



## **INCLUSIVE LIFE 2019**

***The environment has to be motivating and interesting for the child***

*It is wise to create tools that are universal but adaptable to individual needs.*

### **THE PROBLEM**

Noticing and supporting SEN pupils has received increasing attention, but studies show that attitudes as well as knowledge and resources for support measures are hampering the implementation of inclusive education.

Today, the needs of students with special needs are often overlooked, creating a gap in the equal treatment of all the students

### **THE GOAL**

To create smart, user-friendly learning tools for children with special needs / visually impaired children taking into account different special needs and to draw attention to the need to create an inclusive environment in the society; to design, organize and conduct a comprehensive program for the traveling exhibition of the learning tools.

### **THE TARGET GROUP**

Students of Tallinn University LTI and other institutes apply their knowledge in an interdisciplinary manner, creating user-friendly learning tools that take special needs into account, while being universal and accessible to a wide audience. The tools will be developed and tested in collaboration with future users.

### **THE EXHIBITION**

...Offers inspiration and introduces the process of creating tools for SEN - supportive learning and the tools that have been developed in the process (mainly based on the implementation of user - centered inclusive design).

In addition to the accessibility, the inclusion of different social groups in the society is particularly important for inclusive design.

A user-centered approach ensures that problems are viewable in a human-centred manner, rather than a finished object-centred one).

The tools will reach the target audience as well as a wider audience by introducing educational materials in events - in kindergartens, schools, libraries (information is also shared via electronic channels) – where the ideas and principles of special needs learning materials will be introduced.

**Internationally acclaimed principles for the visually impaired people were taken into account when designing the tools (TUET <http://www.tuet.eu>):**

**COLOURS AND TEXTURES:** Bright and / or high contrast colors; Significant surfaces (buttons, knobs, holes) on the toy are clearly contrasted and / or easily distinguished from the background; red and green colors are not used (color blindness); different materials, textures, lights and embossments are used to match the purpose of the game.

**FORM AND COMPONENTS:** The overall structure is realistic or a recognizable shape that can be easily determined by the sense of touch; different parts (buttons, knobs, switches, connections, pieces, pictures) are clearly recognized by touch; has a sufficiently compact structure and has a strong fastening system that prevents things from falling apart; have a sufficiently strong support surface to provide the required stability; accessories (pads, clothes) are placed in a drawer or are large enough (at least 2 cm) so that the child can see and reach them.

**SENSORY EFFECTS:** sensory effects in addition to or as a substitute for visual communication (eg sounds, vibrations, movements, smells); realistic sound effects, listening to messages (eg cows moo and do not purr); actions and visual effects are clearly recognized through touch and hearing.

## **RESULTS**

- The results were collected through a survey finding out the expectations, wishes and explanations of the target group from Tallinn Helen`s school and Tartu Emajõe school in order to design the tools
- The results and previously created tools were evaluated using the TUET principles in order to conduct the exhibition
- As a supplement to the exhibition, content texts suitable for introducing different groups of teaching aids were prepared, both for printing on the stands and using smart codes as audio / video outputs via QR codes.

- Following tools were created: ***Kuukalender,( moon calendar) Tunnetusmaja (tactile house), The playwall and games - “Enigma“, “Tähtede jaht “ The stars hunt), Osavad sõrmed“( smart fingers).***

**Inclusion and being included is important in LIFE**

***Project participants:*** Kaja Richter- Kruusamägi, Ave Liik, Eveli Rohtoja, Urmas Kirsipuu, Mari-Liis Kerk, Keiu Martinonis, Getter Tuisk, Helerin Anspeeter, Beatriss Paulin, Kerttu Geidik, Artur Adamson, Krislyn Luus, Kerli Kiwa, Kristi Leinamäe, Triinu Reedik

***Instructors:*** Tiia Artla ja Jana Kadastik

