Innovative methods and Artificial intelligence in MOOC for special needs teacher Education

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List of educational technologies

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Selection of inclusive technologies for primary and middle school teachers

This section is dedicated to the collection of inclusive educational technologies and tools. The table at the end of the section contains a list of educational technologies useful for teaching during primary and middle school.

This paragraph explains how the table has been constructed and how to read it, so that it can serve as a useful tool to guide teachers in their choice of inclusive technologies and tools.

The selection of technologies present in the table moved on several fronts:

- Experience of the partners involved in the project;
- Teachers' experience gathered during the focus group activities envisaged by this project;
- consultation of databases dedicated to the collection of educational tools;
- Network sampling: once one technology was identified, others were identified on the basis of elements that emerged during the search for information on the latter.

The original number of technologies was greater, but some were excluded due to insufficient information for each of the elements under consideration.

For each one of the technology/tool presents in the table, are present the following information:

In the first column is present:

- The name of the technology;
- The link to the website where is possible to found additional information;
- An icon that indicates if the technology is free or not as shown in Figure 1.

	The green icon indicates that the technology/tool is free to download/access and that all of its features and content can be accessed without payment.
	The yellow icon indicates that the technology/tool is free to download/access, but not in its full functionality and content. Full access requires payment.
	The red icon indicates that access to the technology/tool requires payment.

Figure 1

In the second column is present:

- A brief description of the tools/technology
- The type: if is a low, mid or high technology.
- An icon that indicates if the technology is recommended for individual or collaborative activities/ settings.
- An icon representing the languages in which the tool is available (if the number of the languages is less than ten, is present the flag of the languages available. If the languages are more than ten, is present an icon indicating the number of languages available.)

The identification of languages is closely linked to the need to identify technologies that consider the linguistic diversity present in modern educational contexts. As underlined in the previous paragraphs, between the special educational needs are also present needs linked to the linguistic barriers.

Advice on technology for community or personal activities is only advice. Some of the technologies recommended as 'individual technologies' could also be used in collaborative activities, depending on the teacher's creativity and the situation.

The third column indicates the grade level for which the technology is appropriate. Although primarily intended for primary and secondary school teachers, the table indicates whether the technology is also suitable for other school levels. This information is useful for teachers to choose a technology that offers continuity of application across different school levels.

The fourth column is dedicated to the UDL (Universal Design for Learning) principles. UDL is a psycho-pedagogical model that proposes personalized education through a flexible and inclusive approach. This model has already been discussed in previous sections of this document.
The decision to consider the UDL model instead of the UDI model was due to the lack of accessibility to the information needed to make a UDI-based assessment for each of the instruments. The UDI model turns out to be complete and more specific, it contains the UDL model. The UDI model analyses very specific elements of teaching practice based on 7 domains and 32 sub-domains. It is precisely this complexity, and the lack of information useful for responding correctly and accurately to this complexity, that has led to the decision to refer to a less complex but equally internationally recognized model such as the UDL.
Therefore, starting from the UDL model, for each of the technologies shown in the table, it was reported how many, and which, UDL principles are respected.
The three principles are summarized below:

- Principle 1: Provide multiple means of engagement.
- Principle 2: Provide multiple means of representation.
- Principle 3: Provide multiple means of expression.

The dedicated column shows which principles are respected by the technology through numerical icons.

The fifth column indicates the learning barriers/difficulties the technology proposes/expects to overcome and the educational objectives that the technology in question contributes to achieving. With regard to objectives, four domains were considered in the examination of this element:

- Cognitive, neuropsychological and learning dimensions;
- Communicative and linguistic skills;
- Orientation and autonomy dimension;
- Relationship, integration and socialization dimension.

Finally, the sixth and last column, shows the inclusiveness score obtained by each technology. The score obtained is based on the information collected in the table. A score was assigned to each of the relevant elements emerge, the final column of the table shows the final score obtained.
Table 1 shows the scoring criteria.

Table 1. Scoring criteria.

ACCESS	*for a fee* *free with additional functions for a fee* *free*	0 PT 1,5 PT 3 PT

INDIVIDUAL OR INGROUP SETTING	*possibility of being used for group activities*	3 PT
LANGUAGES	*available only in one language* *2-10 available languages* *10+ available languages* *20+ available languages* *30+ available languages* *40+ available languages* *50+ available languages*	0 PT 0,5 PT 1 PT 1,5 PT 2 PT 2,5 PT 3 PT
UDL PRINCIPLES	*Principle 1* *Principle 2* *Principle 3*	3 PT 3 PT 3 PT
OBJECTIVES	*Cognitive, neuropsychological and learning dimensions* *Communicative and linguistic skills* *Orientation and autonomy dimension* *Relationship, integration and socialization dimension*	3 PT 3 PT 3 PT 3 PT

As can be seen, a maximum value of three points was assigned to each of the elements considered in the evaluation (each of the UDL principles and each of the objectives were considered as individual elements). As there are a total of 10 elements to be considered, the maximum score achievable is 30.

