



Cap sur l'école inclusive
en Europe



Pedagogical sheet

Platform logopedia - Digital instrument for digital student language education

Section of the module/E

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Global definition / Brief description of the content:

Implementation of a new project - National Logopedia Project developed by *Save the Children* with the financial support of the Orange Foundation. It was one of the winning projects of the funds "The World by Color and Sound", 2016 edition, dedicated to improving the quality of life of people with visual and hearing impairments.

Use / scope:

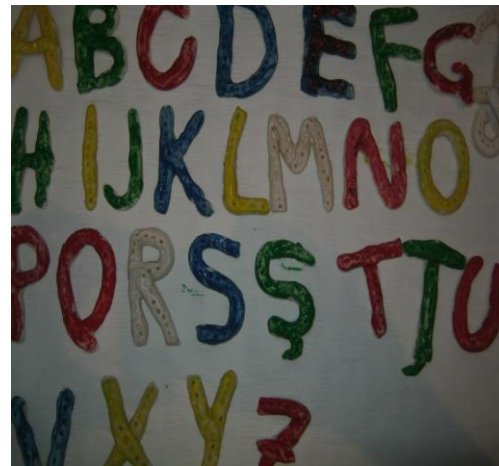
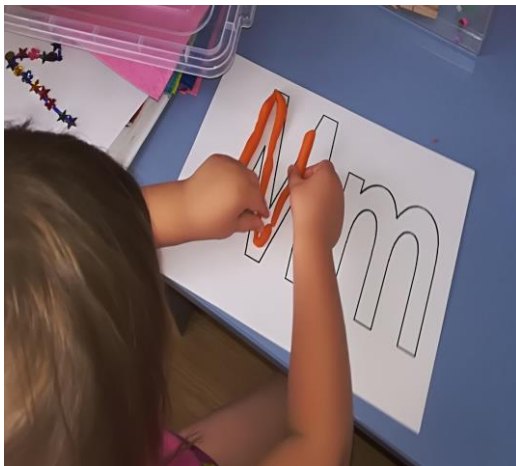
The project is aimed at deaf students in our school, a "learning for life" school - a place where every child feels free and can develop their personality, talents, skills and abilities and where they are fully prepared for integration into society, despite the deficiency they have.

Objectives:

The main objective of the project was to increase the level of identification and use of sounds and spoken language in deaf and speech impaired children with digital means.

Principles and theoretical foundations:

To achieve the proposed goal, the Logopedia platform is professional software developed with the latest Web technologies that help speech therapists, therapists and teachers who work with children who are hard of hearing or speech impaired. The 11 educational games offered are interactive; they can be played individually or with the direct participation of the teacher or the therapist and invite the child to practice in a pleasant and effective way the communication in Romanian. This digital speech therapy tool is designed to help children improve their verbal and written communication skills through the support and feedback of an adult in the audience.



Instruments / Methodology Presentation: The individual activity based on the logopedic game has been called, "We correctly divide words into syllables". The methods and techniques used were explanation, lip reading exercise, systematic observation, computer-assisted training. This activity lasted 20 minutes and was based on the logopedic game that encourages the child to recognize different objects and to name their names. Taking into consideration the fact that the student who participated in the activity is in grade 7 and at 14, we adapted the game according to his psycho-individual developmental particularities and asked him to divide into syllables the words that scrolled on the screen of the tablet.



The game is different from the other 10 games on the platform because, in order to play, the Logopedia host must provide comments to the student using a device, other than that of the player, the console of animator. Thus, when the child accomplishes his task, the facilitator pushes the console and his experience will be as if the game "understood" what he said, which brings a high degree of interactivity. During this activity, the student was connected to the tablet and I connected to my mobile phone. A table appears on the student's screen and the fleas containing images fall from the top. The child's task was to correctly separate the word from the drawing and pronounce it correctly. If the pronunciation was correct, we pressed a button on the cell phone. At the touch of a button, the token turned into fireworks and then disappeared. If the child did not pronounce correctly, the token fell. All falling tokens sit on top of each other and the game ends when it occupies the whole place.

Evaluation:

The student learns to pronounce correctly and gains autonomy. All games on the Logopedia Platform have an advantage for both hearing impaired children and the teachers who coordinate them, as it is easier for them to prepare their worksheets. Teachers do not have to spend a lot of time looking for the right images. Thus, the platform is effective in saving time and modern educational resources. All games on the Logopedia Platform can be used at different times in the lesson and are very useful for capturing attention or evaluation.

BIBLIOGRAPHY :

1. Imbir I., Tohănean C., Roșculeț G. și alții, *Ghid de bune practici pentru educarea limbajului copiilor cu deficiență de auz*, Organizația Salvați Copiii cu sprijin din partea Fundației Orange, București, 2018

