

Sustainable Goals in the Classroom

Gráinne Carroll - IADT



Background

Degree: Applied Psychology IADT

Module: Applied Psychology in Practice

Tech & Practice Path

Team Taught

Gráinne Carroll

Dr John Greaney

Robert Griffin

Dr Timothy McNichols



Project Aim

Apply what they have learned to date

Broaden their focus to overarching societal goals

UN Sustainable Goals

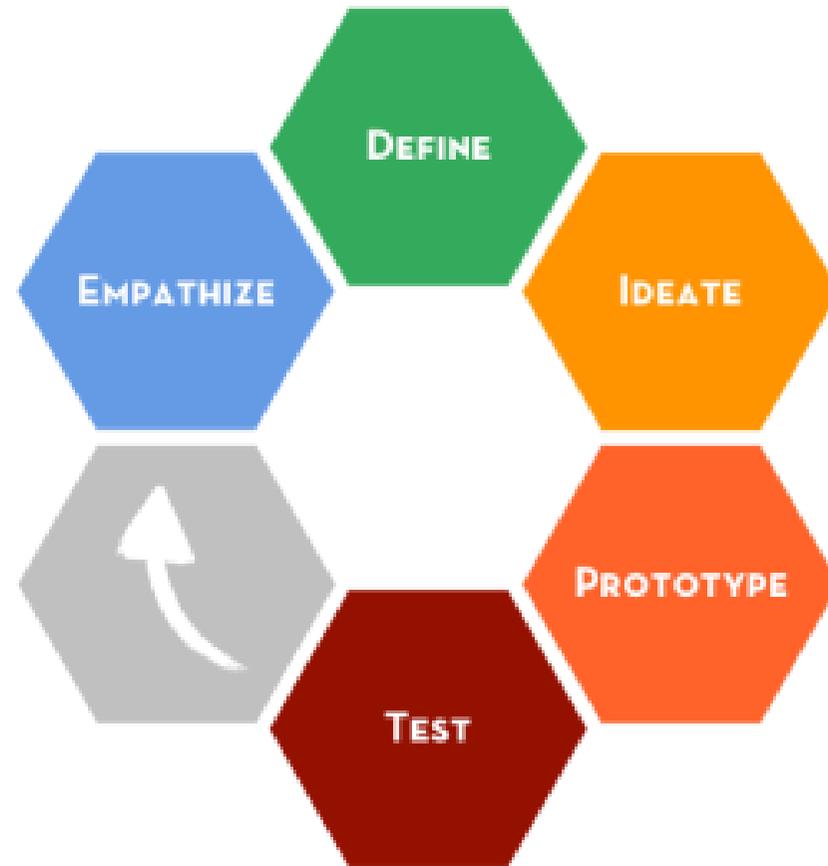


Where to begin?

- sensory rooms,
- information walks,
- short films,
- the maker movement
- the sharing economy,
- social media campaigns,
- Information of things,
- gamification, app/
- website design
- Augmented/Virtual Reality.

Design Process

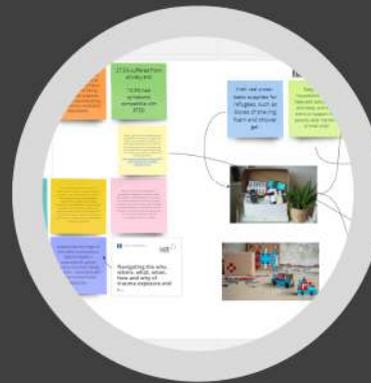
- Iterative Process
- User-centered
- Research
- Prototyping
- Testing
- Ethical approval



