

Educational Inclusivity in the Era of Innovation and Technology

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4 QUALITY
EDUCATION



Agenda

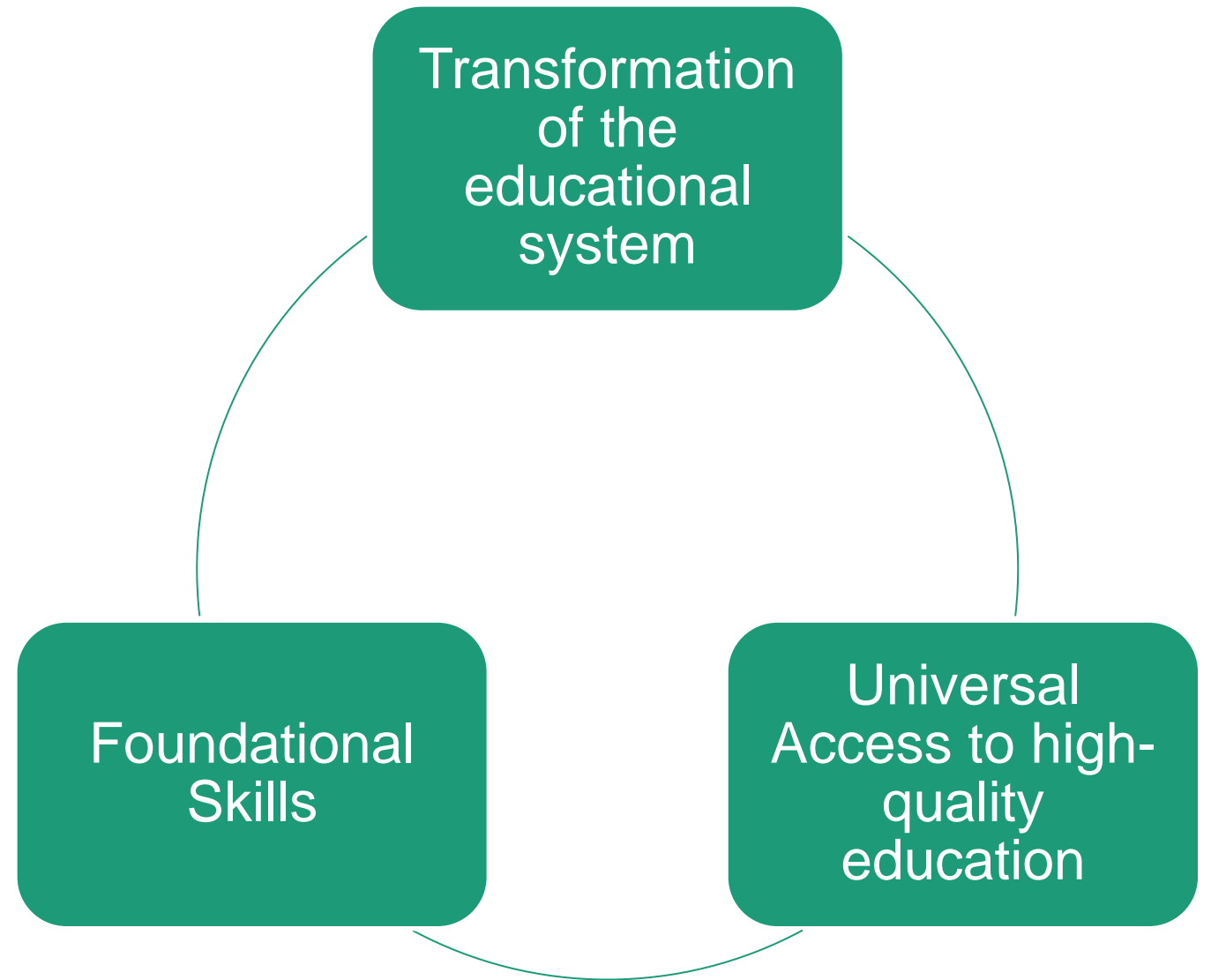
Legislative Foundation

