



SECURER

INCLUSIVE PRACTICE HUB FOR TEACHERS AND PARENTS

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Introduction

In the literature, there is an emphasis on the need for inclusion in education. Likewise, teachers' critical roles are acknowledged in creating inclusive education systems. On the other hand, there are several challenges in this topic as well. To illustrate, supporting in-service teachers at the school level, evaluating the results of conventional and new techniques, and addressing teachers' concerns about inclusive practice. As a result of these challenges and their severe consequences together with Covid-19 on school inclusion practices, this project primarily focuses on :

1. Enhancing professional learning for teachers in inclusion
2. Increasing awareness of the need for more in-depth and comprehensive knowledge of inclusion
3. Gaining knowledge of specialized inclusive teaching strategies through professional learning
4. Enhancing teachers' digital literacy and strategic use of ICT and open educational resources (OER) to improve their inclusion practices.

In that regard, as a part of project's work package 2: "Inclusive education HUB" is presented by a multi-cultural project partnership structure to the use of instructors for supporting them to adapt inclusive education model in their teaching sessions. In the following pages, multiple inclusive education tools can be displayed together with their accession links.



Accessible Educational Materials Library

Created by the Ministry of National Education, this library provides educational materials in accessible formats for visually impaired, hearing impaired, learning disabled and other special needs students. Materials are available in different formats such as Braille, audiobooks, and visually supported materials.

Disabilities: Multi-Select (Visual Impairment, Hearing Impairment, Learning

Type of Material: Multi-Select (Document, Audiobook, Video, Visual Material)

Education Domain: Multi-Select (Early Childhood, Primary School Level, Secondary School Level, High School Level)

Target Group

Age: Multi-Select (0-6, 7-12, 13-18)

Language of the Material: Turkish

Source Link: <https://www.engelsizbilisim.org/wp-content/uploads/ERISILEBILIR->

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info@engelsizbilisim.org

f t y /engelsizbilisim

Anasayfa Hakkımızda Organizasyon Yapısı Yayınlar ve Raporlar Üye / Destekçi Başvurusu Tanışma Formu İletişim Erişilebilir Ders Materyali Eğitim Serisi

Turkish Sign Language Dictionary

Developed by the Turkish Federation of the Deaf, this dictionary provides visual and video examples of over 3,500 words in Turkish Sign Language (TİD). The dictionary aims to help people with hearing impairments improve their communication skills and learn TİD.

Disabilities: Multi-Select Hearing Impairment

Type of Material: Website, App

Education Domain: Multi-Select (Early Childhood, Primary School Level, Secondary School Level, High School Level)

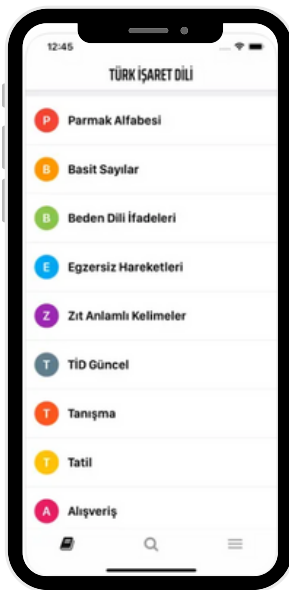
Target Group: Multi-Select (0-6, 7-12, 13-18)

Language of the Material: Turkish

Source Link: <https://isaretdilisozlugu.com/>

Turkish Sign Language Dictionary mobile app: APP Store:

<https://apps.apple.com/tr/app/t%C3%BCrk-i-%C5%9Faret-dili/id1319033682>



EBA (Eđitim Biliřim Ađı) Accessible Learning Resources

Students with special educational needs can access this platform to enhance their learning experience through various interactive and accessible materials. For example, video content is often subtitled and comes with a sign language interpreter for deaf students.

Disabilities: Visual impairments, auditory impairments, learning disabilities.

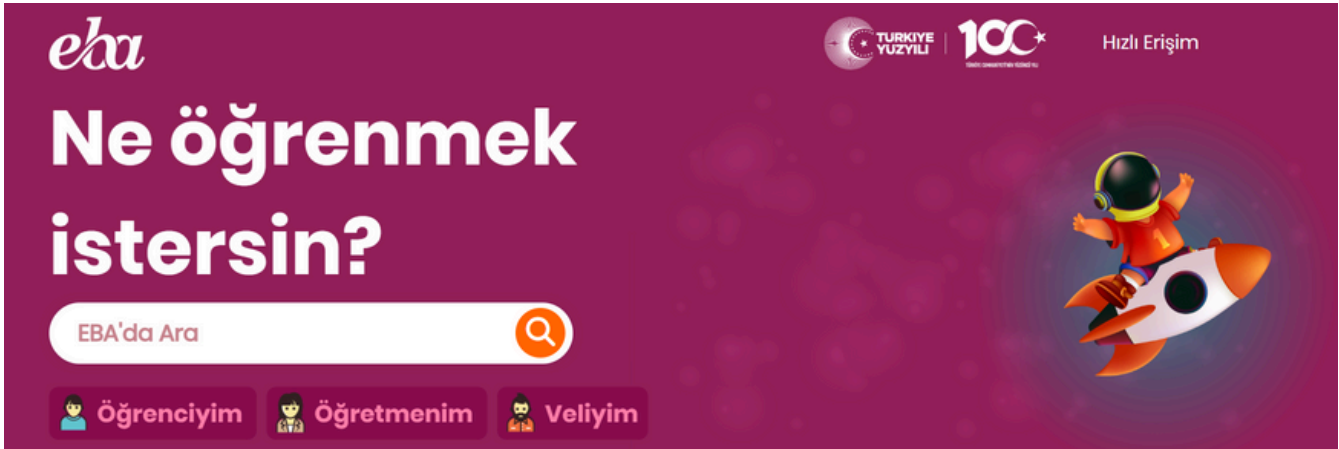
Type of Material: Digital educational content (e-books, videos, audio lessons, interactive content).

Education Domain: General education (all subjects).

Target Group: Primary and secondary school students.

Language of the Material: Turkish

Source Link: <https://eba.gov.tr/>



The screenshot shows the EBA website interface. At the top left is the EBA logo. In the top right corner, there are logos for 'TÜRKİYE YÜZYILI' and '100' with the text 'Hızlı Eriřim' (Fast Access). The main heading is 'Ne öğrenmek istersin?' (What do you want to learn?). Below this is a search bar with the text 'EBA'da Ara' and a magnifying glass icon. At the bottom, there are three navigation buttons: 'Öğrenciyim' (I am a student), 'Öğretmenim' (I am a teacher), and 'Veliyim' (I am a parent).

Kurzweil 3000

Kurzweil 3000 is an assistive technology tool that provides text-to-speech, visual support, and customizable features to help students with learning disabilities (e.g., dyslexia) and visual impairments. It allows users to read digital text aloud, change text formatting.

Disabilities: Learning disabilities (dyslexia), visual impairments.

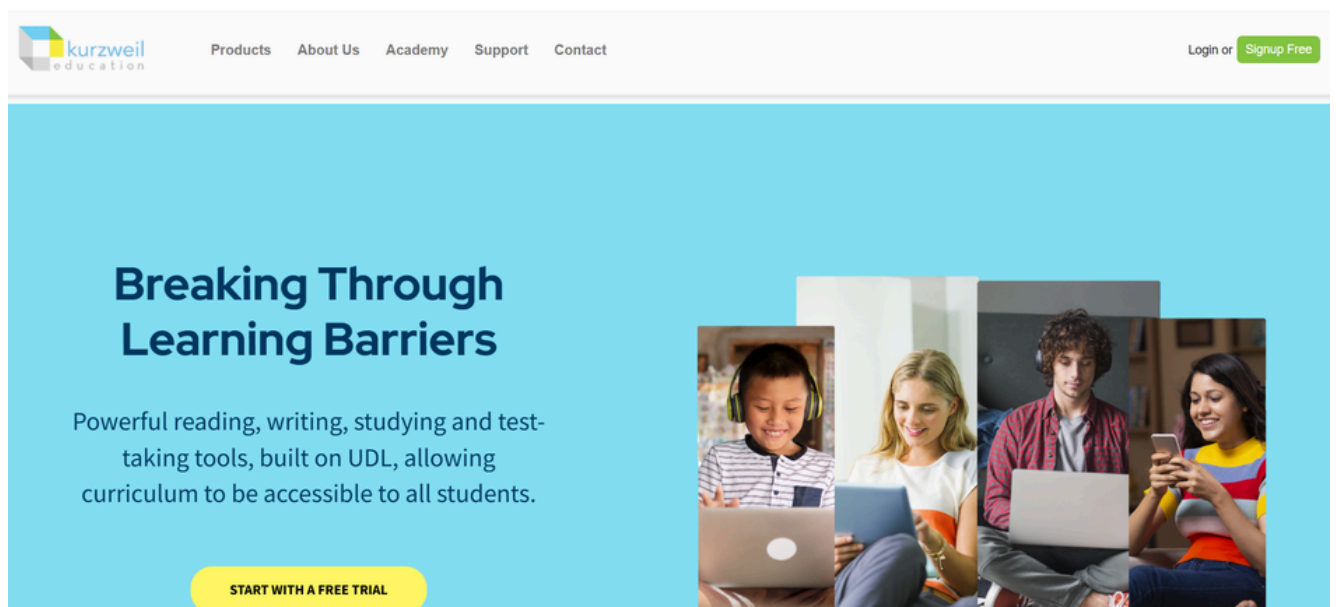
Type of Material: Software for text-to-speech, highlighting, and note-taking

Education Domain: General education (reading, writing, and research-based subjects).

