The second part of my presentation is focusing, as I said, on the SHAPE Project, which was funded by the Economic and Social Research Council in the UK. Now, this project was a very exciting project where we used four existing technologies that had already been developed in universities in partnership with schools, parents and children.

Those four technologies, we were taking them into the classroom and working collaboratively with six different schools to find out how they embedded those technologies in the curriculum and in the classroom. And we worked with a range of different schools. Those included mainstream schools, specialist autism schools, and special schools, generic special schools for children with learning difficulties and often with autism as well. So, we worked with these school communities, and what we did in the project was to create digital stories and a web portal for sharing the knowledge and experiences that these teachers and children developed throughout the project. And the technologies that we were using were four different technologies, entitled COSPATIAL, ReactTickles, Somantics and Echoes, and all of those projects and technologies had in common that they focused on social communication and emotional regulation. And they ranged from using body movement to joint attention, to turn-taking, to developing collaboration and conversation skills. So, children at a number of different developmental stages could be using the technologies, but also, teachers could be thinking about, what were the best technologies to use with which children? And what emerged from that project...

I’m not really going to go into the detail of the technologies here, because you can find out about the details of those different technologies by looking at the digital stories. What I’m doing here is I’m sharing with you the website address, where we’ve uploaded many of the digital stories that were created by the teachers and children so that you can view the different ways that they used and embedded technologies in the classroom. And I’ve also given you a set of website addresses which will give you information about the four different technologies that we used in this particular
project, in case you want to find out more about them, and particularly ReacTickles Magic and Somantics, you can download directly from the Apple Store. So, if you wanted to use it yourself, with mobile technology, with iPads or on the computer, you would be able to do so. So, this is just a signpost, really, to you for a number of different resources that you could potentially draw upon if you want to find out more about how you might be using technology with the pupils that you work with, or with a person with autism that you care for or work with.

Thank you very much. I've also given you my email address in case you want to contact me, and I will do my best to respond to you as soon as I possibly can if you do contact me. Thank you very much.