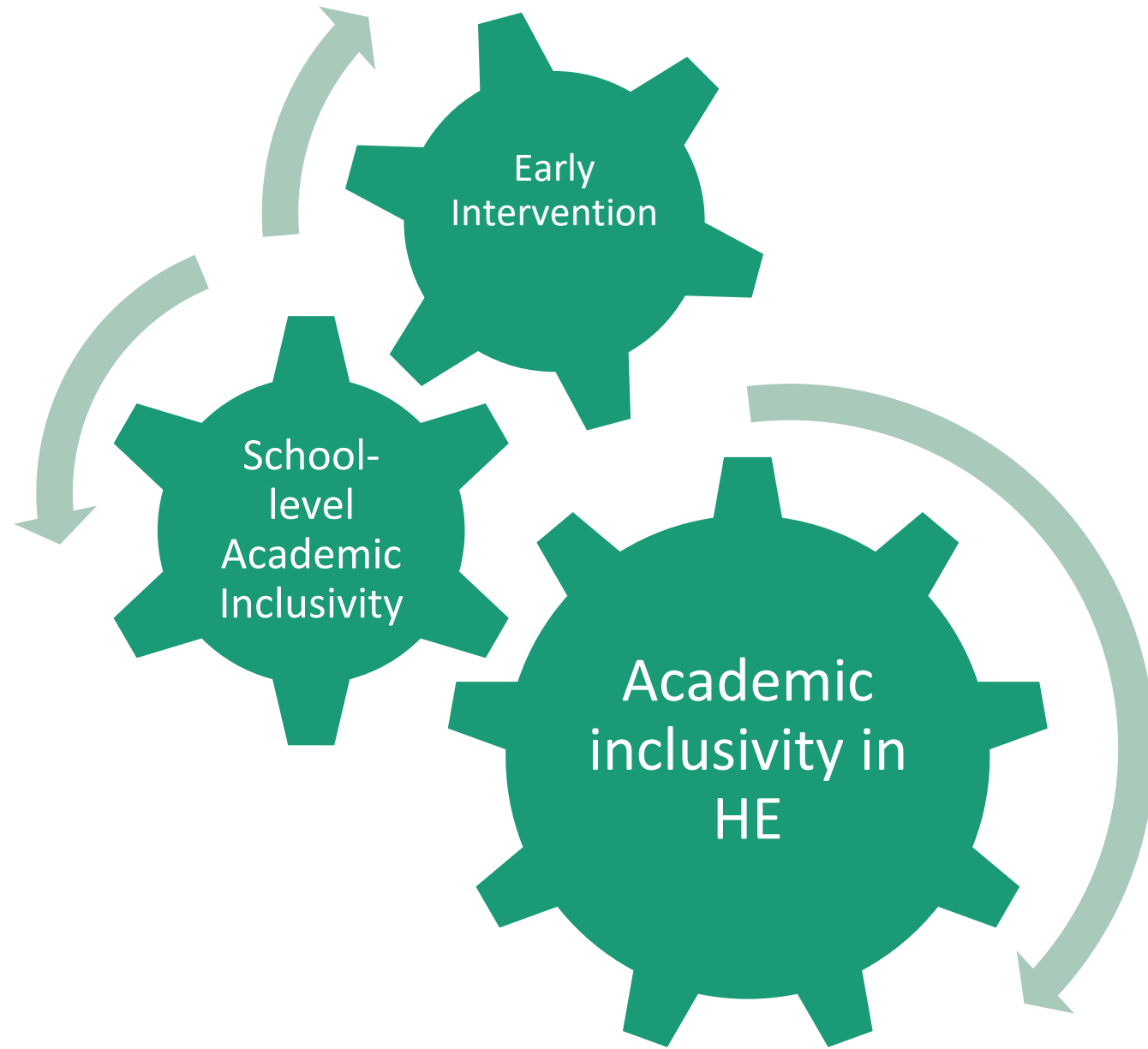
1- Redesign Schools for Inclusivity

2- Transform Curriculum

3- Create New Inclusive Pathways

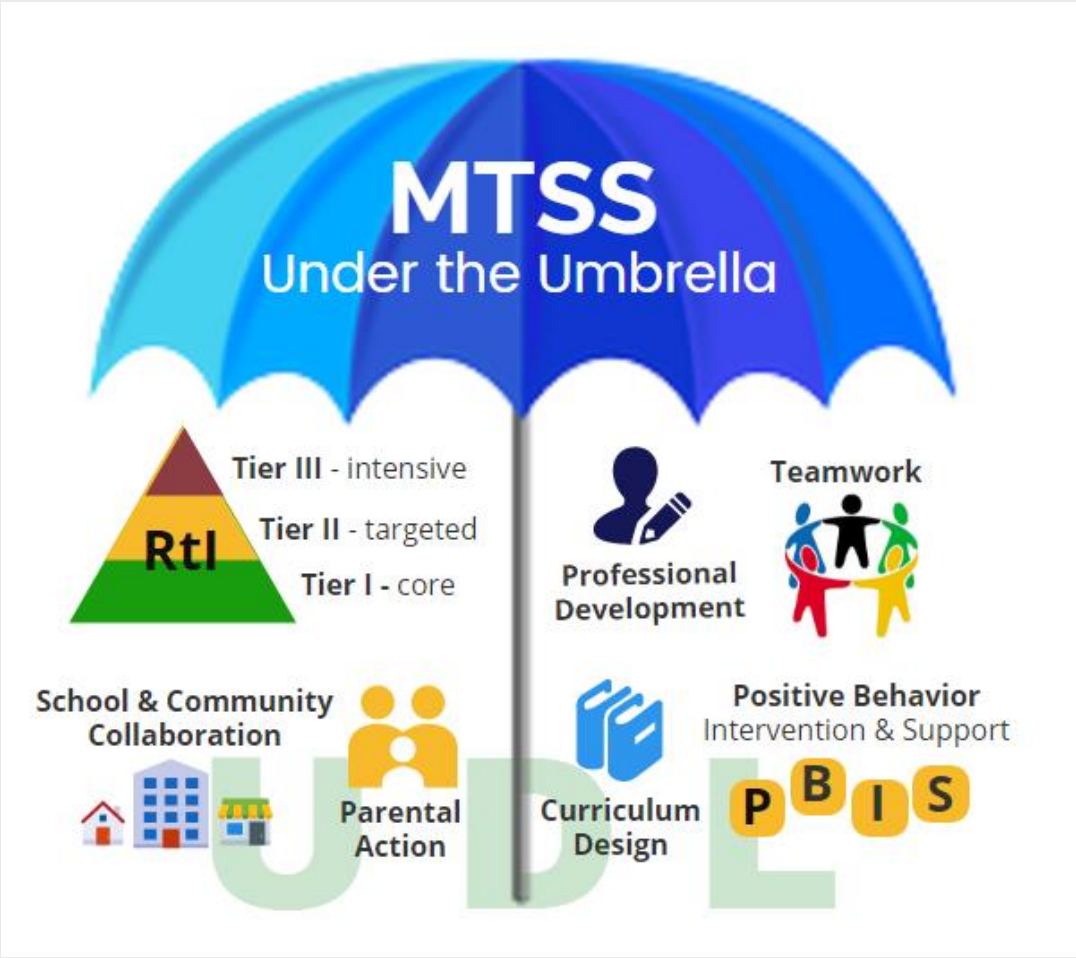
Egypt Vision 2030



