

Item	Scratch for all: Scratch4Disability
<b>Introduction</b>	The digital technologies used in teaching with people with disabilities are now a reality in Italian schools. They have a double meaning: the first concerns the help that ICT brings to the cognitive development of students with disabilities playing a role as a facilitator of learning, the second is the possibility of compensating for some communicative, motor and cognitive disabilities.
<b>Type of institution involved</b>	Institute of Higher Education, Fossano
<b>Title of the methodology used</b>	Coding
<b>Type of educator</b>	External educators
<b>Tool/tools used</b>	For some time now it has emerged that the technologies applied to the field of disability represent a compensatory advantage for some types of disturbance: DSchola researchers argue that coding can be not only a compensatory but also an alternative tool for conveying different concepts. Scratch's visual abstraction helps to simplify procedures and develop attention, analysis, and creative solution to problems. Through a different, transversal action space, which does not necessarily provide the standard answer to the question, coding can become a tool for collaboratively constructing knowledge.
<b>Main Challenges, Key Success and Enabling Factors</b>	With these premises, the project, aimed at support teachers, educators and speech therapists aims to train a group of people who work every day in contact with children with disabilities of various kinds who want to experience the use of Scratch and coding as an IT tool for rehabilitation and recovery of specific learning disorders, proposing a research based on Evidence Based Learning.
<b>Lessons Learnt and Recommendations</b>	The idea behind the projects collected is to provide models to refer to when creating new customized projects based on the discipline faced and the characteristics of the student. This project tries to simplify the technical part of the coding in order not to scare the teachers and allow them, and even the students, to be able to repeat/modify the code autonomously

	without running into programming problems that would lead to abandoning the work.
<b>Country</b>	Italy
<b>Name of the Institution/Education Center</b>	DSchola Association

**Source**

<http://www.vallauri.edu/public/ita/pagina.asp?pagina=Scratch4All>



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