Target Group: Students with learning disabilities, visually impaired students. Secondary and higher education students

Language of the Material: Turkish, English

Source Link: <https://www.kurzweiledu.com/default.html>



Breaking Through Learning Barriers

Powerful reading, writing, studying and test-taking tools, built on UDL, allowing curriculum to be accessible to all students.

START WITH A FREE TRIAL

JAWS (Job Access With Speech)

JAWS is a screen reader designed to assist visually impaired students by converting on-screen text into speech. It helps them access digital materials like websites, e-books, and online educational content.

Disabilities: Visual impairments (blindness, low vision).

Type of Material: Software (screen reader).

Education Domain: General education (any subject with digital content)

Target Group: Visually impaired students.

Age: Secondary and higher education students.

Language of the Material: Turkish, English

Source Link: <https://www.freedomscientific.com/products/software/jaws/>



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Home » JAWS®



JAWS®

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JAWS® Solutions

For Home

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READ-PLAY

Tool Name: READ-PLAY

Description: READ-PLAY is a user-friendly educational tool designed to enhance phonological awareness in a fun and engaging way, specifically tailored for children with dyslexia.

Disabilities: Learning Difficulties, Autism Spectrum Disorder, Dyslexia

Type of Material: A folder containing a variety of educational resources and materials.

Education Domain: Primary School Level

Target Group Age: Ages 7 to 12

Language of the Material: Catalan

Lecto-Juga



*Consciència fonològica:
consciència semàntica, sil·làbica i fonètica*

GLIFING

Tool Name: Glifing

Description: Glifing is a reading training method that enhances reading speed and comprehension in a short time through video games. It also supports children's emotional development, a key factor for academic success. Its playful format turns learning to read into fun. The method includes multiple personalized training sessions tailored to each child's needs.

Disabilities: Children requiring reading skill support, such as those with reading difficulties, dyslexia, or other learning disabilities.

Type of Material: Interactive online educational platform with game-based learning activities.

Education Domain: Reading and literacy development.

Target Group Age: 5 to 7 years old (ideal for children learning to read).

Language of the Material: Catalan and Spanish (with potential availability in other languages).

Supporting Documents: Detailed performance assessments, progress reports, and individualized training plans.

Source Link: <https://www.glifing.com/>

El Método
glifing
entrenamiento de la lectura



Phonological and Semantic Awareness Workshops

Tool Name: Phonological and Semantic Awareness Workshops

Description: These workshops involve various games designed to stimulate phonological, syllabic, and semantic awareness. The activities are hands-on, allowing children to connect learning with their daily experiences. The games promote the internalization of different types of awareness in a playful and engaging manner.

Disabilities: Children with reading and literacy development challenges, including early learners and those needing additional support with language skills.

Type of Material: Hands-on manipulatives and experiential learning tools for classroom activities.

Education Domain: Language and literacy development, focusing on phonological and semantic awareness.

Target Group Age: Suitable for all students, with adaptable content for varying skill levels to ensure inclusivity.

Language of the Material: Catalan

Supporting Documents: Instructional guides, adaptable game templates, and materials for individualized and inclusive learning.

Source Link: (No specific link provided; content is hypothetical)



LEEDUCA

Tool Name: LEEDUCA

Description: LEEDUCA offers an innovative approach to overcoming learning difficulties by providing proactive, early-stage strategies that enhance reading skills, in contrast to the traditional late-intervention methods prevalent in the educational system.

Disabilities: Communication, learning difficulties, Autism Spectrum Disorder, Dyslexia

Type of Material: Web page

Education Domain: Early Childhood

Target Group Age: 0 to 6 years

Language of the Material: Catalan and Spanish

Supporting Documents

Website: leeduca.es

MIDEAL

Plataforma Leeduca

Infórmate de cuáles son nuestros objetivos y el alcance de nuestro **Modelo Integral de Intervención en las Dificultades de Aprendizaje de la Lectura**.

 VER UNA DEMO

Guide to Reinforce Oral Language at Home

Tool Name: Guide to Reinforce Oral Language at Home

Description: This guide provides comprehensive strategies and practical activities to help parents and families enhance their children's oral language development in a home environment. It focuses on creating a language-rich atmosphere through meaningful interactions, storytelling, games, and play-based learning, promoting effective communication, vocabulary growth, and confidence in young learners.

Disabilities: General speech and language developmental support; not specialized for specific speech or language disorders.

Type of Material: Guidance Document / Instructional Manual

Education Domain: Language Development and Early Childhood Education

Target Group Age: Preschool-aged children (typically 3 to 6 years old).

Language of the Material: Primarily in English (or adaptable to other languages as required)

Supporting Documents: None specified

Source Link: (Not provided; awaiting link specification)



Guide pr-braille "Let's prepare our hands for writing and reading Braille!"

Work guide (tactile-kinesthetic), for blind preschoolers

This tool is a working guide for blind preschoolers, on a tactile-kinesthetic level, which creates a basis for learning to write and read in Braille. It contains tactile boards, an activity plan with objectives and a didactic script.

Disabilities: Blind, Complex and Multiple Needs, Low Vision, Communication.

Type of Material: Document

Education Domain: Early Childhood,

Target Group: Blind, Complex and Multiple Needs, Low Vision, Communication.

Age: 0-7

Language: Romanian

Source Link: https://www.canva.com/design/DAF_-GLWPr8/CP5_uE1IL-wMNn8BmetGqw/edit?utm_content=DAF_-

[GLWPr8&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton](https://www.canva.com/design/DAF_-GLWPr8/CP5_uE1IL-wMNn8BmetGqw/edit?utm_content=DAF_-GLWPr8&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton)



Canva – "Units of measure"

Canva is a versatile graphic design platform that empowers users to create visually engaging materials like presentations, posters, and infographics. For students with special needs, Canva's accessible templates and customizable features help create resources tailored to their unique learning styles. Its visual focus supports comprehension, while its collaborative tools encourage creativity and inclusivity, making it a valuable asset in inclusive education.

"Units of Measure" is a digital educational resource created in Canva, designed to teach students about key units of measurement, including meter, liter, kilogram, money, and second. The presentation features short videos with explanations and practical examples for each unit, helping students understand their real-world applications. This interactive resource makes learning about measurements engaging and accessible.

Disabilities: Complex and Multiple Needs, Physical Disability, Communication, Learning Difficulties, Autism Spectrum Disorder, Dyslexia.

Type of Material: Presentation, Video, Infographic, Training Resource

Education Domain: Primary School Level, Secondary School Level

Target Group: Students with disabilities like Complex and Multiple Needs, Physical Disability, Communication, Learning Difficulties, Autism Spectrum Disorder, Dyslexia.

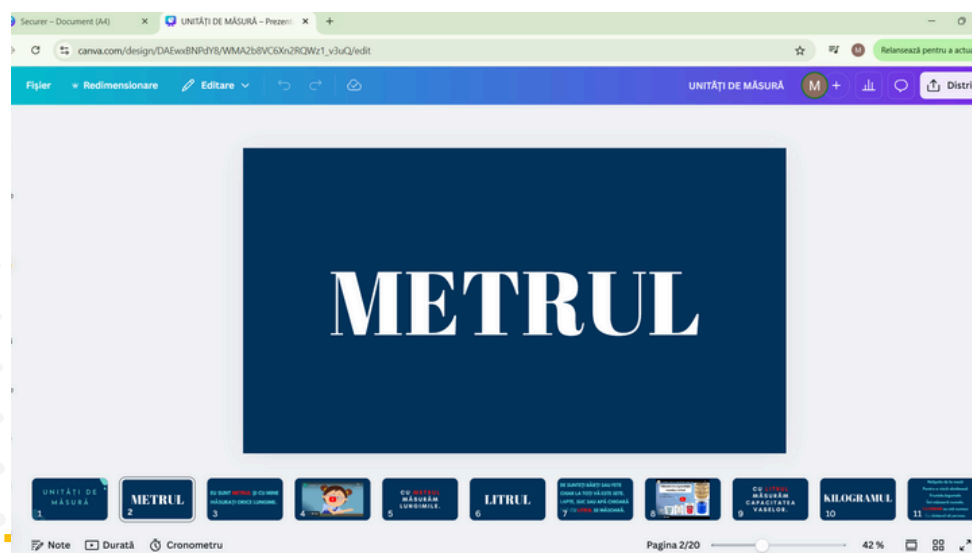
Age: 7-12, 13-18.

Language: Romanian

Source

Link:

https://www.canva.com/design/DAEwxBNPdY8/WMA2b8VC6Xn2RQWz1_v3uQ/edit?utm_content=DAEwxBNPdY8&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton



LearningApps

”Ethnicities – music”

LearningApps is an interactive educational platform that helps create engaging activities like quizzes, puzzles, and games to support learning. For students with special needs, it provides a flexible, adaptable environment that caters to diverse learning styles. Its visual and interactive nature helps improve focus, supports comprehension, and encourages active participation, making it particularly effective for students with autism, learning difficulties, or communication challenges.

Ethnicities - Music is a digital educational resource showcasing the cultural diversity of Dobrogea through music. It features two traditional songs for each of the six ethnic groups in the region: Greeks, Macedonians, Turks, Tatars, Lipovans, and Roma. This resource provides an immersive auditory experience, fostering an appreciation for cultural heritage and promoting intercultural understanding.