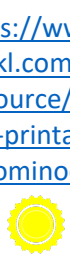
The purpose of this table and the work done is to provide a guide for the selection of technologies in the educational field, based on elements such as objectives and barriers, be they related to disabilities, disorders or different linguistic backgrounds. It is important to emphasize that this is a limited collection, intended as a starting point for teachers to explore the vast and varied world of inclusive learning technologies and tools.

Table 2. Overview of educational technologies describing their characteristics, objectives, and inclusion effectiveness scores.

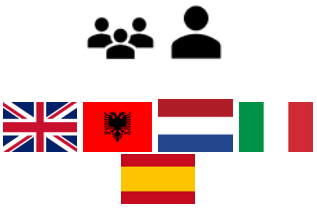
Technology	Short description	Grade of school	Principles UDL	Learning barrier, educational needs and objective	Inclusion score
I'm in tales https://www.imintalesproject.eu/pr2/	I'm in tales is a platform developed within the European project of the same name. Its objective is to enhance storytelling through the creation of multisensory stories. This tool is based on the tangible user interface paradigm, which allows tangible objects to dialogue with computer systems. **Type:** Mid 	Pre-school and primary school	1 3	Suitable for everyone, especially students with sensory disabilities. The use of multisensory enables a multiplicity of channels to be activated, limiting the difficulties associated with the dysfunctional sensory channel. **Objective:** - Communicative and linguistic skills -Cognitive, neuropsychological and learning dimensions.	18,5
Astras https://www.astras.it	ASTRAS is a game-based tool for improving executive functions such as: attention, working memory, inhibition, cognitive flexibility and planning. **Type:** High 	From primary to middle school	1 3	Students with ADHD, autism spectrum disorders, specific learning disorders, or any other condition that affects executive functions. **Objective:** -Cognitive, neuropsychological and learning dimensions -Orientation and autonomy dimension	15

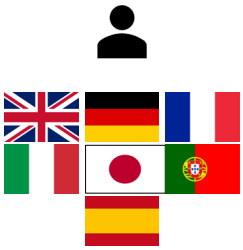
LI-AR https://www.garage94.com/liar	LI-AR is a dynamic communicator that provides message exchange through the selection of pictograms that are transformed into words or sentences through speech synthesis. The tool performs best when used as early as kindergarten. It proved efficacy in improved communication abilities especially with students with autism spectrum disorder of all ages. **Type:** High	From preschool to high school	1 2 3	Students with speech and/or communication disorders due to congenital conditions, acquired conditions, developmental neurological conditions. **Objective:** -Communicative and linguistic skills -Orientation and autonomy dimension -Relationship, integration and socialization dimension	18
Google Jamboard https://workspace.google.com/products/jamboard/	Jamboard is a visual board hardware that can be used also in the interactive whiteboard. Is a whiteboard-style tool, a kind of 'interactive canvas', on a mobile device or directly from a web browser. It allows shared creation in real time. Enable students and teachers to collaborate in real-time, share documents, and engage in group projects, fostering communication and collaboration.	From primary school to high school	1 2 3	A useful tool for everyone, it enables the teacher and pupils to collaborate and customize content on the board. Interaction and customization help keep attention high. **Objective:** -Communicative and linguistic skills -Relationship, integration and socialization dimension	18

	Type: High				
Kurzwelledu https://www.kurzweiledu.com/products/k3000.html	Kurzwelledu is a software for individuals that struggle with literacy. Help learners overcome challenges of all kinds on any device. It helps learners overcome all kinds of challenges on any device. It helps with understanding written texts by offering various note-taking functions. It offers other functions such as text highlighting, voice reading, vocabulary, translation and test creation. **Type:** Mid	From the third year of primary school up to high school	1 2 3	Helpful for individuals that struggle with literacy, from those learning English as a second language, to those living with dyslexia or a visual impairment, to anyone struggling to achieve proficiency. **Objective:** -Cognitive, neuropsychological and learning dimensions -Communicative and linguistic skills.	16
Ginger https://www.gingersoftware.com	Ginger is an AI-powered grammar and spell checker focusing on the English language. **Type:** High	From primary school to high school	2 3	Ginger's artificial intelligence-based assistant helps neurodiverse and dyslexic students to write faster and more accurately. The speech synthesis function allows visually impaired students to	12

