

Introduction

After pre-assessment of their learning, students were introduced to an online E-Learning software application that has features of profiling, learning through gamification, and assessment for learning outcomes. The training was personalized and supported by volunteers and an in-house special educator. The pre-vocational skills training imparted resulted in significant improvement in various aspects of the student's daily work and on-the-job training.

Methodology

- A cohort of 4 males and 2 females with multiple disabilities, in the age group of 20-35 years, who were undergoing on-the-job training after their special education, were selected from Antharbhaava (a not-for-profit company that empowers and employs adults with special needs in retailing, paper bag making, block printing, decoupage, vegetable cutting etc.)
- All six candidates have intellectual challenges. 2 of them have Cerebral Palsy along with spasticity, one comes under the Autism spectrum, one has severe anxiety attacks and two of them are high functioning with mild MR

Pre-vocational skills training included basic language skills, numerical skills, digital skills, literacy and life skills

EdQueries Learning Process



Online Learning plan

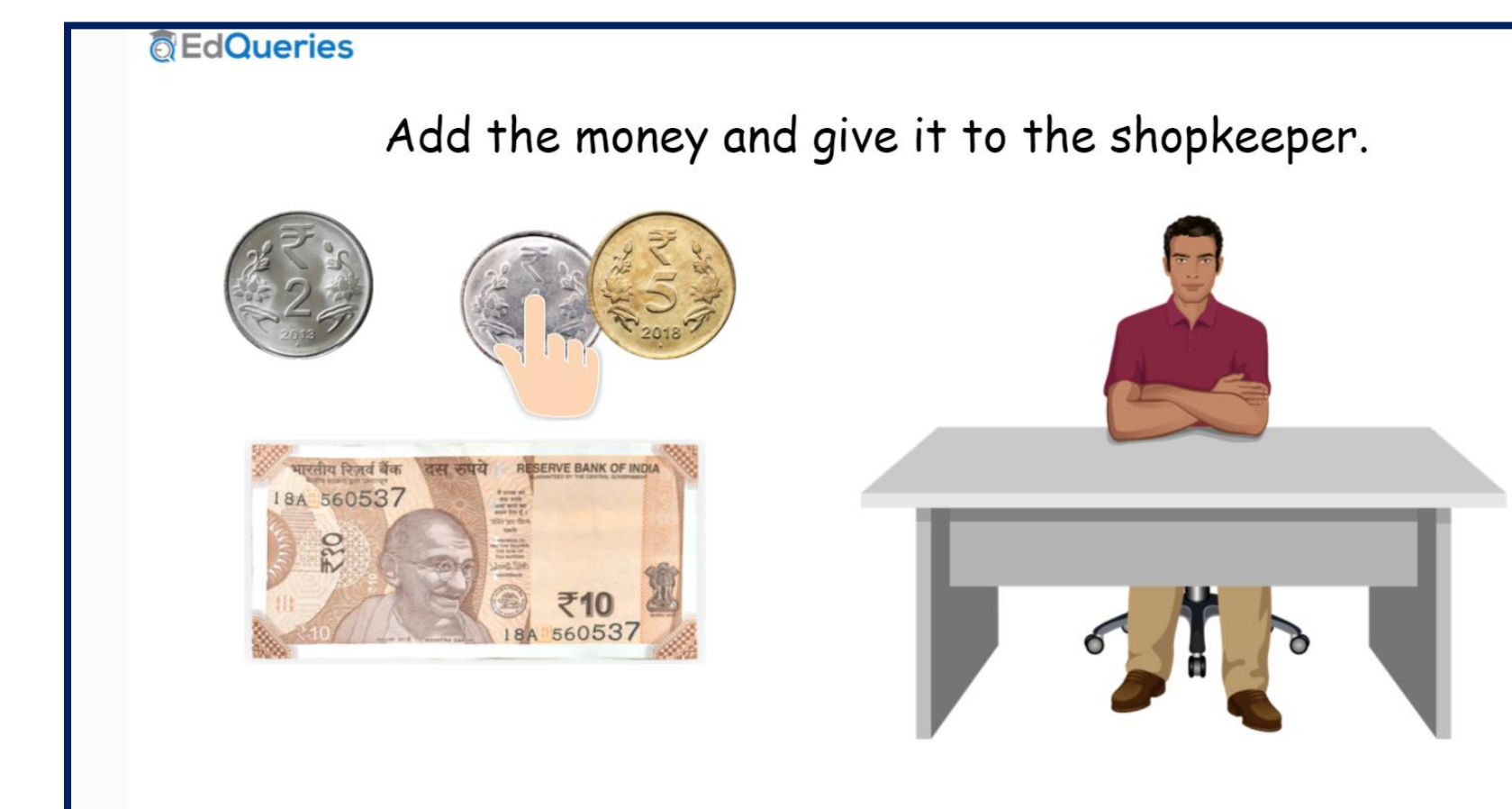
Name	Rating	Proficient	Status	Actions
Identifying shapes of objects MathSp1	Competent	Yes	-	Edit
Terms for 2D shapes MathSp2D	Competent	Yes	-	Edit
Terms for 3D shapes MathSp3D	Competent	Yes	-	Edit
Ordinal Numbers First position MathSpPos1	Competent	Yes	-	Edit
Ordinal numbers Last position MathSpL2	Competent	Yes	-	Edit