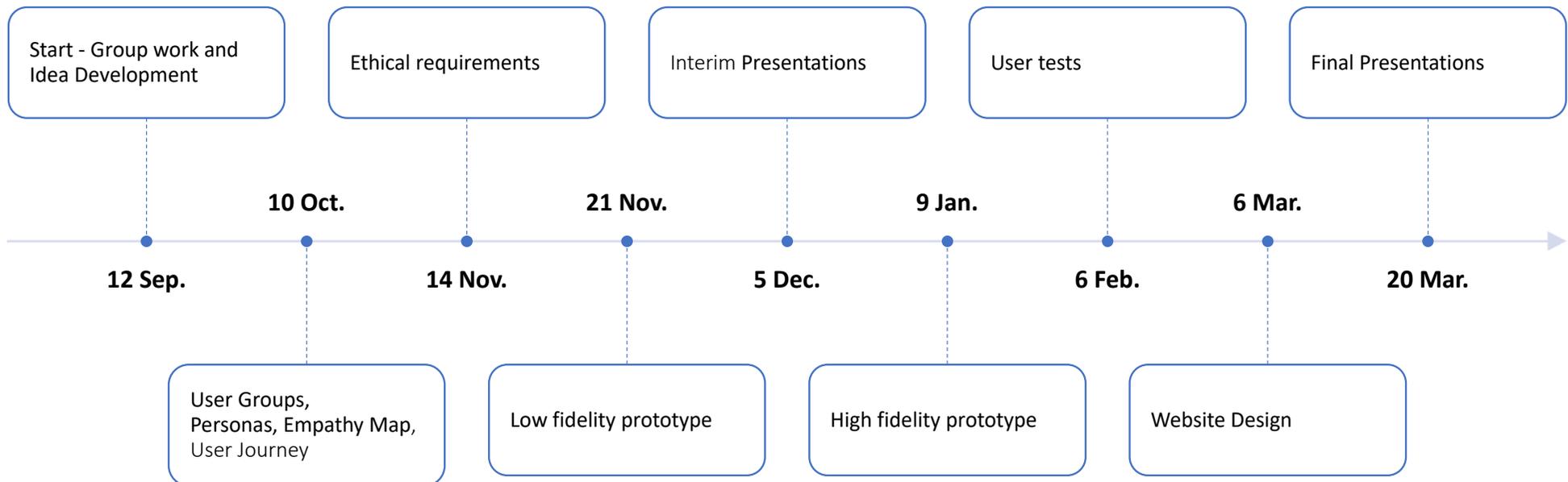
Project Research

Open and transparent
Miro

- brainstorm
- research material
- gather ideas in a central location.



Project Timeline



Key Deliverable – Project Website



Solution



Research



Design process



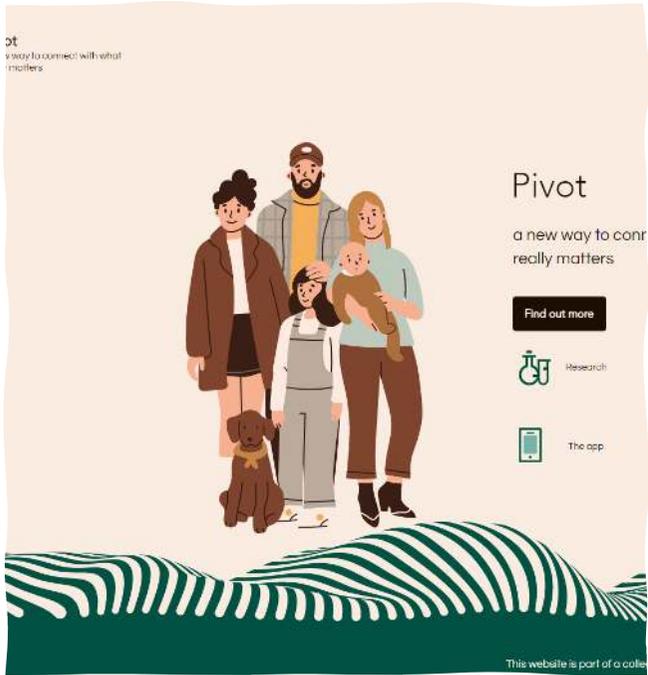
Ethical
considerations



About us



Supporting
documentation



Project Websites

Ideas

Interactive game about the environment

Food resource app

College connect app

Sensory room for neurodivergent students

Decider skills resource

Resource box for refugee children

App tackling loneliness in older people

Sea swim and beach clean app

App for Erasmus students

Classroom Management Tool

Plant Paradise

- An environmental learning game that can be applied within the classroom and at home.
- User-friendly for all ages, with the option to play live with classmates.
- A fun and interactive way to teach kids about nature.