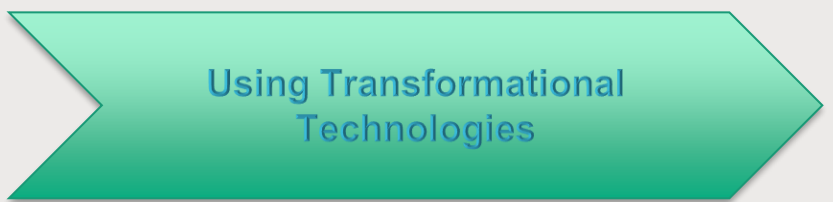


1- Reorganizing Schools for Academic Inclusivity





Reorganizing Schools for Academic Inclusivity





2- Transform the Curriculum

2- Transform Curriculum



Skill-based

In-depth Knowledge

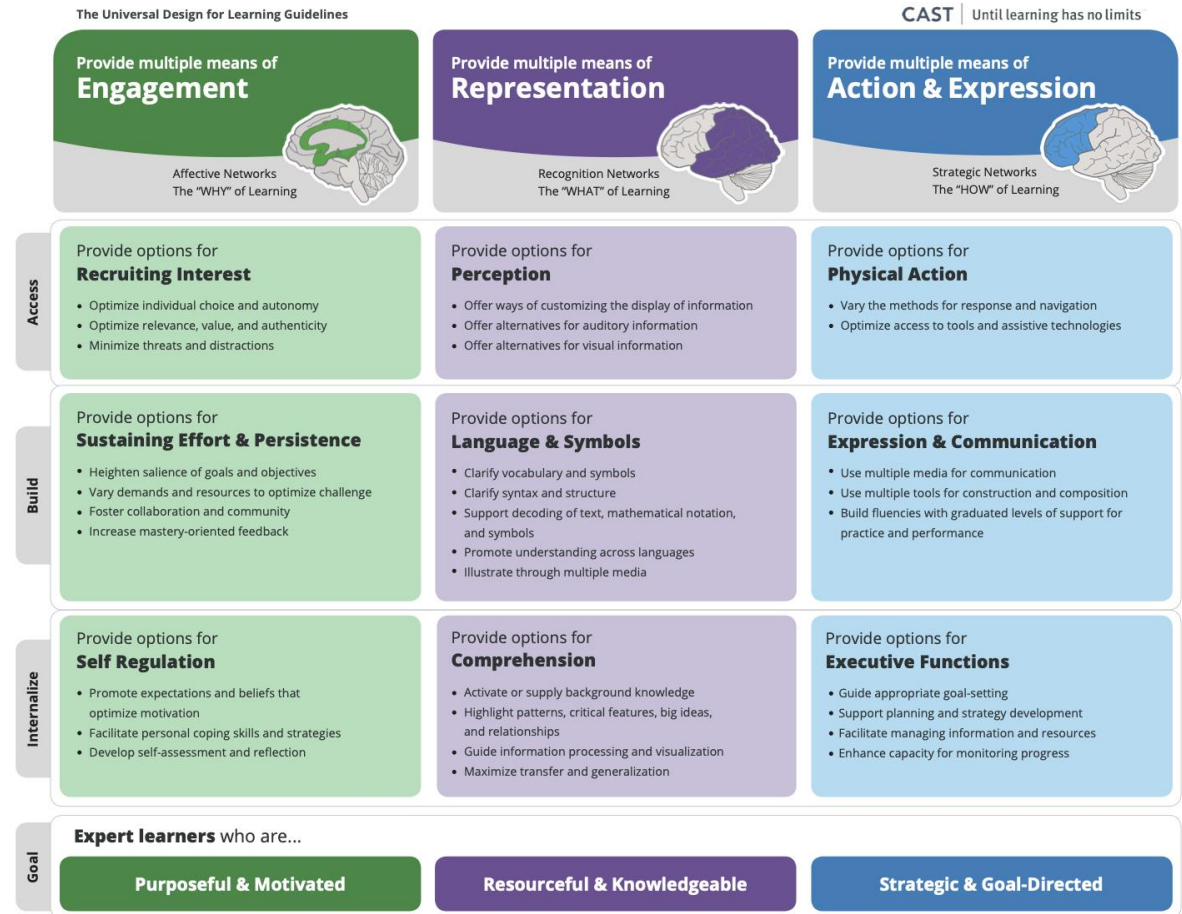
Student-Centered

Multi-disciplinary and disciplinary

Digital Transformation

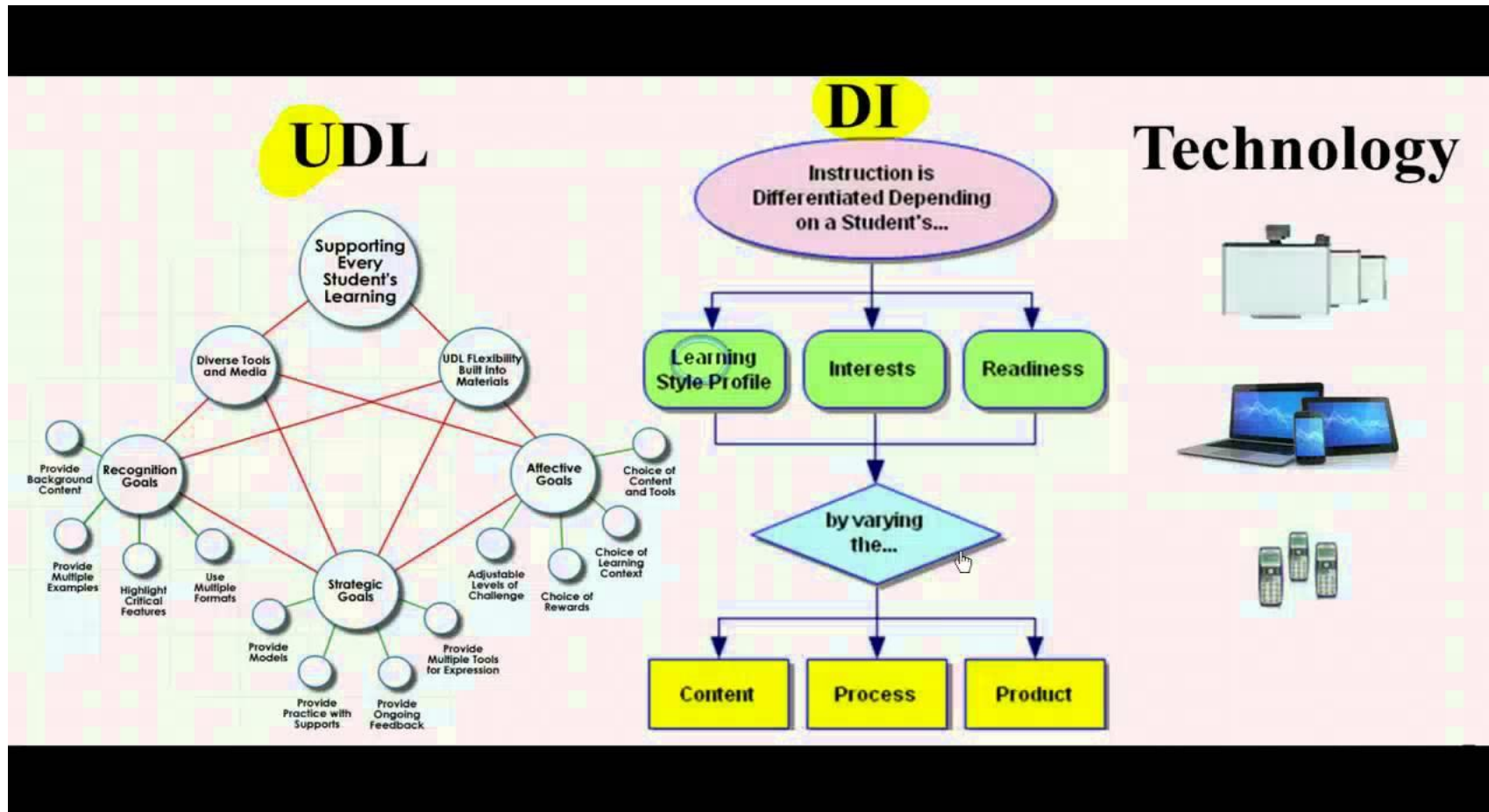
Formative and Summative Assessments

UDL in Egyptian Context



udlguidelines.cast.org | © CAST, Inc. 2018 | Suggested Citation: CAST (2018). Universal design for learning guidelines version 2.2 [graphic organizer]. Wakefield, MA: Author.