Volunteers from a software company helped conduct the training over Skype calls during a 1-hour session weekly. A Learning plan tracker within EdQueries was utilized to track the progress of the student. From Antharbhaava, supervisors were around while the training program was on.

Results

- **Increased vocabulary**
- **Increased confidence in shop**
- **More communicative**
- **Developed a very mature way of handling customers**
- **Students looking forward to more E-Learning**

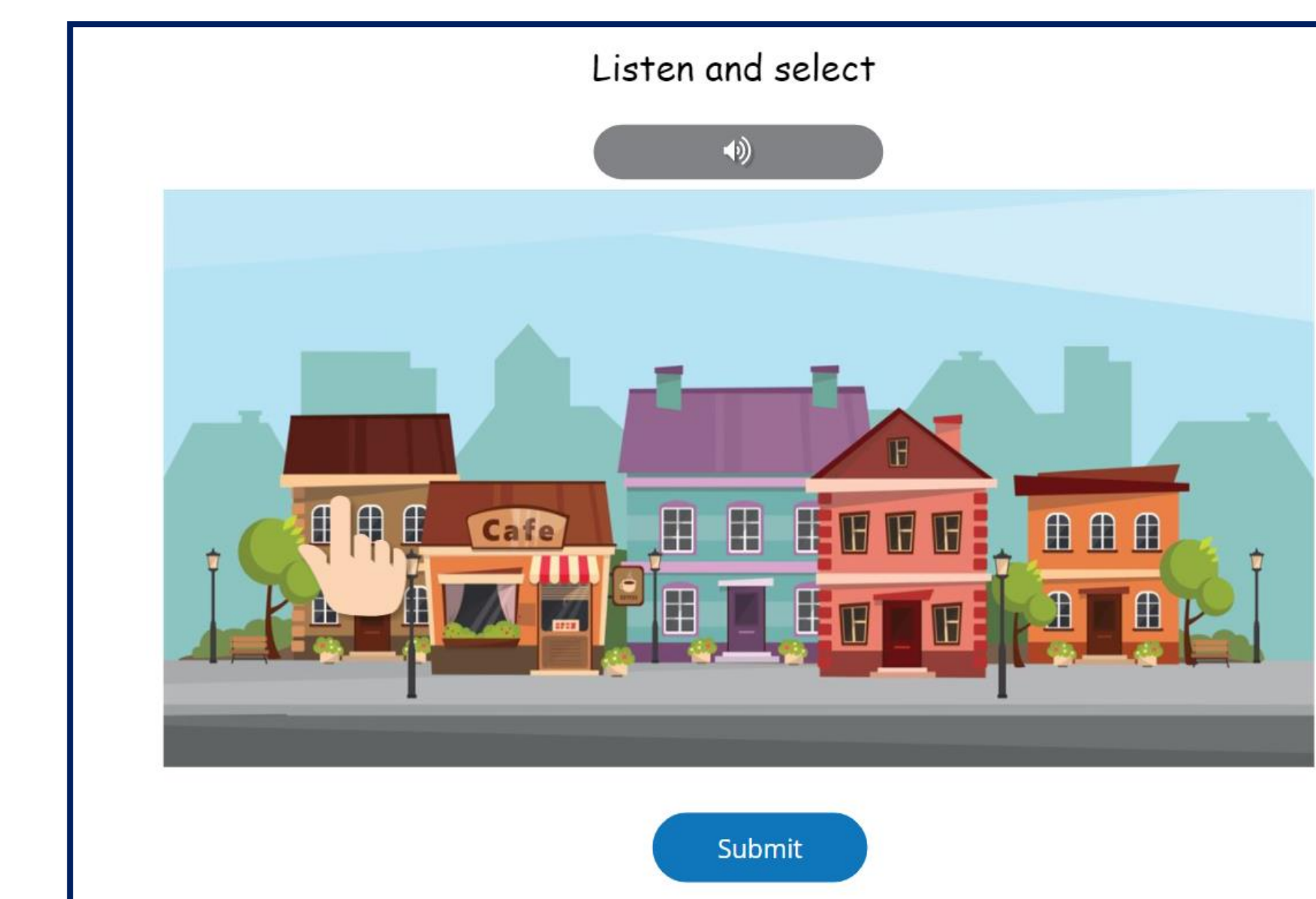
Edqueries has a vast library of educational games, allows personalization and tracks learning plan progress