Disabilities: Blind, Complex and Multiple Needs, Physical Disability, Communication, Learning Difficulties, Autism Spectrum Disorder, Dyslexia.

Type of Material: Training Resource, Software, Interactive module

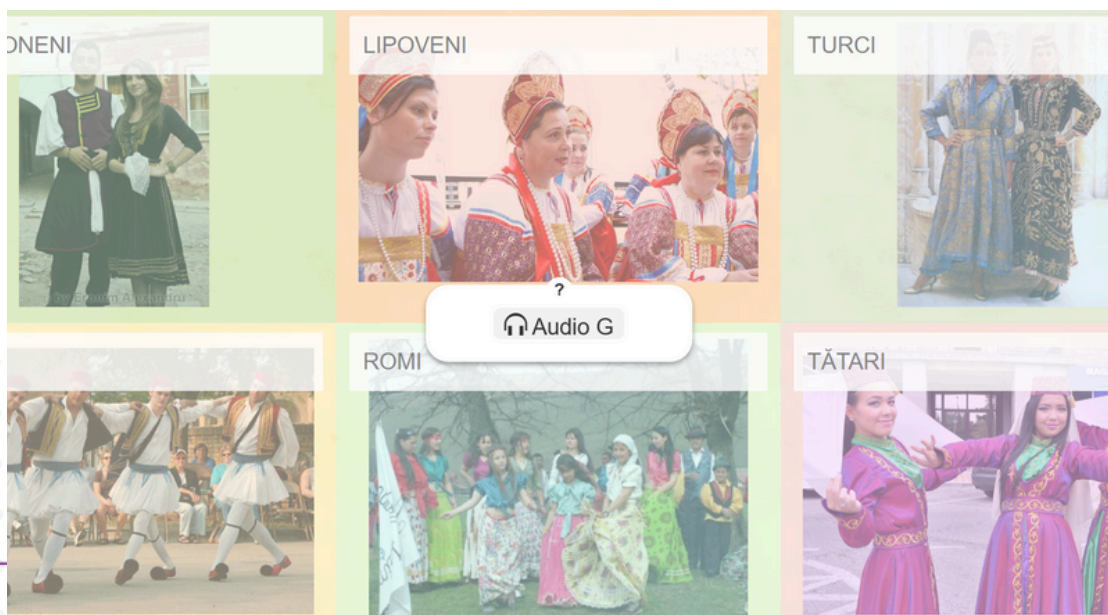
Education Domain: Primary School Level, Secondary School Level

Target Group: Blind, Complex and Multiple Needs, Physical Disability, Communication, Learning Difficulties, Autism Spectrum Disorder, Dyslexia.

Age: 7-12, 13-18.

Language: Multilingual

Source Link: <https://learningapps.org/watch?v=pp6zz97c520>



Google Forms

Google Forms is a flexible and user-friendly tool for creating online forms, quizzes, and surveys. It is widely used in education to gather feedback, track progress, and conduct assessments. Features include real-time collaboration, integration with other Google Workspace tools, and automated data analysis.

Disabilities: Supports diverse needs such as communication challenges, learning difficulties, and physical disabilities through its accessibility features like keyboard navigation and screen reader compatibility

Type of Material: Interactive software, checklist creation, survey database, and real-time collaboration tool

Education Domain: Applicable to all education levels: Primary School, Secondary School, and High School

Target Group: Supports diverse needs such as communication challenges, learning difficulties, and physical disabilities through its accessibility features like keyboard navigation and screen reader compatibility

Age: 7-12, 13-18.

Language: English

Source Link: <https://www.google.com/forms/about/>



Grilă- tulburări de procesare senzorială

3ifați comportamentele care predomină.

narilena.gruse@cseidelfinul.ro Schimbă contul

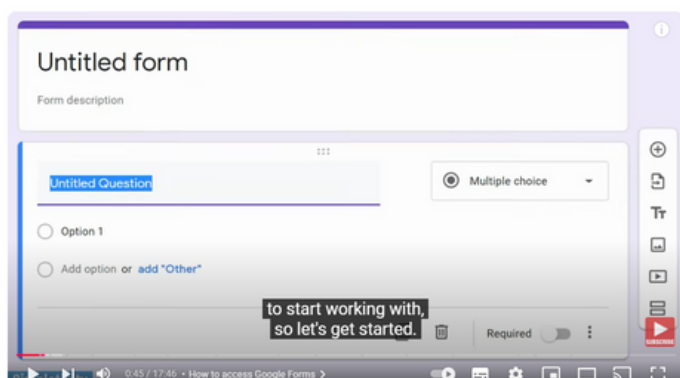
Indică o întrebare obligatorie

Adresă de e-mail *

Adresa ta de e-mail

/vizual

- Sensibilitate la lumină puternică, își acoperă ochii, plânge sau are dureri de cap.
- Ușor distras de stimuli vizuali.



Wordwall

Wordwall is an interactive platform for creating and customizing educational games and activities. It enables educators to design engaging content tailored to diverse learning needs, with options for printable and digital formats

Disabilities: Autism Spectrum Disorder, Dyslexia, and learning difficulties. The tool allows for customization to meet individual learning needs

Type of Material: Interactive games, quizzes, animations, and printable worksheets for educational use

Education Domain: Designed for Early Childhood, Primary School, Secondary School, and High School educational contexts

Target Group: Accessible for students with Autism Spectrum Disorder, Dyslexia, and learning difficulties.

Age: 0-6, 7-12, 13-18.

Language: English

Source Link: Tutorial: <https://www.youtube.com/watch?v=SMKOPcxtAIs>

Egg. Material: <https://wordwall.net/resource/13169790>

The screenshot displays the Wordwall website interface. At the top, there is a navigation bar with links for Home, Features, Price Plans, Log In, and Sign Up. The main content area shows a matching game template titled "Match the part with the animal" by Elencabuz. The game consists of a grid of animal parts on the left and a list of animal images on the right. A "Submit Answers" button is located at the bottom of the grid. On the right side, there is a "Switch template" panel with options for Match up, Find the match, Quiz, and Gameshow quiz. The bottom of the page features a footer with the SECURER logo and the text "INSPIRING INCLUSION. EMPOWERING EDUCATORS."

StoryJumper

StoryJumper is an online platform designed to encourage creativity and storytelling among users, particularly children and educators. Its primary purpose is to allow users to create, illustrate, and publish their own storybooks easily.

Storyjumper offers an intuitive drag-and-drop interface that makes it accessible for users of all ages, including young children. Users can choose from a variety of templates and themes to start their stories, making it easier to focus on content creation. The platform provides a library of images and illustrations that users can incorporate into their stories, or they can upload their own images.

Users can add text to their pages, with options for different fonts, sizes, and colors to enhance their storytelling.

Disabilities: Autism (ASD), Communication, Learning Difficulties

Type of Material: Video, Presentation

Education Domain: Early intervention, preschool, primary school, speech therapy etc.

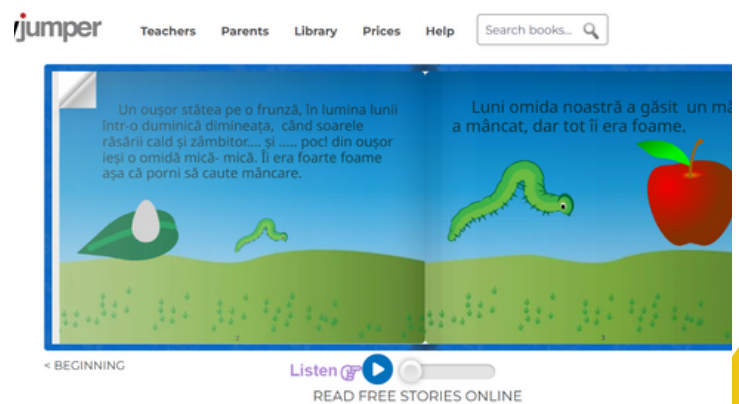
Target Group: Accessible for students with Autism (ASD), Communication, Learning Difficulties

Age: 2 – 5; 6 – 12

Language: Romanian

Source Link: <https://www.storyjumper.com/book/read/177125941>

<https://www.storyjumper.com/book/read/177126631>



EduMagic

****EduMagic**** is an innovative educational platform designed to transform learning experiences for students of all ages. It offers a comprehensive suite of tools and resources tailored to facilitate interactive and engaging learning.

EduMagic integrates various features such as personalized learning paths, interactive lessons, gamified activities, and real-time progress tracking. These elements are designed to cater to diverse learning styles and needs, making education accessible and enjoyable.

With a focus on both academic and life skills, EduMagic empowers educators to create dynamic lesson plans and provides students with a supportive environment to explore, learn, and succeed. The platform's user-friendly interface and extensive resource library ensure that both teachers and students can maximize their potential

Disabilities: Blind, Low Vision

Type of Material: Training Resource, Document

Education Domain: Primary School Level, Secondary School Level

Target Group: Accessible for students with Blind, Low Vision

Age: 7– 12

Language: Romanian

SourceLink:

<https://docs.google.com/spreadsheets/d/1P52ltb3cujiIf04aqqLA1gEZAt9egQWSnd78TAjzctY/edit?gid=0#gid=0&range=E856>

The screenshot shows a lesson page on the EduMagic platform. The title is "ÎNVĂȚAREA SCRIS-CITITULUI BRAILLE. SUNETUL ȘI LITERA 'S'". The main objective is for students to read and write the letter 'S' in Braille accurately. The lesson is for Class 1, lasts 45 minutes, and is authored by Dărie Vasile Viorel from the Center for Inclusive Education 'Deffinul' in Constanța. The introduction explains the importance of Braille for the autonomy and communication of visually impaired students.