3- New Pathways and Technologies

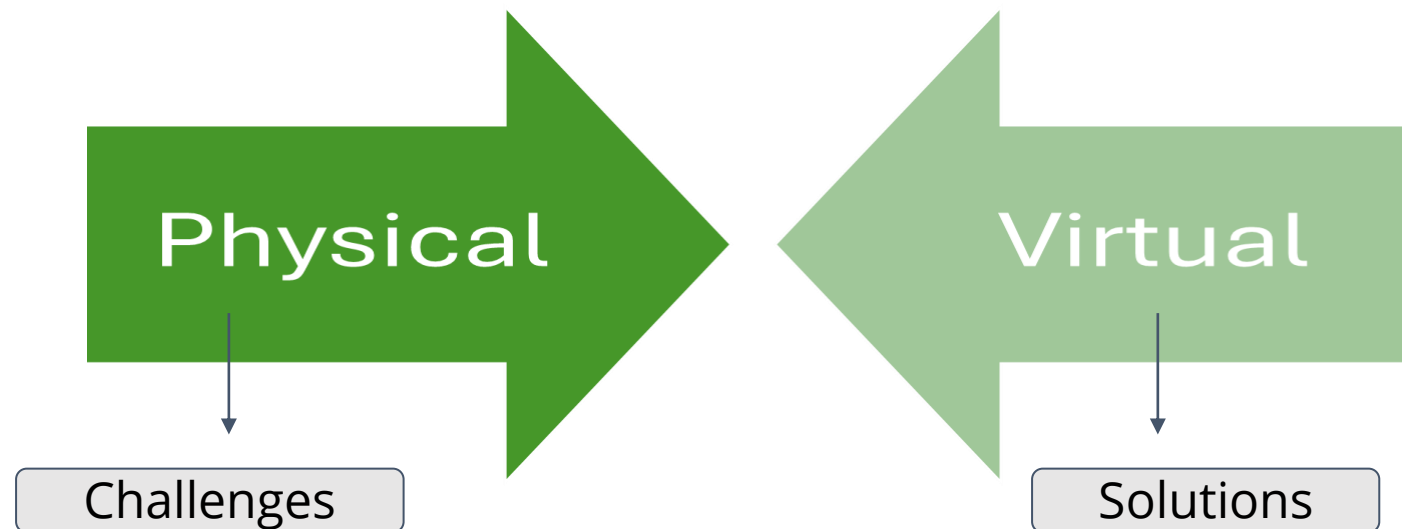




MORE New Pathways Supporting

Inclusivity: Immersive Learning

Extended reality (XR) is an umbrella term for computer-generated environments that merge the **physical and virtual** worlds or create an entirely virtual experience for users.



Challenges- LD and Intellectual Disabilities

Sensory/ Intelligent- related symptoms

Delayed or slowed learning of any kind (such as in school or from real-life experiences).

Slowed reading speed.

Difficulties with reasoning and logic.

Trouble using problem-solving and planning abilities.

Distractibility and difficulty focusing.

Adaptive Behavior- related symptoms

Difficulty with or limited understanding of social interactions, including friendships and romantic relationships.

Difficulty learning how to do chores or other common tasks.

Trouble understanding concepts like time management

Slower social development.