				use the tool to improve their writing. **Objective:** -Cognitive, neuropsychological and learning dimensions -Communicative and linguistic skills.	
Ghotit https://www.ghotit.com 	Ghotit is an advanced Desktop and Mobile Apps that helps people who, on a daily basis, need to overcome reading and writing problems. It supports people challenged with reading English text such as a website page or document. It offer different functions: Screenshot Reader, Word Prediction, Spelling & Grammar Checker, Re-Wording and Reading Assistance **Type:**Mid 	From the third year of primary school to high school	 	Helpful for student with Dyslexia and Dysgraphia **Objective:** -Cognitive, neuropsychological and learning dimensions -Communicative and linguistic skills.	12
Domino cards (for math) https://www.twinkl.com.au/resource/t-a-196-printable-dominoes 	Printable cards that help to learn multiplication and increase numeracy skill. **Type:** Low 	From the second year of primary school up to middle school		It helps pupils with dyscalculia or other learning difficulties to learn how to do mathematical operations. **Objective:** -Cognitive, neuropsychological	7,5

				and learning dimensions	
Story Jumper www.storyjumper.com	Story Jumper is a digital story building tool supporting production of written text, reading and planning skills. The tool can be useful to reinforce verbal proficiency, support creativity, encourage cooperation between students, enhance listening skills and increase feelings and thoughts communication. **Type:** High 	From primary school to high school	1 2 3	Helps students with reading and writing disabilities in text production, supports language learners and culturally diverse students. **Objective:** -Cognitive, neuropsychological and learning dimensions -Communicative and linguistic skills	21,5

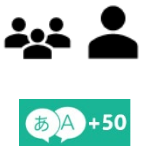
Blue Arrow editor tool https://www.bluearrowproject.eu/wp	Blue Arrow is a multisensory stories authoring tool supporting the creation of a mixed reality ambient for storytelling with NFC technology. Interaction with real life objects makes the digital storytelling more inclusive for all the students, potentially involving all five senses. The fruition of Multinsensory stories highly customized can be useful to renforce verbal proficiency, enhance listening skills and support object manipulation. **Type:** High 	Primary school	1 2 3	Particularly suitable for students with visual and motor disabilities. **Objective:** -Cognitive, neuropsychological and learning dimensions -Orientation and autonomy dimension, -Communicative and linguistic skills	24,5
Anki https://apps.ankiweb.net	Anki is software for designing and creating flashcards. Anki is a programme that makes it easy to remember things, can greatly reduce the time spent studying or greatly increase the amount of learning.	From primary school to high school	1 2	Flashcards offer an opportunity to integrate multiple learning styles, making associations accessible to any learner. **Objective:**	21,5

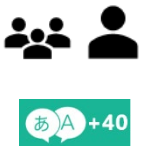
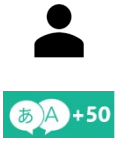
	Anyone who needs to remember things in their daily life can benefit from Anki because it is content-independent and supports images, audio, video and scientific markup. It can be useful for a variety of purposes such as learning a language, revising for a test, memorizing people's names and faces, memorizing long poems or practicing an instrument. **Type:** Mid 			-Cognitive, neuropsychological and learning dimensions -Orientation and autonomy dimension, - Communicative and linguistic skills -Relationship, integration and socialization dimension	
GECO https://www.anastasis.it/catalogo-generale/geco 	GECO is a programme that helps children with DSA and other Special Educational Needs to study, learn and do homework with different and combinable tools: words, pictures, maps and sounds. GECO has four work environments, Notebooks, Books, Maps and Web, and useful tools such as the picture binder and calculator with history and speech synthesis. The environments	Primary school	1 2 3	Designed primarily for students with Specific Learning Disorders and other Special Educational Needs such as students with autism. **Objective:** -Cognitive, neuropsychological and learning dimensions	15,5

	communicate with each other or can be used individually, to accommodate each student's unique way of learning. GECO is also used in the classroom with the interactive whiteboard to stimulate cooperative learning and inclusive teaching. **Type:** High 				
SuperMappeX https://www.anastasis.it/supermappex 	SupeMappe is a Graphic Editing Software for creating concept maps by combining figures, text and speech. The use of maps created with SuperMappe promotes: text comprehension, organization of information, acquisition of new knowledge, memorization and retrieval of information, and metacognitive thinking. **Type:** Mid 	From primary school to high school	1 2 3	Some special features of SuperMappe make it particularly suitable for people with reading-writing difficulties, difficulties in understanding written text, and the hearing impaired. **Objective:** -Cognitive, neuropsychological and learning dimension	15