The screenshot displays a list of published RED resources for the 2024 session. It includes filters for educational levels: Ciclu antepreșcolar, Ciclu preșcolar, Ciclu primar, Ciclu gimnazial, Ciclu liceal, and Ciclu postliceal. There are also filters for categories (Courses, For Teachers), price (0.00 lei - 799.00 lei), stock status, and ratings. Three resource cards are visible: 'Simpozion gratuit edu-magic', 'Competiția edu-magic', and 'CURS SUFLEPROF'.

BookCreator – "Tree little pigs - adapted story"

BookCreator is a versatile app that allows users to create interactive eBooks, combining text, images, audio, and video. It is especially beneficial for students with special educational needs, as it offers customizable features that cater to diverse learning styles. For instance, students can create books that include voice recordings for verbal explanations, which can be particularly useful for those with reading difficulties. The app's visual and multimedia tools support students with autism, dyslexia, or other learning challenges by providing alternative ways to express their ideas and understand content. Additionally, Book Creator's intuitive interface makes it easy for students to work independently or collaboratively, fostering creativity and engagement. It can be used for storytelling, visual presentations, or creating accessible resources tailored to the individual needs of each student.

Disabilities: Blind, Deaf, Complex and Multiple Needs, Physical Disability, Communication, Learning Difficulties, Autism Spectrum Disorder, Dyslexia.

Type of Material: Video, Presentation, Infographic, Animation, Software.

Education Domain: Early Childhood, Primary School Level, Secondary School Level - depending on the degree of disability.

Target Group: Accessible for students with Blind, Deaf, Complex and Multiple Needs, Physical Disability, Communication, Learning Difficulties, Autism Spectrum Disorder, Dyslexia.

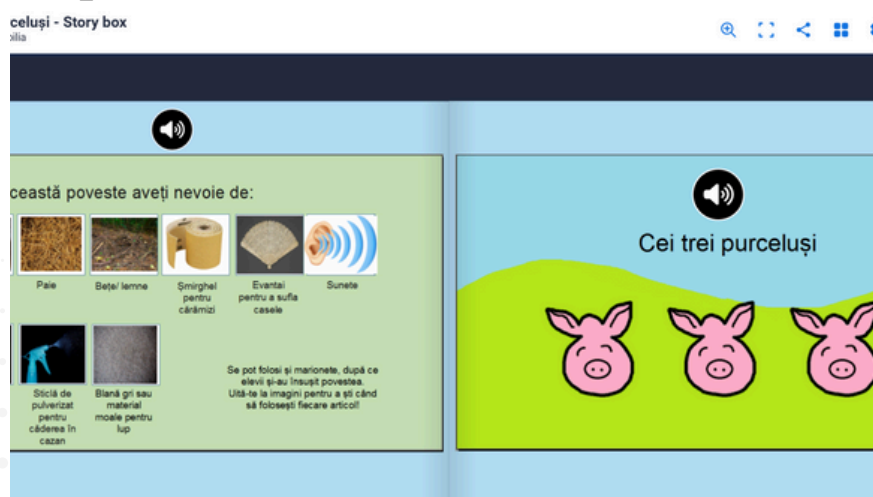
Age: 0-6, 7-12, 13-15.

Language: Romanian

Source

Link:

https://read.bookcreator.com/YOwGH4oKljTOqVjWLQyXrMESI8h1/dBAXdt50TnawMoDyPVVsdA/hTSOdKfoS_CbZ6oe_8JsbA



Read and play C-board

Read-play is an application in the form of a communication board that allows in the form of a communication board that allows the use of synthesized speech with which users will be able to express themselves and share their needs, interests or activities more easily. It helps in communication with symbols and text in speech. CBoard is an interactive, customizable communication board designed to support individuals with special needs, such as those with autism or complex disabilities. It enables users to create visual boards tailored to their specific communication needs, which can include symbols, images, or text. The boards facilitate interaction, learning, and engagement through touch-based interfaces. Synthesized speech enables users to express themselves more easily, sharing their needs, interests, or activities. It enhances communication through symbols and text, allowing users to convey their messages verbally.

Disabilities: Children and adolescent with speech and language disabilities. Deaf, Hearing Impaired, Physical Disability, Learning Difficulties, Autism Spectrum Disorder, Dyslexia

Type of Material: Application (folders with symbols and text to speech) software

Domain: Early intervention, Primary school level, Secondary school level

Target Group: Children and adolescent with speech and language disabilities

Age: 0-6, 7-12, 13-18

Language: Macedonian, English

Macedonian Source Link: <https://www.cboard.io/>

Communication for **Everyone**

Cboard is an open-source app for children and adults with speech and language impairments, aiding communication with symbols and text-to-speech.

OPEN CBOARD



Proloquo2Go

Proloquo2Go is an augmentative and alternative communication (AAC) application that is designed to help people with speech impairment communicate more effectively. It is used by individuals who mainly have autism. Other individuals that use this communication are Down Syndrome, cerebral palsy and any other speech or language – related difficulties.

Disabilities: Autism (ASD), speech impairment, Down syndrome, Angelman Syndrome

Type of Material: Visual and symbol cards; Cards; Non – physical tools: gestures; facial expressions.

Domain: Early intervention, preschool, primary school, day centers for special education and rehabilitation, speech therapy etc.

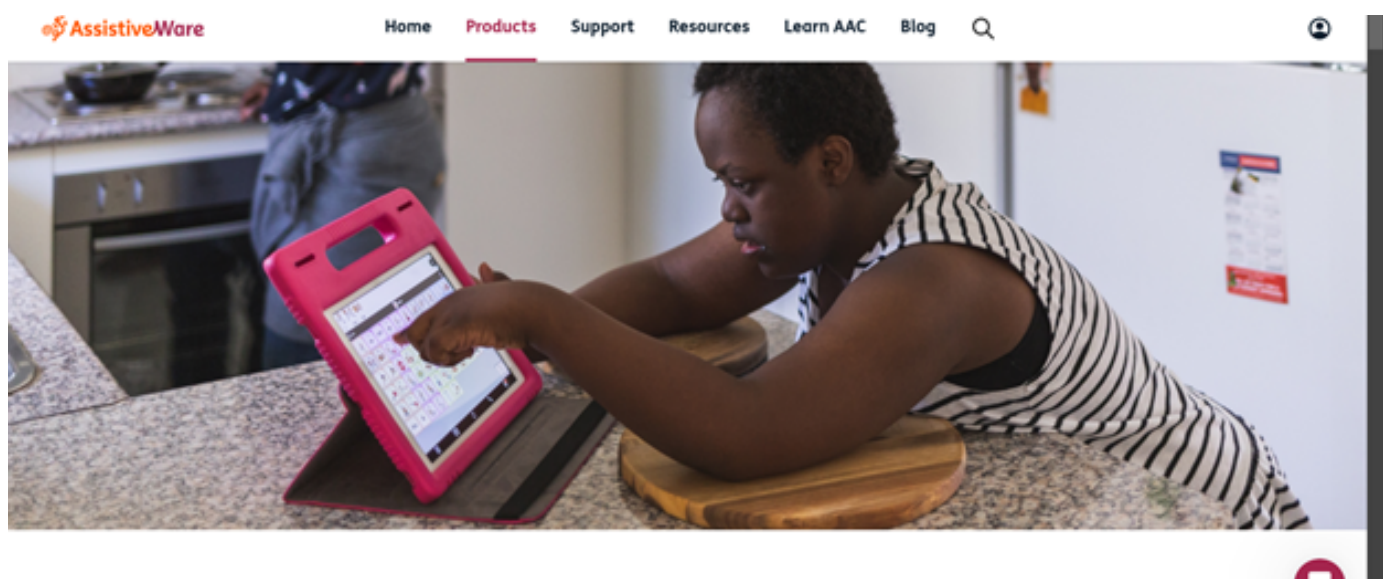
Target Group: Children and adolescent with speech and language disabilities

Age: 2 – 5; 6 – 12; 13 +;

Language: Macedonian, English

Macedonian Source Link :

<https://www.assistiveware.com/products/proloquo2go>



ShowMe 3.0 for Windows

ShowMe 3.0 for Windows

An application designed for learning concepts from everyday life in various areas as well as letters, numbers and clock functions . It focuses on improving language comprehension and memory through various exercises.

The wide range of settings allows the application to effectively adapt to the specific needs of the user.

It is designed to be user-friendly, allowing more individuals to use it. Individual settings and results are saved for quick and easy access.

