



"NEW ERA OF TEACHING CHILDREN WITH AUTISM: DEVELOPMENT OF SOCIAL AND COGNITIVE SKILLS THROUGH THE INTEGRATION OF DIGITAL PEDAGOGIES!"

The **BeAusome** project aims to introduce a digital-oriented programme and innovation practices to be used by teachers and parents of children with ASD (Autism Spectrum Disorder) in order to promote the development of social skills starting from an early age. In line with this, the European Commission's European Disability Strategy 2021-2030 and the UNCRPD stress the importance of a society that focuses on accessibility, participation, equality, education and training, among other aspects.

COORDINATOR



PARTNERS



Ειδικό Σχολείο Λευκωσίας



www.beausome.eu



@BEAUSOME_EU



@beausome_eu



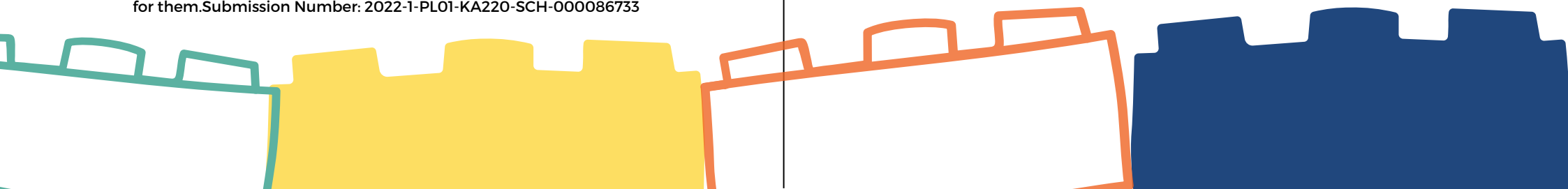
@beausomeproject



@beausome_project



Funded by the European Union. Views and opinions expressed are however those of the author(s) only and do not necessarily reflect those of the European Union or the European Education and Culture Executive Agency (EACEA). Neither the European Union nor EACEA can be held responsible for them. Submission Number: 2022-1-PL01-KA220-SCH-000086733



RATIONALE

The European Disability Strategy 2021-2030 set by the European Commission highlights the importance of ensuring inclusive and accessible education for all children. To achieve this, particular attention needs to be given to children with Autism Spectrum Disorder (ASD) who often face difficulties in their social and communication skills. Effective development of these skills is critical for social integration and good quality of life. By incorporating both digital pedagogies and parental involvement in the education of children with ASD from a young age, we can facilitate their learning process and increase their school engagement, which will lead to a more successful academic and professional life.

AIMS AND OBJECTIVES

- To cultivate social/civic/digital competences of children with ASD.
- To develop digital skills and knowledge of ASD parents and educators regarding new digitally oriented activities which they can use to help ASD children have a more fruitful educational experience and better communicate with other people.
- To enhance social inclusion and participation of children with ASD in the digital era through the use of innovative and interactive digital tools.
- To promote the cross-cultural exchange of ideas and practices across different EU countries due to the diverse education systems available for ASD children.

TARGET GROUPS

- Primary School teachers and special needs teachers
- Primary school children with autism (8-13)
- Parents, Social workers, Psychologists
- Community actors (e.g. policy makers, public authority groups)

KEY RESULTS

- Be AuSome DUAL Pack: Game scenarios, educational pack
- Be AuSome VR Game and e-learning platform
- Training Mobilities for Educators
- Be AuSome Tool Kit and School ACTION PLAN: DISSEMINATION AND EXPLOITATION STRATEGY

EXPECTED IMPACT

The objectives are to ensure social inclusion, access and participation in the school community for children with autism. Be AuSome seeks to address the need for developing innovative tools which will promote inclusive education and educational access and participation for children with autism. The project aims to upgrade the skills of educators and trainers and provide new teaching methodologies that will support the digital transformation of education, especially regarding children with ASD.