Tools For Autism https://play.google.com/store/apps/details?id=it.csp.t4a.toolsforautism 	Tools For Autism (TFA) is an application that provides the user with a set of tools to support people with autism or other pervasive developmental disorders. It is a free educational application that allows teaching a customized sequence of tasks through visual tasks combined with synthetic text and speech syntheses. It support people with autism to work on emotional and social skills, increase communication and recognition of feelings, thoughts and needs. It can be used to teach patients social stories or sequences of tasks. **Type:** High 	From primary school to middle school	1 2	Specific tool for people with autism. **Objective:** -Communicative and linguistic skills -Relationship, integration and socialization dimension -Orientation and autonomy dimension	18
Kahoot https://kahoot.com 	Kahoot is a game-based learning platform used for educational purposes. Its learning games, 'Kahoots', are multiple-choice quizzes that can be written by users and are accessible via a Web Browser or through the Kahoot App. **Type:** High 	From primary school - no age limit	1 2 3	Is an instrument suitable for everyone. Because of its attractiveness it is very useful for keeping attention and support cooperation. **Objective:** -Cognitive, neuropsychological and learning dimensions -Relationship, integration and	20

				socialization dimension	
Mindomo https://www.mindomo.com/it/	Mindomo is a collaborative software for creating mind maps with the help of artificial intelligence. **Type:** High 	From primary school to high school	1 2	Particularly useful for students with learning difficulties in organizing and personalizing study materials, it promotes creativity. **Objective:** -Cognitive, neuropsychological and learning dimensions	13
PowerPoint https://support.microsoft.com/it-it/office/creare-una-presentazione-in-powerpoint-422250f8-5721-4cea-92cc-202fa7b89617	PowerPoint is an app enabling content presentation through audio-video content. **Type:** Mid 	From primary school to high school	1 2 3	Particularly useful for students with learning difficulties in organizing and personalizing study materials, promotes creativity. **Objective:** **-C**ognitive, neuropsychological and learning dimensions	21

Canva https://www.canva.com	Canva is an app enabling content presentation through audio-video content. **Type:** Mid 	From primary school to high school	1 2 3	Particularly useful for students with learning difficulties in organizing and personalizing study materials, promoting creativity. **Objective:** -Cognitive, neuropsychological and learning dimensions	19,5
Symrider https://www.auxilia.it/it-it/prodotto/software-widgit-symwriter-2	SymWriter is a programme that allows you to write texts by immediately matching symbols to words. Useful for creating symbolised texts, to encourage pupils to write and use their literacy skills with the support of symbolisation. **Type:** Mid 	From primary school to high school	2 3	Particularly useful for pupils with dyslexia and difficulties in producing and reading texts. Useful for activities of texts production and comprehension. **Objective:** -Cognitive, neuropsychological and learning dimensions -Communicative and linguistic skills	14
Wordwall https://wordwall.net/it	Wordwall is a platform for creating educational activities, exercises and online games to be played mainly in the classroom at the interactive whiteboard. The application contains a multitude of ready-made templates that can be customized and adapted to the specific needs of each teacher: crosswords, quizzes, word games,	From primary school to high school	1 2 3	The number of activities is infinite. This makes it useful for all students. **Objective:** -Orientation and autonomy dimension, -Communicative and linguistic skills, cognitive, neuropsychological and learning dimensions	29,5

	mazes, wheels, true or false, scrambles, diagrams and much more in all disciplines. **Type:** High 			-Relationship, integration and socialization dimension.	
Google Translate https://chromewebstore.google.com/detail/google-traduttore/aapbdbdomjkkjkaonfhkkikfgjllcleb?hl=it 	Google Translator is a multilingual machine translation service. It allows the translation of written texts also from images and is able to reproduce the translated text vocally. Useful for activities of texts production and comprehension at school and at home. **Type:** Mid 	From primary school to high school	2 3	Particularly useful for facilitating communication with foreign students and helping those with specific learning disorders or learning difficulties to learn a new language. **Objective:** **-**Cognitive, neuropsychological and learning dimensions -Communicative and linguistic skills	18

Io parlo https://www.genitorieautismo.org/le-iniziative/116-ioparlo-il-nostro-qcomunicatore-q-gratuito	IoParlo is an assisted communication programme. Thanks to the speech synthesis capabilities of the MBROLA library and SymbolStix's PECS symbol library, it is possible to write sentences, listen to them with the synthesised voice and display the corresponding graphic symbols. In PCS (Picture Communication System) mode, it is also possible to construct simple sentences by choosing from a few choices displayed graphically at each step. **Type:** Mid 	From primary school to high school	2	Useful for autistic, non-verbal or communication-disabled individuals. **Objective:** -Communicative and linguistic skills -Relationship, integration and socialisation dimension -Orientation and autonomy dimension.	15
Mentimeter https://www.mentimeter.com/	Mentimeter is an online presentation-building tool that facilitates audience engagement. The tool allows presenters to include polls, multiple-choice and open-ended questions, quizzes, and scales that audience members can interact with live. **Type:** Mid 	From primary school to high school	1 2 3	Particularly useful for students with learning difficulties in organizing and personalizing study materials, promotes creativity. **Objective:** -Cognitive, neuropsychological and learning dimensions	20