Disabilities: Communication, learning difficulties, autism spectrum disorder, dyslexia , physical disability

Type of Material: Application/ animations

Domain: Early intervention, Kindergarten, Primary school level, Special school, Inclusive classes, Speech therapy

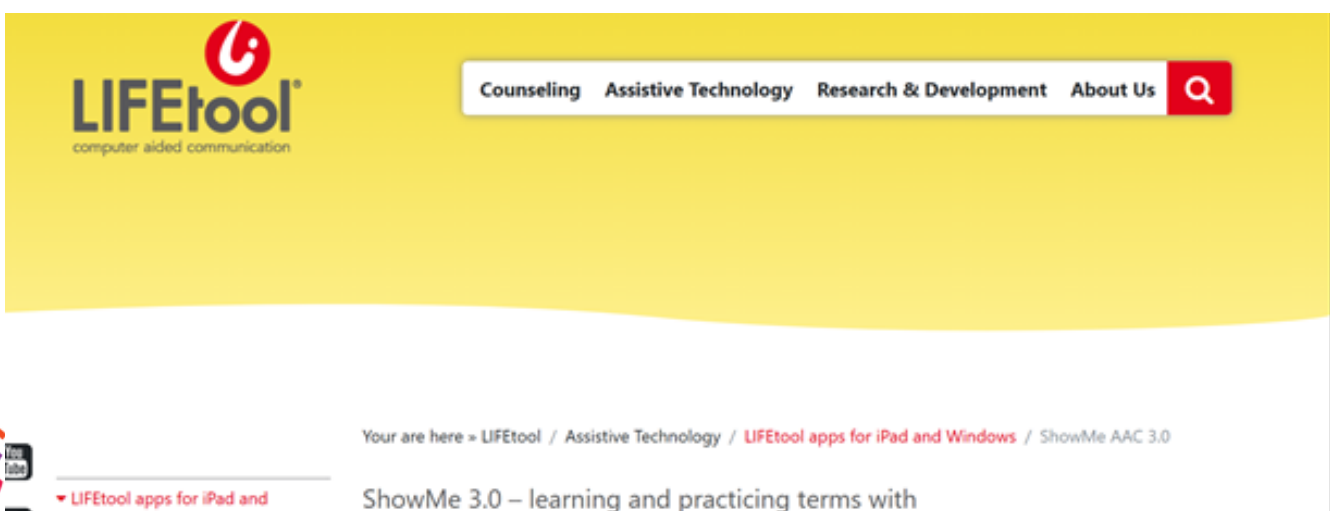
Target Group: Children and adolescent with speech and language disabilities

Age: 0-6, 7-12, 13-18

Language: Macedonian, English

Macedonian Source Link:

<https://www.lifetool.at/en/assistive-technology/lifetool-apps-for-ipad-and-windows/showme-aac-30/>



The screenshot shows the top part of the LIFETool website. On the left is the LIFETool logo with the tagline 'computer aided communication'. To the right is a navigation menu with links for 'Counseling', 'Assistive Technology', 'Research & Development', and 'About Us', followed by a search icon. Below the navigation is a breadcrumb trail: 'Your are here > LIFETool / Assistive Technology / LIFETool apps for iPad and Windows / ShowMe AAC 3.0'. At the bottom left of the screenshot is a small icon for 'LIFETool apps for iPad and Windows' and the text 'ShowMe 3.0 – learning and practicing terms with'.

See.Touch.Learn

See.Touch.Learn An app that is designed for building vocabulary, communication and cognitive skills. It combines visual learning with picture – based exercises. It uses high quality images to create visual lessons, which would be more effective. It also designs individualized lessons, thus adding adjusting images to every difficulty. This app has progress tracking and data which allows to monitor the student’s progress.

Disabilities: Visual impairment, autism (ASD), developmental delays, speech impairment

Type of Material: Visual cards; Images

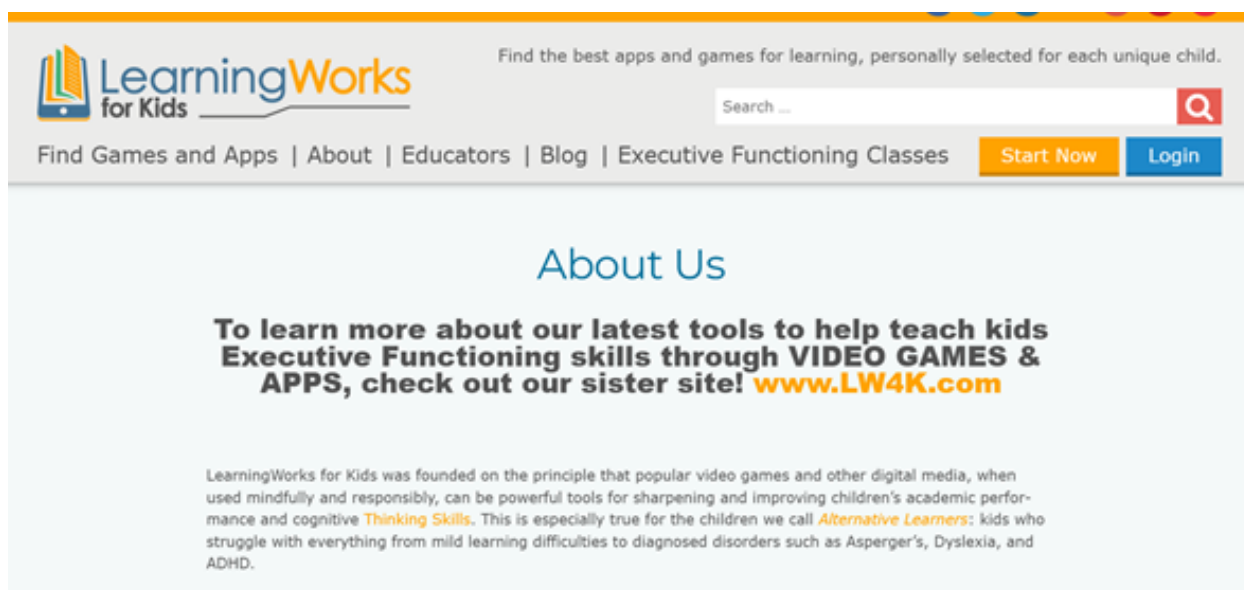
Domain: Early intervention, kindergarten, primary school, secondary school, speech therapy etc.

Target Group: Children and adolescent with speech and language disabilities

Age: 2 – 5; 6 – 13; 14 +;

Language: Macedonian, English

Macedonian Source Link: <https://learningworksforkids.com/about/>



The screenshot shows the homepage of LearningWorks for Kids. At the top, there is a navigation bar with the logo, a search bar, and links for 'Find Games and Apps', 'About', 'Educators', 'Blog', and 'Executive Functioning Classes'. There are also 'Start Now' and 'Login' buttons. The main content area features the heading 'About Us' and a promotional message: 'To learn more about our latest tools to help teach kids Executive Functioning skills through VIDEO GAMES & APPS, check out our sister site! www.LW4K.com'. Below this, a paragraph explains the organization's mission: 'LearningWorks for Kids was founded on the principle that popular video games and other digital media, when used mindfully and responsibly, can be powerful tools for sharpening and improving children’s academic performance and cognitive Thinking Skills. This is especially true for the children we call Alternative Learners: kids who struggle with everything from mild learning difficulties to diagnosed disorders such as Asperger’s, Dyslexia, and ADHD.'

Book Creator

Book Creator is a versatile tool used to create digital books. It allows users—like teachers, students, and authors—to easily design and publish interactive e-books. Here are some of its key uses:

Education: Teachers can create customized textbooks, lesson plans, or student portfolios, while students can showcase their learning through creative projects.

Storytelling: Writers can craft and illustrate their own stories, adding text, images, audio, and video to enhance the narrative.

Multimedia Projects: Users can incorporate various media formats, making it ideal for presentations or reports that require a mix of text and visuals.

Collaboration: It supports collaborative projects, allowing multiple users to contribute to a single book, which is great for group assignments.

Accessibility: The platform is user-friendly and accessible, making it suitable for people of all ages and skill levels.

Overall, Book Creator is a powerful tool for fostering creativity and enhancing learning through interactive content.

Disabilities: Dyslexia, Dysgraphia, Autism, Physical disabilities, Sensory disabilities, Autism (ASD), intellectual disability, speech impairment etc.

Type of Material: Application software

Domain: Preschool to kindergarden, Primary school, Middle School, High School, Adult Education

Target Group: Children and adolescent with speech and language disabilities, with physical disabilities, autism

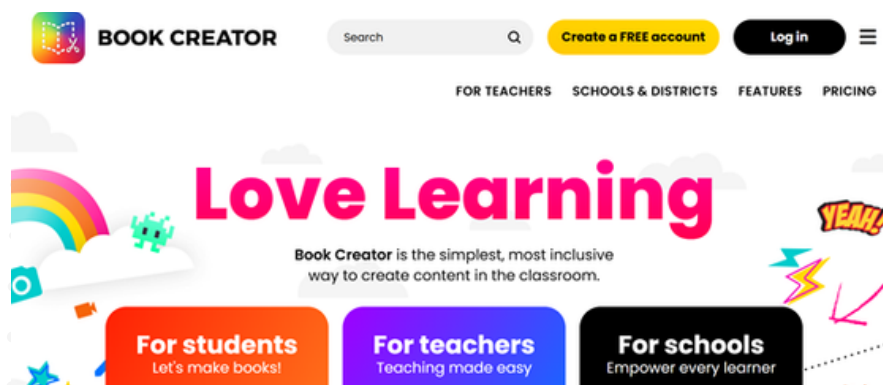
Age: 0-6, 7-12, 13-18, 19+

Language: Macedonian but can be used in all languages

Macedonian Source Link:

<https://bookcreator.com/>

<https://www.youtube.com/watch?v=FcAzmOWuQEI>



Pictello

Pictello is an app designed to share, demonstrate and create visual stories, geared towards individuals who need and benefit from visual support. The users create social stories by combining images, text and sound. With all of that they create and combine ideas, routines and step – by – step instructions. Every page of the story contains a picture or a video with text that can be read via text – to speech.

Disabilities: Autism (ASD), intellectual disability, speech impairment etc.

Type of Material: Text – to – speech; images and video; symbols;

Domain: Early intervention, preschool, primary school, day centers for special education and rehabilitation, speech therapy etc.

