#### Supporting Phonological Awareness using 3D gaming

I recently carried out research into the use of 3D gaming to support the development of phonological awareness in children with specific speech and language disorders. The game was coded in C# using Unity. I used the Kinect to provide children with gesture-based input to support them in developing phonological awareness. The study was very successful and the gesture-based input provided much scope for development in working with children who are non-verbal and children with gross and fine motor difficulties.

#### Body Image Workshop for kids and teenagers -“GLAD to be ME!”

which aimed to impart new skills to the participants about importance of self-knowledge and self-acceptance. In the workshop, I will explain how the media images created and why they are unrealistic. While the vast majority of images are being digitally altered, so are the children’s perceptions of normal, healthy, beautiful and attainable. Using simple techniques and sharing my knowledge, I will help children to restore a normal and healthy perception of their bodies.

#### STEAM teaching/learning

STEAM teaching/learning

#### Green Screen

“Reading – There’s Always Another Way”

The presentation “Reading – There’s Always Another Way” details how, after struggling to teach some of our ASD pupils to read using traditional reading programmes, we devised our own reading scheme which has been successful. Our hands-on, multisensory approach could be used for any pupils struggling to get on the road to reading.

#### How to overcome the challenges faced by disadvantaged students?

A case study.
### Growth Mindset

In 1978, Stanford psychologist Carol Dweck made a profound discovery: children who believed their intelligence could grow did better in school, and better in life. She called this basic belief about intelligence “mindset.” In 2016, Carol Dweck’s lab at Stanford, PERTS, partnered with ClassDojo to bring this important lesson to classrooms everywhere through a five episode video series. Ciara will outline how you can use these lessons in the classroom.

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### Mellon Educate Teaching Blitz

Feilte celebrates excellence in teaching & learning. This Summer 52 Irish & UK teachers had a chance to share their teaching skills with our South African colleagues when we spent time in the townships of Capetown. This presentation gives a brief insight into the learning journey we all experienced. Perhaps next year it will be you!

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### Shoes that fit 2: Owning your journey!

A pilot: TY students choosing and booking what core subject they do that day, every day. Irish, English or Maths: What shall it be today?

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### The Imperfect Teacher

Teaching isn’t the perfect wrap in a bow career. There are highs, lows, intensities, frustrations, joy, fulfilment and the odd breakdown. Being the Imperfect Teacher isn’t easy – you have to work at it! Hear some tips, stories and anecdotes that will help you be the best imperfect teacher you can be from the imperfectly honest teacher!

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### Craic sa Chlós

This presentation asks schools to consider positive structures for yard time that can greatly enhance the experience of children and teachers alike. Craic sa Chlós brings together ideas and approaches we would readily use in our classrooms to bring a bit of craic and positivity to yard time.

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### BreakoutEDU

BreakoutEDU is a code breaking activity devised to promote both problem solving and teamwork skills. It is a multimodal activity, requiring both mental and physical energy, than can be designed to match any part of the curriculum, and any level. All details at [www.breakoutedu.com/](http://www.breakoutedu.com/). Let’s have a go!

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### Chemistry Resources

The Royal Society of Chemistry is a charity providing free resources, workshops and assistance for all Irish Junior Cycle Science and Leaving Cert Chemistry teachers. This presentation will be an overview of what we offer.

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### Moontour

Three years ago, Moontour began teaching Irish using only experiential learning. The method proved a huge hit with students. In this talk, Seán will explain how Moontour is now using Virtual Reality to encourage experiential learning in the classroom, and how to design lesson plans and group work using VR.