Challenges

Processing Speed

Attention

Memory

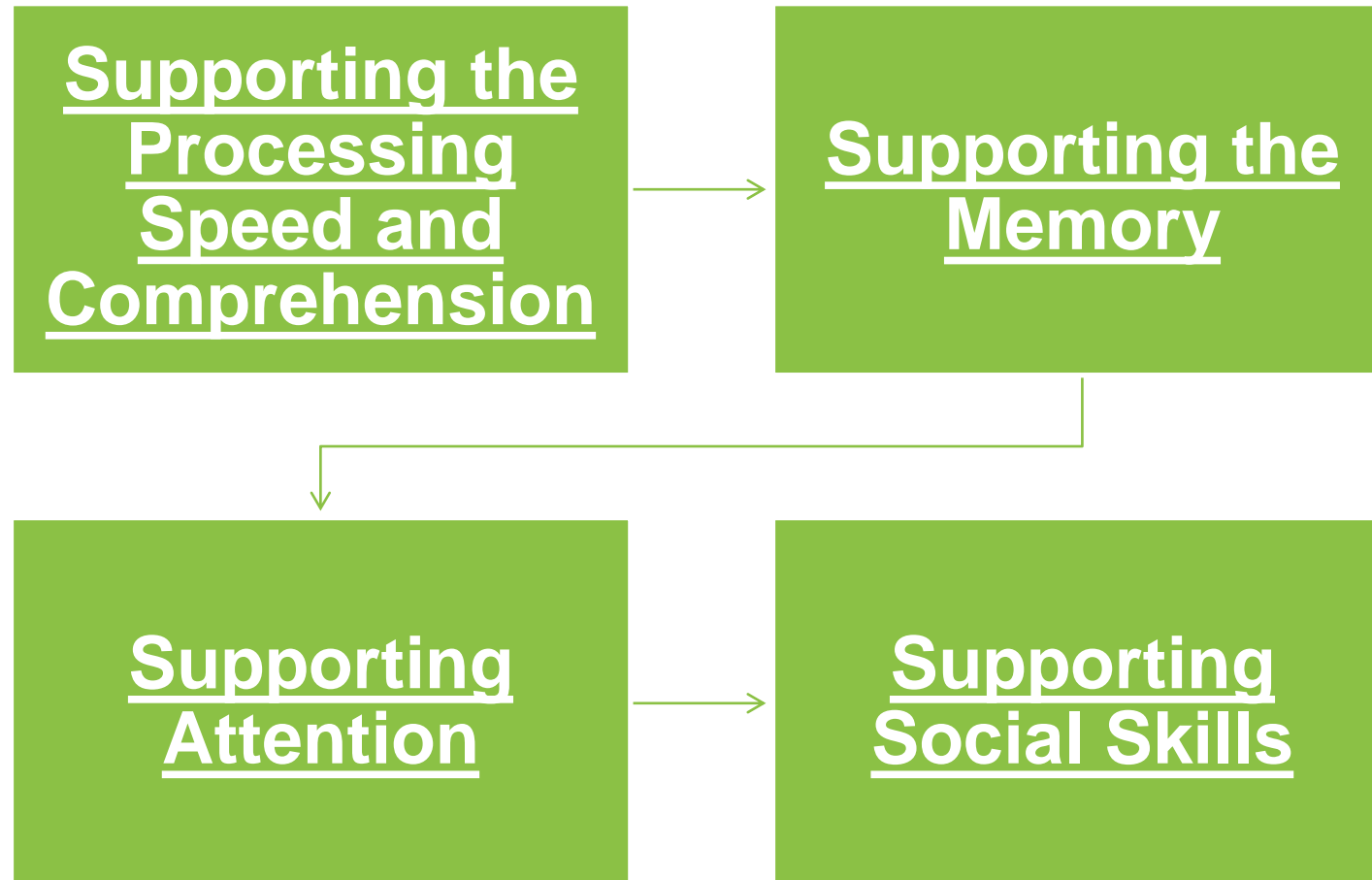
Comprehension

Social Interaction

Video-based story retelling (VBST)

- *Compared to book-based or picture-based story retelling*
 - ★ VBST provides a rich medium for building a **mental image** of the story elements associated with verbal input.
 - ★ VBST can easily portray **dynamic relationships** among actors and scenes, much as in real events (Huan, et.al, 2021).

XR- with Adds-On(Assistive Technology)



References

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3. Sarthika D., Ranjana S., Priyanka S., and Monika Thapliya (2022). An Investigative Study of Long-Term Implication of Extended Reality Applications in Educational Pursuits for Learning-Disabled Population: A Recommendation Approach. Proceedings of the SMART–2022, IEEE Conference ID: 55829 11th International Conference on System Modeling & Advancement in Research Trends, 16th–17th, December 2022 College of Computing Sciences & Information Technology, Teerthanker Mahaveer University, Moradabad, India
4. Sofologi, M. & Kougioumtzis, G. A. & Efstratopoulou, M. & Skoura, E. & Sagia, S. & Karvela, S. & Salli, Panagiota & Makri, Evangelia & Bonti, Eleni. (2022). Specific Learning Disabilities and Psychosocial Difficulties in Children. 10.4018/978-1-7998-7359-4.ch002.
5. [Intellectual Disability: Definition, Symptoms, & Treatment \(clevelandclinic.org\)](https://www.clevelandclinic.org/health/condition/intellectual-disability)
6. KASOWSKI, J, JOHNSON, B. NEYDAVOOD, R. AKKARAJU, J. BEYELER, M. (2021). Furthering Visual Accessibility with Extended Reality (XR): A Systematic Review.