Target Group: Children and adolescent with speech and language disabilities

Age: 6 – 12; 13 +

Language: Macedonian, English

Macedonian Source Link: <https://www.assistiveware.com/learn-aac>

Support communication with Augmentative and Alternative Communication (AAC)

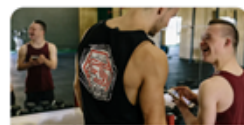
Get to know AAC



What is AAC?



Do we need AAC?



Presuming competence



AAC for different communication

LearningApps.org

LearningApps.org app is used for creating and sharing interactive educational content. It allows teachers and students to design various types of activities, such as quizzes, puzzles, word games, timelines, and more. This platform supports different forms of learning, enabling personalization and student engagement through fun and interactive content. Teachers can use this app to enrich their lessons and assess students' knowledge in a creative way.

Disabilities: Learning Disabilities, Attention Deficit Hyperactivity Disorder (ADHD), Autism Spectrum Disorder (ASD), Speech and Language Disorders, Cognitive Disabilities etc.

Type of Material: Application software

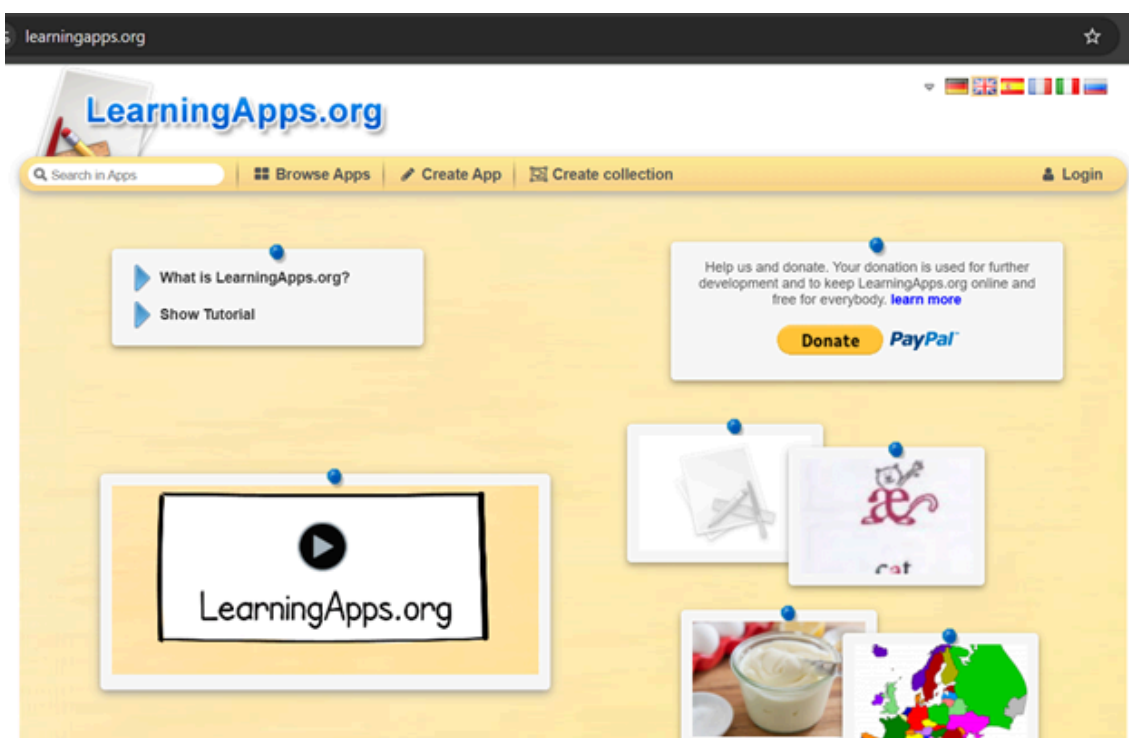
Domain: From elementary school to middle school and beyond

Target Group: Children and adolescent various disabilities

Age: 0-6, 7-12, 13-18, 19+

Language: Macedonian, but can be used in all languages

Macedonian Source Link: <https://learningapps.org/>



Canva

Canva is used for creating a wide range of visual content, including presentations, social media graphics, posters, infographics, and more. It provides users with an intuitive drag-and-drop interface and a vast library of templates, images, and design elements, making it accessible for both beginners and experienced designers. In educational settings, teachers and students can use Canva to create engaging visual materials for projects, lessons, and presentations, promoting creativity and enhancing communication.

Disabilities: Visual Impairments, Learning Disabilities, Attention Deficit Hyperactivity Disorder (ADHD), Cognitive Disabilities, Communication Disorders Disabilities etc.

Type of Material: Application software

Domain: From elementary school to middle school and higher education

Target Group: Children and adolescent various disabilities

Age: 0-6, 7-12, 13-18, 19+

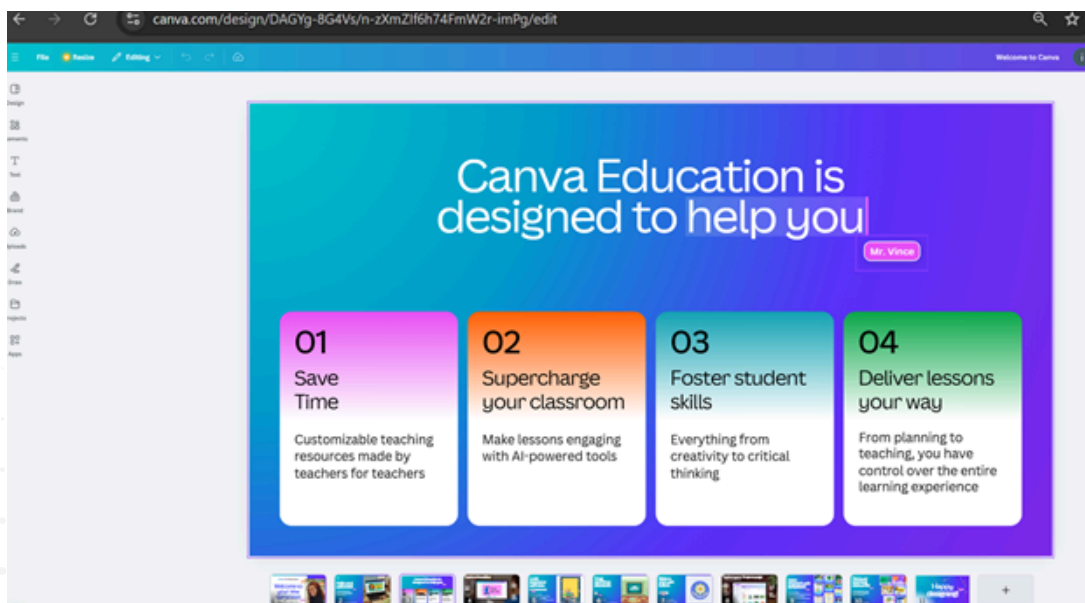
Language: Macedonian, but can be used in all languages

Macedonian

Source

Link:

https://www.canva.com/design/DAGAi7eSLSk/1sNGVocll_pFO9pWtJwMRQ/edit



Genially

Genially is used for creating interactive content such as presentations, infographics, quizzes, and other visual materials. This application allows users to design attractive and dynamic content with various elements like animations, videos, and hyperlinks. It's an ideal tool for educators, marketers, and creative professionals who want to engage their audience in innovative ways.

Disabilities: Visual Impairments ,Hearing Impairments, Learning Disabilities ,Cognitive Disabilities, Mobility Impairments etc

Type of Material: Application software

Domain: From elementary school to middle school and university education

Target Group: Children and adolescent with various disabilities

Age: 0-6, 7-12, 13-18, 19+

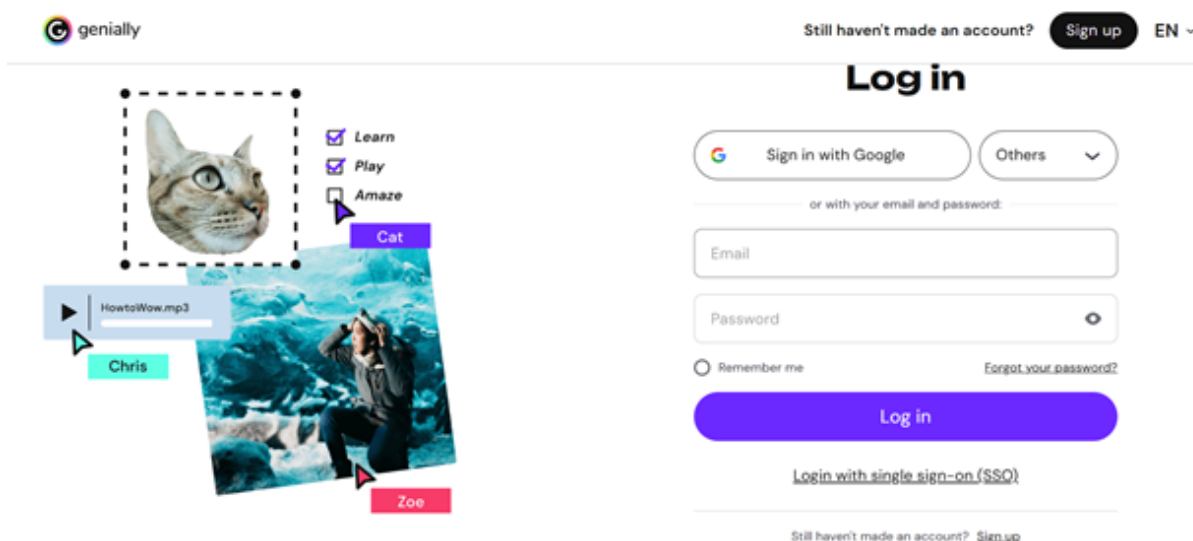
Language: Macedonian, but can be used in all languages

Macedonian

Source

Link:

<https://app.genially.com/editor/5ecad8a37607860d83c5353e?backTo=%2Fteams%2F67222905999cfa03f6c96531%2Fspaces%2F67222905999cfa03f6c96556%2Fdashboard>



Learning App “Anton”

The Anton-App is a digital learning tool used in 4th-grade lessons to teach perimeter and area. It supports independent learning with features like speech output and hints, making it particularly useful for students with Autism Spectrum Disorder (ASD). The app aligns with the Austrian curriculum, offering exercises in Math, German, Music, English, and General Studies. It can be accessed via web browsers, tablets, and mobile phones. Teachers can track progress and customize exercises. The app includes a reward system that motivates students through virtual coins. The basic version is free, with premium features available.