	+30				
Quizziz https://quizizz.com/?lng=it	Quizizz is a learning platform that uses ludicisation to make content immersive and engaging. Participants can engage in live and asynchronous learning in person or remotely, using any device. Teachers and trainers get instant data and feedback, while learners engage with ludicisation features in fun and competitive quizzes and interactive presentations. **Type:** High	From primary school to high school	1 2 3	is an instrument suitable for everyone. Because of its attractiveness it is very useful for keeping attention. **Objective:** -Cognitive, neuropsychological and learning dimensions	18

TextFromToSpeech https://www.textfromtospeech.com/it/voice-to-text/	TextFromToSpeech is an application for dictating text: it allows you to speak into the microphone and view the transformation of your voice into text in real time (recognises multiple languages). The features present allow the use of voice commands for punctuation and text organization. This application also has a text-to-voice function that allows you to listen to a written text being read aloud. **Type:** Mid 	From primary school to high school	2	Suitable for individuals with learning difficulties related to disorders or other frailties, particularly in cases of motor disabilities, hearing disabilities, dyslexia and dysgraphia. **Objective:** -Cognitive, neuropsychological and learning dimensions -Orientation and autonomy dimension	12,5

Desmos https://www.desmos.com/?lang=it 	Desmos is a web platform with calculators, activities and mathematics lessons with accessibility features. The tools offered by Desmos are: Graphical calculator, Scientific calculator, Simple calculator, Matrix calculator, Practice for exams, Geometry. Desmos supports screen reading and is compatible with Braille keyboards and printers, graphs can be explored through audio tracks and printed in relief. **Type:** Mid 	From middle school to high school		Tool suitable for individuals with visual impairments, motor disabilities, hearing disabilities, non-specific or specific learning disability. **Objective:** -Cognitive, neuropsychological and learning dimensions	18

Simon and Friends https://play.google.com/store/apps/details?id=com.taptaptales.simon&hl=en_US&gl=US	Simon and Friends is an application that presents 3 environments containing 27 games. In particular, the games focus on memory and visual-spatial skills of shape discrimination, recognizing and learning numbers, sorting and cataloguing shapes and objects, and solving puzzles and mazes. There is also a section devoted to graphic and musical activities to help children develop attentional skills but also fine motor skills, calculation skills and letter and word recognition. **Type:** Mid	Pre-school and primary school	1 3	Useful for everyone, especially its ability to act on the mechanisms regulating attention makes it suitable for people with ADHD. **Objective:** -Cognitive, neuropsychological and learning dimensions	11

Daily tasks https://play.google.com/store/apps/details?id=com.bluewindsolution.android.app_bw_autistic_daily_tasks&hl=en_US	Daily tasks is an application designed to improve the visual-motor skills and increase concentration time of children on the autism spectrum but can be used by everyone. It consists of 3 simple games: Brush teeth, wash body, wash hair. The application automatically records the data and shows on the summary screen the number of actions, the best time and the time of the last game session. **Type:** Mid	Pre-school and primary school	1 3	Designed for people with autism but suitable for everyone. **Objective:** -Orientation and autonomy dimension	15

Microsoft Math Solver https://math.microsoft.com/it	Microsoft Math Solver is an Artificial Intelligence programme capable of calculating and finding the solution to mathematical questions related to the following topics: Pre-Algebra, Algebra, Trigonometry, Calculus. Its functionalities include the ability to visualize the steps of the solution, to display a graph and to delve deeper into the topic through related lessons. Math Solver is perfectly integrated with Immersive Reader, which allows speech synthesis (TTS). **Type:** High	From primary school to high school	1 2 3	Due to its features, this application is useful for individuals with dyscalculia or visual impairments, thanks to the speech synthesis option. **Objective:** -Cognitive, neuropsychological and learning dimensions	18
Dexteria http://www.dexteria.net/	Dexteria is an app aimed at improving fine motor skills and writing skills. It contains 3 short exercises: Write it: teaches how to trace letters and numbers in the direction of the strokes, Pinch it: develops pinch grip, Tap it: improves independence of finger movements. **Type:** Mid	From primary school to high school	1	Useful for training fine-motor skills and writing skills, this makes it particularly useful for subjects with prehension and writing difficulties, dysgraphic subjects. **Objective:** -Cognitive, neuropsychological and learning dimensions -Orientation and autonomy dimension	15