Nicoleta Jingan
Lauren Divilly
Caleb Brock

Orla Reynold
Niamh Blennerhassett



Plant Paradise Idea

- Research illustrates a problem with children's disconnection from nature.
- Time and scheduling constraints act as barriers
- Teachers lack the resources to facilitate the use of technology in teaching engaging outdoor education lessons.





Why Plant Paradise?

- Collect plants and learn detailed information about the use and function
- Learn to identify plants based on appearance and location of growth
- Learn about fauna in a certain parts of each country, how and why they differ from place to place
- Play along with classmates, creating an exciting nature atmosphere and interest
- Learning supports from within the app can be used in real world settings
- Level up, gain points, share with friends, learn, receive awards and extras for 'learning' and playing



PLANT PARADISE

PLAY



Classroom Management Tool

- Meets the needs of diagnosed and undiagnosed autistic children in **Irish primary schools** with the aid of a classroom management tool for teachers.
- There is currently a lack of resources of this type with a universal design application.

Natasha Cloran
Zara Hitchen

Meabh O'Looney
Conor Morgan

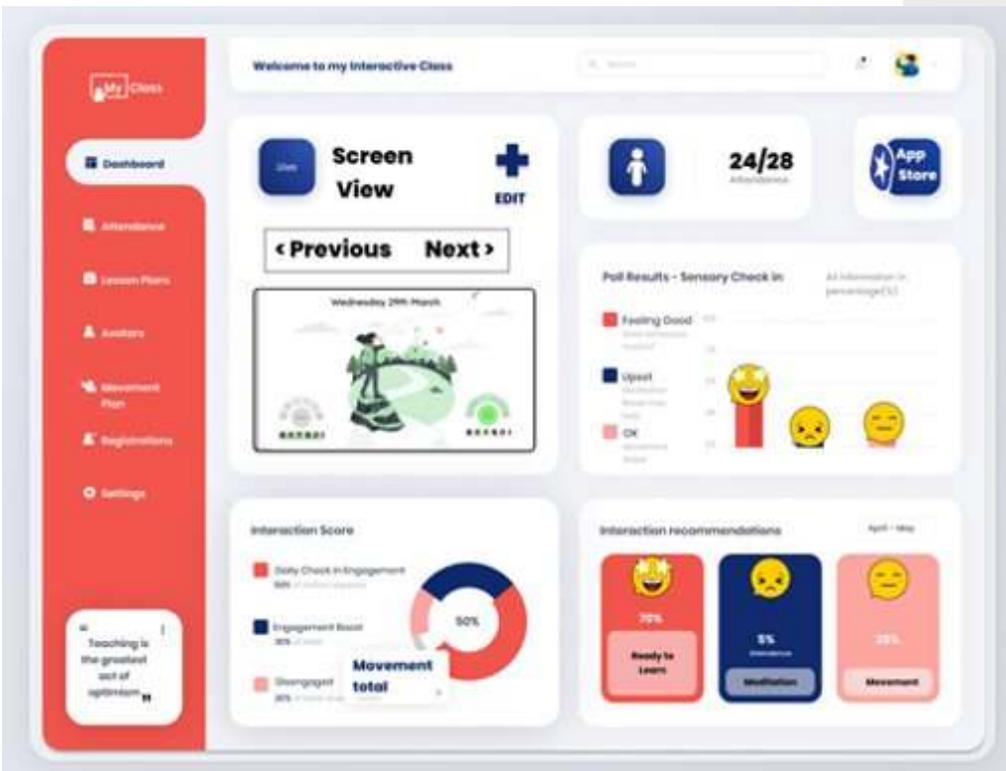
Classroom Management Tool

Morning Check-in

- The morning check-in screen allows each student to **register their attendance and mood** at the start of the day.
- Allows young children to acknowledge their emotions and voice them.
- Allow teachers to see the general mood of the classroom and intervene intervention if a concerning trend of negative emotions is present in a child.