Disabilities: Communication, Learning Difficulties, ASD, Dyslexia

Type of Material: Training Resource, Software, Games

Education Domain: Early Childhood, Primary School Level

Target Group Age: Ages 7-12

Language of the Material: German

Source Link: <https://www.anton.app/de/>



Hand in Hand - Sign Language Learning Game

The board game "Hand in Hand" is designed to bridge communication between hearing and non-hearing individuals, particularly for children aged 3 and up. Players, with or without disabilities, learn sign language together, fostering inclusion and mutual understanding.

In the game, players take turns drawing cards and signing words or phrases. Other players must quickly identify the correct word or phrase on the game board to advance. The first player to reach the finish line wins. In the team-based variant, teams of up to six compete, with team members signing and teammates identifying the signs. The first team to reach the finish line wins. The game also features action spaces that add fun and educational challenges for participants.

Disabilities: Deaf, Hearing Loss, Complex and Multiple Needs, Communication

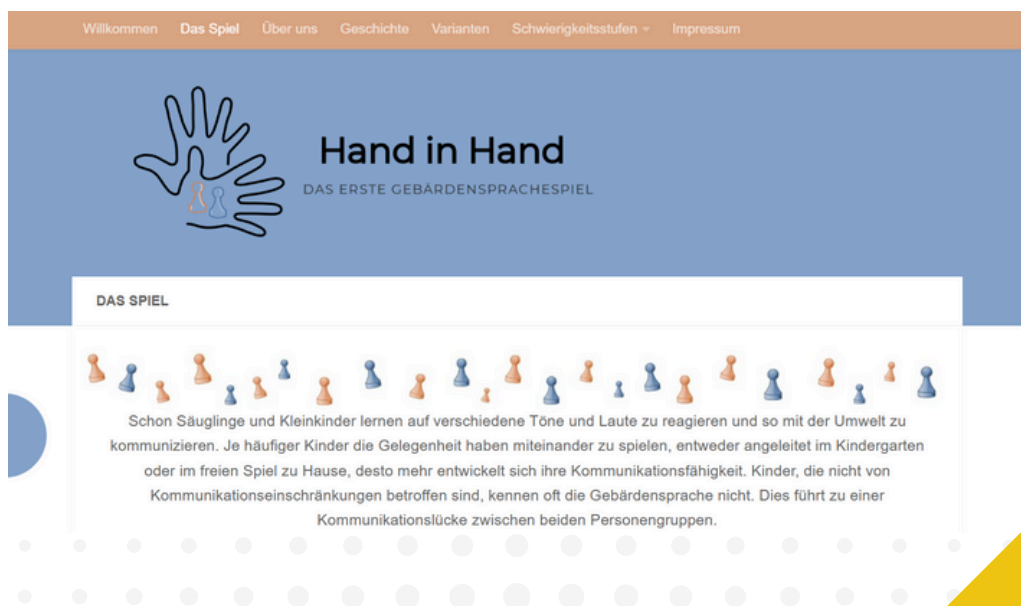
Type of Material: Training Resource, Game

Education Domain: Early Childhood, Primary School Level, Secondary School Level, High School Level

Target Group Age: Ages 0-6, 7-12, 13-18

Language of the Material: German

Source Link: <https://handinhand-spiel.at/das-spiel/>



The screenshot shows the website for the "Hand in Hand" sign language learning game. The header includes navigation links: Willkommen, Das Spiel, Über uns, Geschichte, Varianten, Schwierigkeitsstufen, and Impressum. The main content area features the game's logo, which consists of two hands holding a sign language symbol, and the title "Hand in Hand" with the subtitle "DAS ERSTE GEBÄRDENSPRACHESPIEL". Below this, there is a section titled "DAS SPIEL" with a row of colorful pawns. The text in this section describes the game's purpose: "Schon Säuglinge und Kleinkinder lernen auf verschiedene Töne und Laute zu reagieren und so mit der Umwelt zu kommunizieren. Je häufiger Kinder die Gelegenheit haben miteinander zu spielen, entweder angeleitet im Kindergarten oder im freien Spiel zu Hause, desto mehr entwickelt sich ihre Kommunikationsfähigkeit. Kinder, die nicht von Kommunikationseinschränkungen betroffen sind, kennen oft die Gebärdensprache nicht. Dies führt zu einer Kommunikationslücke zwischen beiden Personengruppen."

Open Educational Resources Austria (OER)

The OER Austria platform provides openly licensed educational materials that teachers can freely access and customize to meet diverse classroom needs. These resources support inclusive education by allowing teachers to adapt content for students with learning difficulties, communication challenges, and other disabilities.

OER Austria offers a variety of digital materials, including videos, presentations, and documents, that can be tailored to enhance accessibility and engagement. The platform promotes inclusive teaching practices across all educational levels—early childhood, primary, secondary, and high school—aligned with Austria’s digital education goals and the Universal Design for Learning (UDL) approach.

Disabilities: Learning Difficulties, Communication, Autism Spectrum Disorder, Dyslexia

Type of Material: Database

Education Domain: All Levels (Early Childhood, Primary, Secondary, High School)

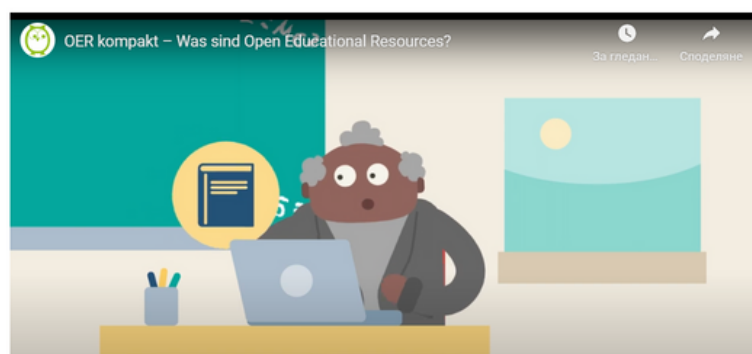
Target Group Age: All ages 0-6, 7-12, 13-18

Language of the Material: Primarily German, with some resources in English

Source Link: <https://oerhub.at/>

Was ist OER? Open Educational Resources in 90 Sekunden erklärt!

Um einen schnellen Überblick über das Thema OER zu erhalten, kann das folgende kurze Video vom FWU – Medieninstitut der Länder „OER kompakt – Was sind Open Educational Resources (OER)“ angesehen werden.



Programming is COOL

"Programmieren ist COOL" (Programming is COOL) is an interactive textbook designed to teach programming to secondary school students and introductory university courses. It follows the COOL Informatics Principle, which emphasizes hands-on and cooperative learning. Each chapter includes detailed explanations, examples, and interactive programs that students can try, modify, and experiment with in real-time. The cooperative online editor allows students to collaborate on programming tasks, promoting teamwork and problem-solving skills.

The textbook covers a variety of programming topics, from basic to advanced, making it suitable for both beginners and more experienced learners. Its interactive approach enhances student engagement and understanding.

Disabilities: Complex and Multiple Needs

Type of Material: Software, Document, Training Resource

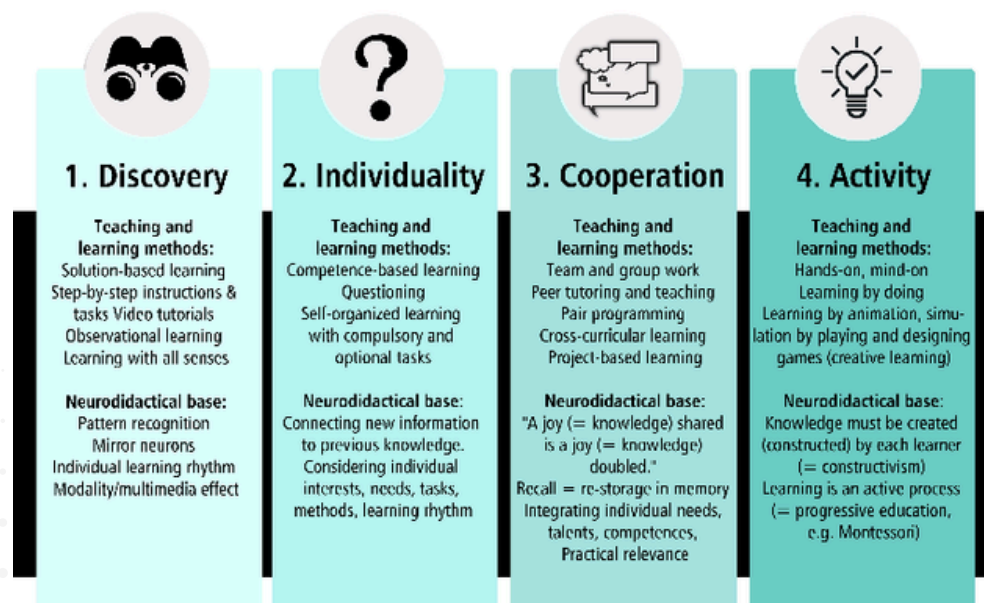
Education Domain: High School Level

Target Group Age: Ages 13-18

Language of the Material: German

Source Link: <https://www.geogebra.org/m/cbarxvx3>

The Concept of COOL Informatics



Widgit



"Widgit" is a software that creates symbol-based communication tools - a set of pictorial symbols that help users understand and express themselves more easily. It supports both children and adults with communication difficulties by helping individuals communicate without relying solely on spoken words. The app includes a set of over 15,000 Widgit Symbols, which can be used to create custom communication resources; Widgit Software, which allows caregivers and teachers to make visual stories, schedules, and worksheets); and Widgit Cloud - a platform for creating and sharing resources, making it easier to access content. The software isn't free to use, but it provides free trials, and certain resources are available without the cost. For educational purposes, discount plans are available.