Spread the sign https://www.signlanguage.eu/about-spreadthesign/	Spread the sign (web) is a video dictionary that collects signs of numerous sign languages from all over the world, containing over 300,000 signs. The page dedicated to alphabets, allows you to see the translation of the individual letters of the alphabet of the chosen language. The page dedicated to words, allows you to consult a list of words, and see the respective video translation in signs in two different languages in comparison. **Type:** Mid 	From pre-school to high school	2 3	This application is particularly useful in the case of hearing disabilities and for dialoguing with foreigners with hearing impairments. **Objective:** -Communicative and linguistic skills	12,5

ABA flash cards and games emotions http://www.alligatorapps.com/ 	This application, based on the ABA method, contains a database of 200 flash cards with images of facial expressions and postures that evoke specific emotions. The activity consists of linking the pictures to sounds and written words through 8 different ways of playing and presenting the stimuli. The app also allows users to make new flash cards containing their own pictures and a recorded audio message, which can be inserted into the programme to overcome the language problem (the app is English) or to add stimuli with familiar characters, animals or animated subjects according to the user's abilities and preferences. **Type:** Mid 	Primary school and middle school	2 3	The app is specially designed for children with neurodevelopmental disorders and, in particular, autism spectrum disorder. Particularly useful for individuals with autism spectrum disorder when used in every life context: at school, at home, during therapy. **Objective:** -Communicative and linguistic skills -Relationship, integration and socialisation dimension -Orientation and autonomy dimension	18

Asterics https://grid.asterics.eu/#welcome	Asterics grid is a dynamic cross-platform communicator. It can use images, pictograms, and orthographic signs to facilitate everyone's participation. It allows the creation of customisable grids by inserting letters, images and AAC symbols (Alterative Augmentative Communication). In the Asterics Grid portal, ready-made grids are available, subdivided by topics (e.g. food, clothes, environments, colours, animals) and by functionalities (e.g. listening to music). **Type:** Mid	From primary school to high school	2 3	Particularly suitable for pupils with communication disorders, autism spectrum disorder, specific learning disorders. **Objective:** -Cognitive, neuropsychological and learning dimensions	12,5

Redmenta https://redmenta.com/en 	Redmenta is an AI-powered content creator for active learning, covering project work to assessments. Using a combination of storytelling blocks and interactive widgets, Redmenta blurs the line between lesson play and activity. Redmenta has an AI content generator that is capable of generating various materials tailored to different learning goals. Whether you require a quick quiz or interactive learning materials, Redmenta can generate them based on a simple picture of a chapter from your textbook. **Type:** High 	From primary school to high school	1 2 3	Useful for everyone on the basis of the chosen activity/content. **Objective:** -Cognitive, neuropsychological and learning dimensions	19

Learning apps https://learningapps.org/createApp.php 	Learning app is a web application that supports teaching activities through small interactive game modules such as crosswords, hangman's puzzle, memory pair puzzles, timeline, etc. It contains a very large archive of modules already realized on the different disciplines and for the different school orders that can serve as examples or directly be used. **Type:** 	Primary school and middle school		Useful for everyone on the basis of the chosen activity/content. **Objective:** -Cognitive, neuropsychological and learning dimensions	19,5
Teams https://www.microsoft.com/it-it/microsoft-teams/free?market=it 	Microsoft Teams is a unified communication and collaboration platform that combines persistent work chat, teleconferencing and content sharing. Its strength lies in the ability to combine several tools through a single platform. **Type:** High 	From primary school to high school		Useful for everyone on the basis of the chosen activity/content. **Objective:** -Communicative and linguistic skills -Cognitive, neuropsychological and learning dimensions -Relationship, integration and socialization dimension	24

One notes https://support.microsoft.com/it-it/office/video-che-cos-%C3%A8-onenote-be6cc6cc-3ca7-4f46-8876-5000f013c563	OneNote is a personal digital notepad. With OneNote you can: type and organize your notes, record audio on your laptop, add an image from your phone, switch devices and pick up exactly where you left off, share your notebooks with others so everyone can view and edit them at the same time. **Type:** High	From primary school to high school	2	Useful for everyone, especially for those who have difficulty organizing content, the voice reading option makes it particularly useful for dyslexic pupils or those with reading difficulties. **Objective:** -Communicative and linguistic skills -Cognitive, neuropsychological and learning dimensions	18
Ego4u https://www.ego4u.com/	Ego4u is a platform of exercises, explanations, games, teaching materials and a lot of information on English language and culture. It offers an extensive catalogue of activities to choose from according to educational objectives. **Type:** High	From primary school to high school	1 2 3	Useful for pupils with difficulties in the study of the English language. **Objective** -Communicative and linguistic skills -Cognitive, neuropsychological and learning dimensions	21

