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
Target group	Tutor of students with special needs at the University
No. of participants	10
How is the target group connected to group of people with special education needs/ with disabilities?	This group normally is composed by students who are appointed by the University to help, support and tutoring their colleagues with special needs and disabilities.
Short justification why such a group will use the scenario and what benefits we expect to achieve by using i-Lab.	They will use the scenario to increase the quality of their tutoring skills. They can share good practices and exchange their experience, because they have different background based on their experiences, their personality, their studies, their approaches and their months of work on the field. They do not usually have occasions to share and find together ways of improvement of their work, and the use of i-Lab can lead to some proposals to give to the University.

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-002
Scenario title	Be an Innovative Tutor
Area	Tutoring students with disabilities
Description of scenario:	Through this Scenario, the "Tutors for disabilities" of an University or school can have and exchanging of best practices, ideas, opinions, experiences in the dealing of the work with people with Special Needs and disabilities.
	They will discuss about their relationship with their "tutee", with the university and with the personal experience related to the tutor work.
	These target group will share their knowledge about special needs and their experience in this field. They will share their needs and their experiences of the previous days in which they have supporter their colleagues with disabilities to study. If they still have to start their experience they could exchange and share their experience.
	Together they will find common suggestion and strategy to increase the quality of their work.

	Participants will meet each others, they will do some ice-breaking activity and they will deal about the topic and starting the brainstorming using the VBS

Didactic process:

Goals	• To Increase the quality of the tutoring service of the University of Palermo for the students with disability
	• To Increase knowledge about how to deal with special (educational) needs among students
	• To Increase the dialogue between tutors, supporting each others and sharing experience
	• To find common strategies and shared Ideas to deal this target group sharing different approaches
A short description of didactic process	**Introduction**
	• Presentation of the i-Lab concept and its basic assumptions. Presentation of the objectives of the actions undertaken.
	Ice Breaking and get know each others activity
	• Getting to know each other through Dixit card
	• Implementation of the ice-breaker *Gotchya!* to deepen group cognition and to stimulate concentration
	VBS Sessions
	• Presentation of a group task - identification of problems and needs of tutors working with students with disabilities
	• Computer work - brainstorming online and selection of two main problems after the rating
	Team work
	• Participants are divided in two groups which will work on the two main problems through the "problem tree" methodology to find concrete solutions.
	• Presentation of the proposal to the other group and future steps to be taken
	Plenary Final Discussion
	• Comments and suggestions from participants and facilitators
	Evaluation
	• Group evaluation through with a moving line rating from 1 to 10 the main aspects: effectiveness of i-Lab, logistics and spaces used, satisfaction for the achieved results, intention to repeat.

Methods	Getting to know each other activity
	Ice-breaker
	Virtual Brain Storming
	Team work
Functions of didactic methods	The different methodologies are complementary to the achievement of the planned results. Getting to know each other and ice breaking activities create the a relaxed and at the same time focused atmosphere which prepares the field to a good communication and motivation to work in tseam, the brainstorming online gave the chance to everyone to express their thoughts and need without the risk of being judged and the team work help to find a common solution.

Methods and material used during the implementation of scenario:

Icebreakers (title, short description, link)	**Gotchya! (Grab the Finger or Cheese)**
	Stimulating group activity to get people together, focused, challenged, having fun and ready for action. Useful to get focused attention when people arrive. Works with any size groups, indoor and outdoor.
	• Participants stand in a circle, arms out to the side. Left hand palm up, right index finger pointing down and touching on neighbor's outstretched palm.
	• "When I say the word go, do two things.... grab the finger in your left hand, and prevent your right finger from being grabbed... 1 ... 2 ... 3 ... [add suspense] ... Go!".
	• Repeat several times.
	• Afterwords try a different trigger word, e.g., "Cheese", and mention lots of other "eeze" words for humor - peas, sneeze, wheeze, please and freeze.
	• Or use the word/theme of the day e.g., "outdoor" to help get people listening to every word.
Materials (what is necessary)	Dixit cards, flipcharts, markers, pens, computers, projector.
Other techniques (title, short description, link, recommendation)	Brainstorming was the main method used, applied both on the on-line platform and in the flip chart content. Flip chart were 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.

Benefits for Participants

How to work with individual (short description)	One of the goal of the workshop is to encourage people to express their needs and opinions through the software of I-lab, brainstorming and team work. The main approach to be used should be the valorization of the contribute of each participant and transferring the idea that anyone can

	propose a good solution.
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 has to be aware that the sharing process is following the correct path.

Outputs

Achieved goals	The participants created two proposals to be put into practice for the improvement of their work with students with disabilities.
Work sheet (if was used)	Final Report

The scenario is the result of the project:

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