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JOINclusion

Joint problem-solving strategy towards social inclusion of children with a migrant background

M1.2 Psychology, Scenarios and Inclusion-oriented content design – Teacher Handbook



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Title	M1.2 Psychology, Scenarios and Inclusion-oriented content design – Teacher Handbook
Abstract	This document includes the draft for the upcoming Teacher’s Handbook and general information about the JOINclusion game and how to setting it up.
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Contents

1	TEACHER'S HANDBOOK DRAFT	3
1.1	PREFACE	4
1.2	SECTION 1: CULTIVATING CULTURAL COMPETENCE: STRATEGIES AND STANDARDS FOR INCLUSIVE EDUCATION	5
1.3	SECTION 2: JOINCLUSION: EMPOWERING INCLUSION AND EMPATHY THROUGH MOBILE GAMING	5
1.4	SECTION 3: JOINCLUSION: PROCEDURES AND INSTRUMENTS FOR EFFECTIVE EVALUATION	5
2	SETTING UP THE JOINCLUSION COLLABORATIVE SERIOUS AND SOCIAL GAME	6
2.1	TECHNICAL REQUIREMENTS	6
2.2	GAME INSTALLATION	6
2.3	USER'S MANUAL	6
3	TEACHER'S TRAINING	7

1 Teacher's Handbook draft

This section summarizes the content to be included in the first version of the Teacher's Handbook. This version was initially planned for M8 (December 2022) with an updated and final version to be delivered in M20 (December 2023). Although some work has been developed during the first phase of the project, a complete version was not delivered yet. The main reasons are

- Avoiding teachers' bias by removing extra information about the game and the framework before participation in the pilots
- Incorporating feedback from teachers and students after the first phase of the pilots
- And more importantly, customize the content based on the level of knowledge identified during the pilots

The current version of the handbook is shaped as a presentation which is being used during the teachers' training. This presentation is included in Section [Teacher's training](#). Two "full versions" will be produced, in any case. However, they will be delivered in M14 (July 2023) and M20 (December 2023) respectively. The first one will be used to train the educators participating in the second phase of the pilots while the latest will be the final version, updated based on the last findings from interviews to be conducted after the first round and before the second round of the pilots.



1.1 Preface

In today's globalized world, cultural diversity has become an integral part of our society. As educators, it is our responsibility to embrace diversity and create an inclusive learning environment for our students.

This Teacher Handbook is designed to provide educators with the necessary skills and competencies to promote cultural diversity and inclusion in their classrooms. The book covers various topics, starting from the anchor standards and domains of cultural diversity to the importance of empathy skills in promoting inclusion. It also presents evidence-based practices for culturally responsive teaching.

Furthermore, the book introduces an innovative app-based game designed to train empathy skills towards culturally diverse people. The game framework and learning goals are developed using the social and emotional learning paradigm (SEL). SEL is a framework that has been demonstrated to be an effective way for teachers to promote empathy in students and support their long-term development. It emphasizes the development of skills such as self-awareness, self-management, social awareness, relationship skills, and responsible decision-making. These skills help students to develop positive attitudes, behaviours, and mindsets, which in turn promote academic achievement, mental health, and overall well-being. Also, research has demonstrated that the benefits of SEL can extend beyond the school setting and into adulthood. Specifically, it has been found that individuals who participated in SEL programs during childhood demonstrated higher levels of empathy and social competence later in life.

The book includes technical instructions for downloading and installing the app and using the authoring tools. An assessment framework is also provided, outlining the procedures and instruments necessary for teachers to assess their students' progress in empathy skills and cultural diversity.

We hope that this teacher handbook will serve as a valuable resource for educators who wish to embrace cultural diversity, promote inclusion, and cultivate empathy skills in their students. With the knowledge and tools provided in this book, we believe that educators can create a positive and inclusive learning environment that celebrates cultural diversity and fosters social and emotional learning.

1.2 Section 1: Cultivating Cultural Competence: Strategies and Standards for Inclusive Education

This section will be focused on:

- Cultural diversity: anchor standards and domains
- Cultural diversity and inclusion in the school environment
- Empathy skills as a crucial skill for inclusion
- Social and emotional learning framework
- Competences for professional practice in multicultural education settings
- Evidence-Based Practices for culturally responsive teaching

1.3 Section 2: JOINclusion: Empowering Inclusion and Empathy through Mobile Gaming

This section will contain information about:

- JOINclusion: a new mobile game to enhance empathy skills and foster inclusion
- The game framework and learning goals
- Technical instructions to download and install the app
- Technical instructions to use the authoring tool
- Tips to use the JOINclusion tool

1.4 Section 3: JOINclusion: Procedures and Instruments for Effective Evaluation

This section will describe the assessment framework (procedure and instruments).

2 Setting up the JOINclusion collaborative serious and social game

2.1 Technical requirements

The JOINclusion serious game is only compatible with Android devices. These devices may be smartphones or tablets running this OS. The version of the OS must be 5.0 or higher. However, this should not be a problem since this version, also known as Android Lollipop, was launched in 2014.

The second requirement is access to the Internet. It can be done either via Wi-Fi or the cellular network. This requirement is very important since the connection to the server, located at UM premises is required to 1) collect data from the student's interactions (see the Consent forms) and 2) enable the collaborative scenarios in the second phase.

2.2 Game installation

The game is delivered as an APK file. To install this file, you must:

1. Copy the file into your Android device. An easy way to do it is to copy the file into an online storage space or send it via email to an account available on the device. Then, you can directly download the file to your device.
2. Run the app on your Android device (if you download it from, for example, an online storage system or an email, it may be available in the *Downloads* folder).
3. When installed, just click on the JOINclusion app that must be available in the (potentially, it will be also made available in the launcher automatically).

2.3 User's manual

The JOINclusion collaborative serious and social game User manual is available as an independent document as [JOINclusion Game User Manual.pdf](#).

3 Teacher's training

For this initial phase, the training is done in-house. Some of the material used in the interviews and meetings with educators is included as supplementary material. Two of the most commonly used ones is the presentation delivered as *JOINclusion schools presentation.pdf* and the JOINclusion Game User Manual delivered as *JOINclusion Game User Manual.pdf*.