Disabilities: Autism Spectrum Disorder, Blind, Communication, Learning Difficulties, Low Vision

Type of Material: Software

Education Domain: All Levels (Early Childhood, Primary School Level, Secondary School Level, High School Level)

Target Group Age: All Ages (0-6, 7-12, 13-18)

Language of the Material: Primarily in English, other languages available

Source Link: <https://www.widgit.com/support/index.htm>

Widgit 0 items - £0.00 Log in

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You are here: [Home](#) > Technical Support

Technical Support

Contact us
Telephone: 01926 333680
Email: support@widgit.com

Training
Widgit training resources and free webinars to help you make the most of your software

International Support

Australia, Brazil, Canada, USA, Philippines, Denmark, Finland, France, Greece, Italy, Norway, Sweden, United States

Liveworksheets



"Liveworksheets" is an educational website created to support dynamic and accessible learning experiences for children and students of various age groups. It offers a user-friendly platform where traditional teaching materials—such as worksheets, classwork, and printables (in formats like DOC, PDF, and JPG)—can be transformed into interactive online exercises. These exercises feature automatic grading options and are designed to make learning more engaging. The platform includes access to a wide collection of subject-based and language-specific worksheets from around the world, many of which can be customized by teachers or parents to better fit individual learning needs. Lessons can be edited, shared, and reused in various classroom or home-schooling environments.

Disabilities: Autism Spectrum Disorder, Complex and Multiple Needs, Learning Difficulties, Low Vision

Type of Material: Educational platform (Animation, Gamification, Interactive Document, Presentation)

Education Domain: All Levels (Early Childhood, Primary School Level, Secondary School Level, High School Level)

Target Group Age: All Ages (0-6, 7-12, 13-18)

Language of the Material: Primarily English, worksheets available in different languages

Source Link: <https://www.liveworksheets.com/>

A. Put the verbs in the correct column.

| Regular verbs | Irregular verbs |
|---------------|-----------------|
| | |

• ENGLISH AS A SECOND LANGUAGE (ESL)

Past Simple - Regular and irregular verbs

English Grade 4

5. She **don't / doesn't** live / lives in Poland.

6. Kate and I **tidy / tidies** our rooms everyday.

7. Mark **don't / doesn't** set / sets the table.

8. **Do / Does** your friend **go / goes** to school by bike?

9. I often **help / helps** my mum.

10. My dad never **do / does** the shopping.

11. Where **do / does** you **spend / spends** your holidays?

• ENGLISH AS A SECOND LANGUAGE (ESL)

Present Simple

English Pre-intermediate

| | |
|--------|-------|
| help | shang |
| open | vag |
| watch | save |
| paint | love |
| jump | move |
| play | |
| brush | |
| follow | |

Verbs that end with vowel & consonant

Verbs that end in -y
Remove **y**
Add **-ied**

| | |
|-----|-------|
| cry | cried |
|-----|-------|

• ENGLISH AS A SECOND LANGUAGE (ESL)

Simple Past Tense (Regular Verbs)

English Year 3

Pasakas



"Pasakas" is a storytelling website designed to promote interactive and educational content for young children aged 0 to 12. It features Latvian fairy tales and local legends (including foreign language stories from Lithuania, Estonia, Poland, Ukraine etc., available in their original language), downloadable colouring papers, interactive games such as the alphabet, memory cards, and Latvian musical songs, including lullabies. The website includes audio files for most fairy tales, and fairy tales can be turned into the reader's mode to increase or decrease the font. They can also be downloadable and printed out. The songs also come with lyrics that include the reader's mode. Since the year 2017, gaming and cartoons (cartoons are about animals with disabilities, who talk about their lives, problems, attitudes, and own desires with available methodology for teachers) content are no longer available when Adobe no longer supports FlashPlayer but can still be accessible with a few Google Extensions like Ruffle - Flash Emulator.

Disabilities: Autism Spectrum Disorder, Blind, Communication, Deaf, Hearing Loss, Learning Difficulties, Low Vision, Physical Disabilities,

Type of Material: Educational platform (Animation, Audio, Documents, Training Resource, Video)

Education Domain: Primarily Early Childhood, Primary School Level

Target Group Age: Primarily 0-6, 7-12

Language of the Material: Mostly Latvian, some fairy tales available in Lithuanian, Estonian, Polish, Ukrainian, Belarusian, Romanian, Jewish, Russian

Source Link: <https://asakas.net/>

PASAKAS

JAUNUMI

E-pasts:
Parole:
[Ieiet](#) [Reģistrēties](#)

Jauna literārā pasaka "Labākā dāvana"

Mīļie portāla lietotāji!
Esam pievienojuši "Amigo iniciatīvas laimīgām ģimenēm" izziolotu un rakstnieces Ievas Samauskas sarakstītu pasaku "Labākā dāvana" mūsu Literāro pasaku klāstam.

Pasaku varī noklausīties šeit: "[Labākā dāvana](#)"

Lai priecīga klausīšanās,
Pasakas.net

Pievienots: 13.06.2016
[Uz skolu!](#)

Sveicam visus skolēnus ar jaunā mācību gada sākumu!
Novēlam teicamus vērtējumus, daudz jaunu zināšanu un pašu svarīgāko - mācīties prieku!
Jūsu pasaku portāls

Lattelecom - 80009000
BITE - 1860
TELE2 - 28809003

Bērnu un jauniešu uzticības tālrunis

SECURER
INSPIRING INCLUSION.
EMPOWERING EDUCATORS

Cirkulis



"Cirkulis" (Compass) a Latvian database website created to support both children and educators in exploring subjects such as arts, design and technology, math, and crafts. The website features an array of interactive tools, such as the "Harmonija" drawing tool, which encourages creativity and fine motor skills, a word jumble designer that helps improve language development and problem-solving abilities, and games online such as little professor who looks after a child's progress when solving mathematical problems. It also provides useful resources for parents and teachers, including guides on child safety, image editing, and handwriting development.

Disabilities: Autism Spectrum Disorder Learning Difficulties

Type of Material: Database, Document, Gamification, Interactive Drawing, Training Resource, Worksheet Materials.

Education Domain: Early Childhood, Primary School Level

Target Group Age: 0-6, 7-12

Language of the Material: Latvian

Source Link: <https://www.cirkulis.lv/>

The screenshot displays the Cirkulis website interface. On the left, there are two hexagonal graphic design templates. The middle section features a featured article titled "Saulīt' vēlu vakarā" (Sunset in the evening) with a date of 25/10/2024 and a "Read More" button. Below it is another article titled "Auseklītis mūzikā" (Harvest in music) with a date of 25/10/2024 and a "Read More" button. On the right, there is a list of links for various resources, including "Idejām un uzskatei kādas Kurzemes pilsētas skolotāja albums", "Koka automodeļu sacikstes", "Kokgriezumi", "Rasējumu lasīšana", "Kokapstrāde. Termins", "Darbnīca", "Vecākiem, pedagogiem", "Attēlu apstrādes programmas", "Bērnu drošība", "Kā uzšūt rotājlietu", "Mācību materiāli pirmsskola- sākumskola", "Mācību resursi bērniem", "Maskas", "Rakstīto burtu fonti", "Rakstītprasmes apguve", "Vārdu jucekļi- krustvārdu mikla", and "Zīmējām grāmatu".

Māci un Mācies



"Māci un mācies" or Teach and Learn is a Latvian language learning website created by the Latvian Language Agency to support children in learning the Latvian language through fun, interactive, and educational content. The platform offers a wide selection of multisensory learning materials designed for different ages and abilities, including children with special educational needs and immigrants. Many of the materials can be printed out or used digitally, and several include audio support to enhance pronunciation and listening comprehension. The content is offered in various formats to ensure accessibility for children with vision or learning difficulties, and it includes specially adapted tasks for different learning levels.

Disabilities: Autism Spectrum Disorder, Communication, Dyslexia, Learning Difficulties, Low Vision

Type of Material: Educational platform (Animation, Documents, Gamification, Presentation (Interactive), Training Resource, Video)

Education Domain: All Levels (Early Childhood, Primary School Level, Secondary School Level, High School Level)

Target Group Age: All Ages (0-6, 7-12, 13-18)

Language of the Material: Latvian

Source Link: <https://maciunmacies.valoda.lv/>