Easy kids https://play.google.com/store/apps/details?id=com.tulsidaskids&hl=it&gl=US 	Easy kids is an App that will enable child to learn their ABC (and other basic things) in more interactive way with smooth graphical interaction and lots of fun. The App includes learning of, per example: ABC, Colors, Animals and their sounds, Fruits, Numbers Learning and other basic things. Useful for learning and revision at home. **Type:** Mid 	Primary school		Useful for learning basic vocabulary for speakers of English as a first language, also for those with cognitive deficits useful for learning the basics of English as a foreign language. **Objective:** -Communicative and linguistic skills -Cognitive, neuropsychological and learning dimensions	21

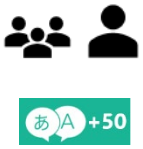
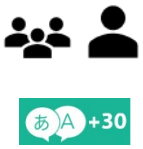
Hot potatoes https://sd2.itd.cnr.it/?r=site/scheda&id=4849	Hot potatoes is a suite that brings together six applications, each dedicated to the production of a different type of material for the assessment of learning in any subject area: multiple-choice, riddles, matching, crosswords, concordances, completion. Widely used in the production of tests to assess learning in foreign languages, Hotpotatoes is however also used and usable for other disciplines. The programme was created and is proposed as a specific tool for the Web, so all the materials produced are publishable and usable via the Web. Useful for learning and revision (Is distributed in English, but offers interfaces in several languages) **Type:** Mid	Middle school and high school	1 2 3	Useful for everyone on the basis of the chosen activity/content. **Objective:** -Communicative and linguistic skills -Cognitive, neuropsychological and learning dimensions	19,5

Oksodoboz (HU) https://www.oksodoboz.hu/	Oksodoboz is a site that contains almost 15,000 graphic tasks related to the Hungarian National Basic Curriculum, 35 games that develop cognitive skills and 200 educational animations. The activities on offer allow you to acquire the necessary knowledge through practice by solving playful tasks. Oksodoboz is a website that contains almost 15,000 graphic tasks related to the Hungarian National Basic Curriculum, 35 games that develop cognitive skills and 200 educational animations. The activities are divided according to subject, topic and class. **Type:** High	From primary school to high school	1 2 3	Useful for everyone thanks to the possibility of personification of the didactic activity. **Objective:** -Cognitive, neuropsychological and learning dimensions -Communicative and linguistic skills	21

Genially https://genial.ly/education/for-schools/	Genially is an online platform for creating presentations and interactive games of various kinds. The special feature of the programme is the possibility of inserting links, text and images to each individual slide which, in effect, transforms a presentation into an interactive experience somewhere between book-game and hypertext. **Type:** High	From primary school to high school	1 2 3	Useful for everyone on the basis of the chosen activity/content. **Objective:** **-C**ognitive, neuropsychological and learning dimensions	17
GeoGebra	GeoGebra is a mathematics app that allows users to draw graphs, study geometry and algebra as well as solid figures in 3D. The great advantage of this app is the fact that it can be adapted to various levels of difficulty/school grades. It offers different types of content **Type:** Mid +50	From primary school to high school	1 2 3	Particularly useful for students with learning difficulties in math or dyscalculia. **Objective:** -Cognitive, neuropsychological and learning dimensions	21

Plickers https://help.plickers.com/hc/en-us/articles/360009395854-What-is-Plickers-	Plickers is an App that allows tests, quizzes and other surveys to be taken and data to be collected in real time, without the need for a device. The teacher only needs a smartphone or tablet connected to the internet to create a digital classroom. Very practical in the case of primary school students who often do not yet have their own personal device, useful for knowledge verification. **Type:** High 	From primary school to high school	1 2 3	Useful for everyone on the basis of the chosen activity/content. **Objective:** -Cognitive, neuropsychological and learning dimensions	19
Educaplay https://www.educaplay.com/	Educaplay is a user-friendly educational game creator. Choose from a wide array of game templates such as crosswords, memory games, quizzes and riddles. You can create your own games using the templates provided or pick one of the many ready-to-use activities on the website.	From primary school to high school	1 2 3	It exploits learning through play. this makes it particularly suitable for students with attention problems. Proposes potentially attractive and interactive activities. **Objective:** **-C**ognitive, neuropsychological	19,5