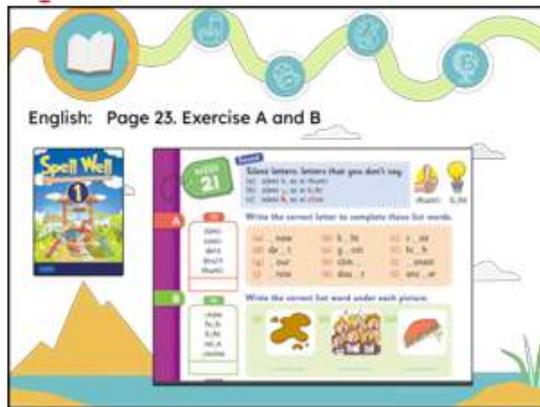


Classroom Management Tool



Teacher Screen

- Manage class attendance
- Ability to set a daily schedule and pick from a library of screens and themes to suit age of children.
- App store to share screens with other teachers



Classroom Management Tool

Daily Schedule Progress bar

- Schedule is important for people with ASD, the schedule will be visible at the top of the screen throughout the day.
- Teachers can adjust and edit the timetable and a **check mark can be seen beside subjects** and tasks that have been completed.
- In order to keep children on topic and engaged in activities, a description of the current activity in class is shown

Classroom Management Tool



Movement Break - Voting Interaction

- Movement breaks throughout the day - essential for regulation for autistic children.
- Benefits children in having a choice in their classroom experience as well as allowing them to regulate in an environment where they do not stand out from their peers.

Pivot

- App to bring older communities together through shared passions.
- A new platform for sharing interests, creating relationships and lasting friendships

Carla Fancello
Chris Dent
Hanna Oska

Jake Lombard
Matthew McDonnell



Pivot

Retirement

- Reduced social interactions
- Sense of purpose
- Less cognitive stimulation.

Can lead to a number of issues such as loneliness and cognitive decline.

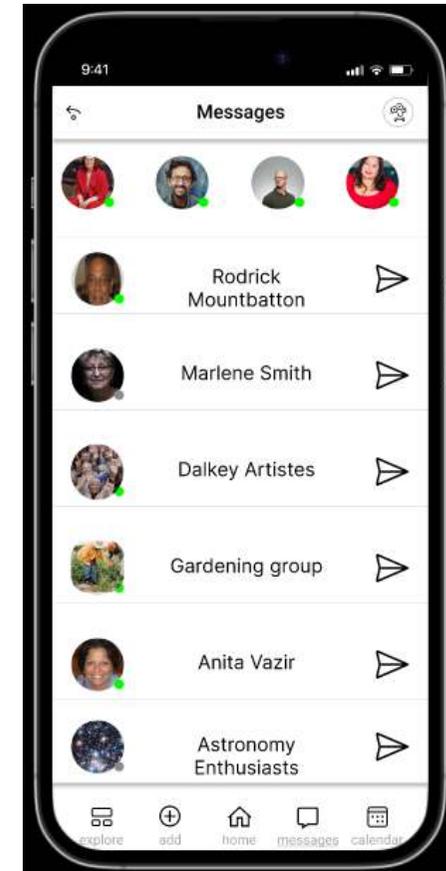
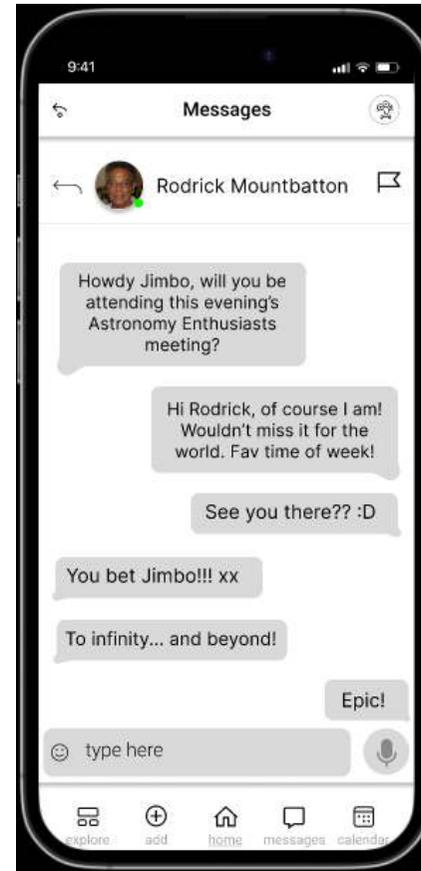


