 'if key right arrow pressed? then change x by 10', and 'if key left arrow pressed? then change x by -10'.</p> <ul style="list-style-type: none"> • Make the sprite balloon start from a specific place, then if it touches Ben, show the message 'Take me to Abby'. Then when it touches Ben, it follows him  <p>The code for Balloon1 starts with 'when clicked', followed by 'go to x: -26 y: -51'. A 'forever' loop contains an 'if touching Ben?' block. If true, it says 'Take me to Abby' for 2 seconds, waits 20 seconds, and says a speech bubble. Below this, another 'forever' loop contains 'wait until touching Ben?' followed by 'go to Ben'.</p>
<p>Aim of the activity</p>	<p>To design the motions of the game and the messages that will appear</p>
<p>Equipment (if needed)</p>	<p>Internet, Scratch online software</p>

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Duration	25 minutes
Type of Activity	Hands-on activity
Teaching Objectives	To know how to make the sprite move and how to add messages
Resources	BeAUsome material
<p>Activity 3 – Interactivity and Instructions</p>	<p>A 1.1.3:</p> <ul style="list-style-type: none"> Make the sprite Abby to start from a specific place and when it touches the balloon say 'Thanks Ben! Let play together'  <ul style="list-style-type: none"> Make the sprite Ben, when it moves out of the black line to appear a message 'Follow the line' 
Aim of the activity	To design the sprite to stay on a line

Equipment (if needed)	Internet, Scratch online software
Duration	25 minutes
Type of Activity	Hands-on activity
Teaching Objectives	To know how to make the sprite stays on the line
Resources	BeAusome material
Further Reading	
Resource 1 title	https://youtu.be/QXSnQrgwmnA
Resource 2 title	https://youtu.be/nUBXlpmBTRg

References

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

