

KEY OBJECTIVES

-  Improving digital literacy and digital skills
-  Promoting social inclusion and civic engagement
-  Developing key competences
-  Encouraging hands-on learning and practical experience
-  Building resilience and capacity



BRAINWAVES AIMS TO...

Promote inclusion and support for young people with disability through the use of robotics and coding



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BRAINWAVES

SERVICE LEARNING METHODOLOGY

Brain Waves project is based on the Service Learning Methodology, where robotics and scratch students will implement, robots or video games for improving the lives of disabled people, promoting inclusivity, creativity and digital literacy.

It will also contribute to the development of accessible technologies that can improve the lives of people with disabilities.



PARTNERSHIP

PROJECT RESULTS

1

Brain Waves project

Creation of didactic materials for teachers and students

Brain Waves in action

Digital material that helps the disabled person to improve a specific need

2



BRAINWAVES



[Brain Waves webpage](#)



[Brain Waves Facebook Page](#)