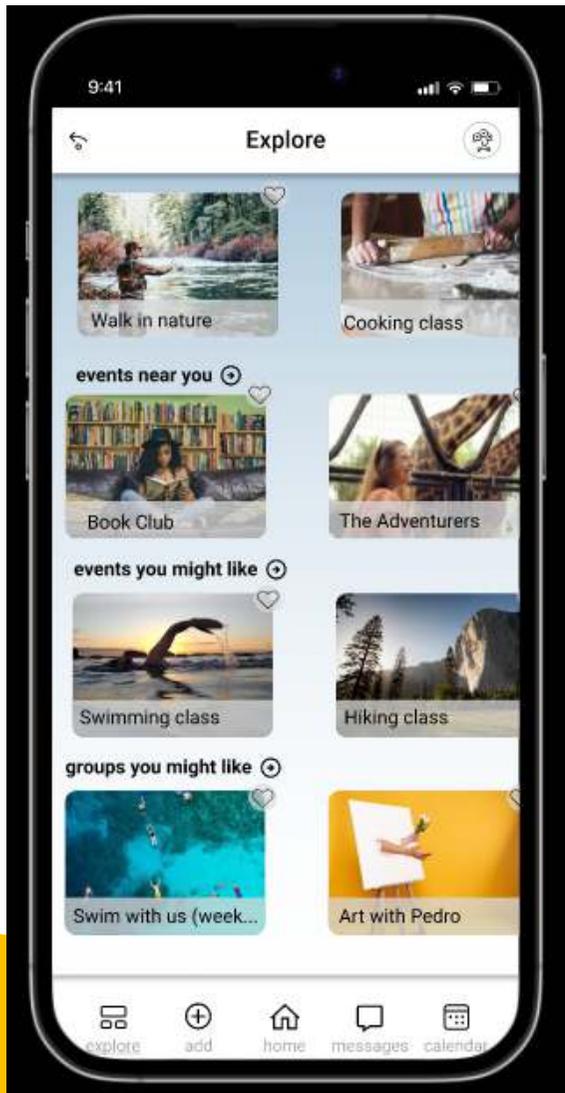
Pivot

Community

Connecting with other people is crucial for psychological wellbeing. This can be a challenge for people in retirement

Buddy system: users can choose to use the buddy system and get paired up with someone

