



# EVIDENCED INFORMED PRACTICE FOR SCHOOL INCLUSION (EIPSI) (2020-1-ES01-KA201-082328)

## Intellectual output 2

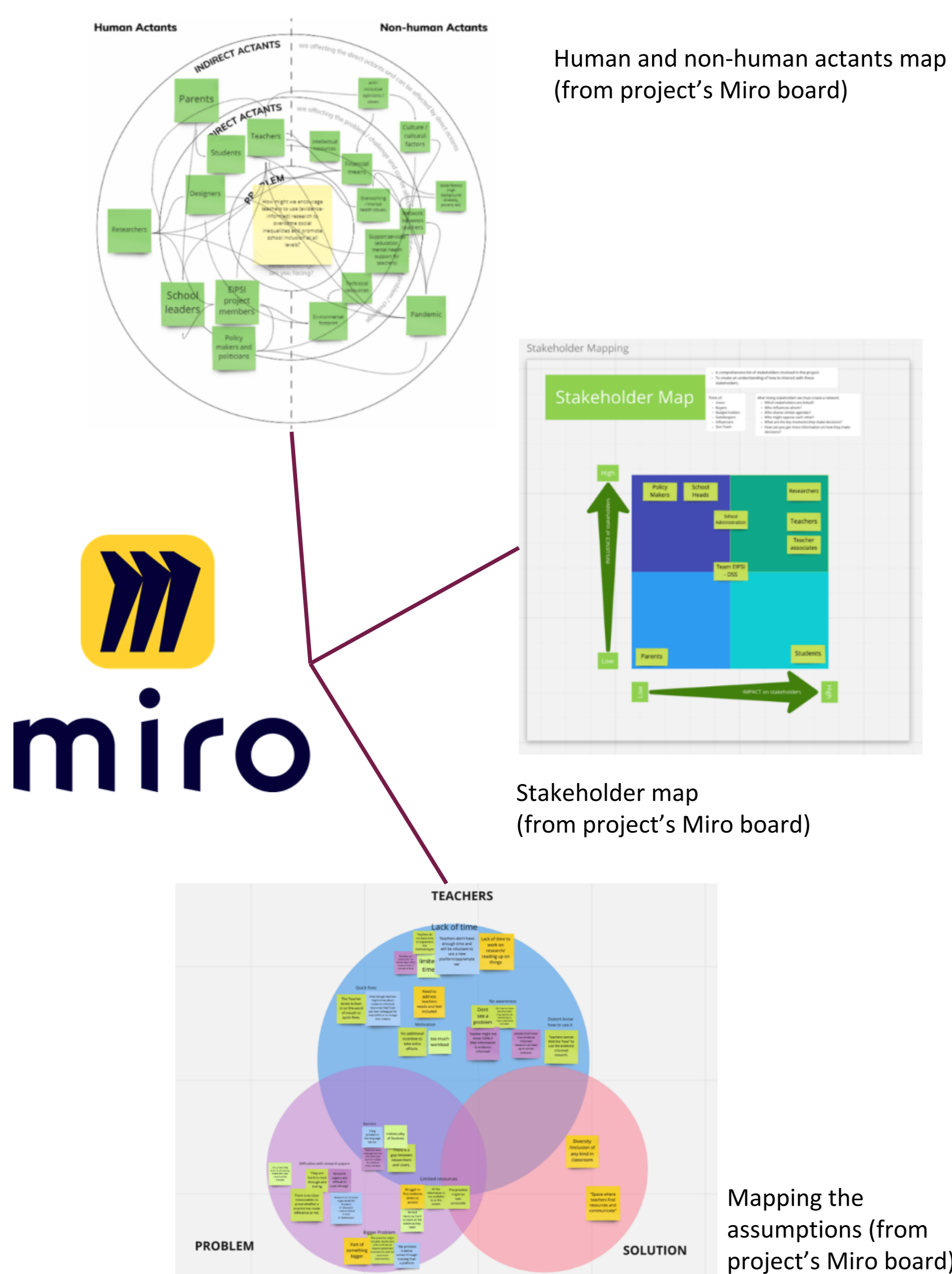
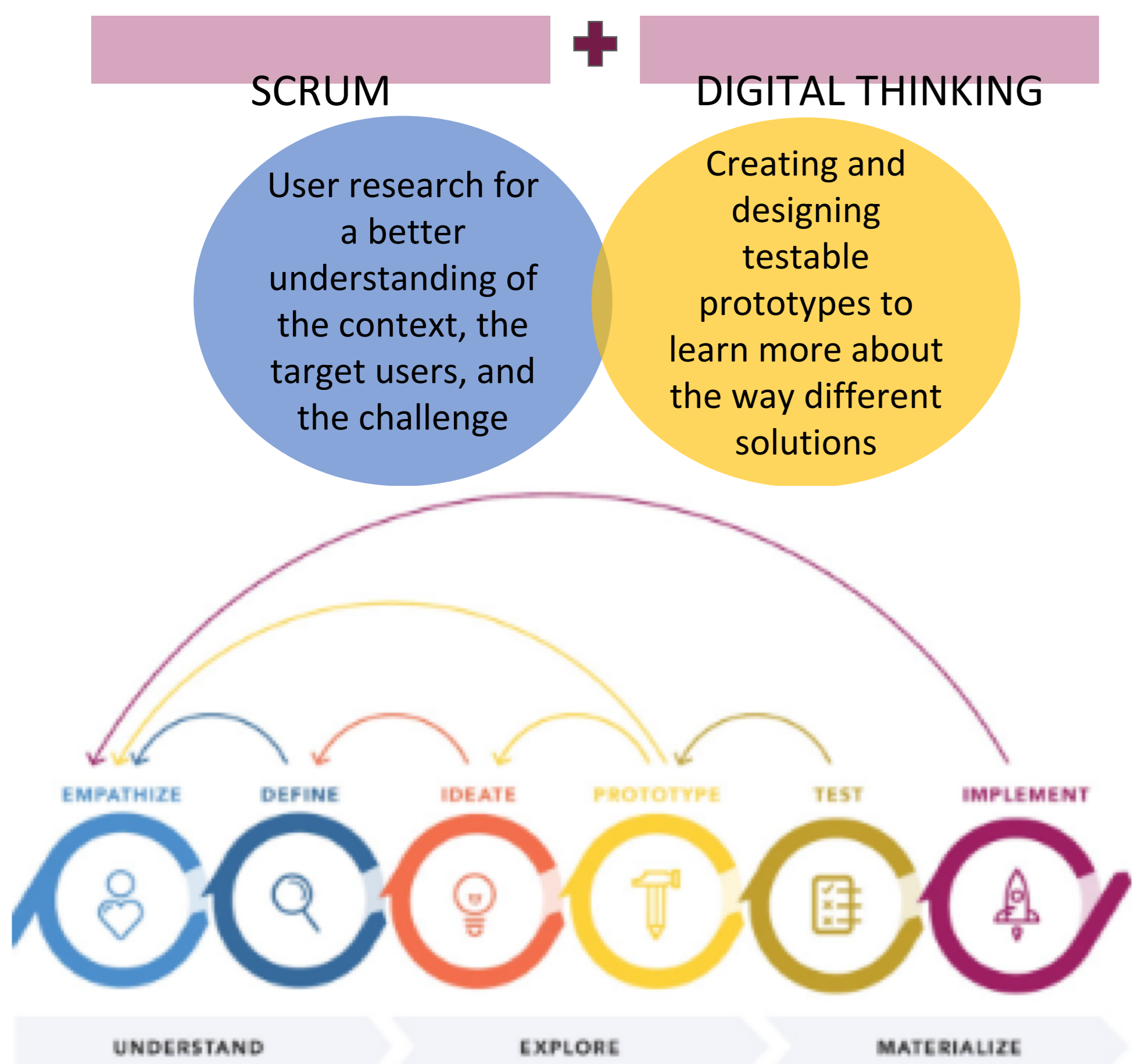
### The aim