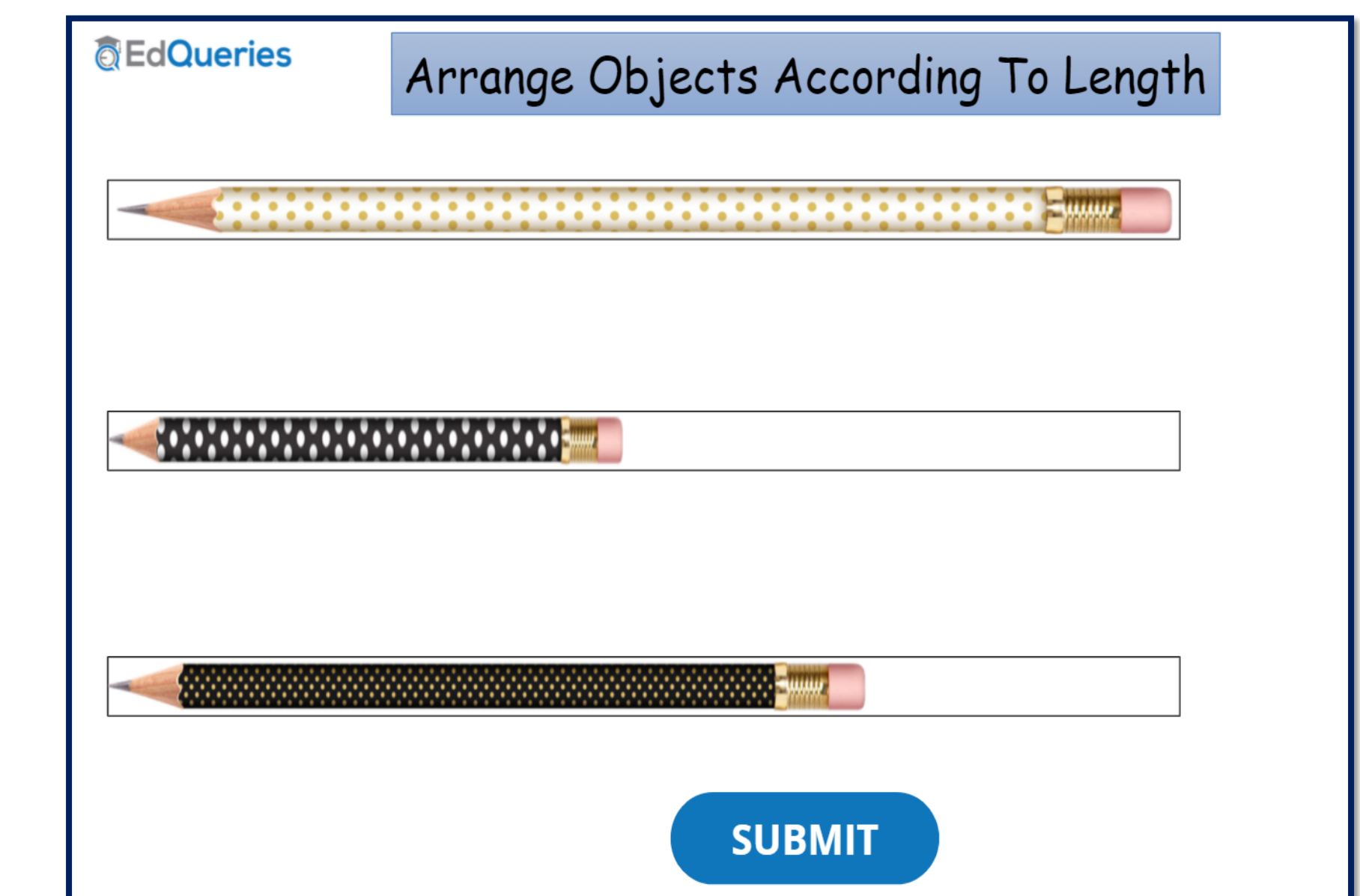
Money transaction game



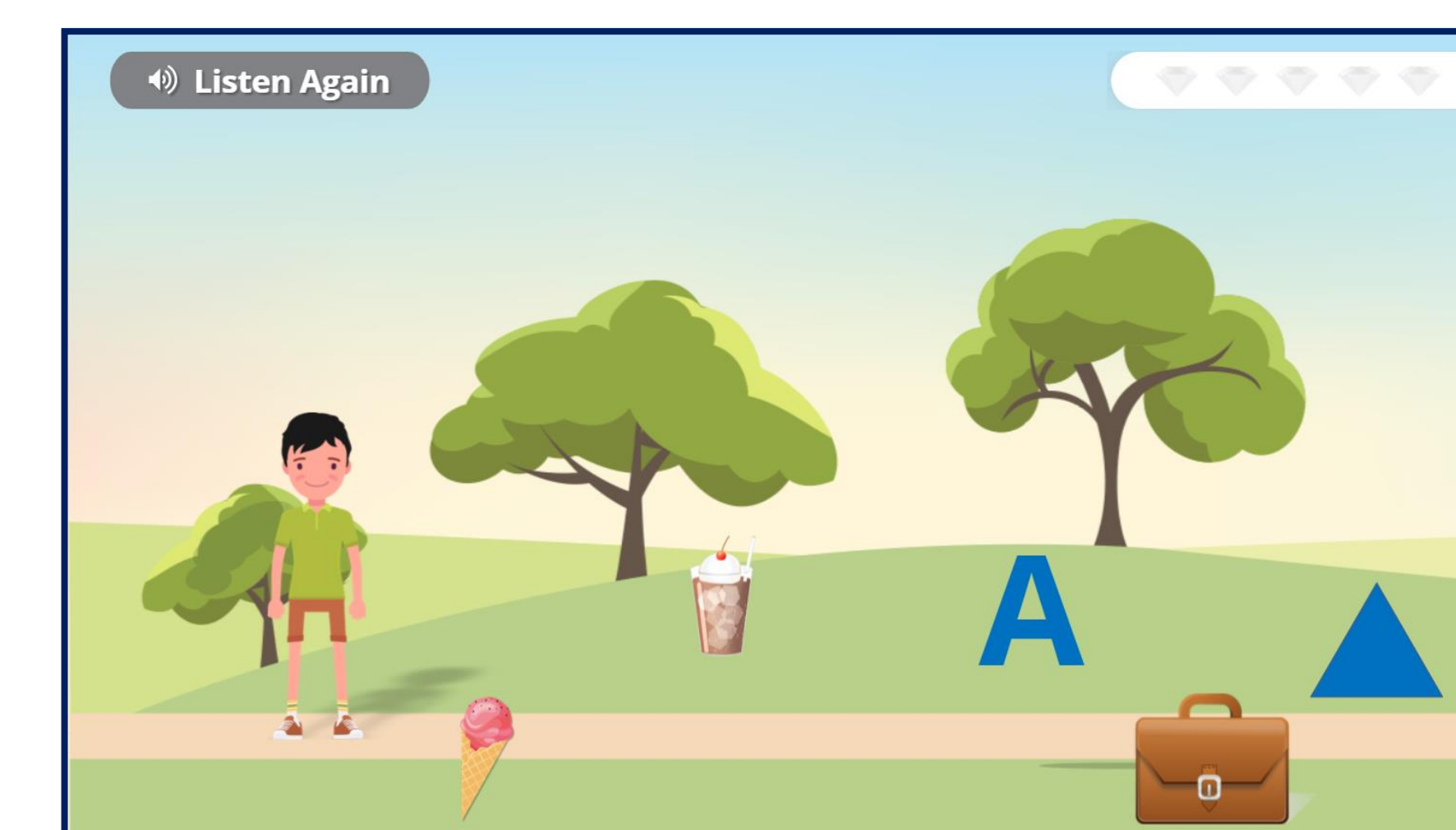
Super market game



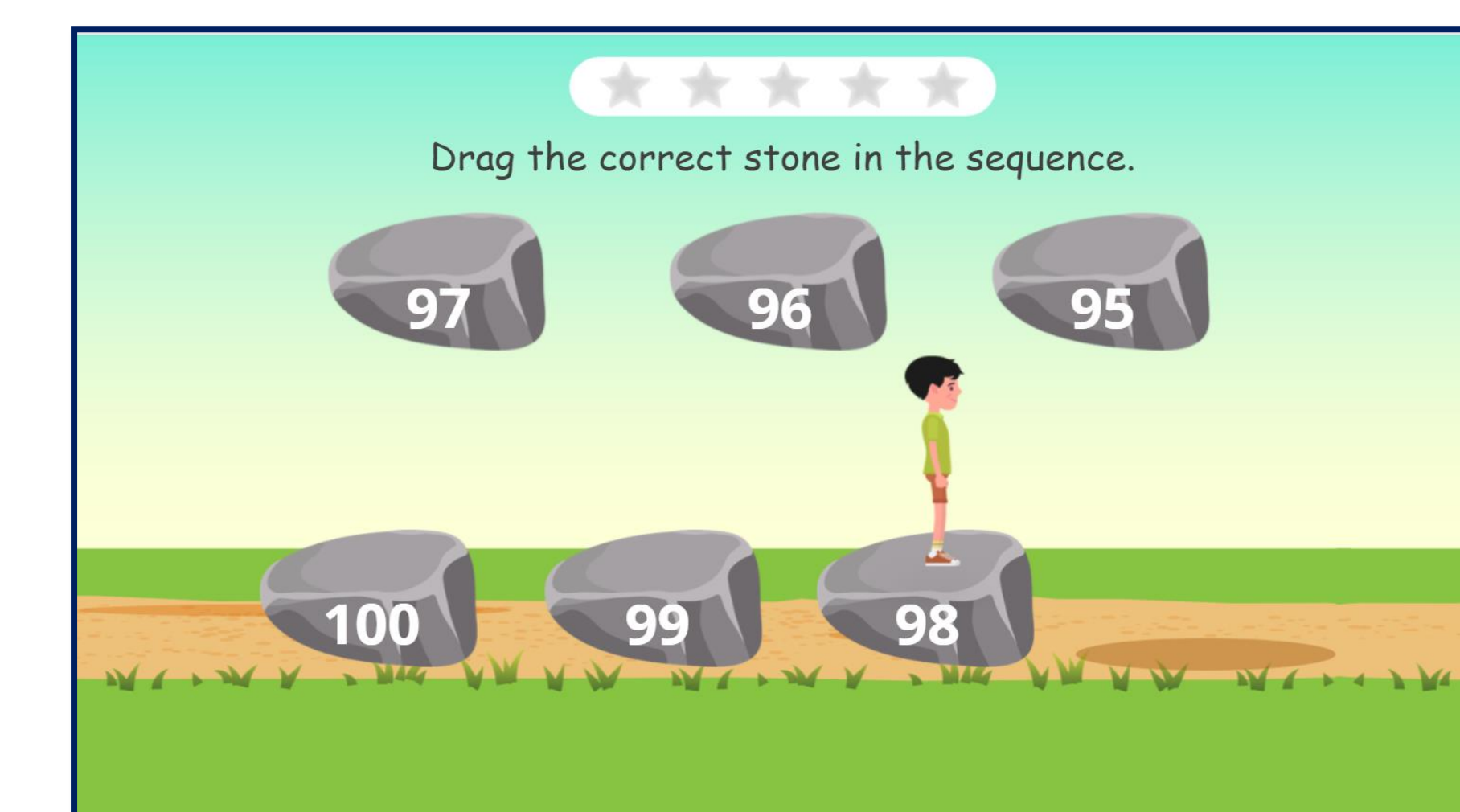
Locating places



Length game



Shapes treasure hunt game



Backward counting game

Conclusion : Use of EdQueries E-Learning software has helped personalize the learning for the students. When the learning material is presented in small chunks and with audio visual support, the students can absorb the learning material easily. Educational games and quizzes make learning fun for the students. Tailoring of content according to a student's vocational needs allows the student to immediately apply the knowledge gained, in real world surroundings. Communicating with volunteers also helps improve communication and social skills.



Project implemented in collaboration with Leonard Cheshire