

CHART SHOWING THE TEACHING UNITS

Each Teaching Unit consists of three activities (optional, non-compulsory) as well as the final project for taking part in the competition - which, for this category, is the audiovisual piece calling for inclusive schools.

These units always follow the same sequence:

A. OPTIONAL ACTIVITIES

1. **Activity to motivate and raise awareness of the subject.** This is related to neuroscience research¹; Francisco Mora explains that emotion and learning must go together. It is also related to competency learning.

In all of these, discussion groups are run, based around a video, text or story. This method is chosen because it is directly related to the context of inclusive education. *Discussion groups foster interactive exchanges that allow students to learn together, learn from each other and learn with others. These interactions, which are based on equal exchange and respect, also provide a good emotional climate and enable empathy to be developed.*

2. **Video or infographics** that explain the theoretical framework in simple terms and are used to start the game of Kahoot - an online tool that enables gamification in the classroom and fun learning. This voluntary option is offered as a bonus resource.
3. **Two activities related to the topic in question.** These contribute to students' competency development, working in teams at all times, and encouraging metacognition.

B. COMPULSORY ACTIVITY, required to participate in the competition

4. **Final project (participation task).**

An audiovisual piece (maximum 60") that calls for a school for all, illustrating one of the following principles for reinventing schools: emotional education, multiple intelligences, IT, architectural redesign of the classroom/school and diversity.

In all Teaching Units, the general objectives, competences and curricular areas that are worked on are explained and specified, along with the timing and the materials to be used. The methodology strategies to be employed are also clarified, as are the techniques and resources that will be used to enable the set objectives to be achieved.

¹ <https://escuelaconcerebro.wordpress.com/2014/09/18/la-motivacion-escolar-siete-etapas-clave/>

They are have an Appendix that includes photocopiable material and other resources that enable the proposed activities to be properly carried out.