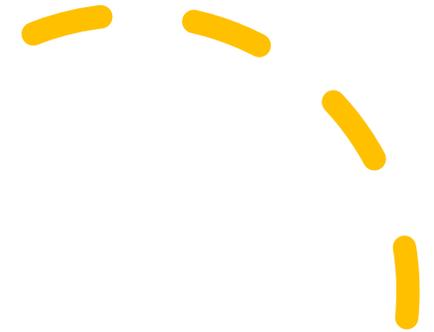


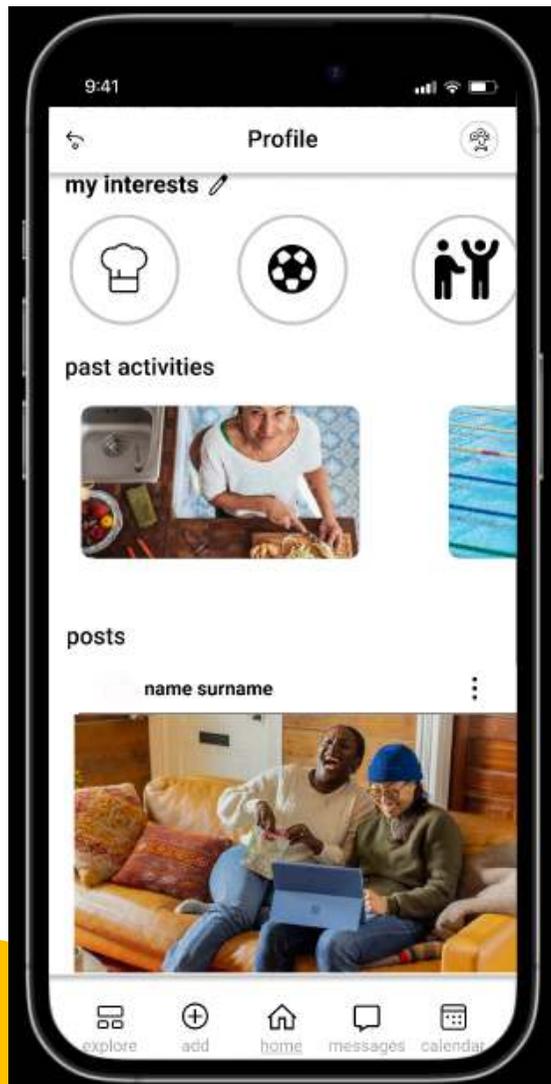


Pivot

Nature

Research has demonstrated that a sense of connection to nature has significantly uplifting effects on a person's wellbeing.





Pivot

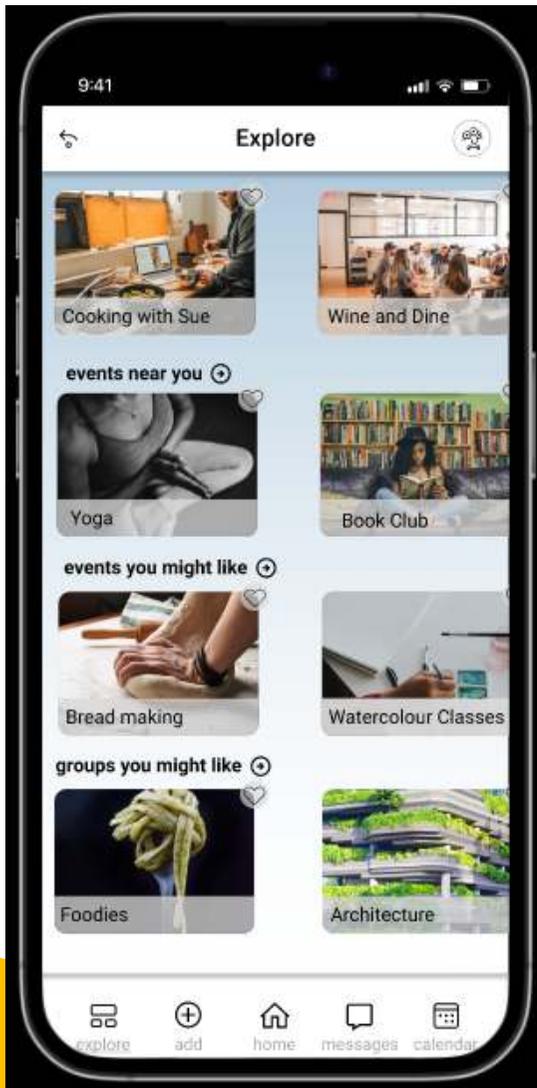
Meaning and Purpose

Having a sense of purpose and meaning in life contributes hugely to positive wellbeing.

This is often lost in retirement,

Find groups, activities and friends near you.

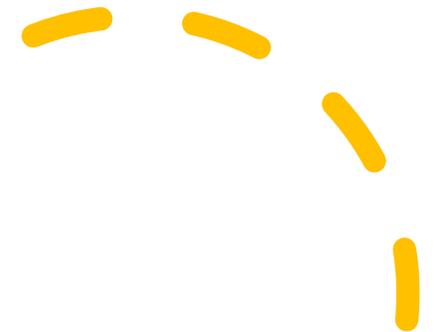
This way users don't get suggested events too far from where they set their location



Pivot

Cognitive Stimulation

Cognitive decline represents a serious threat to ageing persons and their wellbeing.



SNA Resource Box

- A resource box to aid SNA's with the recent increase of Ukrainian refugees in Irish classrooms.
- Assist SNAs in creating a more inclusive classroom environment.

