



NEWSLETTER 1

January 2024



BRAINWAVES

WHAT IS BRAINWAVES?



The BrainWaves project aims to promote inclusion and support for young people with intellectual disability using robotics and coding. This project is based on the “Service-learning methodology”, which is a form of experiential education that combines community service with academic study.



MAIN RESULTS

- Create materials for accessible technology in education
- Identify needs of individuals with disabilities
- Classify 10 common disabilities and requirements
- Raise awareness and promote inclusivity
- Brainstorm solutions for mobility and cognitive challenges
- Prepare resources for video game creation
- Gather materials for students to develop digital solutions

THE CONSORTIUM





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KICK OFF MEETING IN DENMARK



On November 14-15 2023, the Brain Waves Project held its kick off meeting, hosted by Korup Skole in Odense, Denmark.

The meeting focused on finalizing the quality and dissemination plan, clarifying partner roles, defining project objectives, and initiating work on WP2 (Result 1). This marks a significant step forward in advancing social inclusion through collaborative and innovative approaches. More updates will follow as the project progresses.



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RESULT 1



RESULT 1

Brain Waves Project

This handbook aims to provide a comprehensive introduction to the Brain Waves project, tailored for use by teachers in the classroom.

DIDACTIC GUIDE FOR TEACHERS ➡

The consortium will start working on the Didactic Guide for Teachers, which will consist of a comprehensive introduction to the Brain Waves project, along with practical resources and strategies to support teachers in implementing the project's activities. This guide aims to help educators create an inclusive learning environment for students with disabilities.



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