	Type: High			and learning dimensions	
Matific https://www.matific.com/it/it/home/matific-play/	Matific is a multi-award-winning, digital learning-based mathematics platform for schools that develops problem-solving skills and conceptual understanding in the early years of mathematics study. Matific provides access to more than 2000 mathematical activities, worksheets and lesson plans in line with the curriculum. **Type:** Mid	From pre-school to middle school	1 2 3	Particularly useful for students with learning difficulties as dyscalculia. **Objective:** **-**Cognitive, neuropsychological and learning dimensions	20,5

bluebot/beebot https://blog.teaching.com.au/introduction-to-the-bee-bot-and-blue-bot-in-the-classroom/	Bee-bot is a bee-shaped robot that can memorize a set of basic commands and move along a path according to the recorded commands. Bee-Bot is ideal for teaching coding, lateralization, spatial - Orientation and programming. **Type:** High 	Primary schools	1	Useful for everyone in particular for pupils with problems in spatial orientation. **Objective:** -Cognitive, neuropsychological and learning dimensions -Orientation and autonomy dimension	15
Google Classroom https://sites.google.com/view/classroom-workspace/log in_5	Google Classroom is a free web service developed by Google, for schools and universities, aiming to simplify the creation and distribution of teaching materials, assignment and assessment of tasks online. **Type:** Mid 	From primary school to high school	3	useful for everyone. **Objective:** **-C**ognitive, neuropsychological and learning dimensions -Relationship, integration and socialization dimension	18

YouTube https://www.youtube.com/?gl=IT&hl=it 	YouTube is a web 2.0 platform that allows multimedia content to be shared and viewed online: on the site, it is possible to see video clips, trailers, short films, news, live streaming, shorts and slideshows and other content such as video blogs. Allows wide access to a wealth of video content that can be used both at school and at home **Type:** Mid 	From primary school to high school		Useful for everyone on the basis of their chosen content. **Objective:** -Cognitive, neuropsychological and learning dimensions	15
PhEt Colorado/Phet Interactive Simulations https://phet.colorado.edu/ 	Phet Interactive Simulations is a collection of over 150 interactive experiments ranging from mathematics to science. In addition to simulations, some 3,000 teaching units and guides are available, and some of the environments are designed with accessibility requirements in mind to allow participation by all. **Type:** Mid 	From primary school to high school		Useful for everyone, considered suitable for individuals with visual impairments or hearing disabilities. **Objective:** -Cognitive, neuropsychological and learning dimensions -Orientation and autonomy dimension	19,5

Moto-tiles https://www.moto-tiles.com/ 	Moto-Tiles is a play tool that engages physical movement and cognitive processes with effective, fun, and motivating exercises. Each tile (10) has a pressure-sensitive area in the center and 8 lights that can light up in various colors, which allows a wide variety of games. Since the tiles are controlled by the tablet wirelessly, they can be placed in the space combined or separately, allowing for a wide variability of setting configuration and difficulty levels. **Type:** Mid 	From primary school to high school	1 2 3	Useful for everyone, on the basis of the chosen game and tiles set-up. It's suitable for individuals with visual impairments, with motor or hearing disabilities. **Objective:** -Cognitive, neuropsychological and motor dimensions -Communicative and linguistic skills -Relationship, integration and socialization dimension	18,5

EDUard https://www.metalab.neapolisanit.com/prototipi-progtti/	EDUard is a bundle that offers a series of applications for training and assessment, through teaching cards, of school subjects (such as history, art, geography, and others). It also includes exercises for strengthening instrumental skills (such as reading, writing, metacognition and executive functions, and others), which are essential for academic success in children with typical and atypical development. **Type:** High	Primary schools	1 3	Useful for students with typical and atypical development, in particular for students with ADHD and specific learning disorders. **Objective:** -Cognitive, neuropsychological and learning dimensions -Orientation and autonomy dimension -Communicative and linguistic skills	15
Paint https://apps.microsoft.com/detail/9pcfs5b6t72h?hl=it-IT&gl=IT	Paint is a flexible and easy-to-use graphics editing tool on Windows that allows you to create, edit, and manipulate images and drawings. It's perfect for straightforward tasks like cropping and resizing images, as well as drawing and adding simple shapes and text. **Type:** High	From pre-school to high school	1 3	Useful for students with typical and atypical development, helping them to organize and customize study materials while fostering creativity. **Objective:** -Cognitive, neuropsychological and learning dimensions	13,5

Type of technology: 1) *Low*: aids that do not need electricity, for instance, graphic organizer, visual schedules, adapted pencil (weighted, fat, skinny, triangular, golf etc.), adaptive paper (graph, special spacing or texture, HWT, etc.), slant board, post-it, squishy ball or sensory input (fidgets), tactile ruler, velcro, page protector or colored transparency, binder clip (for grip for turning pages), jumbo anything (text, materials, paper, etc). 2)
Mid: electronic communication devices that do not require connection to a computer, for instance, VOCA, screen magnifier, audiobook, adapted cd player/music player, voice amplification, braille translation software, switch adapted games or toys, adapted keyboard, calculator, electronic speller or dictionary. 3) *High*: resolutions that employ and integrate computers with multimedia interfaces, acquisition from external sources and speech synthesis, for instance, electric wheelchair, portable word processor, word prediction software, text to speech, speech to text, AAC Device, smart board, alerting device.