Cian Mooney
Ruth Byrne

Louise Barry
Jamie Lee Ayeva



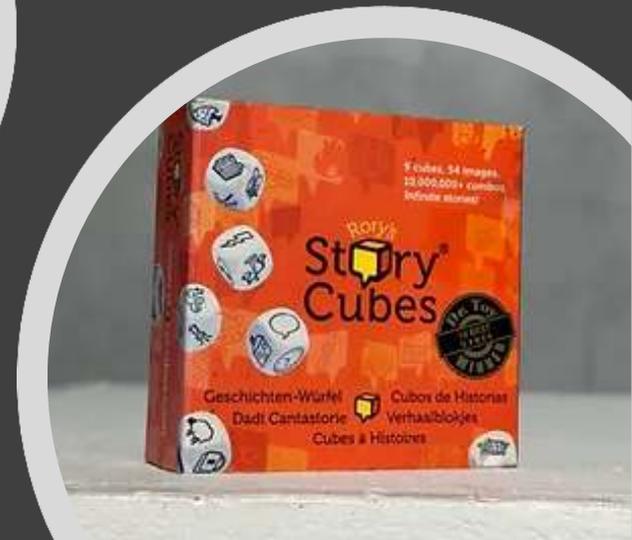
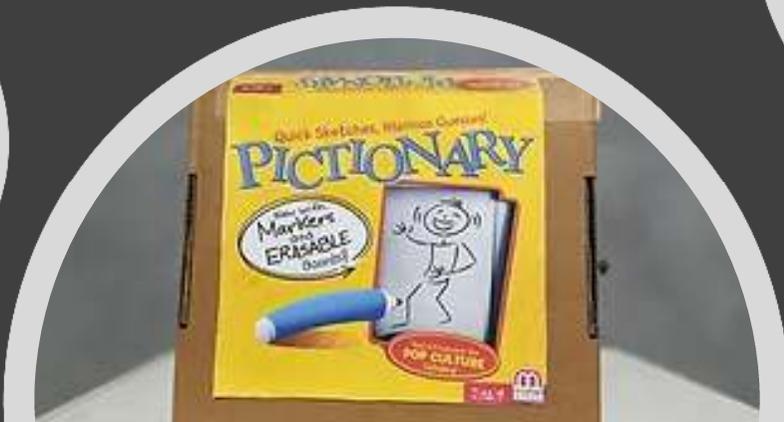
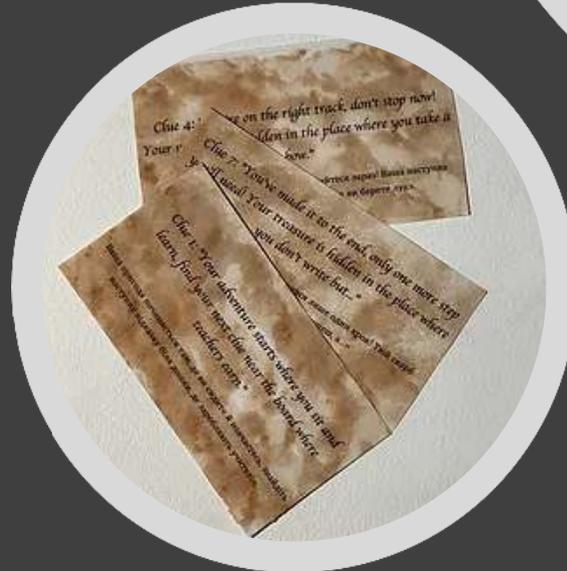
SNA Resource Box

- The recent surge of refugee children in the classroom could cause anxiety for Special Needs Assistants (SNAs).
- Limited information available to help SNAs
- A divide can form between the refugee children and rest of the class
- In a study teachers identified the need for a toolkit to assist schools