Collect resources to reduce the gap between student outcomes by promoting practice based on research evidence.

### Goals

- 1 Encourage and motivate teachers to use scientific evidence when they make decisions to improve students learning.
- 2 Facilitate the process of reaching the evidence. With reaching this aim, we hope to contribute to reducing gaps and promoting inclusion at schools.

### Methodology



## OPEN DIGITAL PLATFORM (ODP) FOR EIPSI HOSTING VALID AND GROUNDED EVIDENCE-INFORMED RESOURCES ADDRESSING INCLUSION IN CLASSROOMS

### First ideas

This is achieved by democratizing knowledge, through the use of modern technology, and transforming schools by empowering teachers and school leaders to use innovative approaches in the classroom, accessing and using validated and quality information sources to provide support for their decisions.

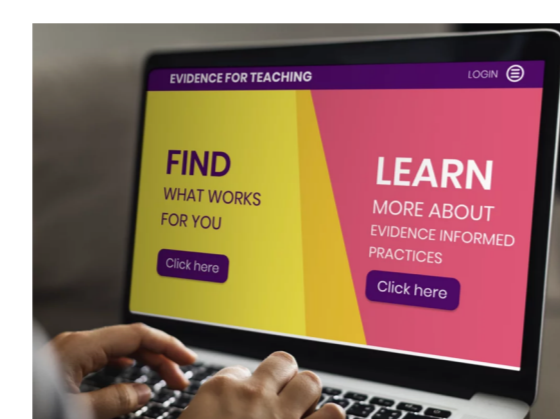
### Profile of recipient school



Primary and Secondary Schools (EU); high complexity schools, those schools with a high number of immigrant pupils, special needs children, high levels of schools' mobility during the course and poor social-economic family background.

### Relevance

The **Sustainable Development Goals (SDGs)** are a collection of 17 global goals set by the United Nations Development Programme. These goals are a universal call to action to end poverty, protect the planet and ensure that all people enjoy peace and prosperity. The aim of the **Digital Society School (DSS)** is to develop projects that benefits the SDG's and work towards providing a new perspective on a innovative solution. The SDGs for this project are:



This project specifically addresses the following questions **EdTech** for social change track focuses on:

- How can technology help to bring together better education innovations, ideas and solutions for society?
- What is the use of technology within a wider systems approach to education?

### The creation process

- 1 Empathize, understand and research domains that are related to the project. This had as goal to first understand the issues on hand before we could think of potential solutions.
- 2 Understand the users point of view with regards to the use of Evidence Informed Practices and the overall cultural connotation associated with inclusion around Europe.
- 3 Experiment and working towards possible solutions. We also planned two co-creation sessions which are going to take place in the next sprint.
- 4 - Hosted the co-creation session  
- Analyzed the insights from the co-creation session  
- Conceptualize our final prototype
- 5 - Conceptualise our final Figma prototype.  
- Planned user testing of the prototype.  
- Finished the storyboard and video for final presentation on Hopin.

### Results, impact and innovative character

TANGIBLE	Methodological summary, objectives and results	Process and outcome of User Research	Whole process and its results	Presentation of the prototype	Video on the prototype	The platform	Usability testing document
	<a href="https://bit.ly/IO2method">https://bit.ly/IO2method</a>	<a href="https://bit.ly/IO2user">https://bit.ly/IO2user</a>	<a href="https://bit.ly/IO2results">https://bit.ly/IO2results</a>	<a href="https://bit.ly/IO2prototype">https://bit.ly/IO2prototype</a>	<a href="https://bit.ly/IO2video">https://bit.ly/IO2video</a>	<a href="http://bit.ly/EipsiHub">http://bit.ly/EipsiHub</a>	<a href="https://bit.ly/IO2usability">https://bit.ly/IO2usability</a>

**DISSEMINATION ACTIVITIES**

- Wide audience and raised awareness regarding the importance of topics, such as school inclusion or the use of evidence-informed practices for school inclusion.
- The same result was achieved during the user research and usability testing interviews with teachers and other stakeholders.
- Trainees involved in the project now also have knowledge with regards to the topic and can apply it in the positions they went to work in (tutoring, training, teaching etc.).
- An innovative aspect of this IO lies mainly in the innovative methodology adopted to meet the objectives.

Visit the Evidence for Teaching Platform!



<http://bit.ly/EipsiHub>