Innovation Laboratories in the Development of Competences of Special Pedagogy Teachers and People with Special Educational Needs

project number: 2014-1-PL01-KA202-003428

SCENARIO	

Basic information

Institution	CEIPES – Centro Internazionale Per la Promozione dell'Educazione e lo Sviluppo
Date	05/05/2017
Target group	Psychologist and Students Of Psychology
No. of participants	8
How is the target group connected to group of people with special education needs/ with disabilities?	They should be psychologists and/or students of psychology. They need to be able to understand how a psychological intervention with people with special needs should be done and how it is possible to increase the quality of that.
Short justification why such a group will use the scenario and what benefits we expect to achieve by using i-Lab.	They can use the scenario in order to increase the quality of their interventions and their knowledge about how to promote it. They could share good practices and exchange their experience, because they have different background based on their studies, their approaches and they years of work and so their experiences.

A brief presentation of the i-Lab

What is i-Lab?	The i-Lab is a method that reflects the synergy of the several components such as a special design of an environment, activities stimulating creativity, appropriate equipment, or the access to the computers with Virtual Brainstorming (VBS) software.
	The i-Lab takes into account:
	- inspiring learning environment
	- this is a unique place where a group of people can meet together to explore and develop their thinking.
	It is characterized by an unusual design of the room and the presence of the multimedia;
	- technology - the laboratory is equipped with the appropriate computer software called Virtual Brainstorm (VBS);
	- moderating techniques - social techniques to stimulate the creativity, motivation, and group dynamics.
	The combination of these three components encourages people to: work effectively, discover and develop thinking skills, participation in the

	collaborative activities, which can speed up the process of thinking and creating.
Description and characteristics of i-Lab.	The Innovation Lab is a place where two zones are separated: the relaxation zone and the work zone. Both parts are closely linked with an easy access from one to the other. Unusual equipment in the room plays a vital role in the relation and work zone, providing stimulation and comfort for the i-Lab users. In the zone of the relaxation one can conduct a part of the workshop, dedicated to the development of creative thinking. The work zone provides possibilities for computer brainstorming. Both colors and design create a special aura and are aimed at stimulating creativity.
What is the VBS software and why it is so important.	The Virtual Brainstorming (VBS) software is an example of the adaptation of the brainstorming method directed to the development of a group creative thinking to an internet application. It is an integral part of the Innovation Laboratory which technically supports the brainstorming process (collection of ideas, evaluation, summary report). The brainstorming put in the IT system provides the opportunity to organize the learning process more effectively which manifests in a more effective acquisition and idea management. This eliminates the difficulty of the traditional brainstorming. The software is accessible to visually impaired people.

Scenario:

Scenario No.	IT-001
Scenario title	How to increase the quality of psychological intervention dealing Special (educational) Needs
Area	Psychology and Special Needs
Description of scenario:	To deal a psychological intervention about special needs it's not easy for an institution aimed to provide healthy. That's because psychologist may have different approach to the special needs according their specific study background (psychodynamic, functional, cognitivist, etc…). In order to find better and shared strategies, it's important to involve psychologist and student of psychologies in activities in which they need to cooperate in order to find a common view and cooperate with their different approach and background. Through this Scenario, psychologists and students of psychology can exchange best practices, ideas, opinions, experiences in working with people having special needs and special educational needs. The target group will share their knowledge about special needs and their experience in this field. Participants will meet each others, dealing about the topic and starting the brainstorming using the VBS.

After the brainstorming the best ideas will be selected in order to make the participants able to develop these together, cooperating and finding a shared strategy.

Didactic process:

Goals	To Increase the quality of psychological intervention among psychologists professionals
	To Increase knowledge about how to deal special (educational) needs among students
	To Increase the dialogue between professionals and students in field of social intervention
	To find common strategies and shared Ideas to deal this target group confronting different approaches
A short description of didactic process	1. -Ice Breaking and "get know each others" activity 2. -VBS Sessions 3. Selection of 2 group of Ideas after the rating 4. -Discussion about the 2 group of ideas 5. Plenary Final Discussion 6. Evaluation
Methods	Non formal education for the Ice breaking activities.
	Other method used was the brainstorming, where spontaneous ideas on the topics discussed were encouraged and shared among all participants. Discussions before and after the session were finalized in order to frame the on-line session in the proper context as described in the i-Lab project.
Functions of didactic methods	The didactic methods were those proper of the psychological epistemology, taking into account the academic and professional background of the participants.

Methods and material used during the implementation of scenario:

Icebreakers (title, short description, link)	BACK – TO – BACK
	Context: Any group but especially useful for courses about communication skills
	Purpose
	• To introduce one another • To become aware of the importance of feedback in communication (both nonverbal and verbal)
	Materials: None

	Time: 20 minutes
	Method
	1. Ask participants to pair up, preferably with someone they don't know. (If you don't have even numbers in the group, you may decide to join in yourself. The exercise is difficult to do with an odd number.)
	2. Ask the pairs to decide who is going to be A and who is going to be B (i.e., who's going first and second).
	3. Ask each pair to place their chairs back-to-back so that they can't see each other. Tell them to spread out as much as possible to avoid being distracted by other pairs.
	4. Ask A to speak to B for 3 minutes. A should introduce themselves during that time, say where they work, and tell something about themselves, e.g., interests, hobbies.
	5. At the end of 3 minutes, B should briefly confirm what they heard with A so that they will be able to introduce A later.
	6. The pairs switch roles so that B now speaks to A for 3 minutes. A confirms what they have heard from B.
	7. The group reforms a large circle, and each participant introduces their partner to the rest of the group.
	8. When all introductions are completed, ask participants what it was like:
	a) As a speaker
	b) As a listener
	You can draw many learning points from the difficulties most people encounter in listening attentively when they cannot see the other person.
Materials (what is necessary)	Computers, flipcharts, pencils and marker pens.
Other techniques (title, short description, link, recommendation)	Flipchart and blackboard can be used as "physical" support to the on-line platform and used to develop the ideas and structure the conclusions at the end of the meeting. They can be also used instead of the VBS Platform.

Benefits for Participants

How to work with individual (short description)	Each participant should be in the condition to share and speak with the others. The facilitator should create an horizontal and safe environment. Each participant should participate to the ice-breaking and to the get knowing each others activities. Every participant should be able to use the VBS, followed by the moderators.

How to work with group (short description)	Let the group feel in a comfortable zone. The group must feel in a situation in which everyone can feel safe and free to express their opinion. Everyone should stay in a horizontal relationship with the others.
	Facilitator should not deal the group as a teacher but foster the sharing of contents and experiences. He/she have to be sure that no one be or feel excluded. He have to be aware that the sharing process is following the correct path.

Outputs

Achieved goals	The goal of the scenario is develop a discussion with the software of i-lab. The discussion should be focused on how to find a strategy for dealing with special (education) needs without conflict between different psychological study backgrounds. Relations of power and needs for a process of empowerment should be discussed. Even it's important to discuss about the role of every professional in the development of a psychological or social intervention.
Work sheet (if was used)	

The scenario is the result of the project:

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