SNA Resource Box Contents

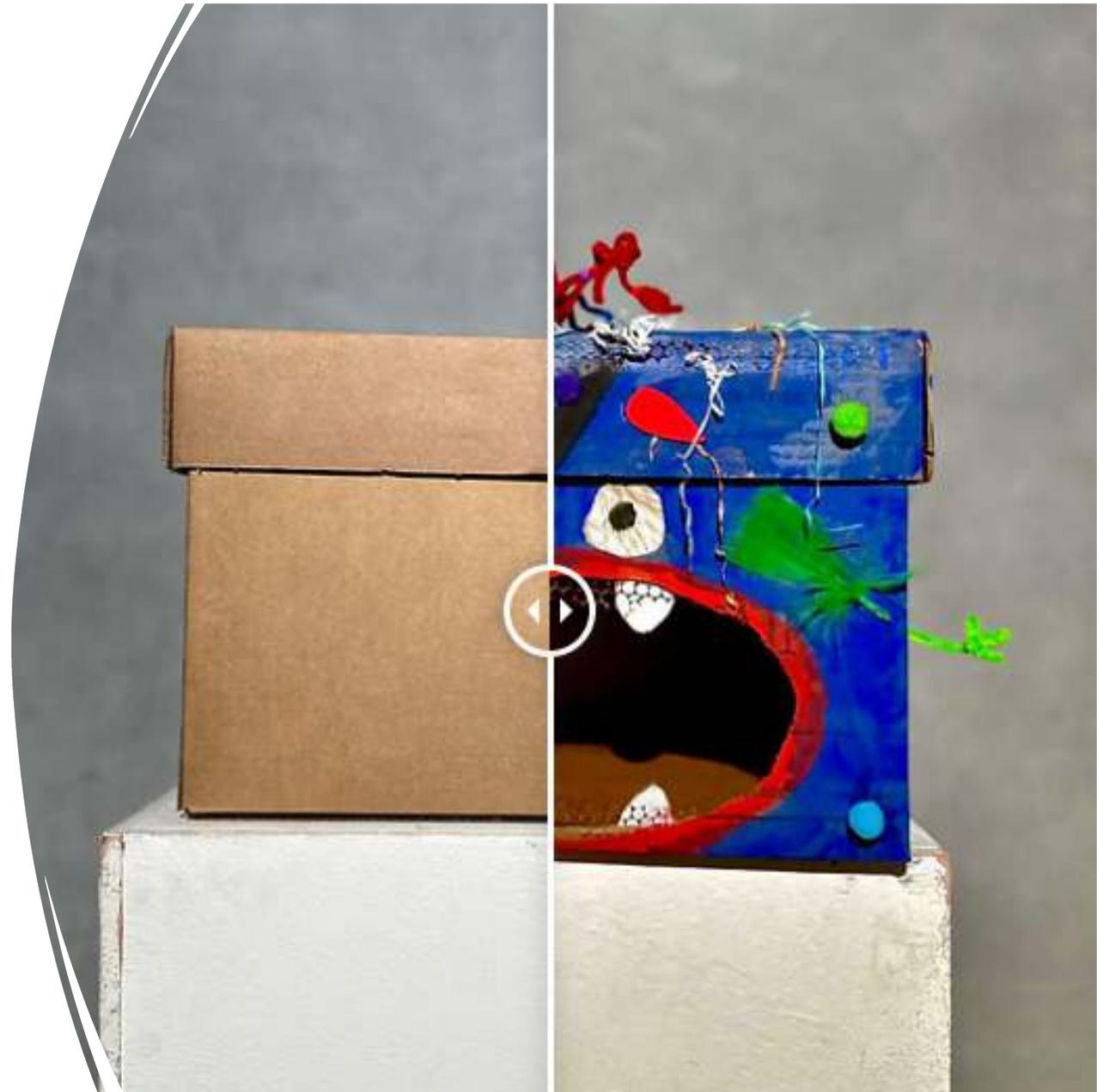
- Rory's Story Cubes
- Seeds
- Dobble
- Pictionary
- Treasure hunt
- Art Supplies
- Resource pack
- Buddy System
- Duolingo
- Ukrainian Phrasebook



SNA Resource Box

From cardboard box to classroom worry monster

The worry monster also links back to the original goal, which serves as a tool for children to get creative while also reducing waste!



SNA Resource Box

From cardboard box to classroom
worry monster



Student Quotes

This project encapsulates everything we've been working towards since the beginning of our degree. It was very enjoyable to apply our psychological knowledge and research skills to address a contemporary issue. ...

This was a fantastic learning experience, and I am so proud of what we have produced.





Student Quotes

I feel like I am more aware of the UN goals and I would like to work on these kind of projects in the future

It gave me a greater awareness of equality issues ... and about practical steps to address these issues

Knowing you are contributing a solution to a real problem was motivation, all of these problems are too large to solve as an individual but now I feel we can make a difference on that level by breaking things down.