

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	Palacký University Olomouc, The Czech Republic
Date	3.11. 2016
Target group	Experts in special pedagogy, pedagogy, psychology and social work including students from these areas
No. of participants	6-12
How is the target group connected to group of people with special education needs/ with disabilities?	The target group directly works with people with special educational needs within internships by means of practice which is supervised by experts. The target group could consist of students of psychology focusing on special education needs (e.g. educational psychology, school psychology, developmental psychology).
Short justification why such a group will use the scenario and what benefits we expect to achieve by using i-Lab.	The i-Lab is proper place for reaching changes within working with people who are suffered by pain. This scenario could be helpful for understanding people who are suffered by pain (especially by chronic pain) as same as could be helpful within decreasing of the level of pain by means of psychological techniques.

A brief presentation of the i-Lab

What is i-Lab?	<p>The i-Lab – the innovation laboratory – is a method of a group work triggering mechanisms of creativity and cooperation. The method is proved to be efficient in the work with various group of professionals. It can be used not only by the teachers but also by people with special educational needs. The method is based on the mixed effect of leader’s animation / moderation, environment, atmosphere, and technical equipment – software and hardware dedicated to this activity.</p> <p>The i-lab is a specific place where groups of people can come together to explore and extend their thinking. The environment is characterized by a unique interior design and the presence of a wide range of different media types.</p>
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	<p>Each innovation laboratory combines three elements:</p> <ul style="list-style-type: none"> - separated space providing with appropriate physical environment for both working and relaxation part. - software and hardware supporting a team work in the i-Lab - facilitator(s) who can properly use the opportunities created by space and software in order to support any group using the laboratory resources, moderation of the decision-making process or problem solving.
Description and characteristics of i-Lab.	<p>The Palacký University Olomouc's i-lab consists of two parts – working and relaxing part. There are six computers in the working part as same as a pleasure wooden table and comfortable chairs. Regarding the relaxing part participants could use various gadgets, very comfortable bags for sitting, a hidden place and many others. The basic concept of the Palacký University Olomouc's i-Lab is "black and white" which includes five senses (sight, touch, smell, hear and taste). The black and white concept underlines a several level of human integrity. There is so many contrasting areas (e.g. introspective and extrospective processes; health and illness). This concept expresses the idea, that we use different senses for discovering the world as same as ourselves. In fact, our i-lab could stimulate people by particular senses and it is important for realization of scenarios which focus on different groups of people with special educational needs.</p>
What is the VBS software and why it is so important.	<p>Virtual Brainstorm (VBS) software is a good tool for enhancing brainstorming by removing various limits and barriers of participants. People work with the VBS software could openly and anonymously express their ideas. The next function of the VBS software is voting for the best idea from all which were produced earlier by brainstorming. Therefore, using the VBS software leads to the best idea which is democratically agreed by all participants. The contributions and ideas can be kept and easily re-used (for instance in a report of what happened).</p>

Scenario:

Scenario No.	CZ-004
Scenario title	Pain and its decreasing by psychological techniques
Area	Special pedagogy, school psychology, pedagogical psychology, diagnostics, social work
Description of scenario:	<p>Pain negatively affects our work performance. Everybody has experience with pain, but some people suffer by pain in the long term (e.g. chronic pain). Pain does not only distract our attention from work performance but mainly decreases our well-being. This scenario is focused on better understanding of pain's origin, classifications of pain and its coping by means of psychological techniques.</p>

Didactic process:

Goals	There are a lot of goals such as to inform about the subject, to stimulate discussion, to look for new solutions for practice, to develop and present the chosen idea from VirtualBrainstorm software, to talk about critical places of application in practice.
A short description of didactic process	<ol style="list-style-type: none"> 1. To provide the basic information about pain <ul style="list-style-type: none"> - to give the definition of pain and to explain basic terms (e.g. nociceptor, nociception) - what are causes and displays of pain - classifications of pain - how we can measure a level of pain (e.g. SF-MPQ, VAS). 2. To brainstorm new possibilities how to help people with the developmental dyslexia <ul style="list-style-type: none"> - to use the VBS software for brainstorming - to vote for the best idea related to how to help people with the developmental dyslexia 3. To develop the best idea related to how to help people with the developmental dyslexia <ul style="list-style-type: none"> - to work in a group and to develop the best idea related to how to help people with the developmental dyslexia - to present results and to answer questions
Methods	Ice breaker, presentation, virtual brainstorming, group work, critical thinking, Socrates dialogue, discussion.
Functions of didactic methods	The Ice breaker was useful for increasing of group dynamics and for adapting to a new environment. Within the presentation were provided important information about the topic. The virtual brainstorming led to choosing the best idea. The group work enabled to develop the best idea and to present results.

Methods and material used during the implementation of scenario:

Icebreakers (title, short description, link)	<p>Strange Disease Diagnosis Game</p> <p>Uh oh, the patient is acting really strange! What illness does he or she have? The doctor must figure out what is wrong. He or she may ask any player a question, but everyone keeps track of the number of questions. After each question, the doctor can make a guess (diagnosis) of what he or she thinks is wrong. Of course the patient cannot just say what their condition is; they need to give clues in their performance. A person who thinks they are a chicken will suddenly cluck without reason. If they think they are Miloš Zeman they might try to get them to vote for them. If they think they are being spied on they may look under the table, and so on. A doctor needs to ask questions, but need to do so in the role of a doctor.</p>
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	When the doctor has correctly guessed the name of the condition (or close enough), the doctor should change places and it is the other person's turn to guess.
Materials (what is necessary)	a power-point presentation, computers for virtual brainstorming, blackboards or other boards for group work
Other techniques (title, short description, link, recommendation)	

Benefits for Participants

How to work with individual (short description)	Improvement of knowledge related to pain and its decreasing by psychological techniques. Increase empathy to people who suffer by pain. To realize the complexity of problem of pain and its decreasing by psychological techniques.
How to work with group (short description)	Exchange of options A search for compromise Application design for practice

Outputs

Achieved goals	The participants received important information related to pain and its decreasing by psychological techniques. The participants are able to develop new ideas how to work with people who suffer by pain.
Work sheet (if was used)	

The scenario is the result of the project:

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Project implement in "Erasmus +" program

Action KA2 – Cooperation for Innovation and the exchange of good practices

Strategic Partnership for vocational and education training

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