

Hello everyone, and welcome back. Here we are talking a little bit more about the Educator Guide and what you can expect inside of BuildAbility and the world around you. So this again, as I said, this is an exciting time to be here and BuildAbility is pretty cool.

BuildAbility is built around five types of Accessibility Barriers.

And it's important to recognize there are more than five.

BuildAbility focuses on Attitudinal Barriers, which are behaviours around perception, and assumptions that people have maybe discriminate against other people's disabilities. These often emerge from a lack of understanding. So, at the very surface level, this BuildAbility world builds understanding and compassion.

There are also Organizational or Systemic Barriers that may show up inside of things. Those are like policies and procedures that unfairly discriminate and can prevent individuals from participating fully in a situation. Some of these are unbiased, some of them are biased, some of them are implicit, and some of them are explicit.

We have Architectural or Physical. These are barriers that are elements of like buildings, or outdoor spaces that create barriers for persons with disability, or their barriers that are related to elements such as the design of buildings, or like stairs, doorways, layouts, the width of hallways, etc.

We have Information or Communication. This is related to sensory disabilities, such as hearing, seeing and learning disabilities. It's important to note that some of these disabilities may not be apparent. You may not be able to outwardly see some of these, but it's important to be talking about them.

There are also Technological Barriers that may occur. When a device or technology platform is not accessible to its intended audience, this can prevent access to information and access to learning. BuildAbility really tries to focus on these five types, knowing that there are many more that are there.

The really cool thing, Dan, is that there is a guide inside of the teacher resources that can help you through this! Let's take a look at that guide and where to find everything that we have inside there.

All right, so we are jumping to the link here to go to the BuildAbility resources. As you can see if we scroll down here, you can get to the Educator Guide at the bottom. So let's go ahead and open that up.

Here we are at the PDF. This will lead us through an overview. We have our learning objectives and we have our learning outcomes.

This section here, Dan, I think is really important. You'll notice that everything in the Educator Guide talks about those five things. Students will learn, they'll identify, they'll analyze, and then, they'll create. And then most importantly, we as educators can support the reflecting part. Each part of the guide has those five sections built into it.

We're going to will read out about the areas in BuildAbility. We have area one, which is School, we have the Shopping Centre, we have the Community and then we have the Sandbox, which is the area that you're open to build in.

Because you've done the school already inside the co-taught lessons, or will be doing the School with the co-taught lessons, your next steps will be exploring the Shopping Centre, the Community or going to the open Sandbox and really just having your students design inside of BuildAbility. There are questions that go along with all four of the sections.

We have an area on the School lesson overview. So identifying, analyzing, creating and reflecting again for each of the separate areas. We have a specific section here on the teacher's role.

The next section is probably one of my favourites. Knowing that we as educators don't always understand all the disabilities that are out there. There is a section and there's a table just below that, that shows you an example of things that you could find in the game. So you could help you know by reading this section like Attitudinal, we can figure out some of the things that could happen inside of the school system and then, therefore, you can plan some really cool questions for students.

Every single section has it. They all have these types of barriers telling you the kind of things that you can find, which is pretty cool.

We got our lesson plan here, extended learning challenges.

Every single one will follow the same type of layout: teacher notes, telling you the barriers that are inside of it, and then giving you the actual extension questions that you can build lesson plans around.

If you need more extensions and learning that's going on inside of your space, this Educator Guide is really where you want to go. It'll help you figure out the co-taught lessons and where to go next. It's kind of what's happening, what questions to ask, and then how to get your students to think about where things are. Dan, any other last thoughts about this guide?

This is pretty comprehensive. I think. All questions will be answered here.

There's also at the end, a really cool resource section too, where you can find more information on inclusive design, and that can really help you with the learning in your class.

Hopefully, all of these videos can help you get started with our co-taught lessons and BuildAbility. It's a really exciting world! We look forward to seeing you digitally.

Thank you so much for being here and have a good one.