**Workshop.: Special educational needs and technologies for inclusion**

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***WORKSHOP AIMS AND INTENDED LEARNING OUTCOMES***

The workshop on Special Educational Needs and Technologies for Inclusion -based on an experiential approach to workshop teaching- aims to provide opportunities to reflect on the important role that technology and digital media play also for people with Special Educational Needs. Technology is an integral part of our daily activities, we are constantly connected, accustomed to digital media, and encouraged to develop and promote digital skills not only at national but also at European and international level in a broader sense. Accessibility is at the centre of the pedagogical debate but also of legislative and political interests with the aim of promoting contexts that are increasingly capable of welcoming everyone, no one excluded. Web-based digital resources, devices and technological resources must all be rethought in the light of the accessibility measures necessary to allow everyone an adequate use. Schools and education experts have been wondering for some time on how to best exploit the potential of technology and digital technology in education and school. More relevant than ever is today’s need for planning the choice and uses of resources capable of meeting the needs of all those who participate in the digital activities proposed for the promotion of a fair society. Considering the professional profile of the Media Educator, this attention is even more essential for the construction of training courses, of support activities for teachers (in the case of the digital animator) or, more simply in the production of digital media designed for everyone, no one excluded.

The main aim of the workshop is to promote a careful and aware approach to digital media and encourage a careful and critical approach to its analysis, choice and use with particular regard to the inclusive aspects.

The intended learning outcomes regarding the ability to apply knowledge and understanding are:

* ability to identify the needs of students with SEN and recognise the inclusive potential of digital media;
* ability to plan paths and build digital and inclusive materials and proposals with particular attention to the aspects of accessibility.

***COURSE CONTENT***

The workshop is held in blended mode and includes three classroom meetings, two group e-tivities in the classroom, and an individual e-tivity at the end of the workshop.

The group e-tivities will focus on the following themes:

* Media and Accessibility;
* SEN and technology;
* Pedagogical approaches for promoting the use of technology in an inclusive perspective;

The last e-tivity will be carried out individually at the end of the workshop course and will focus on the design of a digital and inclusive activity.

***ASSESSMENT METHOD AND CRITERIA***

*Teaching methods*

The workshop favours active learning and workshop teaching: it aims to promote collaborative activities and group productions in light of the reflections on the issues addressed.

The course materials will be shared on the Blackboard platform, which will also be configured as a space for collecting e-tivities and useful for managing reflections through the forum space that will be activated. Students are invited to promptly register for the course on Blackboard (<https://ilab.unicatt.it/ilab-ilab-iscrizione-corsi>), and to constantly monitor their iCatt email account.

The workshop is structured around a blended system with a duration of 25 hours, 15 of which require attendance and the remaining 10 hours individual work. The workshop can be validated after verifying the student's attendance at classroom activities (75%) and the performance of the planned e-tivities (delivery of two group e-tivities and an individual one).

***NOTES AND PREREQUISITES***

Further information can be found on the lecturer's webpage at http://docenti.unicatt.it/web/searchByName.do?language=ENG or on the Faculty notice board.